

Option	Description	Default
Facebook site name	The default website name that will be used by Facebook (og:site_name) for every webpage. This parameter will be used instead of the browser title.	None
Facebook site image	The default image (logo, picture, etc.) that will be used by Facebook (og:image) for every webpage. It must be specified as a URL. The minimum valid image size is 200x200px. However, Facebook recommends 1200x630px or larger for the best display on high resolution devices.	None
Application ID	Application ID generated by registering this Tiki site as an application at Facebook	None
Application secret	Application secret generated by registering this Tiki site as an application at Facebook	None
Login using Facebook	Allow users to log in using Facebook	Disabled
Auto-create Tiki user	Automatically create a Tiki user by the username of fb_xxxxxxx for users logging in using Facebook if they do not yet have a Tiki account. If not, they will be asked to link or register a Tiki account	Disabled
Require Facebook users to enter local account info on creation	Require Facebook users to enter local account info, specifically email and local log-in name	Disabled
Set user email from Facebook on creation.	Tiki will set the user's email from Facebook on creation.	Disabled
Create a user tracker item on registration	Sets whether a tracker item should be created for the user upon registration	Disabled
First and last name tracker field IDs to set on creation	Comma-separated, with first name field followed by last name field; for example, '2,3'	Disabled
Tiki can post to the Facebook wall	Tiki may post status messages, notes, photos, and videos to the Facebook Wall.	Disabled
Tiki can manage events	Tiki may create and RSVP to Facebook events.	Disabled
Tiki can manage pages	Tiki can manage user pages.	Disabled
Tiki can SMS	Tiki can use SMS functions via Facebook.	Disabled

Since Tiki 16 Tiki integrate default parameters that are used by Facebook when fetching a page if they are missing or if you prefer to use your own for the entire Tiki.

Note: It is possible to have your post (forum, blog, article, etc) posted to Twitter using an external social media automation solution. Those external services are very popular and use Tiki RSS feed to fetch and publish content on your behalf.

Setting up Facebook integration

Step 0

You may need to login in Facebook to accept the validation process in Facebook (to allow the developer application use your account details in Facebook, etc).

Step 1

[illegible]

Step 2

[Edit octestserver](#) [Back to My Applications](#)

About		
Web Site		
Facebook Integration		
Mobile and Devices		
Advanced		

Core Settings		
Application ID	1.....38	Your OAuth client_id
Application Secret	7.....4	Your OAuth client_secret
Site URL	:ott-consult.de/trunk/tiki-socialnetworks.php?request_facebook	Your site's URL
Site Domain	test.ott-consult.de	If set, Facebook will enable authentication on all subdomains (e.g., "example.com" will enable *.example.com)

Save Changes

Step 3

In this step, you don't to change anything since the **Post-Authorize Callback URL** field has been removed by Facebook.

About

Web Site

Facebook Integration

Mobile and Devices

Credits

Advanced

Core Settings

Application ID

Application Secret

Canvas

Discovery

Page Tabs

Your OAuth client_id

Your OAuth client_secret

Canvas Page

Canvas URL

Secure Canvas URL

Canvas Type

Iframe Size

Bookmark URL

The base URL of your app on Facebook

Facebook pulls the content for your app's canvas pages from this base URL

Facebook uses this secure version of the Canvas URL when your app is accessed by a user over a secure connection (https).

Choose whether your Canvas URL renders HTML in an iframe or returns FBML

Choose "Auto-resize" if you are using `FB.Canvas.setAutoResize` in your iframe app and want the Canvas iframe to grow to the height of your app's content

The URL to load when a user clicks your app's bookmark. If blank, this defaults to your Canvas Page

Social Discovery

Page Tabs

Tab Name

Tab URL

Edit URL

The title of your tab on a Page

Facebook pulls content for your tab from this URL, which must be relative to your Canvas Page

URL at which Page administrators can edit app settings

Save Changes

Step 4

Here, you choose the way your application authorizes with Facebook. As it is set by default, just check that **HTML5/mobile web** for your **Application type** is selected.

[Edit octestserver](#) [Back to My Applications](#)

About

Web Site

Facebook Integration

Mobile and Devices

Advanced

Core Settings

Application ID

Application Secret

Application Type

Apple iOS

Your OAuth client_id

Your OAuth client_secret

Native applications use a different authentication mechanism via the iPhone or Android SDKs

HTML5 / mobile web

Native application

iTunes App Store ID

Facebook uses this ID to link to your app in the iTunes App Store (e.g., 284882215). [Read More.](#)

Save Changes

Step 5

Start Using Facebook Credits, this financial/billing integration mostly not needed for Tikiwiki, leave it that

way.

About

Web Site

Facebook Integration

Mobile and Devices

Credits

Advanced

Start Using Facebook Credits

Welcome to the Facebook Credits program. To get started:

1. Register your company below
2. Provide core settings below
3. Review [API documentation](#) and complete your integration

Company Information

Company Name Don't see your company listed? [Register it now](#)

Before accepting Facebook Credits, we need to collect company information to pay you for Credits users spend in your application.

Core Settings

Credits Callback URL

Email

Credits Test Users (optional)

Facebook pings this URL after a user initiates or updates an order.

This email is used for payments related communication.

Users entered here (UIDs, comma-delimited) will be able to use your app and go through Facebook Credits flows but will not be charged.

[Save Changes](#)

Step 6

On this last step, you can give the Facebook **Deauthorize Callback** which will be called, when a user disallows your application on Facebook. Don't choose sandbox mode here.

Usually, your web server has a static IP address. By putting it on the **server whitelist**, you can add a bit of security, as only requests from that IP will be processed. If you run a server farm with multiple servers, add all IP addresses.

You can also uncheck all the "deprecated" setting, it won't hurt.

About

Web Site

Facebook Integration

Mobile and Devices

Credits

Advanced

Authentication

Deauthorize Callback

Facebook pings this URL when a user deauthorizes your app

Sandbox Mode

☐ Enable
 ☒ Disable

If enabled, only the developers of your app will be able to sign in to your app

Migrations

Disable Deprecated Auth Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Disable Deprecated Connect Methods

☐ Enabled
 ☒ Disabled

This method will be deprecated according to the deprecation roadmap

Disable Deprecated Data Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Disable Deprecated FBML Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Disable Deprecated Permissions Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Disable Deprecated Profile Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Disable Deprecated SMS Methods

☐ Enabled
 ☒ Disabled

Disables deprecated methods according to the deprecation roadmap

Stream post URL security

☐ Enabled
 ☒ Disabled

Links in stream posts must go to the application's canvas or connect URL

OAuth 2.0 for Canvas

☐ Enabled
 ☒ Disabled

Includes a 'signed_request' parameter for canvas apps.

POST for Canvas

☒ Enabled
 ☐ Disabled

Uses an HTTP POST for iframes on canvas.

Canvas Session Parameter (Deprecated)

☐ Enabled
 ☒ Disabled

Includes a 'session' parameter for canvas apps. Please use 'OAuth 2.0 for Canvas' instead.

November 2010 Rollup

☒ Enabled
 ☐ Disabled

This migration provides updates to the Facebook Platform that may break existing applications. See Migration details and timing.

Timezone-less events

☒ Enabled
 ☐ Disabled

Facebook events do not support time zones. Accordingly, event start_time and end_time are now returned from the graph API without a time zone.

JSON Encoding Empty Arrays

☒ Enabled
 ☐ Disabled

Properly encode empty JSON arrays as '[]' instead of '[]'.

Security

Server Whitelist

If specified, Facebook will block requests from your app unless they come from an IP in this comma-separated list

Advertising

Advertising Accounts

Comma-separated list of Facebook advertising accounts associated with your app. Enter the email address you used when creating the account.

Advanced Canvas Features

Preload FQL

Facebook will send the result of these FQL queries as JSON-encoded POST parameters to your Canvas URL

Preload FQL Multiquery

Facebook will send the result of these FQL multiqueries as JSON-encoded POST parameters to your Canvas URL

Early Flush

Facebook will attempt to preload static resources

Save Changes

Now you created the application at Facebook and you can enter the data on your tiki server. Go to Admin->Social networks and enter the data from Facebook.

Facebook Settings

Note

To use Facebook integration, you must register this site as an application at <http://developers.facebook.com/setup/> and allow extended access for the application. Enter <your site URL>tiki-socialnetworks.php as connect URL.

API key: 1 1 ⓘ ↻

Application secret: 7 4 ⓘ ↻

Application ID: 1 8 ⓘ ↻

User authorization

Users need the tiki_p_social_network [permission](#) in order to use social networks. To login via facebook, the Anonymous group will need this permission.

Before being able to use the Facebook integration, users must authorize the TikiWiki site by requesting an oauth token. This can be done via the **Social networks** tab on [My Tiki](#).

Note : As i (Bernard) authorize it i encounter an error from Facebook servers: "message": "Invalid redirect_uri: Given URL is not allowed by the Application configuration.". I had to logout/login for Facebook to accept the authorization. It is possible also that you have to wait more than 15mn for the Facebook server to use the setting you just entered.