

Facebook development in localhost

Just wanted to know if there is any way I could develop Facebook applications in localhost.

170

facebook

localhost

edited Sep 6 '12 at 4:28

asked Dec 26 '10 at 4:15

me

meagar ♦

186k

32

282

296



Abhishek

3,164

19

56

73



69

21 Answers



Edit: 2-15-2012 This is how to use FB authentication for a localhost website.

243

I find it more scalable and convenient to set up a second Facebook app. If I'm building MyApp, then I'll make a second one called MyApp-dev.



- Create a new app at <https://developers.facebook.com/apps>
- **(New 2/15/2012)** Click the `Website` checkbox under 'Select how your application integrates with Facebook' (In the recent Facebook version you can find this under Settings > Basic > Add Platform - Then select website)
- Set the **Site URL** field (**NOT the App Domains field**) to <http://www.localhost:3000> (**this address is for Ruby on Rails, change as needed**)

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Basic

Advanced

Migrations

App ID

App Secret

Show

Display Name

Namespace

App Domains

Contact Email

Website

×

Site URL

http://www.localhost:3000/

Mobile Site URL

URL of your mobile site

☐ NO

Accept Mobile Web Payments

If your app accepts payments through any non-iOS approved service, it will be restricted on iOS. [Learn More](#)

+ Add Platform

Delete App

Discard

Save Changes

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```

if Rails.env == 'development' || Rails.env == 'test'
  Rails.application.config.middleware.use OmniAuth::Builder do
    provider :facebook, 'DEV_APP_ID', 'DEV_APP_SECRET'
  end
else
  # Production
  Rails.application.config.middleware.use OmniAuth::Builder do
    provider :facebook, 'PRODUCTION_APP_ID', 'PRODUCTION_APP_SECRET'
  end
end
end

```

I prefer this method because once it's set up, coworkers and other machines don't have additional setup.

edited Jan 27 '14 at 5:58

user456814

answered Sep 21 '11 at 2:07



Eric Hu

15.1k 8 45 65

-
- 3 +1ed This is strange! People say that you can't add the localhost as your app url. But it simply works for me. Thank you! – [Keyne](#) Nov 11 '11 at 0:54
-
- 14 Is this still the case for you? I don't seem to be able to add localhost, or 127.0.0.1:5000 or anything similar to my app domain for Facebook. – [Pete](#) Jan 30 '12 at 22:16
-
- I just tried creating a new one and ran into an 'invalid domain' issue. Thanks for the catch – [Eric Hu](#) Jan 31 '12 at 1:20
-
- 1 @zoltarSpeaks See my updated answer. You have to use a different field, not "app domain" – [Eric Hu](#) Feb 15 '12 at 2:07
-
- 1 will this override initializers/devise.rb's config.omniauth :facebook, 'APP_KEY', 'APP_SECRET', :scope => "email,offline_access.." ? – [disappearedng](#) Feb 24 '12 at 8:29
-



Of course you can, just add the url localhost (without "http") in your app_domain and then add in your site_url http://localhost (with http)

26

Update



Facebook change the things a little now, just go to the app settings and in the site url just add http: //localhost and leave the App

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1 Setting to "[localhost](#)" worked! Didn't need to edit the host file. – [Loren](#) Apr 2 '13 at 14:37

This totally works. There's no need to anything on our side of the fence. – [godspeedelbow](#) Dec 9 '13 at 13:14

10 This doesn't work anymore you get the error can't add top level domains – [Josh Bedo](#) May 12 '14 at 13:18

This worked for me! Thanks – [Aayushi](#) May 22 '17 at 18:54

Here is my config and it works fine for PHP API:

20

app domain

`http://localhost`

Site URL

`http://localhost:8082/`

answered Jul 21 '14 at 23:33



[tradmed](#)

201 2 2

1 had to fill in both of those text inputs for localhost to work – [paulruescher](#) Oct 18 '14 at 6:54

1 This works in the new UI too. – [Lucky](#) Oct 31 '16 at 13:18

NOTE: As of 2012 Facebook allows registration of "localhost" as return Url. You still may need similar workaround for other providers

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<http://technet.microsoft.com/en-us/library/bb727005.aspx#EDAA> and <https://serverfault.com/questions/118290/cname-record-alias-in-windows-hosts-file>).

I usually use Fiddler to do it for me (on Windows with local IIS) - see samples on <http://www.fiddler2.com/Fiddler/Dev/ScriptSamples.asp>.

```
if (oSession.HostnameIs("my.really.own.domain.com")) {
    oSession.host="localhost:80";
}
```

Hosts file approach of approaches does not work with Visual Studio Development Server as it requires incoming Urls to be localhost/127.0.0.1. If you need to work with it (or possibly with IIS express) to override host - [Using Fiddler with IIS7 Express](#)

edited May 23 '17 at 12:10



Community ♦

1 1

answered Dec 27 '10 at 6:16



Alexei Levenkov

87k 9 95 142



9



Facebook no longer allowed a 'localhost' callback URL for FBML Facebook applications

answered Dec 26 '10 at 4:29



Sudantha

6,717 35 93 148

do you know why this is? It seems to complicate matters quite a bit... – [sscirrus](#) Nov 4 '11 at 20:03

ensure that in your Facebook security settings, you have 'Secure Browsing' disabled. This will make your localhost unavailable if it is enabled. – [supajb](#) Sep 24 '12 at 1:55



With the new development center it is now easier:

- 1) Leave app domains blank

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JSV

321 3 4

-
- 1 Verified this is the best way to go for a localhost install. Just insert the base URL on your development environment as above- without the http:// and facebook will append it for you. Simple stuff! Thanks Jay – [keade](#) Jun 11 '14 at 7:24
-
- 1 That solution solved my problem when running on localhost – [Rola](#) Jun 27 '16 at 14:49
-



8



I just discovered a workaround: You can make your local machine accessible by using <http://localtunnel.com> . You'll need to (temporarily) change some URLs used in your app code / html so links point to the temporary domain, but at least facebook can reach your machine.

answered Dec 16 '11 at 14:23

[M.G. Palmer](#)

2,487 24 30



7



In your app's basic settings (<https://developers.facebook.com/apps>) under Settings->Basic->Select how your app integrates with Facebook...

Use "Site URL:" and "Mobile Site URL:" to hold your production and development URLs respectively. Both sites will be allowed to authenticate. I'm just using Facebook for authentication so I don't need any of the mobile site redirection features. I usually change the "Mobile Site URL:" to my "localhost:12345" site while I'm testing the authentication, and then set it back to normal when I'm done.

edited Apr 2 '13 at 15:42

answered Feb 27 '13 at 23:39

[Carter Medlin](#)

8,922 4 48 62



There is ! My solution works when you create an app, but you want to use facebook authentication on your website. This solution below is NOT needed when you want to create an app integrated to FB page.

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The domain you put whatever you want. One mistake is to add this line : localhost dev.yourdomain.com (at least on osx snow leopard in doesnt work).

Then you have to clear your dns cache. On OSX : type `dscacheutil -flushcache` in the terminal. Finally, go back to the online facebook developer website, and in the configuration page of your app, you can add the domain "dev.yourdomain.com".

If you use a program such as Mamp, Easyphp or whatever, make sure the port for Apache is 80.

This solution should work for Windows because it also has a hosts file. Nevertheless, as far as I remember Windows 7 doesnt use this file anymore, but this trick should work if you find a way to force windows to use a hosts file.

edited Mar 14 '13 at 8:18

answered Mar 3 '13 at 22:44



MartinL

76 1 3

works for win8.1 c:\windows\system32\drivers\etc\hosts .You may need flush 'Host resolver cache' in chrome URL = chrome://net-internals/#dns –
[rnrneverdies](#) Sep 20 '14 at 6:25

▲ You have to choose Facebook product 'facebook login' and enable Client OAuth Login , 'Web OAuth Login' and 'Embedded Browser OAuth Login' then even if you give localhost url It will work

5



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The screenshot shows the Facebook Developer console interface. On the left is a dark sidebar with a menu containing 'Dashboard', 'Settings', 'Roles', 'Alerts', 'App Review', 'PRODUCTS', 'Facebook Login', 'Settings' (highlighted), 'Quickstart', and '+ Add Product'. The top header bar shows 'washUrFace' with a dropdown arrow, 'APP ID: 1072945189513193', and a 'View Analytics' link. On the right of the header are 'Tools & Support' and 'Docs' links, along with a user profile icon.

The main content area is titled 'Client OAuth Settings'. It contains several toggle switches and text descriptions:

- Client OAuth Login**: A 'Yes' toggle is selected. Description: 'Enables the standard OAuth client token flow. Secure your application and prevent abuse by locking down which token redirect URIs are allowed with the options below. Disable globally if not used. [?]'
- Web OAuth Login**: A 'Yes' toggle is selected. Description: 'Enables web based OAuth client login for building custom login flows. [?]'
- Force Web OAuth Reauthentication**: A 'No' toggle is selected. Description: 'When on, prompts people to enter their Facebook password in order to log in on the web. [?]'
- Embedded Browser OAuth Login**: A 'Yes' toggle is selected. Description: 'Enables browser control redirect uri for OAuth client login. [?]'
- Use Strict Mode for Redirect URIs**: A 'Yes' toggle is selected. Description: 'Only allow redirects that use the Facebook SDK or that exactly match the Valid OAuth Redirect URIs. Strongly recommended. [?]'

Below these toggles is a section titled 'Valid OAuth redirect URIs' with a text input field containing 'http://localhost/abhinav/facebook/'.

At the bottom of the settings section is a 'Login from Devices' toggle with a 'No' selection. Description: 'Enables the OAuth client login flow for devices like a smart TV [?]'

Below the settings section is a 'Deauthorize' section with a 'Deauthorize Callback URL' text input field containing 'What should we ping when a user deauthorizes your app?'. At the bottom right of the console are 'Discard' and 'Save Changes' buttons.

answered Nov 4 '17 at 8:12



Abhinav bhardwaj

1,421 16 17

This helped move the problem along. Message from FB as of 23/02/2018: In March, we're making a security update to your app settings that will invalidate calls from URIs not listed in the Valid OAuth redirect URIs field below. This update comes in response to malicious activity we saw on our

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3

I think you should be able to develop applications using the visual studio development web server: Start a new FaceBook application on: <http://www.facebook.com/developers/>. Then set the settings for the site Url and the canvas url to the running instance of your website for example: <http://localhost:1062/>



Here are a couple of links that should help you out on starting with FaceBook:

1. <http://thinkdiff.net/facebook/graph-api-iframe-base-facebook-application-development/>,
2. <http://nagbaba.blogspot.com/2010/05/experiencing-facebook-javascript-sdk.html>,
3. <http://apps.facebook.com/thinkdiffdemo/>

Hope this helps.

answered Dec 26 '10 at 5:56



Vasile Laur

583 6 16



3

Try this ---

<https://www.facebook.com/help/community/question/?id=589302607826562>



- 1 - Click Apps and then select your app.
- 2 - Click the Settings button on the left side of the screen.
- 3 - In the Basic settings, click the Add Platform button below the settings configuration.
- 4 - Select Website in the platform dialog.
- 5 - Enter your URL (localhost works here).
- 6 - In the App Domains text input, add your domain that matches the one in the URL.

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Suppose that you have registered your app as:

2

`app.domain.com`



You just need to modify the `/etc/hosts` file by adding

```
127.0.0.1 dev01.app.domain.com
```

Then, modify your apache configuration

```
ServerName dev01.app.domain.com
```

and restart apache.

You'll need to put your URL in a variable in order to use it as XML parameter on some calls:

```
<fb:login-button registration-url="http://<?=$URL?>/register" />
```

answered Dec 21 '12 at 17:50



[Juan Eduardo Castaño Nestares](#)

59 3



2

Don't have enough cred to comment on the top voted answer, but at least in my rails environment (running 4), rails s is at `http://localhost:3000` , not `http://www.localhost:3000` . When I changed it to `http://localhost:3000` , it worked just fine. No need to edit any hosts file.

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- ▲ this works June 2018, even after the HTTPS requirement. It appears a test app does not require https:
- 2 create a test app: <https://developers.facebook.com/docs/apps/test-apps/>
- ▼ then within the test app, follow the simple steps in this video: <https://www.youtube.com/watch?v=7DuRvf7Jtkg>

answered Jun 27 '18 at 3:26



Jared

114 9

- ▲ app domain : localhost
- 1 site URL : http://localhost:4440/
- ▼ worked for me with the new UI.

answered Jan 18 '17 at 11:58



sftsz

114 3 12

this one works! Easy and simple – [jean d'arme](#) Mar 4 at 20:52

- ▲ Try this:
- 1 <https://ngrok.com/>
- ▼ Its Worked for me...

answered Jan 31 '17 at 9:36

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My Solution works fine in localhost..... For Site URLS use `http://localhost/` and for App domains use `localhost/folder_name` Rest everything is sameit works fine (though its shows redflag in App Domain..App is working fine)

answered Apr 24 '14 at 14:13



fab
11 6



It's easy go to the app dashboard under the facebook login tab click settings then select Enforce HTTPS No, save settings

The screenshot shows the Facebook App Dashboard interface. On the left is a sidebar with navigation options: Dashboard, Settings, Roles, Alerts, App Review, PRODUCTS (+), Facebook Login (checked), Settings (highlighted), Quickstart, Analytics, Account Kit, App Center, Web Payments, and Activity Log. The main content area is titled 'Client OAuth Settings'. It contains several toggle switches: 'Client OAuth Login' (Yes), 'Web OAuth Login' (No), 'Force Web OAuth Reauthentication' (No), 'Use Strict Mode for Redirect URIs' (Yes), 'Enforce HTTPS' (No, circled in red), 'Embedded Browser OAuth Login' (No), 'Valid OAuth Redirect URIs' (text input field), and 'Login from Devices' (Yes).

answered Jan 13 at 12:56

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be in production mode.

Option 2 is provide the url or you heroku website which lets you have sample application in production mode.

0

Client OAuth Settings

☒ Yes

Client OAuth Login
Enables the standard OAuth client token flow. Secure your application and prevent abuse by locking down which token redirect URIs are allowed with the options below. Disable globally if not used. [?]

☒ Yes

Web OAuth Login
Enables web-based Client OAuth Login. [?]

☒ Yes

Enforce HTTPS
Enforce the use of HTTPS for Redirect URIs and the JavaScript SDK. Strongly recommended. [?]

☐ No

Force Web OAuth Reauthentication
When on, prompts people to enter their Facebook password in order to log in on the web. [?]

☐ No

Embedded Browser OAuth Login
Enable webview Redirect URIs for Client OAuth Login. [?]

☒ Yes

Use Strict Mode for Redirect URIs
Only allow redirects that use the Facebook SDK or that exactly match the Valid OAuth Redirect URIs. Strongly recommended. [?]

Valid OAuth Redirect URIs

https://tukaweb.herokuapp.com/users/auth/facebook/callback ×

☐ No

Login from Devices
Enables the OAuth client login flow for devices like a smart TV [?]

answered Jan 31 at 6:17



[vidur punj](#)

1,324 1 20 29

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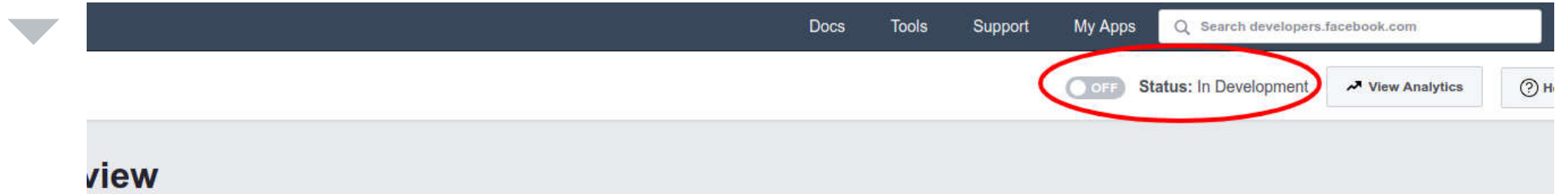
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answered Mar 25 at 13:01



Vigneshwaran
Sivalingam

321 2 9

Note that if you turn your app from "live" to "development" you will be able to login from localhost on development machine, but ALL YOUR LIVE USERS will NOT BE able to login anymore. – [webdevbyjoss](#) May 5 at 9:39

@webdevbyjoss Thank you for pointing out the mistake. – [Vigneshwaran Sivalingam](#) May 7 at 14:58

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