Glossary

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| ASGS | Allegiance Secure Gameplay System. The predecessor of CSS. |
| Authentication Server | Executable run on FAO server that is responsible for account management, BB creation and distribution, and player tracking. |
| BB | See Blackbox. |
| Blackbox | Small bit of executable code that the client (Launch) loads. Used for validation and key transportation. |
| Client | Another word used for code run on a player's system. Commonly refers to Launch. |
| CSS | Community Security System, referring to the system as a whole. |
| I<number> | Iteration <number> (e.g. I2 means Iteration 2) |
| Key | [Cryptographic key](http://en.wikipedia.org/wiki/Key_(cryptography)). |
| Launch | Equivalent of the ASGS client window today. This executable will be the first program launched when trying to join a standard game. Launch initiates the entire security process. |
| Server | Can potentially refer to any code that is run on FAO machines. Typically refers to the Authentication Server. |