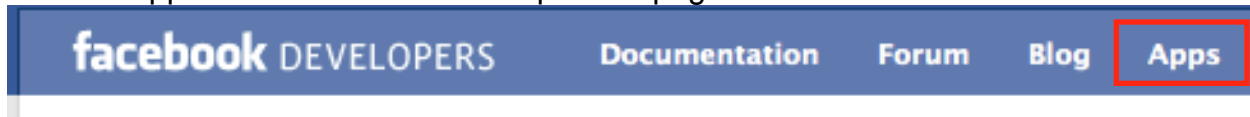


# Facebook Developer App Setup

Open the developer portal in a browser; <https://developers.facebook.com>

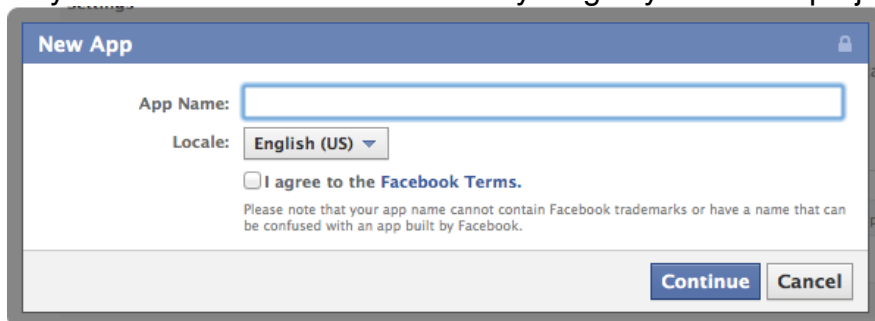
Click on Apps in the blue bar at the top of the page:



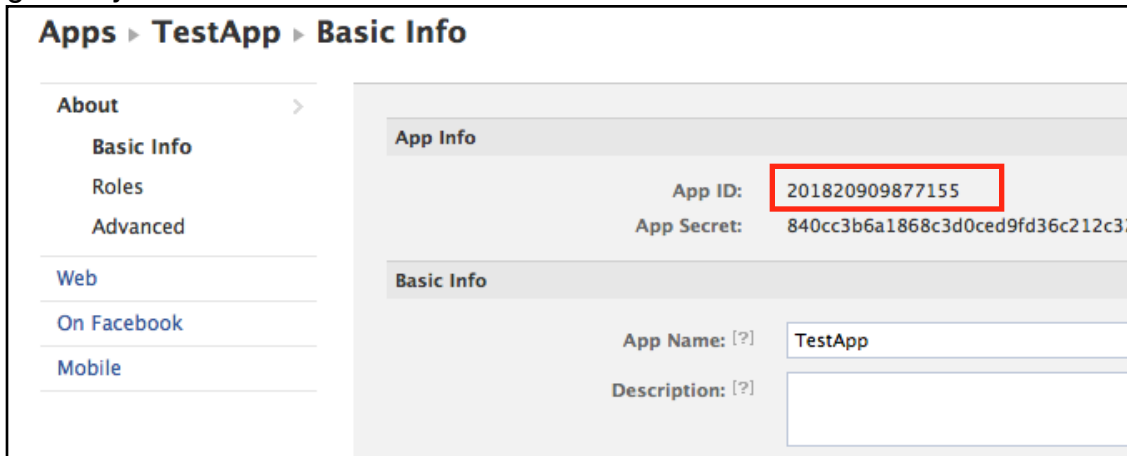
You will have to authenticate with your Facebook credentials.  
You may have to “Allow” the Developer app by clicking Allow.  
Now click on the “Create New App” button.



Give the app a name and check to agree to the terms. The App Name is a reference only and does not need to match anything in your xcode project.

A screenshot of the 'New App' form. It includes a text input for 'App Name', a dropdown for 'Locale' set to 'English (US)', and a checkbox for 'I agree to the Facebook Terms.' Below the checkbox is a note: 'Please note that your app name cannot contain Facebook trademarks or have a name that can be confused with an app built by Facebook.' At the bottom right are 'Continue' and 'Cancel' buttons.

Note the App ID in the App Info section of the About page. This is the code that need to go into your code.

A screenshot of the Facebook Developer 'TestApp' page, specifically the 'Basic Info' section. The left sidebar shows navigation links: 'About' (selected), 'Basic Info', 'Roles', 'Advanced', 'Web', 'On Facebook', and 'Mobile'. The main content area shows 'App Info' with 'App ID: 201820909877155' (highlighted with a red box) and 'App Secret: 840cc3b6a1868c3d0ced9fd36c212c32'. Below this is the 'Basic Info' section with 'App Name: [?] TestApp' and 'Description: [?]'.

Click on Mobile in the left column and enter your bundle name into the “iOS Bundle ID” textfield.

