

# Facebook Sharing with GameSalad

by Armelline

This is one method of implemented limited Facebook sharing with GameSalad. Unfortunately, we don't have proper Facebook implementation, but you can use this method to allow you players to share a message and a link to your game on their Facebook wall.

Be warned though, this is not a perfect implementation. For example, you can't:

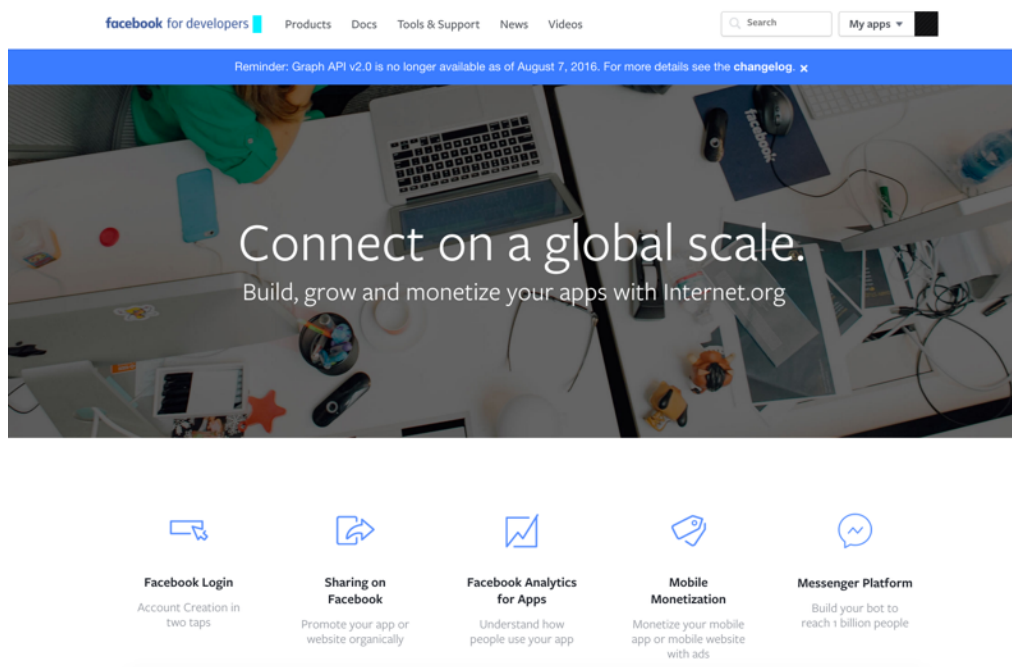
- Avoid the Open URL behaviour and it's ugly bar and close button.
- Post a screenshot.
- Force them to post a particular message.

This PDF walks you through the process of setting up a Facebook App, which is required for sharing. Ideally you'll also have a website, and an image to share, which will need to be stored on your website.

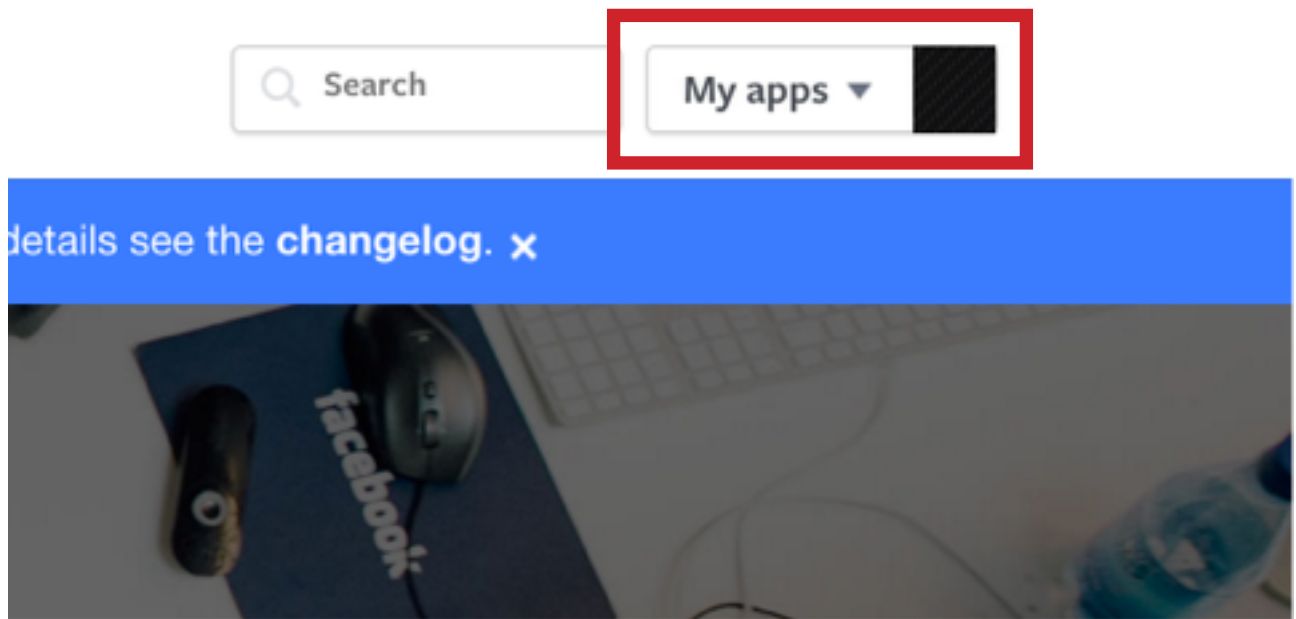
## Step 1:

Go to <http://developers.facebook.com/>. Log in. (You need an account.)

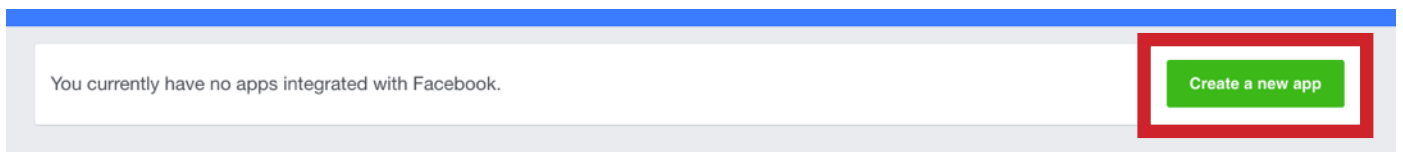
You'll see something like this (if they haven't changed it... if this guide is really old by the time you're reading it, it might all be totally different).



Click on "My apps."



If this is your first Facebook app, you'll see something like this:



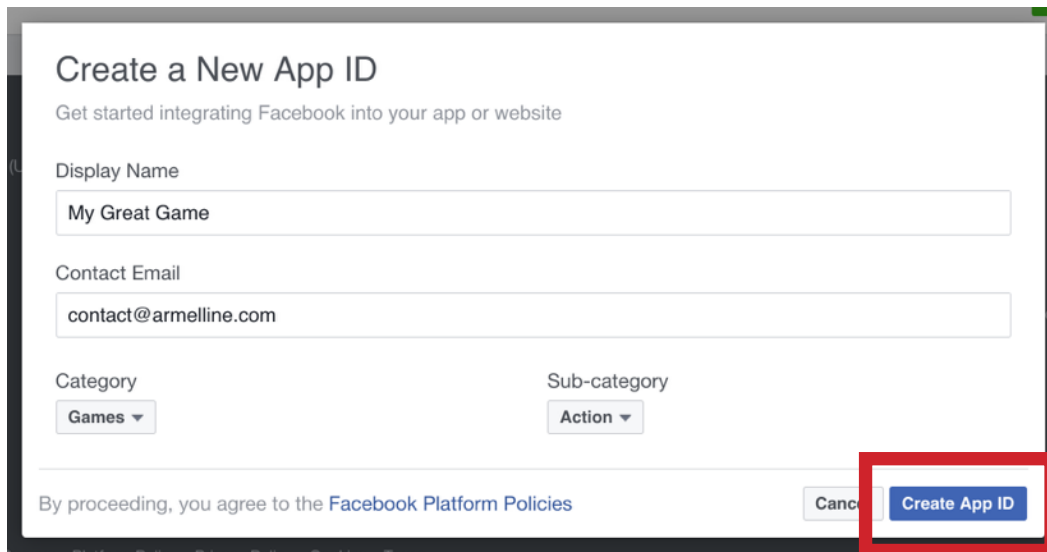
Click "Create a new app."

## Step 2:

You'll now need to fill in your app information. This stuff really doesn't matter much, as all you need is the App ID.

A screenshot of the 'Create a New App ID' form. The form has a title 'Create a New App ID' and a subtitle 'Get started integrating Facebook into your app or website'. It contains three input fields: 'Display Name' with the placeholder text 'The name you want to associate with this App ID', 'Contact Email' with the placeholder text 'Used for important communication about your app', and 'Category' with a dropdown menu labeled 'Choose a category'. At the bottom, there is a checkbox for 'By proceeding, you agree to the Facebook Platform Policies' and two buttons: 'Cancel' and 'Create App ID'.

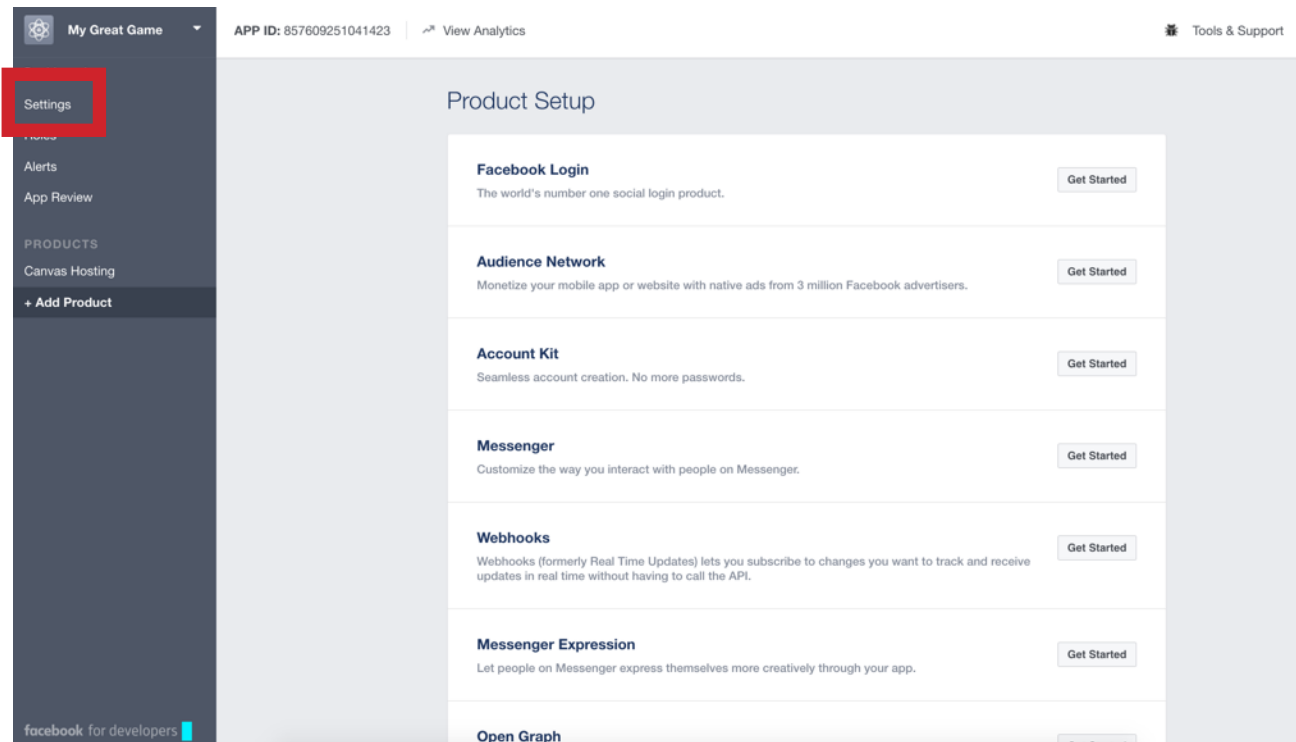
Once it's all filled in, click "Create App ID."



The screenshot shows the 'Create a New App ID' form. The 'Display Name' field contains 'My Great Game'. The 'Contact Email' field contains 'contact@armelline.com'. The 'Category' dropdown is set to 'Games' and the 'Sub-category' dropdown is set to 'Action'. At the bottom, there is a checkbox for 'By proceeding, you agree to the Facebook Platform Policies' and two buttons: 'Cancel' and 'Create App ID'. The 'Create App ID' button is highlighted with a red rectangle.


### Step 3:

You'll be presented with this app overview screen. You want to click on "Settings."



The screenshot shows the 'Product Setup' screen in the Facebook Developer console. The left sidebar contains a menu with 'Settings' highlighted by a red rectangle. The main content area lists various Facebook products with 'Get Started' buttons: Facebook Login, Audience Network, Account Kit, Messenger, Webhooks, Messenger Expression, and Open Graph. The top of the screen shows the app name 'My Great Game', the APP ID '857609251041423', and a 'View Analytics' link. The bottom left corner has the 'facebook for developers' logo.

Once you do, you'll see the settings for your app. We just need to do a couple of things here and we're done.

Application ID	App secret
857609251041423	..... Show
Display Name	Namespace
My Great Game	
App Domains	Contact Email
	contact@armelline.com
Privacy Policy URL	Terms of Service URL
Privacy policy for Login dialog and App Details	Terms of Service for Login dialog and App Details
App Icon	Category Sub-category
 1024 x 1024	Games Action

+ Add Platform

The first thing we're going to need to do is to add your domain to the "App Domains" section. I'm going to add [armelline.com](https://armelline.com) for this example. I don't include the http://. You can only use domains you include here!

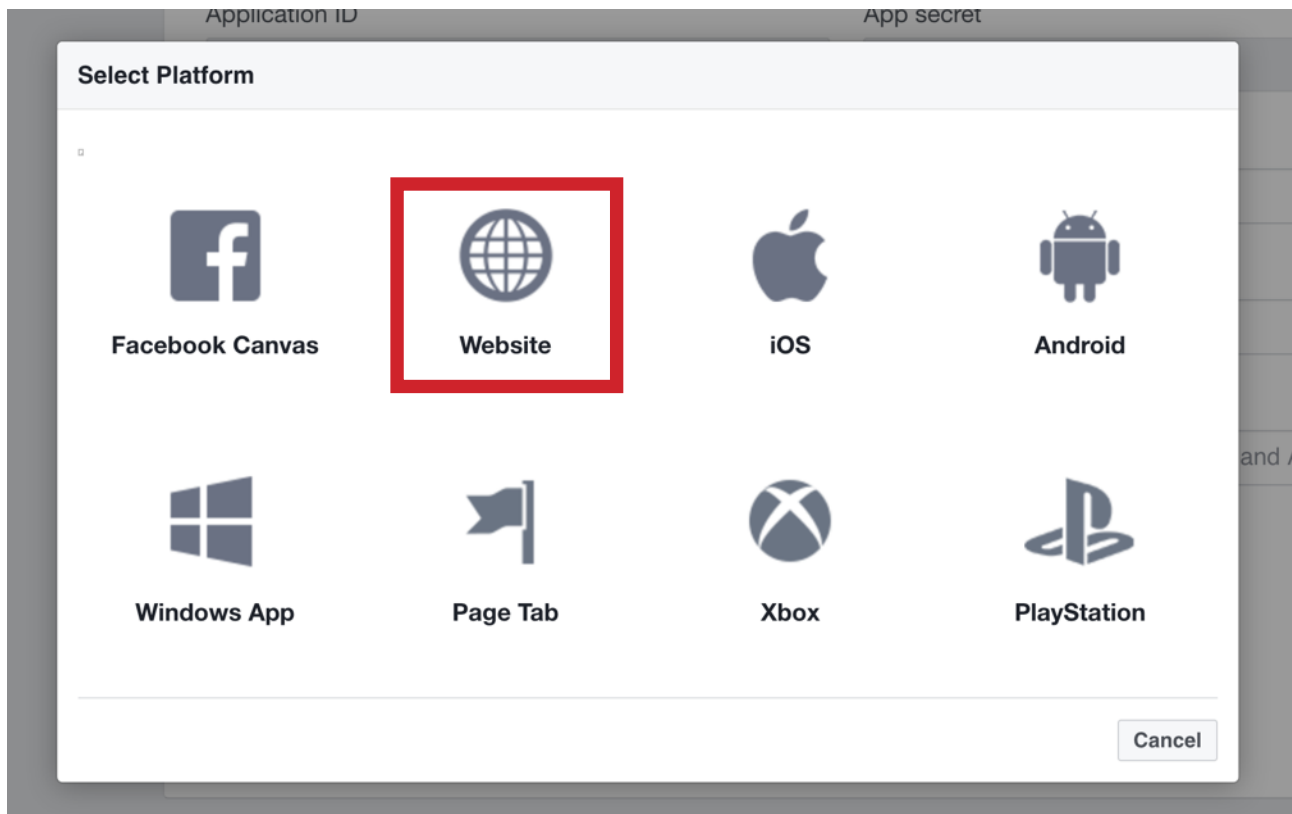
## App Domains

armelline.com ✕

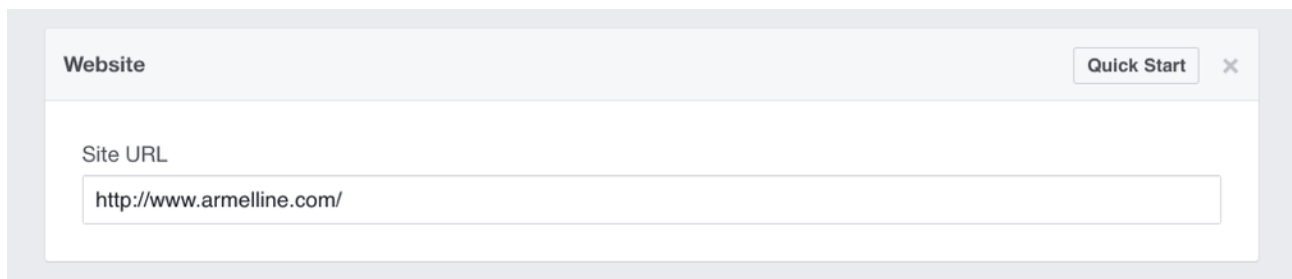
Once you've added your domain, you need to click the "Add Platform" button at the bottom.

+ Add Platform

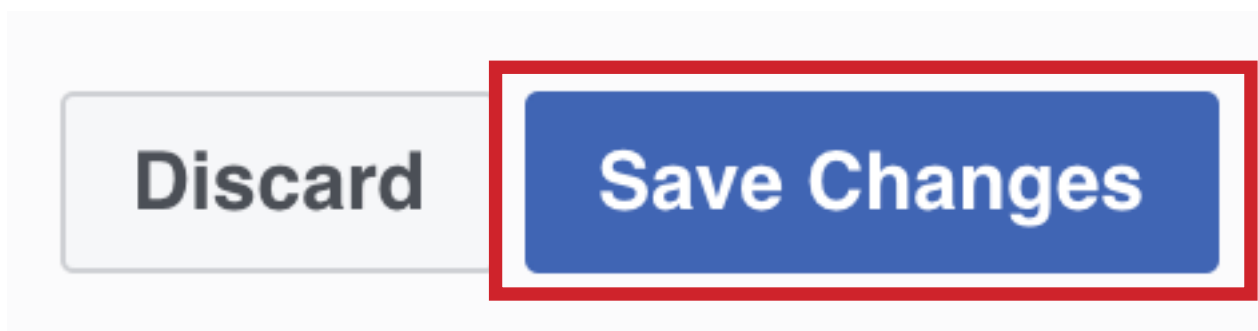
This will take you a popup asking you to select a platform. Pick "Website."



This will add a "Website" box below your app settings. Enter your website URL here. I've used [armelline.com](http://www.armelline.com/) again, but this time I included the `http://`. You can only add one domain as far as I can see.



Now you've done that, you're all finished with Facebook! Right in the bottom corner of the page you'll find a "Save Changes" button. Click on it to save your changes. All that's left then is to copy the App ID.



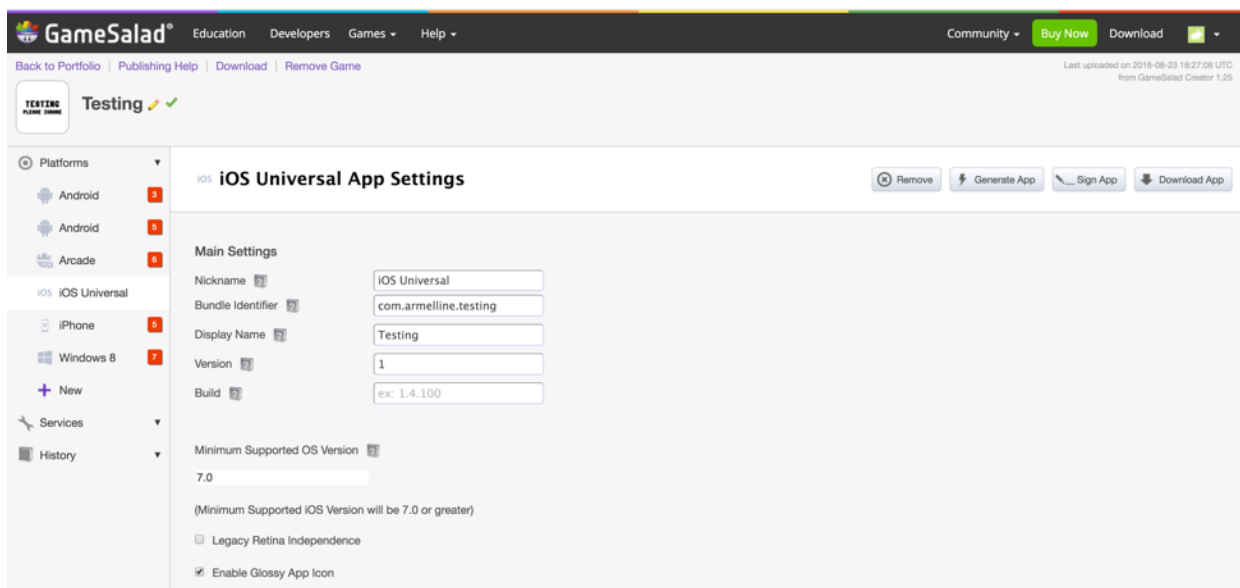
Your App ID is found at the top of every page, and also in the settings. You'll need this in the template!

## Application ID

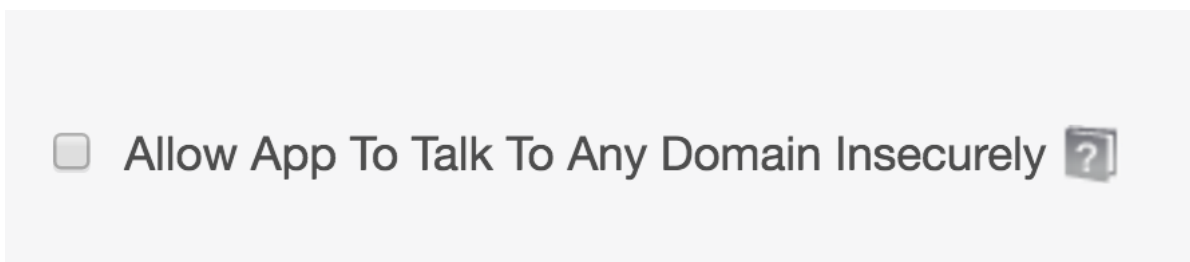
857609251041423

### Step 4:

You can test if everything is working using the GameSalad Viewer, but when you publish your game there's one more thing you need to do. Go to the GameSalad publishing portal for your game.



You'll need to find this check box when publishing your game using the GameSalad publishing portal.



Check this box, and your game will allow the URL to be opened. If you don't check this box, your share button won't work!

## Result!

And here's what it will look like when a player presses the "Facebook Share" button (yours will be prettier though, as it'll be your app's promo image and information, not this placeholder stuff):

