NOTE :

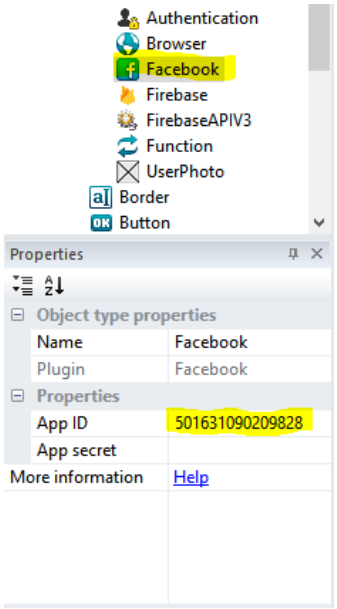
In this tutorial, i assume you've understand how to create a Firebase Project and have followed this tutorial (https://shatter-box.com/knowledgebase/firebase-sync-data-with-your-construct-2-game/)

If you haven't already, please read it first before continue.

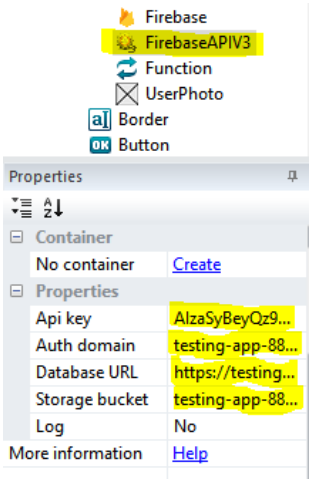
CAPX Setting

If you see the provided example CAPX, i included **official Facebook plugin**.

Fill the **App ID** properties with your **App ID** from **Facebook Developer Setting**. The App secret can be empty.

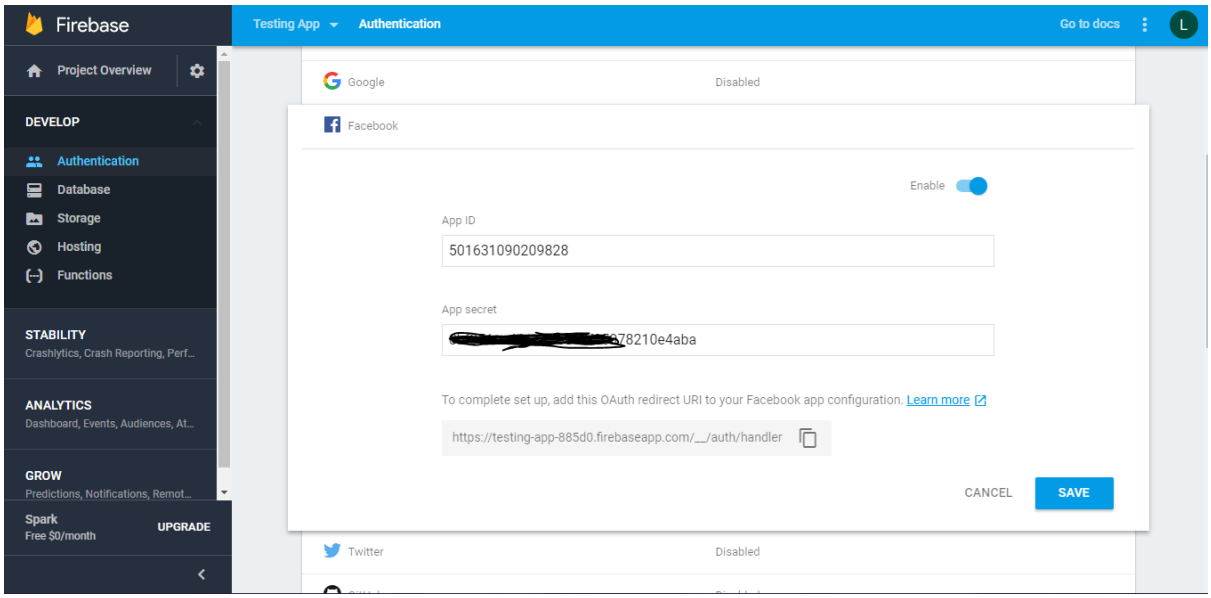


And also, in **Firebase APIv3 plugin**, fill all the properties with value from your Firebase Console.



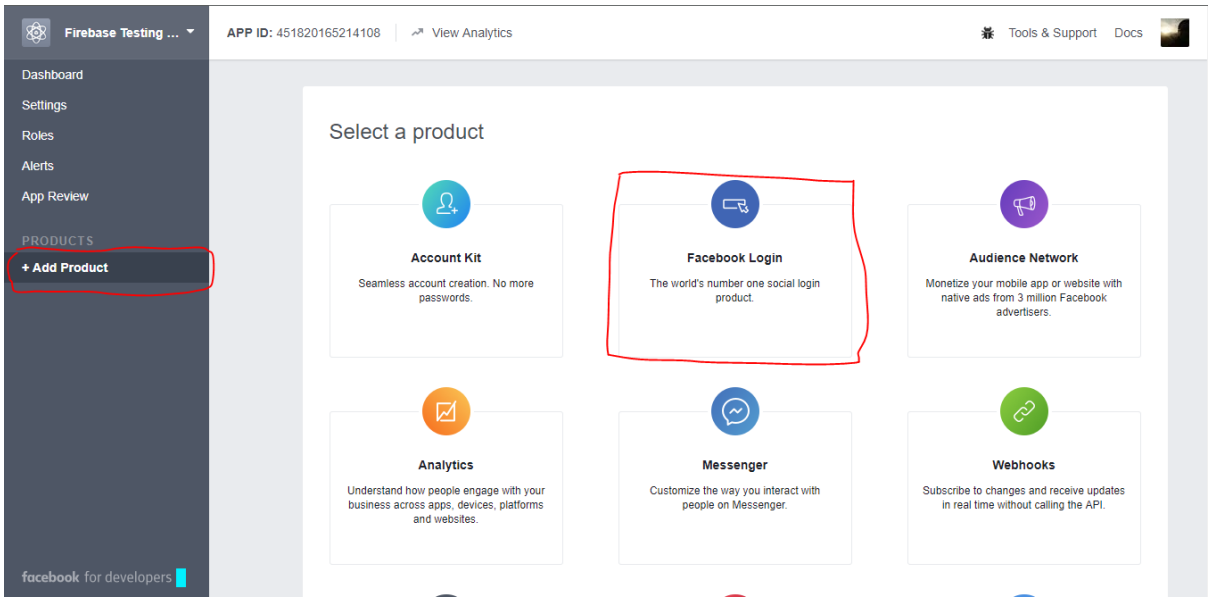
Firebase Console Setting

Make sure you have enabled **Facebook Auth** feature. (explained in link provided on first page)

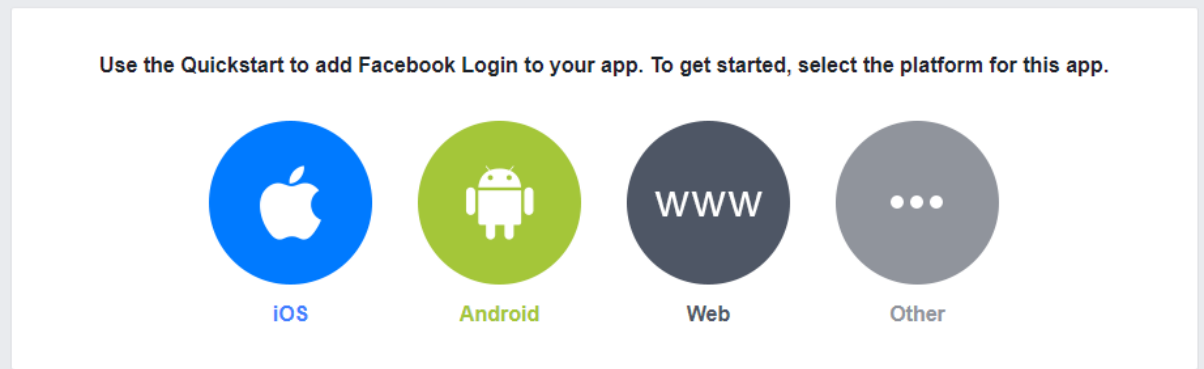


Facebook Developer Section

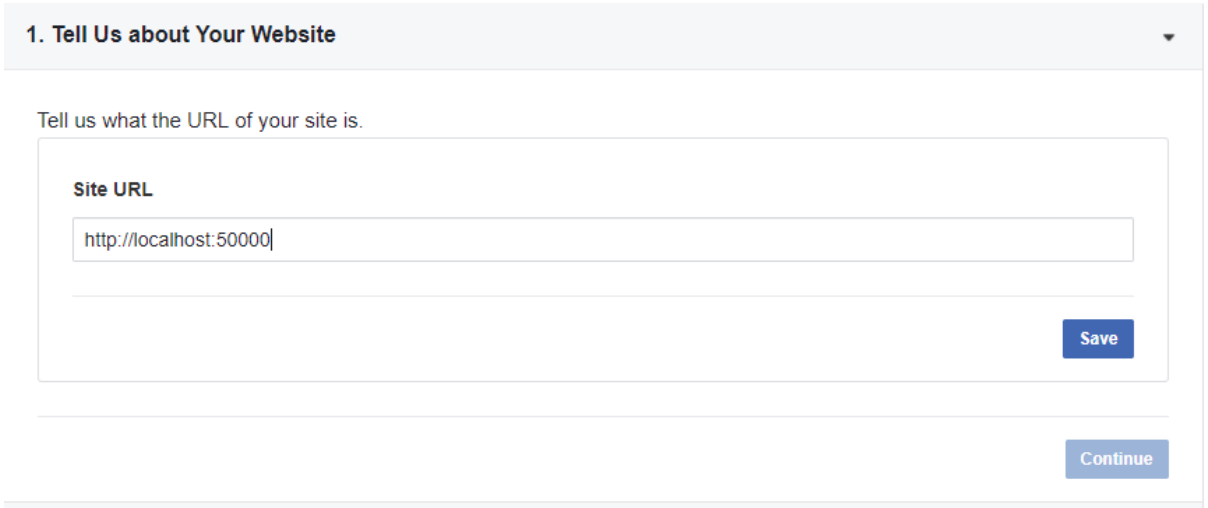
After you created your **Facebook App**, add **"Facebook Login"** product on **Add Product** page.



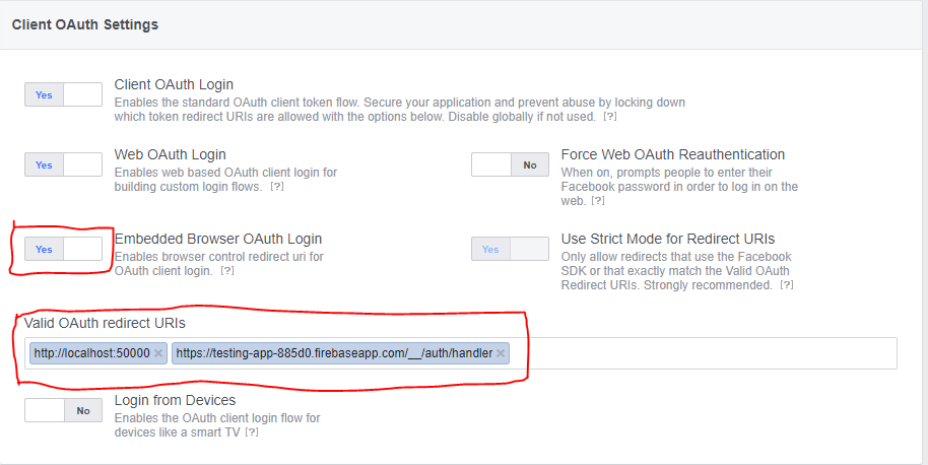
For the first, select **WEB** platform (we can add other platform later)



Fill the required field with your game site URL (for example : http://localhost:50000 if you're testing on your local machine).



Click **save** and then go to setting page under Facebook Login product. Turn on the **"Embedded Browser Oauth Login".** And fill valid **Oauth redirect URIs** with given **Firebase Oauth Redirect** (explained in link provided on first page), and also your URL wherever you access the game (i.e. your local wifi IP, your hosted game url etc). But a minimum setting is like below.



Now you can try login from your local project by running an example capx.

NOTE 1:

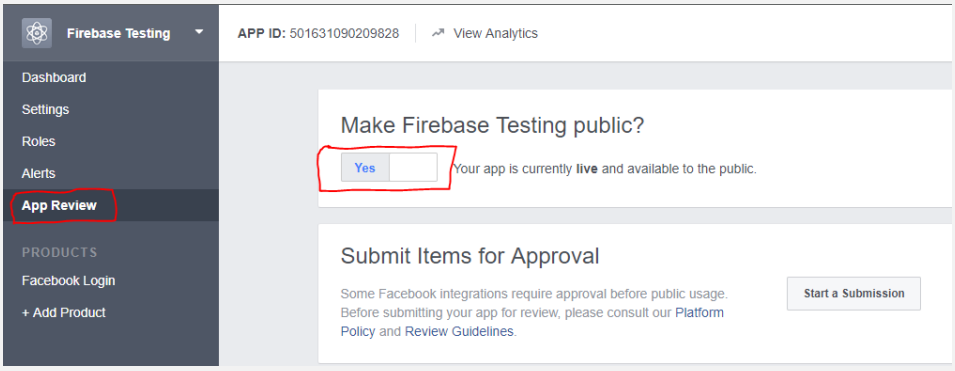
The tutorial above is common setting for connecting Construct 2 with Facebook and Firebase. After you follow the tutorial above, make sure you can properly connect without error. If any error exist, you can contact me by email or comment on this template's itch.io page.

Now we can move to **Android Build section**. This tutorial only cover how to build to APK, you can explore if you want to build to iOS too (I think it will be same because it uses the same plugin and exporter).

NOTE 2:

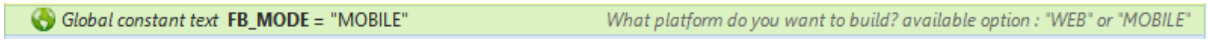
Remember! Your Facebook app is still in development, it doesn't published yet. It means your app will **only available** to the owner of the app or someone that given access by you.

To make it public, go to **App Review** page and set the button toggle to **Yes**.

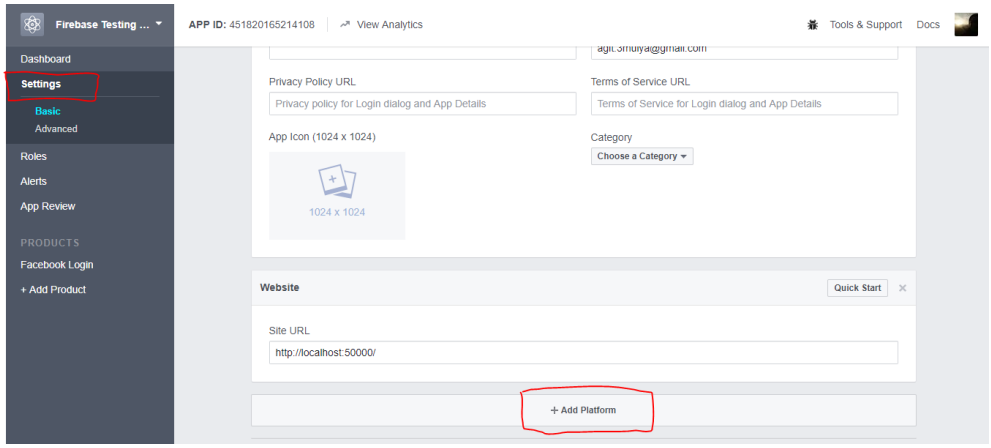


Android Section

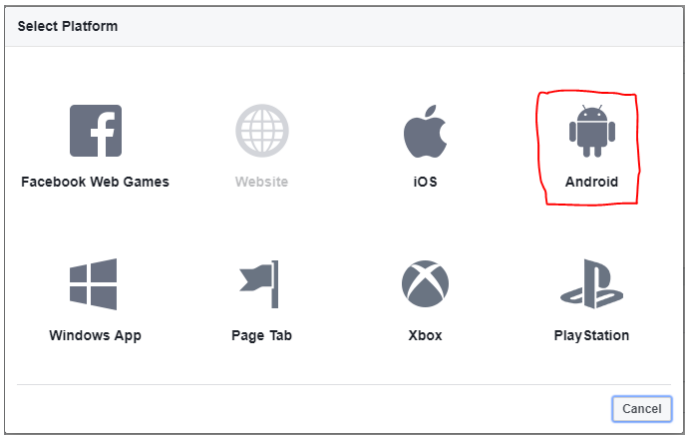
First, make sure you change the **FB_MODE** variable to **MOBILE** to make everything work



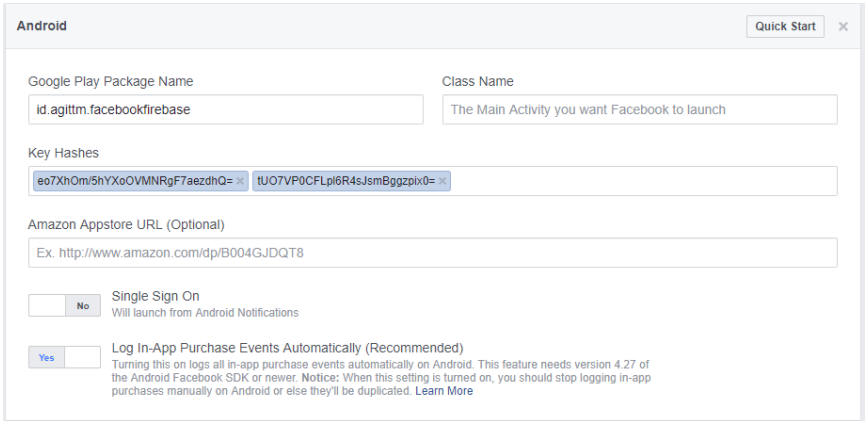
Go to your **App's Facebook Developer setting** page, scroll down and click "Add Platform"



Choose **Android.**



Fill the **Google Play Package** field wth your own package id. And for key hashes field, fill with your keystore's hash (You can fill it more than 1 keystore hash). Learn more about how to get keystore's hash from (https://stackoverflow.com/questions/4388992/key-hash-for-android-facebook-app)



A server setting has done, now let's **export your project to Cordova**.

After export, let's check what's **required plugin** and **install it** on your project.

No	Plugin Name	npm link	Github link
1.	cordova-plugin-facebook4	https://www.npmjs.com/package/cordova-plugin-facebook4	https://github.com/jeduan/cordova-plugin-facebook4
2.	cordova-plugin-inappbrowser	https://www.npmjs.com/package/cordova-plugin-inappbrowser-custom	https://github.com/sanketmehta7/cordova-plugin-inappbrowser

The number (1) plugin is required for **Facebook login**, On user's device, if the **Facebook app** exist, it will open that app, but if it doesn't, it will open a **standard facebook dialog**. And no (2) plugin is required for some functionality in **Firebase**.

If all the required things above has fulfilled. Try build your APK and let me hear if it does work or not.

A note for building for APK :

- Your APK **must not** be in **Debug mode.**
- Your APK **must be signed.**
- **The keystore** you used for sign your APK **must be the same** with the **keystore** that you used to fill **key hash field** in the Facebook Developer Setting.