

# Not only 2% of Sharing ad traffic? #450

**Closed** userweb opened this issue on Sep 5, 2016 · 25 comments



userweb commented on Sep 5, 2016 • edited by floatinghotpot

@floatinghotpot say 2% :

"Sharing ad traffic means that, when using my plugin to present the ad to user, random 2 out of 100, will use my ad unit, 98 use yours, so that we can both benefit."

<https://github.com/floatinghotpot/cordova-admob-pro/wiki/License-Agreement#2-win-win-partnership>

BUT its not true "2% "

he make a request to "http://adlic.rjfun.com/adlic" and get a JSON with the "adlicRate"

```
this.testTraffic = (new Random()).nextInt(100) < this.adlicRate;
```

in my tests adlicRate its 30% of "Sharing ad traffic"

@floatinghotpot why did you lie?

please be honest with community !!



2



floatinghotpot changed the title from **WARNING: THIS PLUGIN IS LIAR ITS STOLEN YOUR MONEY - its not only 2% of "Sharing ad traffic"** to **WARNING: its not only 2% of "Sharing ad traffic" if fake license key** on Sep 6, 2016



userweb changed the title from **WARNING: its not only 2% of "Sharing ad traffic" if fake license key** to **WARNING: THIS PLUGIN IS LIAR ITS STOLEN YOUR MONEY - its not only 2% of "Sharing ad traffic"** on Sep 6, 2016



floatinghotpot commented on Sep 6, 2016 • edited

Owner

Here are some examples of fake license keys, we found from the crack/attack behaviors:

```
toto/20d022b75dee5fc4dd18cf13a97bf003
```

```
test/48e0dff6dae12377c2856eafadbecb7
```

Please tell us your package id and license key for a double check?



userweb commented on Sep 6, 2016

@floatinghotpot

I DON'T USE ANY LICENSE



floatinghotpot commented on Sep 6, 2016

Owner

your package id please?



userweb commented on Sep 6, 2016

@floatinghotpot why?????

please be honest with community !!

Assignees

No one assigned

Labels



floatinghotpot commented on Sep 6, 2016 • edited ▾

Owner

We have some automatic logic in server side to protect from crack/hack behavior, I am not sure if it's triggered in your situation.

Please tell me your package id, so that we can double check whether you said is true, or it's our code logic error.

None yet

Projects

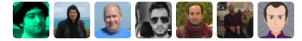
None yet

Milestone

No milestone

Notifications

7 participants



floatinghotpot commented on Sep 6, 2016 • edited ▾

Owner

Hey, @userweb, we wanna follow up and dig into this issue, please help to provide more details, we need your package id for a troubleshooting.



floatinghotpot changed the title from **WARNING: THIS PLUGIN IS LIAR ITS STOLEN YOUR MONEY - its not only 2% of "Sharing ad traffic to Not only 2% of Sharing ad traffic?** on Sep 6, 2016



floatinghotpot commented on Sep 13, 2016

Owner

Not yet, userweb did not provide us the package id. If anyone face similar issue, please provide us more details so that we can do troubleshooting to identify the root cause.



floatinghotpot commented on Sep 17, 2016 • edited ▾

Owner

@userweb is a newly created anonymous user, refuse to provide package id. So it's hard for us to identify the root cause. If anyone encounter the similar situation, please provide us some clues for troubleshooting, and we will correct it if anything really wrong.

I have 139 projects on github (original source, and forked/improved), mainly for my own use, then open to the community by the way. If you feel it useful, use it. If not, just ignore it and find something better.

<https://github.com/floatinghotpot?tab=repositories>

Like wekan, it's a fully open source project I contributed (it's created by Maxime Quandalle, and I improved it for our own needs, as we use it in our project management), very recommended.

<https://github.com/wekan/wekan>

If you trust this plugin, and hope to get some support, try donating \$20 to get a commercial license. You will be supported with higher priority. There are many commercial customers, still now, none of them complains.

If not, there are also plenty of totally free options. As you guys can see, here is the fully open source version of admob plugin. You guys can fork it, read and understand the full open source code, and add/delete any lines of code as you wish.

<https://github.com/floatinghotpot/cordova-plugin-admob>

There are some other alternatives, some guys simply copy my code (instead of fork, they just copy, change the ad sharing id to their own, then claim as their own plugin, and they even not mentioned it's derived from my code), like these:

<https://github.com/appfeel/admob-google-cordova>

<https://github.com/sunycupertino/cordova-plugin-admob-simple>



floatinghotpot commented on Sep 17, 2016 • edited ▾

Owner

@becvert I just delete some rude shouting, as you can see, I did not delete any content supporting his points and against me.

I just ask for a package id so that I can try troubleshooting and double check, but @userweb always avoid positive response, just keep shouting rudely. It's not a correct way for positive communication. What else can I say?

As I mentioned in last post, there are plenty of free and fully open source options. For those who don't trust the plugin, please stop using my code, it's a simple way to make you feel safer and make me feel happy.

Time is money, please don't get me tangled. I won't respond again. Thanks.





**jmelvin** commented on Sep 18, 2016

To use this FREE high-quality plugin, I have no problem with the 2% royalty, as documented in the README. If the closed code were reverse engineered and it was proven to be more than 2% for legitimate uses of the plugin, that would be a problem. For illegitimate uses however, perhaps the plugin should not work at all.

Separately, I completely understand why some parts of the code might be closed source. If the code were completely open, it would be even more vulnerable to copy/paste/rename. Such ripoffs have already been reported. Outright stealing of hard work stifles innovation and sharing.



**rene-molineux** commented on Sep 19, 2016 • edited ▼

Salut!

I came to this plugin when reviewing adsense alternatives for a customer cordova project. I find this issue quite interesting, so I took some time to analyse further. Here are my **personal** opinions.

There are a number of quite puzzling things with this plugin, some of which are quite frankly just wrong! I've checked the code *userweb* has posted and here are a couple of observations that the authors of the plugin should address.

## Privacy Issues

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There is quite a serious privacy breach with this plugin. Every time your app users start your app, their devices will make a POST HTTP request to <http://adlic.rjfun.com/adlic> where they'll send your app package id, device os, but most importantly the **IP address** of the user's device! It is unclear why this is being done from the plugin's documentation.

Do the authors collect these IP addresses?

Do they have a kind of a IP address circle of all users that ever used a particular app (the package id is collected, remember), do they do geo location lookup on those addresses?

It is an authoritative, closed source server and we have no idea what is being done there.

Sending the user's device IP address to a 3rd party server is also considered a **privacy breach**, and especially in Europe it will be **considered illegal**. You, as app developer, will have to **explicitly** state that this is being done in the privacy policy of your app!

## Adsense Issues

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There are important issues with adsense as well.

First problem is that the authoritative server may, at any time, **inject their own banner in your app**. They configure the rate at which this happens, it might be 2%, but it might be 99%. You never know and may never be sure. Since it is a closed source server code, it could even be unintentional, due to a bug or something. The result?

At best, no ads will be shown, at worse you will be making money for someone else all the time.

Another part of the problem is the **Block ads by sensitive category** Google Adsense configurations. In your Google AdSense account you **may decide** what type of ads to block for your users, e.g., sexual content, etc.

With the current code, there is 2% (or more, see below) chance that your rules will be **overriden** completely. Whatever you configured in your Google AdSense account will just not work, because the authoritative server replaces your banner and interstitial ids with the ones sent with the JSON reply. Your users may get offended and uninstall your app.

## Is it 2% banners? How long are the they shown?

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First, I'm not so sure that Java pseudonumbers are the correct thing **to use here**. SecureRandom() provides more entropy, it might be that 2% happens 3 times in a row currently.

Second, the way I see it, this **adlic** call is done only **once your app initialises**.

This means, you will be showing the 2% authors' ads throughout the **whole time** a user uses your app. These 2% will be recalculated only if the users explicitly closes your app and therefore re-initialises the call to the authoritative server. I might be wrong here, so someone please review and comment on this.

## Free App Issues

EDIT: With *app*, I meant plugin.

Last, this really is NOT a free app. It should already be obvious. The authors make money from your app, even if it is 2%. This really isn't a problem, the problem is that they state it is free and open source, but the info about the 2% and the authoritative server is obscure.

Also, important parts of the app, as shown in this thread, are also **closed source binary** files committed in Github and *carefully* masked with the name `cordova-extension`.

Looking at the **README** it is totally unclear what this plugin does and what the binaries contain. In my opinion - this is unacceptable and quite frankly dangerous!

So, I urge the authors to revisit these points. I think this plugin is better suited as trial software. Use it 30 days for free and then pay for a license. This would be something I'd consider as well, but right now everything is quite obscure and it does indeed, really look like a scam. I'm sorry.



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floatinghotpot commented on Sep 19, 2016

Owner

@rene-molineux Your post is very logical and reasonable, good points! I appreciate logic, not rude shouting. So I decide to reply in a good mood.

First, this one: <https://github.com/floatinghotpot/cordova-plugin-admob>

It is my first ad plugin project, fully open source, it's welcome and forked a lot. Sharing and fork, improve and send PR, it's the great culture that GitHub creates. I am okay with it, and even love it.

But some guys just copy it, change a name, then publish to npm and claim as their own. I don't like such behavior. :-)

At the same time, lots of guys hope to get a high-quality plugin, and they are willing to pay, for the product, and also for the support. Some companies also contact me for outsourcing project to write some Ad plugins, like this ones:

<https://github.com/floatinghotpot/cordova-plugin-flurry>

<https://github.com/floatinghotpot/cordova-smart-adserver>

After I've finished 7-8 Ad plugin outsourcing projects, I found most ad network SDKs are quite similar, the core part of the ad plugins can be highly reused. Then I re-architect and abstract the core part, to be reused by all ad plugins, and also add license control. This time, to avoid copier, I decided to close part of the code. :-)

This is this project: <https://github.com/floatinghotpot/cordova-admob-pro>

Later, some indie from some poor country/area contact me, they have no paypal account, and even no enough money to pay for the license. Then I create another model (I call it partnership), they can use this plugin for free, ship my code with their app, just share me very little ad traffic (2% Ad or 2% user), that's the model we are disputing today.

So I summarize all 3 business models in the wiki License Agreement.

In later iteration, I found some guys attempt to reverse engineering my binary, crack my code, and generate fake license key, then I setup a server in cloud to anti-crack, adlic, means "Ad License". Each time the plugin initialize, it will send the license key to server for validation against the database records. That's why I ask userweb's package Id and license key for double check, but unfortunately, I did not get the answer I want.

The above are the full story of the Ad plugins, open source one, and this pro one, and also the 3 business models.

As to privacy, or collecting user's IP, of course not, it's not my interests, and not my strength to be a hacker or spy like the guys in movie "Jason Bourne". I am only an indie, not CIA or FBI. :-)

Yes, @rene-molineux, you are correct, this plugin is not a 100% FREE plugin. It's mainly for commercial purpose, but it can be used for free (before you earn enough to afford the license fee). It's also okay to share very little Ad traffic instead of directly paying me cash or PayPal.

I am quite open on how you use it, just do not copy, no fake license, no rude shouting. One thing is sure, quite a lot of developers from the poor countries/areas are benefited from this plugin and this creative model, so I believe this ad sharing model has nothing wrong.

Okay, I accept your urging points, to make it more precisely, now, I update the README with following content (Please help me check it's clarified enough clear):

You can use this plugin for free for trial purpose. If it earns less than \$1000 for you, you can continue to use for free.

If use in commercial project, please [get a license](#), if you have monetized more than \$1000 using this plugin, you are also required to: either get a commercial license (\$20) without ad sharing, or no need pay but share 2% Ad traffic, read the [License Agreement](#) for details. As a commercial customer, you will be supported with high priority, via private email or even Skype chat.

If you hope to get a fully open source plugin and need DIY, use this one instead:

<https://github.com/floatinghotpot/cordova-plugin-admob>



**floatinghotpot** commented on Sep 19, 2016 • [edited](#) ▾

Owner

One more word on cordova-extension project, it's another story.

It's something bigger than a plugin only. I attempted to write something really cool, but still not achieve it yet.

As we know, Cordova / Cocos2d-X / Unity are the most popular cross-platform app/game technology for mobile development. But only cordova ecosystem provides so many plugins with a very excellent architecture and convenient management utility. It's quite hard for find similar plugins for Cocos2d-X and Unity. People have to re-write plugins, even almost the same logic.

I was thinking and experimenting, why not reuse the code, is it possible to get them reusable for Cocos2d-X and Unity?

2 years ago, I spent more than 1 months, full time (actually 14 working hours a day, you know, sometimes when you have a crazy idea, you just cannot stop coding), working on an experimental project, a general plugin framework for Cocos2d-x to call Cordova plugins, I call it "Magpie", here:

<https://github.com/HandyWit/magpie>

As it's README states:

Extend the Cordova plugin base class with adapter interface. Plugin written based on this interface, may also be reused for Unity, Cocos2d-X, and other frameworks.

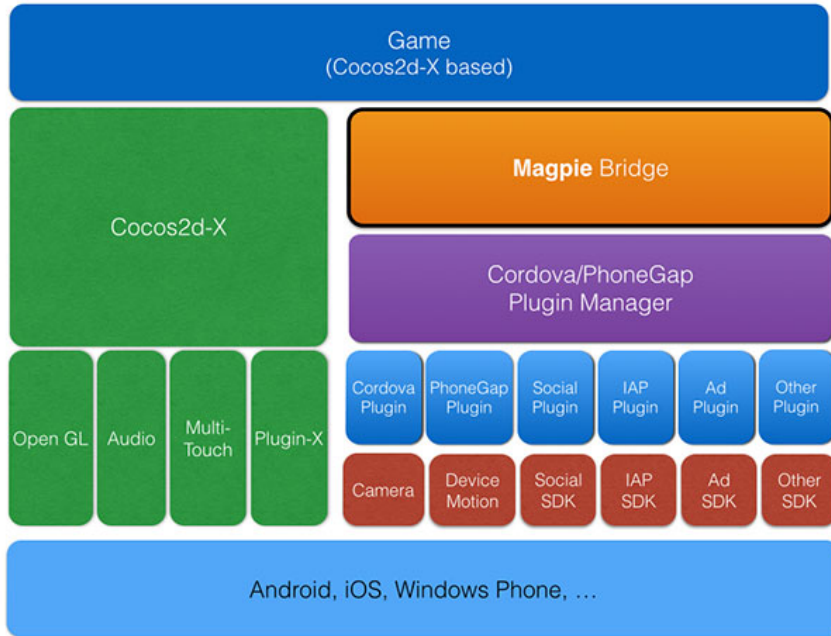
Purpose

Make Cordova Plugins reusable.

To use mobile device native functionalities and integrate 3rd-party SDKs, mobile developers are writing hundreds plugins for Cordova, Unity, Cocos2d-X, and other frameworks.

Can they be reused? Yes, it's possible.

Cordova plugin manager is bridging function call between javascript and native languages, actually, it can be ported to bridge with C, C++, C#, then it can be reused for Unity, Cocos2d-X and other frameworks.



And here is the successful demo to call Cordova Plugins in Cocos2d-X Game:

<https://github.com/HandyWit/MagpieDemo>

Though the experiment is quite successful, but it's not easy to be used by community, and also no enough influence to get sponsor or volunteer to join me.

I did not continue to write the adapter for Unity, it's only used in Cordova plugins, as it is till today.

floatinghotpot closed this on Sep 19, 2016

floatinghotpot reopened this on Sep 19, 2016



zabojad commented on Sep 20, 2016

@floatinghotpot I have three open issues right now. Do you confirm that if I get a licence, you'll provide support until they are solved (if due to bugs in the plugin, then you'll fix them) ?



rene-molineux commented on Sep 20, 2016 • edited

@floatinghotpot Fair enough and thanks for the clarifications! Like I said, it is OK to get paid for working on something, this is fair.

I'd advise putting the 2% and license info & link under a section called License or something in the README.md. That's where most users will look I think.

Other than that, I would also add the info about the data sent to your adic server. Please understand, this really could be an issue in some countries or in some commercial environments.

Also, in the 2% explanation you should also include the info that any Admob rules/restrictions a user has made will not affect the case where your 2% ads are shown. Just for clarity.

Other than that, good work!



floatinghotpot commented on Sep 21, 2016

Owner

@zabojad If you are a commercial customer, please drop me a private email (rjfun.mobile at gmail.com) and show us your license. We will try our best to provide support.

At the same time, please be aware that we can only resolve the bugs in our plugin. If it's the problem or limitation in your own code or in AdMob SDK, it's out of our capability, then need turn to Google AdMob official forum or stackoverflow.com for help.



bflopez commented on Sep 22, 2016

@rene-molineux @userweb @becvert Do you guys have any other plugins you recommend? I might fork the open source just to update AdMob SDK. This is a big issue for me right now. Time is of the essence as always.



bflopez commented on Sep 22, 2016

@rene-molineux Also thanks for the in depth analysis. @floatinghotpot Thank you for taking pride in your work and working with us about this issue.



floatinghotpot commented on Sep 22, 2016

Owner

@rene-molineux Thanks for the reminder about privacy. I just update the License Agreement with following content:

### Privacy Statement

When this plugin is initialized, it will send license key and app id to our license control servers, only for validation it's used with legal authorization. It won't collect any user's IP or any privacy data and store in our server.

The plugin is built based on AdMob SDK, when your app send Ad request to AdMob servers, Google's server might collect user's IP for big data analysis and Ad optimization purpose. It's covered by Google's policy, not ours.

If you want to increase accuracy of Ad publishing to improve click rate, targeting the right users is a good idea. You may optionally send the gender/age/location info to Google Ad server by setting the related info in the API. It's your own behavior and responsibility to balance the pros/cons, nothing to do with us.



becvert commented on Sep 22, 2016

@floatinghotpot

you write

You can use this plugin for free during trial purpose. If it earns less than \$1000 for you, you can continue to use for free.

If use in commercial project, please get a license, or, you have monetized more than \$1000 using this plugin, you are also required to: either get a commercial license (\$20), or, no need pay but share 2% Ad traffic

I do believe until you get a licence key a 2% ad sharing is applied. it's never completely free? So non commercial project earning less than \$1000 are penalized too? Please correct me If I'm wrong.

Thank you.



floatinghotpot commented on Sep 23, 2016 • edited

Owner

@becvert

You can use this plugin for free during trial purpose. If it earns less than \$1000 for you, you can continue to use for free.

Only abuse of this plugin, for example, attempt to crack, reverse-engineer, generate a fake license key, or steal a license key from others, such behavior will be penalized.

Frankly speaking, time is valuable and limited to anyone. It cost us time to work on this project, maintain to keep it always up to date, write detailed documentation, especially provide support by replying the questions and reply emails one by one. It's fair that we get rewarded. If you want our support completely free, then you are consuming our time for FREE. It's not fair.

This project is also created by us, it's completely FREE, and fully open source, welcome to fork:  
<https://github.com/floatinghotpot/cordova-plugin-admob>



floatinghotpot commented on Sep 23, 2016

Owner

@becvert Let's stop arguing and make things simple.

- cordova-plugin-admob, it's FREE and fully open source, it's donated to community and we appreciate the good spirit. Welcome to fork, improve, send PR. :-)



becvert commented on Sep 23, 2016

I'm not arguing about cordova-plugin-admob (thanks for the donation)  
I'm arguing about cordova-plugin-admobpro.

Besides please allow me to say that iAd has been discontinued,  
so you should probably remove the iAd PluginPro license payment option



floatinghotpot commented on Sep 23, 2016 • edited

Owner

Linux (free and open source), and Mac (commercial with support), both have their own reason to exist, and live together peacefully. 😊

Thanks for the reminder about iAd. 👍 I will remove it from related docs.



becvert commented on Sep 23, 2016 • edited

@floatinghotpot that's not the point.  
I'm fine with admobpro.  
The wording though does not reflect what's happening in your code.  
You should write

until you buy a license, a 2% ad sharing is applied

That's all I'm saying 😊



sashastg referenced this issue on Oct 12, 2016

More cost effective to get a commercial license if high traffic #470

Closed



floatinghotpot closed this on Oct 14, 2016



This was referenced on Oct 14, 2016

Beware the 2% ad sharing cranberrygame/cordova-plugin-ad-admob#18

Open

Steal 30% of your ad! #544

Closed

ad sharing / this component replaces my Admob id ?? sbugert/react-native-admob#118

Closed



floatinghotpot deleted a comment from becvert on Sep 6



floatinghotpot deleted a comment from becvert on Sep 6



floatinghotpot deleted a comment from becvert on Sep 6







floatinghotpot deleted a comment from becvert on Sep 6







floatinghotpot deleted a comment from kabus202 on Sep 6







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-   floatinghotpot deleted a comment from showthetrue a day ago

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-   floatinghotpot deleted a comment from showthetrue a day ago

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-   floatinghotpot locked and limited conversation to collaborators a day ago