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## Nebulous. io play store

Fortnite suddenly disappeared from Apple's App Store, officially for violating App Store guidelines (see official Apple statement below) as the game introduced direct payment in the app to evade the App Store's infamous 30% cut. Earlier today, Epic Games publicly announced that players would be able to buy V-bucks, Fortnite's in-game currency, inside iOS and Android mobile apps (and a 20% discount, even - the rate of Epic claims is the new normal when they buy directly from Epic). Within a few hours, the game was taken down from the App Store without explanation. Update: The Fortnite app has been officially launched in the Google Play Store too. Fornite has just been cleaned from the iOS App Store.  [pic.twitter.com/CrVIX8Od0n](https://pic.twitter.com/CrVIX8Od0n) August 13, 2020 And within hours of that, Epic Games had filed a lawsuit against Apple, taking aim at Apple's anti-competitive restrictions and monopolistic practices of software distributing to markets, a.k.a. app store. Update 2: Yes, Epic has filed a separate lawsuit against Google - but has not disclosed it yet. It is obvious Epic was looking forward to Apple's predictable actions and had its legal response ready to go - but the gaming giant wasn't going to keep fighting in the courts. Epic released a YouTube video recreating Apple's own famous 1984 Superbowl ad, but replaced the iconic hammer-throwing heroine with its Fortnite characters tossing a series known as a unicorn axe into the screen instead. A screen with an apple head lecturer ironing the control. Subtly. Of course, Epic wasn't just going to let people discover a YouTube video: apparently the company played it inside Fortnite games, much like the in-game concerts we've seen in the last year. no one could predict this timeline [pic.twitter.com/8ReuUm11eS](https://pic.twitter.com/8ReuUm11eS) August 13, 2020 000000000000 ready-to-go, Epic has put a separate FAQ telling iOS Fortnite fans who are to blame for the game being pulled from the App Store, what Epic does about it, and of course what hashtag gamers should use when complaining about the situation. The FAQ doesn't helpfully emphasize that Fortnite is still playable on iOS when players were previously downloaded - but because the new content requires an update that needs to be downloaded from the App Store, they can't experience anything like Fortnite Chapter 2 - Season 4 when it starts, which should be before the end of August. Apple's response to Apple released a statement to the media, stating strongly that Epic's actions violated the App Store's guidelines, which are evenly applied to each developer of the platform: Today, Epic Games took the unfortunate step of violating app store guidelines that apply equally to each developer and aims to keep the Store safe for our users. As a result, their Fortnite app has been removed from the store. Epic enabled a feature in its app that Was not viewed or approved by Apple, and they did so with the direct intent of violating the App Store which apply to any developer who sells digital goods or services. Epic has been apps in the App Store for a decade, and has become an App Store ecosystem - including its tools, testing and distribution that Apple offers to all developers. Epic freely agreed to the Terms and Guidelines of the App Store, and we are pleased that they have built such a successful company in the App Store. The fact that their business interests now lead them to push special arrangements does not change the fact that these guidelines create a level playing field for all developers and make the store safe for all users. We will do everything in our power to work with Epic to resolve these breaches so that they can return them to the Fortnite App Store. It all started with the easy decision Epic made to let players buy V-bucks directly from Epic instead of being redirected through the App Store, thus avoiding a 30% cut. Previously, Epic added another epic direct payment option to its in-app list to buy V-bucks within Fortnite - and this option is sharply cheaper. Here's how the screen looks: (Image credit: Epic Games) Epic was even more blunt in its press release announcing a new payment method: Currently, when you use Apple and Google payment methods, Apple and Google collect a 30% fee, and up to 20% price drop does not apply. It's pretty clear what option Epic expected players to choose, although the company noted that it may drop the App Store/Play Store V-bucks price in the future: If Apple or Google lower their fees for payments in the future, Epic will go along with savings for you. Bypassing the savings transmission, but still complicated by Apple's rules, passing savings along is the angle Epic takes to explain the change, going so far as to proactively publish the FAQ explaining why the company introduced the option of players to pay directly: By offering an alternative payment system, we're not only offering players more choice, but we're able to pass along savings players. The FAQ also confirmed that direct payments are secure, while noting that other apps from Amazon, Grububi, Best Buy, Uber and other apps are approved by Apple to handle in-app payments. Why not Fortnite, the FAQ's answer essentially asks, noting that we think that all developers should be free to support direct support in all applications. Epic went ahead and implemented direct payments anyway, seemingly challenging Apple, which has responded as expected - taking the app off the App Store. That's exactly what Apple did recently with Hey, the email service Basecamp, which allowed in-app purchases - and while the two companies were able to reach an agreement, it required some strange compromises, such as giving folks a 14-day free trial within the iOS app... which had to be transferred to the account paid elsewhere. Apple has a reputation for bullishly protecting its 30% cut in purchases within the App Store - percentage drops to just 15% on subscription payments Years. While the App Store has been cleaning up safety and security software on its platform for 12 years since it went live in 2008, 30% of tithes remain a sticking point for developers, especially as other stores arrive committing to lower cuts in software sales - Epic has loudly trumpeted the 12% it takes out of Epic Store sales. While Epic has the size and resources to challenge Apple in a way that smaller developers can't, the company has backed up before, especially by presenting Google with a 20% cut to get the Fortnite Play Store after existing external down android phones for 18 months. Whether Epic or Apple balks first, time will tell - but at the moment Fortnite is live on Google Play with its direct payments intact, giving the win to the game giant. Get the latest tech news from techradar newsletter Image Credit: Google (Image credit: Image Credit: Google) Google focuses on making its mobile operating system more secure and in its last year's review, the company will detail how its policies and processes will help keep Android users safe on its platform. According to the report, potentially harmful apps or phad shorts accounted for 0.04 percent of all files downloaded from the Google Play Store. Last year, this figure came in at 0.02 percent, and while there was an increase in the number of PHAs found in the Play Store this year, the real reason this number has increased is due to the way Google classifies PHAs. Click fraud was previously classified as a policy violation, but now the company has upgraded the severity of these applications to PHAs. The report found that the two largest click fraud families were FlashingPuma and Cardinal while in the U.S., Brazil and Mexico were the main target countries for click fraud. While there are some live-click scam apps, most have flash lights, music and gaming apps designed to hide your malicious intent. Unknown sources Different from iOS, where apps can only be installed directly from the App Store, Android allows users to install apps from unknown sources. While companies can use it to easily get their app directly from their website, it is often used by malicious third parties to install PHAs on user devices. According to Google, PHAs affected devices that only installed apps from the Play Store. On the other hand, users that sideloaded apps or installed them in third-party app stores, were more likely to install PHA. The Google report also highlighted the fact that using a newer version of Android could help protect users from PHAs. While Android Lollipop had a PHA rate of 0.65 percent, newer versions of its operating system such as Android 9 had a PHA rate of just 0.18 percent. Now that Android has installed over 2bn devices worldwide, Google has prioritised platform security and the search giant has made significant progress in protecting its users from PHAs. Via also highlight the best antivirus to help keep your devices safe from the latest cyber threats

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