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Facebook App Setup & Installation Guide

part 2 of 3 of the entire installation process

Step 1)

Login to Facebook on your main account, your developer account.
Go here: <http://www.facebook.com/developers/> . Click “Set up new Application” on the top right.

Step 2)

Enter an Application name (can be changed later) and agree to the terms & continue.

Step 3)

Copy your **API Key** and **Secret** into say, Notepad for now. Keep them handy. Put in a quick App description, and save the changes below.

Step 4)

Under your new Application, click the “CANVAS” tab. Enter a unique Canvas page (catchy?) for your “Canvas Page URL” - ex: mine is “autolotto”

Step 5)

Enter the URL where you installed the Application for Canvas Callback URL, follow this format:

<http://www.yoursite.com/app/>

(keep the <http://www>. And the ending slash)

Step 6)

Under the last section on that page, Canvas Settings, for **Render Method** check “FBML” instead of IFRAME.

Then save the changes.

Step 7)

Now to finish setting up the script. Go to your site, where you installed the app, and edit: **/appinclude.php**

Edit the following things:

- 1) \$appapikey - Replace the API key with YOUR **api key** (got in step 3 on this readme)
- 2) \$appsecret - Replace the app secret with your **Secret** key (also received in step 3 on this readme)
- 3) \$adminid - Replace the current facebook id with your main profiles facebook profile id. This is for the admin panel – this profile id will have access to the Admin panel in the script.
- 4) \$thename – put your app name there (ex: AutoLotto or Auto Lotto)
- 5) \$appcallbackurl – the URL to where you installed the script. Include <http://www>. And the trailing slash.
- 6) \$appCanvasUrl – enter the canvas page URL for your application (set in step 4 on this readme)

And save the file :)

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