

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:

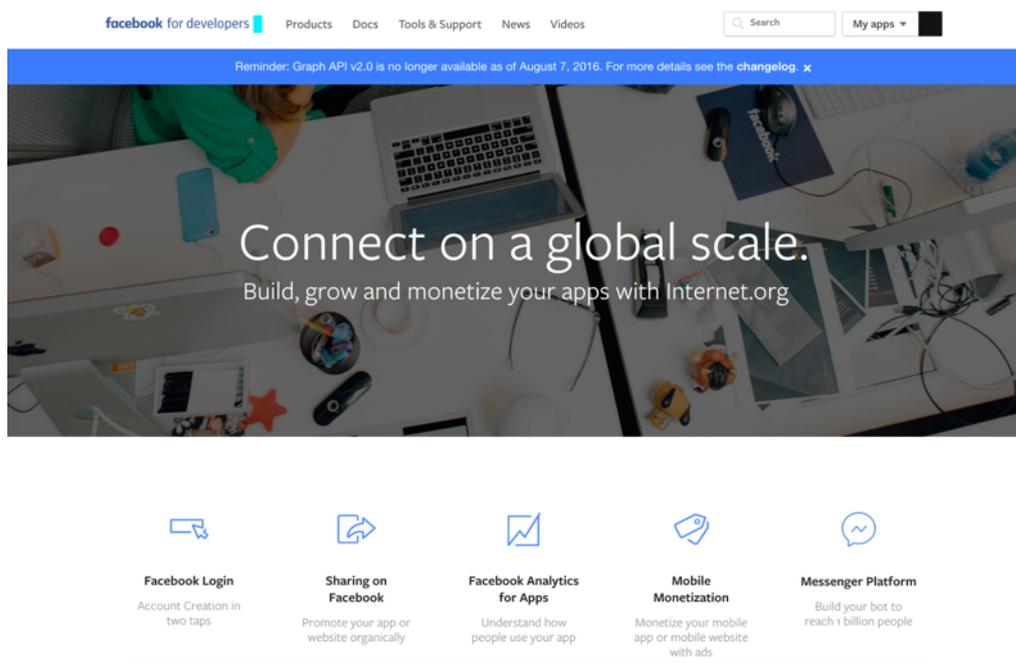
- Avoid the Open URL behaviour and it's ugly bar and close button.
- Post a screenshot.
- Force them to post a particular message.

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.

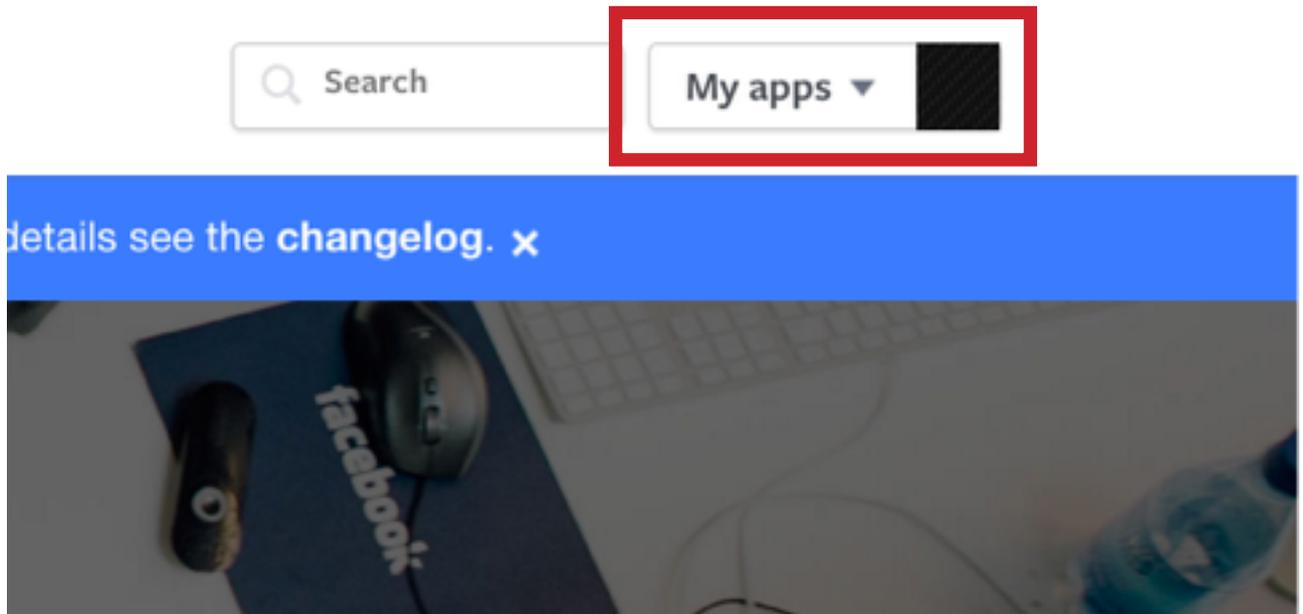
Step 1:

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

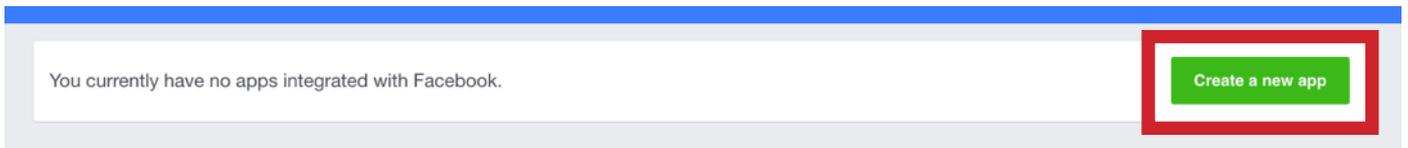
You'll see something like this (if they haven't changed it... if this guide is really old by the time you're reading it, it might all be totally different).



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 a form titled "Create a New App ID". The form contains the following fields:

- Display Name:** A text input field with the placeholder text "The name you want to associate with this App ID".
- Contact Email:** A text input field with the placeholder text "Used for important communication about your app".
- Category:** A dropdown menu with the text "Choose a category" and a downward arrow.

At the bottom of the form, there is a line of text: "By proceeding, you agree to the Facebook Platform Policies". To the right of this text are two buttons: "Cancel" and "Create App ID".

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

Create a New App ID
Get started integrating Facebook into your app or website

Display Name

Contact Email

Category: Sub-category:

By proceeding, you agree to the [Facebook Platform Policies](#)

Step 3:

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

My Great Game | APP ID: 857609251041423 | View Analytics | Tools & Support

Settings

Alerts
App Review

PRODUCTS
Canvas Hosting
+ Add Product

facebook for developers

Product Setup

Facebook Login The world's number one social login product.	<input type="button" value="Get Started"/>
Audience Network Monetize your mobile app or website with native ads from 3 million Facebook advertisers.	<input type="button" value="Get Started"/>
Account Kit Seamless account creation. No more passwords.	<input type="button" value="Get Started"/>
Messenger Customize the way you interact with people on Messenger.	<input type="button" value="Get Started"/>
Webhooks Webhooks (formerly Real Time Updates) lets you subscribe to changes you want to track and receive updates in real time without having to call the API.	<input type="button" value="Get Started"/>
Messenger Expression Let people on Messenger express themselves more creatively through your app.	<input type="button" value="Get Started"/>
Open Graph	<input type="button" value="Get Started"/>

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	857609251041423	App secret Show
Display Name	My Great Game	Namespace	
App Domains		Contact Email	contact@armelline.com
Privacy Policy URL	Privacy policy for Login dialog and App Details	Terms of Service URL	Terms of Service for Login dialog and App Details
App Icon		Category	Sub-category
		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 for this example. I don't include the http://. You can only use domains you include here!

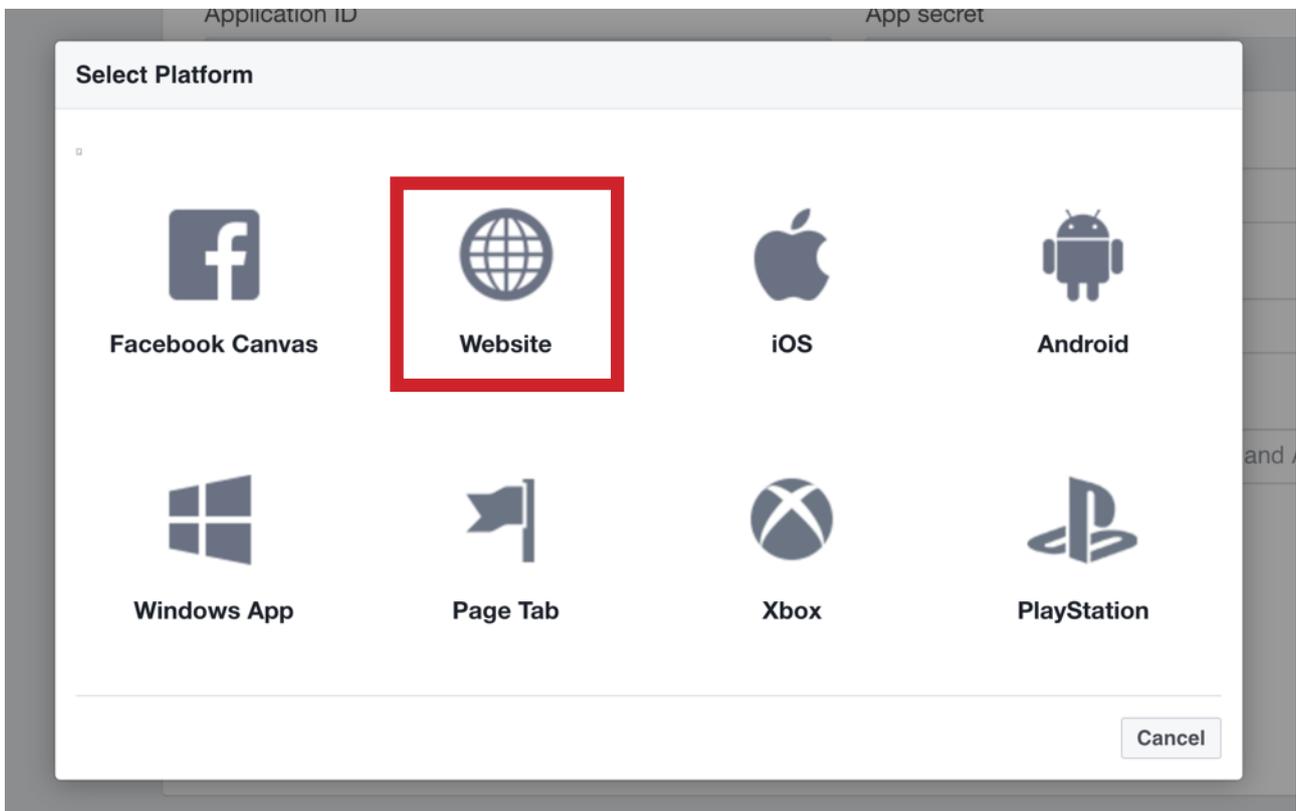
App Domains

armelline.com ✕

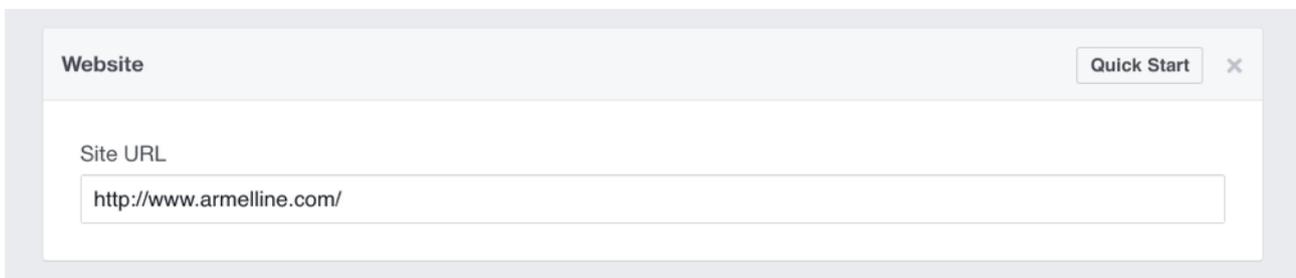
Once you've added your domain, you need to click the "Add Platform" button at the bottom.

+ Add Platform

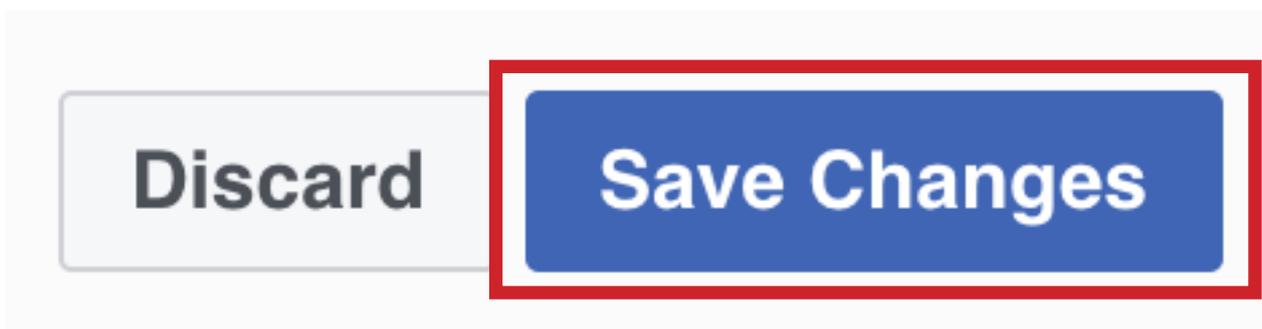
This will take you a popup asking you to select a platform. Pick "Website."



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.



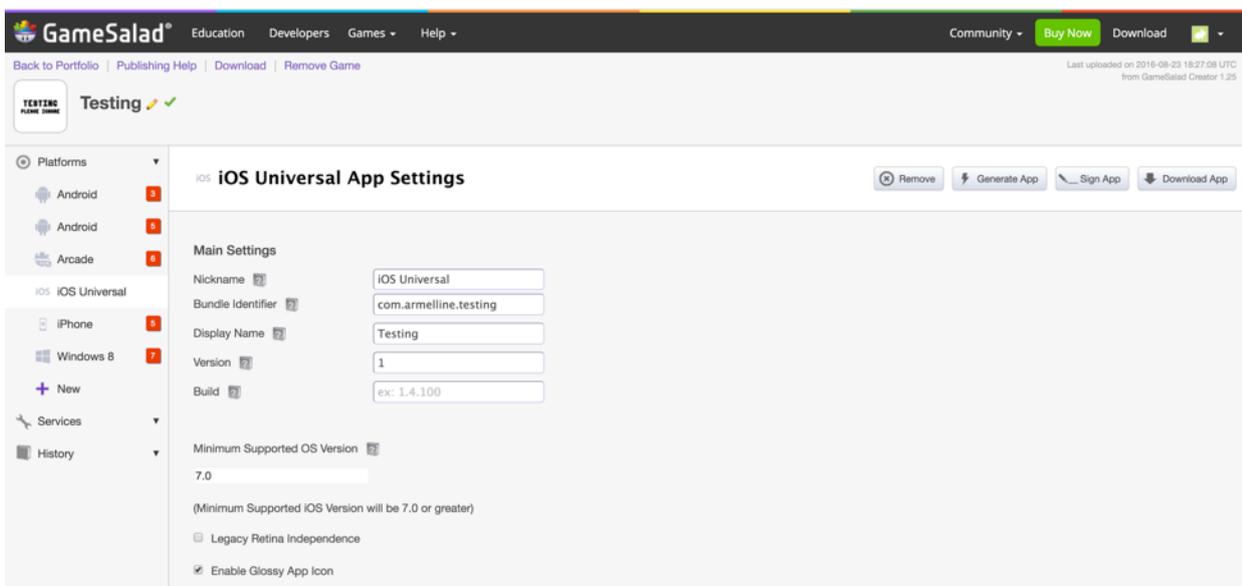
Your App ID is found at the top of every page, and also in the settings. You'll need this in the template!

Application ID

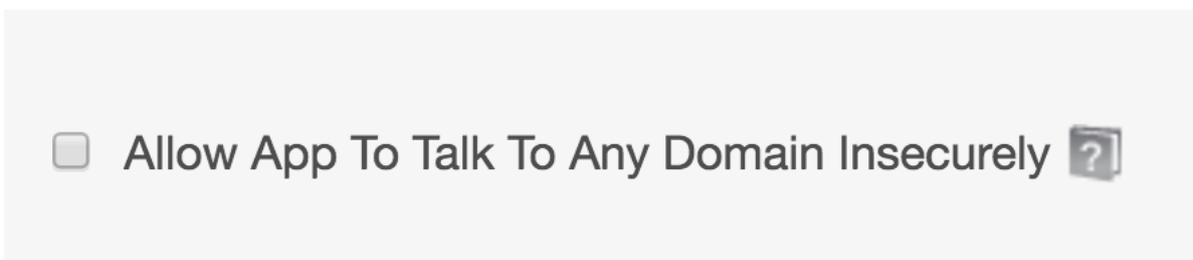
857609251041423

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):

