

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

New issue

Closed sashastg opened this issue on Oct 12, 2016 · 17 comments



sashastg commented on Oct 12, 2016 • edited by floatinghotpot

Hello guys,
If my calculation is right, author stole only from me around 20 000 usd!!!

i had used this plugin in my projects time a while, and thought that only 2% of ad traffic they takes. but few days ago i found this thread: [#450](#)

i made small research myself and i had noticed that % different per every project. so, they manually change % which they takes!

As i noticed, new projects (and not popular) has 0%, but if your project has good traffic, its can be 30%. and you will never know about it!!!

every time when your app starts, it calls authors server and sends "app id" and get back as response what % author will take.

If my calculation is right, he stole only from me ~ around 20k usd!!!
 WTF?

I want detailed explanation from author.

Assignees

No one assigned

Labels

None yet

Projects

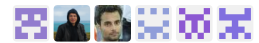
None yet

Milestone

No milestone

Notifications

6 participants



floatinghotpot commented on Oct 12, 2016 • edited

Owner

As in the discussion [#450](#), I asked for the package id to double check, I just guessed a fake license key is used and trigger some punishment logic. But the anonymous issue reporter [@userweb](#) never reply, and just fade away in the following discussions.

[@sashastg](#), please let me know your package id to double check what's wrong.

BTW, two questions:

1. If 30% is 20 000USD, then 2% is 1333 USD. Why not choose the commercial option, pay only \$20 to get a valid license? Quite confused...
2. Is this issue from an anonymous user with nothing posted in github, again?



sashastg commented on Oct 12, 2016

good question:

If 30% is 20 000USD, then 2% is 1333 USD. Why not choose the commercial option, pay only \$20 to get a valid license? Quite confused...
 i just forget about this 2%.
 just insert your plugin and forget about it. and continue used it on another projects.

2. i am not anymyos:
 here is my facebook: <https://www.facebook.com/sashastg>



floatinghotpot commented on Oct 12, 2016

Owner

[@sashastg](#), let me know your app id for a double check. And, a valid license is now required for your case, please read the license agreement for details, thanks.



ezazwar1 commented on Oct 12, 2016

i had a look on aerserv plugin @sashastg i am currently working on it to make it work and if successful then i will migrate towards aerserv cause i feel too that there is something wrong with this plugin cause as i use the plugin onesignal and i can see there are lots of users using the app but the impression count is too low



MBuchalik commented on Oct 12, 2016

@ezazwar1 You could also try the open source admob plugin (cordova-admob... without "pro"). Integrating it into my app was just a tiny bit more work than with cordova-admob-pro but now I know for sure how the whole source code looks like. It might look like a "DIY" plugin but it is actually pretty easy to use. The only problem is that the iOS Admob SDK hasn't been updated to version >= 7.11.0. But I am pretty confident that we can fix this as well.



ezazwar1 commented on Oct 12, 2016

i tried the admob but its not working and no ads are shown



ezazwar1 commented on Oct 12, 2016

i personally feel aerserv is better cause u can integrate 44 ad mediations and only one plugin needs to be installed and you have full control . I tried it and it worked fine for the test ad but i am having problem when i add the production key . That shows an error no ads to show.



MBuchalik commented on Oct 12, 2016

The admob plugin does work. I am using it and ads are getting displayed correctly. You could open an issue on the cordova-admob page to find the problem (in case you don't manage to get the other plugin to work properly). But that's not related to the issue here anyway :-)



floatinghotpot commented on Oct 13, 2016

Owner

@sashastg, please drop me an email, and list your app ids for a double check. it's more cost effective to get a commercial license key to disable the ad sharing in your case.



floatinghotpot commented on Oct 13, 2016

Owner

@sashastg, we see your valid license key now, and double checked to confirm ad sharing is disabled.



floatinghotpot closed this on Oct 13, 2016



floatinghotpot changed the title from **Danger!!! THIS PLUGIN TAKE UP TO 30% of your money!!!** to **More cost effective to get a commercial license if high traffic** on Oct 13, 2016



sashastg commented on Oct 13, 2016

why you changed title of issue and closed my topic?
you said you get license key, but i never emailed to you. how you get it?



floatinghotpot commented on Oct 14, 2016

Owner

- I checked your facebook homepage, and know your name.
- I received your paypal payment, and send you the license key.
- in our authentication server, we see about 20 app id with your license key, and double confirm the ad sharing for all of them is disabled.

palmtreeint commented on Oct 14, 2016



Floating hot pot, thanks for the plug in. We appreciate the code. How do we pay for the commercial license and can you Please make a demo showing how to get the reward ads to work? We are struggling to get them 100%



floatinghotpot commented on Oct 14, 2016

Owner

Please read the license agreement at bottom of README file, it will link to more details in Wiki docs, and a link to a purchase page.

After you pay via PayPal, we will send you the license key via email. Then you can send us private email and ask for further support.



palmtreeint commented on Oct 14, 2016

Great. Thank you



floatinghotpot commented on Nov 10, 2016 • edited

Owner

@sashastg already spent \$20 to get a commercial license to disable the ad traffic sharing for all this apps.

@userweb please buy a license and show me your package id, I will double check it for you.

BTW, if you spend one time \$20 to get a license key, you can use it in all YOUR OWN apps under the same domain, like this:

com.yourcompany.app1
com.yourcompany.app2
etc.

Enjoy monetization.



Venkat-TTapp commented on Nov 26, 2016

@floatinghotpot thanks for this wonderful plugin and various support model. I was not aware of ad sharing until this point of time.. (just somehow stumbled upon this page now).

Although my admob impression is in few hundreds, I would like to buy commercial license as 2% ad may bypass the admob block setting.

Please let me know if this license for one single app or can be used of multiple app? At present I use this plugin for 4 apps.



This was referenced on Apr 13

Steal 30% of your ad! #544

Closed

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

Closed