



A 1.599.961 personas les gusta esto. Sé el primero de tus amigos.

Código para HTML5

1. Include the [JavaScript SDK](#) on your page once, ideally right after the opening `<body>` tag. This script uses the app ID of your app:

```
<div id="fb-root"></div>
<script>(function(d, s, id) {
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) return;
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/es_ES/all.js#xfbml=1&appId=260496490694085";
  fjs.parentNode.insertBefore(js, fjs);
}(document, 'script', 'facebook-jssdk'));</script>
```

2. Place the code for your plugin wherever you want the plugin to appear on your page.

```
<div class="fb-like" data-href="http://www.hipicmedia.com" data-send="true" data-width="330"
data-show-faces="false" data-font="lucida grande"></div>
```

Código para XFBML

1. Include the [JavaScript SDK](#) on your page once, ideally right after the opening `<body>` tag. This script uses the app ID of your app:

```
<div id="fb-root"></div>
<script>(function(d, s, id) {
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) return;
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/es_ES/all.js#xfbml=1&appId=260496490694085";
  fjs.parentNode.insertBefore(js, fjs);
}(document, 'script', 'facebook-jssdk'));</script>
```

2. Add an XML namespace to the `<html>` tag of your document. This is necessary for XFBML to work in earlier versions of Internet Explorer.

```
<html xmlns:fb="http://ogp.me/ns/fb#">
```

3. Place the code for your plugin wherever you want the plugin to appear on your page.

```
<fb:like href="http://www.hipicmedia.com" send="true" width="330" show_faces="false"
font="lucida grande"></fb:like>
```