

# FACEBOOK SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/facebook>

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The `IFacebookObjectType` interface derives from `IObjectClass` to add APIs specific to the **Facebook plugin**. Note this class derives from the object class interface, not the instance interface. It would typically be accessed via `runtime.objects.Facebook`.

This script interface exists mainly to provide the access token so you can write code to access the **Facebook SDK for JavaScript** using the existing authentication provided by Construct's Facebook plugin. This may also be useful for third-party addons developed with Construct's addon SDK.

## Facebook APIs

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### **getAccessToken()**

A string of the access token provided by the Facebook SDK after a successful login. If the user is not logged in, this will return an empty string.