Traffic Me Documentation

All the help that you will need to start running your own traffic bot with customizable options within 10 minutes.

Introduction

This project was created to emulate traffic from various different locations and automate the visitor hits on a website. While this is an automated bot, the way it actually works is that, it opens a browser, uses the provided URL and stays for the specified duration. In other words, it is just as a human would open a website on a browser or a new tab.

The engine provided, sits on a Linux system and keeps repeating the above activity till the specified count is met. The process of setting up the system may require minimum level of technical knowhow. However, the purpose of this document is to make sure that the entire process is as easy as possible.

If your virtual Linux server is ready the entire process should not take more than 10 minutes.

System requirement

The minimum system required to run the engine is

- Linux (Ubuntu 16.04)
- 2GB RAM (4GB+ recommended)
- 1.7 Ghz CPU
- 25GB HDD
- Internet connection

While the engine can be run on a local system, it is recommended that the engine is used on a virtual private server (cloud server) for best results. In case you are not familiar with cloud servers you should read the “cloud servers” section towards the end of this document.

Included files

Upon downloading the zipped file from the Envato Marketplace (Codecanyon), you will receive three files (including this document). Other than this guide, the other two files are the key to setting up the engine. You must run the “envsetup.sh” first before running the “trafficgen.jar”.

The “envsetup.sh” is an executable shell script that will update your Linux OS, retrieve all necessary files from repositories and install, unpack and set them up for the engine. In another word, it will setup the entire environment that will be required to run the core executable file.

The next file “trafficgen.jar” is a java executable file that will take help of the environment setup in the previous step and begin the engine.

Step-by-step guide

This section will guide you to set the system up and the commands necessary to run the files. Upon completion of the purchase, you will receive a zip file and the process begins from there.

Step 1: The download

Unpack the zip file name TrafficMeVXXX.zip. You will receive the following files in it

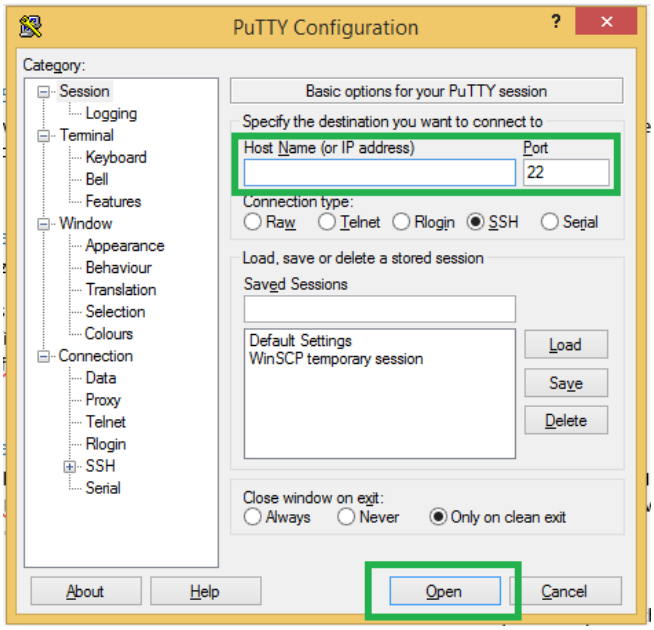
- envsetup.sh
- trafficgen.jar
- TrafficMe Guide

Step 2: The connection

Connect to the Linux virtual server using PuTTY(in case of windows) or Terminal in MacOS. In case you do not have PuTTY tool, you can download it from https://putty.org/. It is a free SSH client which allows Windows to connect to Linux terminals.

Windows

Open PuTTY tool. Enter the IP address of the Linux server. Make sure the port is 22 (this is the port number for SSH connection) and hit “Open”. (Image shown below)



At this point a terminal will open and ask for username. In most cases, the username is “root”. However if you have setup some other username for the Linux then use that. Next, provide your password for the username and enter the Linux terminal. (Image shown below)

(Optional) At this point if you want to create a specific folder in where you would like place the files and use them you can create folders. Otherwise you will be working directly from the root directory.

MacOS

In order to establish connection from MacOS, open the Terminal from utilities section. On the terminal use the following command

```
ssh <username>@<IP address>
```

In the above example the username is “root” and the IP address is 167.99.194.4 but you should use the values that are applicable to your Linux server

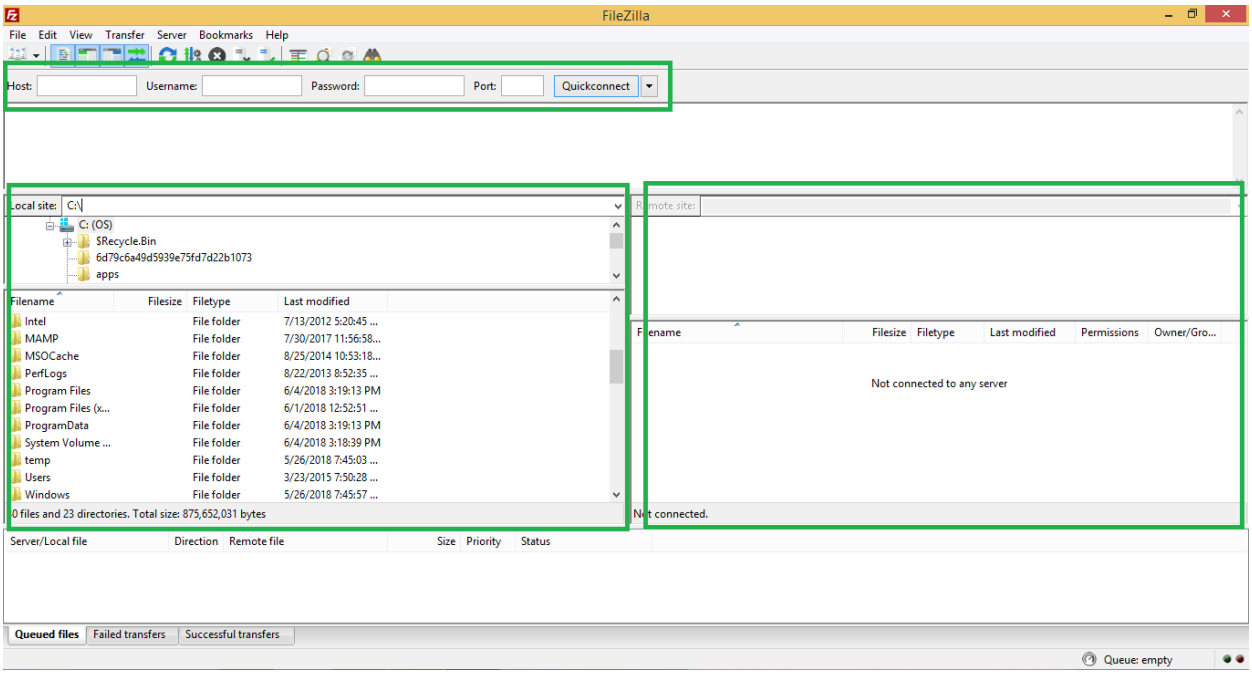
Step 3: File transfer

Now that you have a connection to the Linux server you need to copy the two files, “envsetup.sh” and “trafffigen.jar”. There are several ways to copy these files to the server. One of the easiest ways to this is to use a FTP client such as FileZilla. In case you do not have FileZilla, it can be downloaded from https://filezilla-project.org/download.php?type=client.

Once you have downloaded and installed FileZilla and open it, it will ask for IP address, username, password and the port number for a connection. Use similar credentials as PuTTY to establish this connection as well. Type in the IP address, username, password and 22 as port number in order to connect.

Once connected the FileZilla will show local files and the files on the server (Linux). Navigate to the location where you had saved the downloaded files (left side). Similarly in case you had created a folder

on the Linux server earlier and want to transfer the files to this location, select if on the server (right side).



Right click the two files and upload them using “upload” option.

Step 4: Setup the environment

Now that you have the files on the Linux server. Go back to PuTTY terminal and locate them. You may need to navigate to their folder using “cd <foldername>” command in case they are in a specific folder. Otherwise, type “ls” and enter to view the files.

In order to setup the environment, you need to use the following command

```
sh envsetup.sh
```

This will begin updating the Linux OS, it will download necessary components and complete the setup process. During this process it may prompt you to for permission to move ahead with the installation. At those points type “Y” and enter to continue.

Once done, we are ready to start generating traffic.

ONCE THIS SETUP IS COMPLETE, YOU WILL NOT NEED TO REPEAT THESE STEPS 1 TO 4 AGAIN FOR THIS LINUX SERVER.

Step 5: Traffic bots

Now that the files are present on the server and the environment is setup, all you need to do is to use the below command to begin generating traffic bot using Traffic Me engine.

```
java -jar trafficgen.jar
```

Upon execution it will ask for the following

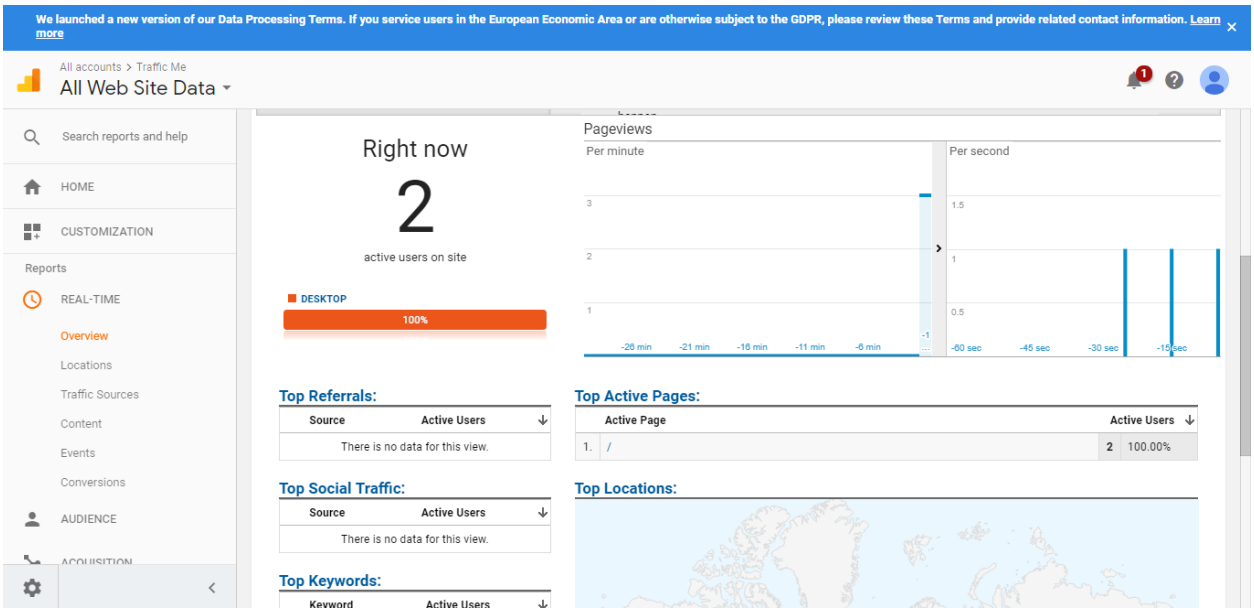
URL: Enter the URL with http://

Duration of visit: Enter the number of seconds that each tab should be open

Number of visitors: Enter the number of visitors that will sent

Source or channel: You could type in anything. This is a UTM parameter that will show up on analytics tools as channel

After you enter these details, the engine will begin working. You will be able to see the result on your Google Analytics, Clicky, Omniture, Kissmetrics and other analytics tools. Depending on the number of visitors that you want to send, it may take from a few minutes to few hours for the entire operation to complete. The location that will show up on the likes of Google Analytics (or other analytics tools) will be the location of the Linux server. Since we are using virtual servers, in order to change locations, you may simply launch another server and follow the same process.



The engine can run in parallel under different usernames. For example, “root” user could be sending 5000 visitors to http://www.xyz.com and “webuser” user could be sending 10,000 visitors to http://www.abc.com and so on. However, this may cause resource constraint on your machine and unless you have a multicore (minimum 8 core CPU and 16GB RAM) setup, I would not recommend this.

Cloud servers

Throughout the document, we have referred to Linux server. This reference normally applies to a cloud server that is running on Linux OS. In case you are in dark about setting up a Linux server you could contact me for support or try to create one yourself. The steps to get a virtual Linux servers are quite easy and cost effective. They are as easy as getting yourself a new Gmail account.

Some of the popular service providers for cloud based servers are

- Amazon Web services: They provide servers (called instances on Amazon) with first year of usage for free. However at the free tier, you get a minimalistic machine and if you want to run multiple trafficbots in parallel, it may become expensive. You can get a server on https://aws.amazon.com
- Digital Ocean: This one is my favorite and I will recommend this. Creating a Linux server (called droplets on Digital Ocean) is extremely simple and their $10 monthly subscription is enough to run a single instance of engine. To create an account go to https://www.digitalocean.com
- Linode: This is also a very affordable and good platform for cloud servers. Their pricing begins at $5/month and offer similar capabilities as their competitors. You can sign up and get a Linode virtual server at https://www.linode.com

Why use virtual Linux server?

One of the key reason to use a virtual server is the location. You may be working out of London but may need to generate traffic from USA. In such instance, a Linux virtual server on USA will display traffic being generated from USA. In addition, these virtual server providers are extremely flexible and provides you will plethora of advantages.

Example: I have a Digital Ocean account with a monthly subscription o $15/month. I create an Ubuntu server (or droplet) with London location. I start running Traffic Me engine to generate 2000 visitors. After this my work with the London server is over. At this point I can delete the London server and create a San Francisco server. I now send 5000 visitors from San Francisco. Next I delete San Francisco server and create a Bangalore server. Send 3000 visitors from Bangalore and thus continues my distribution.

A simple $10/month subscription will provide you with a decently powerful machine to run a full-fledged operation of traffic bots using Traffic Me engine. However, the stronger the machine, the better will be result. I personally use a 4GB RAM and 1core CPU to send over 1000 traffic each batch.

Conclusion

I hope you will find this tool useful. For more details, please reach out to me on CodeCanyon marketplace by Envato.