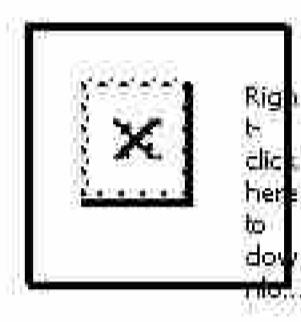


EXHIBIT 129

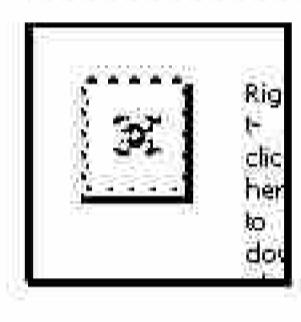
UNREDACTED VERSION OF DOCUMENT SOUGHT TO BE LODGED UNDER SEAL

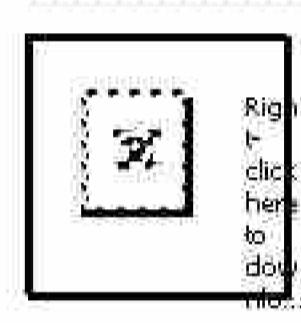
From: Stephan Goupille <notification+oo_cc649@facebookmail.com>
Sent: Friday, February 21, 2014 11:08 AM
To: Platform FYI
Subject: Re: [Platform FYI] Hi all – we want to let you know about major...

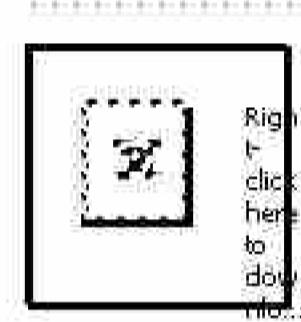
Stephan Goupille commented on Eddie O'Neil's post in Platform FYI.

 **Stephan Goupille** 7:07pm Feb 21
This is an amazing step in the right direction.

Comment History

 **Harshdeep Singh** 6:30am Feb 21
Probably worth mentioning that we are also launching some social context APIs (which of my friends have liked this page, or watched this movie, what likes do I have in common with my friend etc.) to make some valid use cases possible that developers currently infer by asking for friend data.

 **Konstantinos Papamiltiadis** 6:00am Feb 21
Julien, the only exceptions/extensions were around the grace period for the deprecations and not the deprecations themselves. Those will be based on prior contractual agreement (Tinder certainly does not have one) but even in this case the recommended time by Eddie and Simon for 9-12 months sufficiently exceeds the contractual one in most cases. I hope this helps.

 **Ilya Sukhar** 2:56am Feb 21
The f8 scene is tricky.

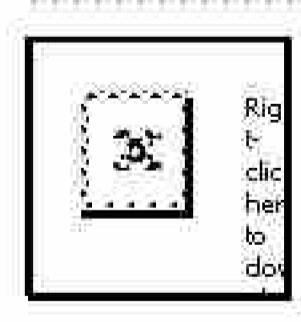
If we roll this out before f8, we need a separate big PR moment to explain this to our universe of partners and people. Given that we're targeting an end of April timeframe, that doesn't leave us with much time for folks to absorb the changes and cool off if they're affected negatively. So, we'd muddy the waters for the cool stuff we want to launch at f8 and expend a lot of duplicate effort getting the trust message out to people.

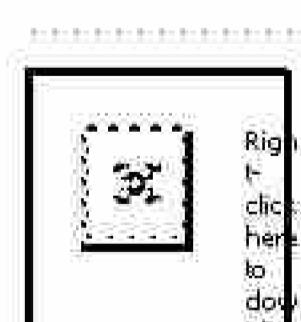
If we roll it out shortly after f8, that'd undo the buzz with some partners about any cool stuff we launch, potentially come off as deceptive, and again we'd need to duplicate effort on getting the word out.

After discussing a bunch with Zuck, we landed on making user trust a core theme of f8 and rolling things out simultaneously. After all, this is a big change to put the power in the hands of people and we need to do it the justice of a thorough announcement. Who better to do it than Zuck?

Now, that doesn't mean we'll be enumerating specific deprecations on stage or anything. It probably means we announce the new Login and have a workshop about the changes later in the day.

Not ideal, for sure, but I think it's a reasonable compromise.

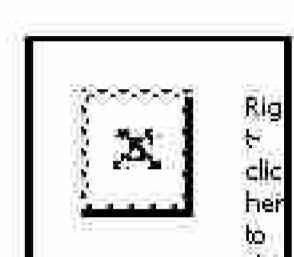
 **Wayne Kao** 2:43am Feb 21
Wow, this is probably the biggest change to Platform since launch, a giant shift of power from devs to users. Not sure yet what I think about it, but huge props on the boldness.

 **Eddie O'Neil** 1:48am Feb 21

Edward: see Tera's comment above.

[View All Comments](#)

Original Post



Eddie O'Neil

12:22am Feb 21

Hi all – we want to let you know about major changes coming to the Platform app model. In the last year, we have done detailed studies about how people feel about apps and Platform. We've heard overwhelming feedback that people are sensitive about what info they share with apps, are confused when apps ask for many permissions, and want control over the info about them their friends can share with apps. This has created or deepened trust issues that people have with Platform and Facebook.

We have a lot of value to offer people and app developers but need to reset expectations for both audiences. We want people to have delightful app experiences that inspire confidence, give them control, and minimize surprise.

We also face additional data abuse challenges where people's info is misused in ways that further erode trust. Eugene described one such example here [<https://www.facebook.com/groups/617486608299958/permalink/629095473805738/>].

The changes below put people first, reset the model for developers, and protect data. This puts us on track to improve trust and gives us a firm foundation atop which we can launch great products over the next year and beyond. While some of these changes will be seamless, others will be difficult and painful for developers and Facebook - so we want to let everyone know that these are coming this spring as part of Facebook Login 4.0.

Here's a short summary of the changes we're making – more details are below:

- 1/ adding a review process for most permissions beyond your name, profile pic, etc
- 2/ giving people a line item veto on permissions so they control info they share with apps [Screenshots: <https://www.facebook.com/pxlcld/l0cS>]
- 3/ removing access to detailed info about a person's friends [e.g. friends' likes, photos, etc]
- 4/ separating access to your list of friends from your basic info [name, profile pic, etc]
- 5/ removing implicitly shared stories from News Feed / Ticker
- 6/ changing to app scoped user IDs and only letting apps access friends who also used FB to login to that app

These changes will impact many developers in the ecosystem – from Canvas Games to indie mobile developers. They strike a balance between the complex system of concerns that affect people, developers, and Facebook while still giving developers room to build great apps.

We expect a range of reactions from joy to concern about how this will affect your favorite app or a friend's startup – please send any questions / comments / feedback / flames to the Platform Trust group [<https://www.facebook.com/groups/382115345170420/>] or reach out to me directly. We want to hear your feedback.

On timing: we're planning to launch in the spring. Ilya will have an update on that soon.

On giving apps time to update: we're planning give developers 9 months to migrate and to deprecate the old model on Feb 1, 2015. Note: apps won't use a "breaking change window" and will instead opt into the new model using a new version of the APIs / Dialogs.

More info

- 1/ a growing FAQ: <https://www.facebook.com/notes/platform-trust/facebook-login-40-faq/633745506674068>

2/ data on how people feel about Platform and apps: <https://www.facebook.com/pxlcld/10f7>

Detailed changes

1/ Login Review. Facebook will review how apps use Login including approval of the permissions apps can request from people. We've found that apps asking for too many permissions is a key trust issue for people, causes confusion, and that many times such info isn't used to improve the app's experience. Review will help fix this problem.

2/ Line item permission veto. Login 4.0 gives people control over the info that's shared with apps by letting you veto any permission except "public profile" [e.g. your name, profile pic, etc.]. Screenshots: <https://www.facebook.com/pxlcld/10cS>

3/ Separating basic Login and access to your list of friends. Today, Login lets apps read your friend list. We've heard from people and developers that this is confusing – especially in apps that use Login for account creation but otherwise don't use friends. With 4.0, apps must ask for permission to read your list of friends akin to how apps ask to read your likes and photos. As per #2, people may choose not to share this info with an app.

4/ Removing access to detailed info about your friends. Today, you can grant an app permission by proxy to see your friends' likes, photos, and other info. This is confusing, makes people uncomfortable, and ultimately reduces trust. So we're removing this from Platform's public API.

5/ App-scoped user IDs. Existing IDs for user + app pairs won't change, but going forward, we will move away from using global user IDs and will issue app scoped IDs for people – this protects people's info and lets us audit data leaks [see Eugene's write-up above for an example].

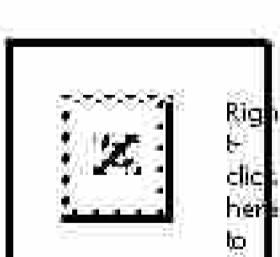
6/ App friends. Today, apps you've logged into can see your whole list of friends. With 4.0, apps can only see your friends who also logged into that app using Facebook. This change will be a no-op for most apps since they don't use non-app friends. For others, this will have more impact that can be partially mitigated by a new Invites / Requests product that we're building.

7/ Removing implicitly shared content from News Feed / Ticker. Implicit stories can surprise people and have impacted trust over time, so we're removing them from NF / Ticker and exploring alternatives that let people explicitly share such content. Vernal wrote a summary about how our perspective on this has changed since 2011 [https://www.facebook.com/mhudack/posts/10151961293286194?comment_id=29648268].

8/ API versioning. Yay!! Platform will version APIs / Dialogs / Plugins so apps can smoothly transition over the next year from the current platform model to Login 4.0. We're also committing to 2 years of stability for a "core" set of Platform APIs / Dialogs.

Many people have been involved in this to date (thanks!); here's a non-exhaustive list of additional points of contact:

Integrity and data protection: EugeneZ
API changes: Harshdeep, TR Vishwanath, Simon
Games: George, Vishu, Amir, Gareth
Login Review: Alan, Simon, Constantin
Marketing: Peter
Ops: Sean
Partnerships: Simon, Monica, Jackie



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