# \*\*\* ADD FACEBOOK TO UNITY GAME

# Import facebook sdk to unity game

# Facebook > Edit Settings > Điền app name, app Id

# FOR ONLY ANDROID:

# Copy Debug Android Key Hash

# Add to a game object with script Facebook.cs (code below)

using Facebook.Unity;  
using UnityEngine;  
public class FacebookManager : MonoBehaviour  
{  
 private void Awake()  
 {  
 if (FB.IsInitialized)  
 {  
 FB.ActivateApp();  
 FB.Mobile.FetchDeferredAppLinkData(DeepLinkCallback);  
 }  
 else  
 {  
 FB.Init(() =>  
 {  
 FB.ActivateApp();  
 FB.Mobile.FetchDeferredAppLinkData(DeepLinkCallback);  
 });  
 }  
 }  
 void DeepLinkCallback(IAppLinkResult result)  
 {  
 if (!System.String.IsNullOrEmpty(result.Url))  
 {  
// Debug.Log(result.Url);  
 }  
 }  
 void OnApplicationPause(bool pauseStatus)  
 {  
 if (!pauseStatus)  
 {  
 if (FB.IsInitialized)  
 FB.ActivateApp();  
 else  
 FB.Init(() => { FB.ActivateApp(); });  
 }  
 }  
}