Reintroduce tails-restricted-network-detector

11/17/2015 06:36 AM - intrigeri

Status: Rejected
Priority: Normal
Assignee: 
Category: Spoof MAC
Target version: 
Feature Branch: 
Type of work: Research
Blueprint: 

Start date: 11/17/2015
Due date: 
% Done: 0%
Estimated time: 0.00 hour
Spent time: 0.00 hour
Starter: 
Affected tool: 

Description
It's been broken at least since Tails was based on Wheezy. Some of the breakage was fixed in Tails 1.6, but even so it was still broken and the logic on which it is based does not work anymore on Jessie (#8328#note-5).

Given this history, reintroducing this mechanism should come with at least minimal automatic tests.

Related issues:
Related to Tails - Feature #8328: Check if tails-restricted-network-detector still works on Jessie... Resolved 11/27/2014

Revision 16b3d9dc - 11/17/2015 02:42 PM - intrigeri

Remove the restricted network detector.

As explained on https://labs.riseup.net/code/issues/8328#note-5, it's been broken for 16 months, it is still broken after the partial fix that went in Tails 1.6, and the logic on which the detector is based cannot work anymore. Reintroducing and porting this feature is now tracked on #10560.

Closes: #8328
Refs: #10560

History

#1 - 11/17/2015 06:36 AM - intrigeri
- Related to Feature #8328: Check if tails-restricted-network-detector still works on Jessie added

#2 - 11/17/2015 06:45 AM - intrigeri
- Description updated

#3 - 01/19/2018 04:20 PM - Anonymous
That thing sounds cool :)

#4 - 08/18/2018 10:11 AM - Anonymous
If we can add a more detailed description and code to this ticket, it might become starter task. However I'm unsure if we still want this?
#5 - 08/18/2018 10:39 AM - intrigeri
- Status changed from Confirmed to Rejected

#10491 should take care of this.