

Offset	Topic
00:17	<ul style="list-style-type: none"> <li>● <b>Intro</b> <ul style="list-style-type: none"> <li>● End of Free Planet X <ul style="list-style-type: none"> <li>● Understand his reasons</li> <li>● Saddened as when Technorama stopped regular production</li> <li>● Makes me reassess my own production</li> <li>● Recent conversation with Dave Slusher</li> <li>● On his own he decided to recommit</li> <li>● I am pretty happy with the show, have some plans to improve it</li> <li>● I still fear running out of content but hasn't happened yet</li> <li>● Occasional breaks help</li> <li>● Listener contribution helps the most, in all forms</li> </ul> </li> </ul> </li> </ul>
05:20	<ul style="list-style-type: none"> <li>● <b>Security Alerts</b></li> </ul>
05:39	<ul style="list-style-type: none"> <li>● Malware has started generating fake infringement notices <ul style="list-style-type: none"> <li>● <a href="http://feeds.arstechnica.com/~r/arstechnica/BAaf/~3/387601760/20080909-spammers-target-p2p-users-with-fake-infringement-notice.html">http://feeds.arstechnica.com/~r/arstechnica/BAaf/~3/387601760/20080909-spammers-target-p2p-users-with-fake-infringement-notice.html</a></li> <li>● This was first spotted by Dan Morrill back in August</li> <li>● Attackers are sending letters claiming to be from Media Defender</li> <li>● When recipient clicks on link to view evidence, their system is infected</li> <li>● Payload is a variation on the Mytob worm</li> <li>● Email refers to common BitTorrent trackers</li> <li>● Seems to work because Media Defender has such a poor reputation</li> <li>● User may click even if they know they haven't infringed</li> <li>● Just trying to confirm the bogus nature of the takedown</li> <li>● That chance of falsehood hides the real lie, that the email is an attack</li> <li>● Exercise your usual caution and use appropriate security software</li> <li>● May be even wait for a second notice before believing its a real letter</li> </ul> </li> </ul>
07:56	<ul style="list-style-type: none"> <li>● Incidental security, privacy risk of iPhone screen effects <ul style="list-style-type: none"> <li>● <a href="http://blog.wired.com/gadgets/2008/09/hacker-says-sec.html">http://blog.wired.com/gadgets/2008/09/hacker-says-sec.html</a></li> <li>● Explained by Jonathan Zdziarski during a webcast on bypassing passcode</li> <li>● The phone takes a screenshot every time you hit the home button</li> <li>● Uses this for the zooming animation</li> <li>● The screen shot is like any user generated one</li> <li>● Only difference is the OS deletes it after use</li> <li>● Forensic experts have been able to recover old, deleted files, though</li> <li>● Presumably Apple did it this way for ease of development</li> </ul> </li> </ul>

## Offset

## Topic

- A fix could change it to use write to RAM instead
- Zdiarski demonstrated using custom firmware to bypass phone's passcode
- Getting at all of the recoverable data on the phone would be the goal
- Presumes physical access, which is hard to defend against
- Even if Apple introduces some crypto, there are limitations
- The phone processors may not be up to costly encryption math
- Cold boot attacks show crypto is no silver bullet
- May just want to think twice about what you store in your phone

10:46

### • News

11:00

- Real to launch DVD ripper/duplicator complete with DRM
  - [http://www.nytimes.com/2008/09/08/technology/08dvd.html?\\_r=1&oref=slogin](http://www.nytimes.com/2008/09/08/technology/08dvd.html?_r=1&oref=slogin)
  - DVD copy software has been stalled by legal tactics
  - Cracking DRM is illegal for most purposes under the DMCA
  - The Grokster case has warned off any software makers
  - If they are seen as endorsing their product for infringing purposes, can be sued
  - Real is banking on current ruling in Kaleidascap case
  - Kaleidascap was sued for but defend a DVD jukebox product
  - Real clearly didn't pre-negotiate any deals
  - This is how innovation into new markets has typically happened
  - Ask forgiveness after the fact
  - Sounds like a duplicator rather than a ripper
  - Copies all the menus, extras and such
  - Targeted at PCs, though, as it adds new DRM
  - Can only play back on a single PC
  - Can buy up to five licenses for additional PCs
  - Seems to leave backing up for playing back on regular players out in the cold
  - Studios are reviewing, have not offered comment, yet
  - This is hardly the breakthrough consumers want
  - Anyone looking to make a movie copy is going to want to make more liberal uses
    - Format shifting for different, new devices
    - Back ups for existing, legal devices like dedicate DVD players
    - Completely new uses, like home media streaming
  - Real's Glaser seems to be focusing on innovative uses later
    - Streaming on home networks
    - Playback on televisions
  - May be wise, legally and financially
  - Not very exciting for consumers

- Free legal DVD copying
  - [http://feeds.wired.com/~r/wired/topheadlines/~3/388181852/Copy\\_a\\_DVD](http://feeds.wired.com/~r/wired/topheadlines/~3/388181852/Copy_a_DVD)
  - A good anodyne to RealDVD
  - Free alternatives for all uses of your own legally owned DVDs
  - Little of what they recommend is technically legal
  - If you do not upload the resulting files, though, you are unlikely to be sued
  - Shows the market really wants these novel uses
  - Open source and small players are able to keep filling these niches
- EFF on DVD copying
  - <http://www.eff.org/deeplinks/2008/09/latest-dvd-copying-cepro>
  - A few more bits of info, links
  - Most notably that Kaleidascope sought licenses from DVD-CCA
  - The case against them was on the pedantic point of whether original disc is present at playback
  - Implies that Real sought similar licensing from DVD-CCA, not clear if this is true
  - The Kaleidascope case shows that the industry wants control regardless of current rules
  - If someone tries to game the system without breaking the rules, they still get fussy
- DRM choice for new Spore game impact sales, perceptions
  - <http://arstechnica.com/news.ars/post/20080908-gamers-fight-back-against-lackluster-spore-gameplay-bad-drm.html>
  - Users have decried Spore's DRM before
  - In response, EA and Maxis weakened it once
  - Originally planned activation every ten days
  - Now limit is on number of total activations
  - Backlash even to weakened scheme has manifested as a mass of negative Amazon reviews
  - Around two hundred complaining just about the DRM
  - One reviewer likened to making the purchase a rental
  - Using up the three activations makes further use up to EA
  - This is consistent with arguments Blizzard has made
  - Many publishers still want to retain control after sale
  - In the case of some games, this is clearly meant to control after market value
  - Preventing innovations like Glider that alter game economics
  - Even for publishers, games where DRM is less about control doesn't stop piracy
  - Other games have succeeded without DRM

## Offset

## Topic

- Games are little different than other digital goods, piracy is inevitable for popular titles
- This story is part of a rising trend
- Gamers do not want DRM
- Leading edge of a more popular trend
  - Tend to be more technically savvy
  - Have to be to install, configure games sometimes
  - Especially when newer hardware is required
  - Focus is still on content, experience, though
- Amazon deletes Spore reviews
  - <http://feeds.arstechnica.com/~r/arstechnica/BAaf/~3/390971996/20080912-amazon-gags-spore-critics-deletes-all-customer-reviews.html>
  - What initially may have been a reaction turns out to have been a glitch
  - Amazon has been working to restore reviews
  - Amazon claims to only remove reviews that don't meet its guidelines
  - One reviewer did have hers blocked
  - Amazon claimed it was because it didn't deal with the game experience
  - Reviewer commented solely on Securom DRM
  - I have seen other reviews that addressed product problems
  - Informative when making a decision on whether it is worth the money
  - Makes one wonder how much of a glitch the bulk removal was
  - They are clearly exercising some discretion and aware of the DRM debate
- Bill potentially introducing open source criteria for DoD systems procurement
  - <http://www.gcn.com/blogs/tech/47100.html>
  - The title is a bit misleading
  - Makes the piece sound as if it is about the legal status of open source
  - Expected news of some legislative action around open source
  - What is though is the first bill to explicitly mention open source software
  - A defense bill that includes call for consideration of open source for manned and unmanned air craft
  - It is not clear whether this language, in section 143 of the house version, will survive
  - The reasoning is not surprising, explained in accompanying report
    - Lower cost
    - Improved security

22:10

- This despite historical reluctance on the department's part towards open source
- Report also recommends open source as a standard model for internal software development
- Commercial software industry, represented by BSA, not thrilled
- Some think the bill sets open source on an unlevel playing field
- I think the language is moderate
- Seems more like considering open-closed as a decision point
- Not necessarily giving it absolute preference
- I think this is very different than the legal bottles around open document formats
- May also be a good way to exert pressure on private vendors, internal development teams
- I'd much more like to see this as a decision point for public systems
- Adoption of open source could mesh well with pressure for open data
- Need to convince relevant agencies of similar advantages DoD sees
- Lower cost, higher reliability, cheaper development
- However, a single agency could start a bottom up change
- Concrete results may more easily sway others than rhetoric
- Samba's Allison discusses mentors
  - <http://www.tuxdeluxe.org/node/285>
  - This is an excellent story of a self taught programmer
  - Identifies one of the challenges, how do you learn?
  - Shares a great anecdote about a mentor
  - Expresses the common fear that asking for help can reveal your own ignorance
  - Bolsters the point that real hackers love to share
  - This outweighs issues of rank, especially in the face of a simple, honest question
  - I have seen counter examples but they are the exception that proves the rule
  - Those who get hung up on knowing more and proving it are not true hackers
  - Sure, there is a rush, satisfaction to sharing but also joy in helping someone else improve
  - He spends the most time discussing mentors
  - Has other recommendations, though
    - Read books
    - Read code
    - Change jobs often
  - Identifies some of the challenges in these
  - I think he misses some opportunities
  - With books and code, community can help with recommendations

Offset	Topic
30:13	<ul style="list-style-type: none"> <li>• That community can be online, reviewers on book stores</li> <li>• Reputations of project maintainers can suggest best code to read</li> <li>• Changing jobs can also simply be changing projects</li> <li>• Seek out ways to learn new things through experience</li> <li>• Allison is clearly quite successful so these suggestions carry that weight</li> <li>• My own experience largely agrees</li> <li>• He has communicated them very personally, with good anecdotes</li> <li>• Even if you "know" these lessons, the shared experience can help you appreciate them anew</li> </ul>
30:32	<ul style="list-style-type: none"> <li>• <b>tail -f</b></li> </ul>
31:50	<ul style="list-style-type: none"> <li>• GAO criticized certification process for voting test labs <ul style="list-style-type: none"> <li>• <a href="http://www.acm.org/usacm/weblog/index.php?p=634">http://www.acm.org/usacm/weblog/index.php?p=634</a></li> <li>• This is a new report from the GAO</li> <li>• Criticizes the program administered by the EAC and NIST</li> <li>• The main issue apparently is incomplete documentation and procedures</li> <li>• GAO apparently doesn't think testing can be repeated reliably</li> <li>• Calls attention to the fact that not just the machines need to work well</li> <li>• EAC has already taken some steps to addressing issues raised in the report</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• Examining Chrome's source code <ul style="list-style-type: none"> <li>• <a href="http://www.pcworld.idg.com.au/index.php/id;1913014503;fp;16;fpid;1">http://www.pcworld.idg.com.au/index.php/id;1913014503;fp;16;fpid;1</a></li> <li>• Neil McAllister writing for Australian PC World</li> <li>• Confirms that there is a huge challenge to bring Chrome to anything but Windows</li> <li>• Is essentially a full on port of the Win32 code</li> <li>• Source access is to the SVN repository, reinforces how young this project is</li> <li>• Code base is massive, took author a couple of hours to checkout</li> <li>• 2.4GB altogether, includes rendering tests too</li> <li>• Despite size of code base, author found it to be clean and readable</li> <li>• Copious comments, often with humor</li> <li>• Build system apparently breaks the browser into more fine grained modules</li> <li>• Can compile in JavaScriptCore instead of V8 by changing some flags</li> <li>• No evidence of ability to build extensions, yet</li> <li>• Building requires a specific vintage of Visual Studio</li> <li>• Despite that, the build is clean and runs simply</li> <li>• Resulting application was clearly a bit different from Chrome</li> <li>• Emphasized that Chromium is the base but Chrome is Google's build</li> </ul> </li> </ul>

## Offset

## Topic

- Curious to see how the code quality effects follow on projects
- I expect it could make them easier, hence more prolific
- May exert further pressure on Mozilla to improve their code quality

34:54

### • **Outro**

- Contact me
  - Email to [feedback@thecommandline.net](mailto:feedback@thecommandline.net)
  - Web site at <http://thecommandline.net/>
  - IM to [command.line@skype](mailto:command.line@skype)
  - Listener comment line is 240-949-2638
  - del.icio.us tag is "for:cmdln"
  - <http://twitter.com/cmdln>
- I'd like to thank [libsyn.com](http://libsyn.com) for AAC hosting and Wouter de Bie for MP3 hosting
- These notes and the show audio and music are covered by a Creative Commons license
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