Facebook Tab

Option	Description	Default
Facebook site name	The default website name that will be used by Facebook (og:site_name) for every webpage. This parameter will be used instead of the browser title.	None
Facebook site image	The default image (logo, picture, etc.) that will be used by Facebook (og:image) for every webpage. It must be specified as a URL. The minimum valid image size is 200x200px. However, Facebook recommends 1200x630px or larger for the best display on high resolution devices.	None
Application ID	Application ID generated by registering this Tiki site as an application at Facebook	None
Application secret	Application secret generated by registering this Tiki site as an application at Facebook	None
Login using Facebook	Allow users to log in using Facebook	Disabled
Auto-create Tiki user	Automatically create a Tiki user by the username of fb_xxxxxxxx for users logging in using Facebook if they do not yet have a Tiki account. If not, they will be asked to link or register a Tiki account	Disabled
Require Facebook users to enter local account info on creation	Require Facebook users to enter local account info, specifically email and local log-in name	Disabled
Set user email from Facebook on creation.	Tiki will set the user's email from Facebook on creation.	Disabled
Create a user tracker item on registration	Sets whether a tracker item should be created for the user upon registration	Disabled
First and last name tracker field IDs to set on creation	Comma-separated, with first name field followed by last name field; for example, '2,3'	Disabled
Tiki can post to the Facebook wall	Tiki may post status messages, notes, photos, and videos to the Facebook Wall.	Disabled
Tiki can manage events	Tiki may create and RSVP to Facebook events.	Disabled
Tiki can manage pages	Tiki can manage user pages.	Disabled
Tiki can SMS	Tiki can use SMS functions via Facebook.	Disabled

The jQuery Sortable Tables feature must be activated for the sort feature to work.
Since Tiki 16 Tiki integrate default parameters that are used by Facebook when fetching a page if they are

missing or if you prefer to use your own for the entiere Tiki.

Activate Facebook integration

Note: It is possible to have your post (forum, blog, article, etc) posted to Twitter using an external social media automation solution. Those external services are very popular and use Tiki RSS feed to fetch and publish content on your behalf.

Consumer Key and **Consumer Secret** are used for integrate your Tiki and Facebook using a Facebook application.

Setting up Facebook integration

First, you need to register a new application with Facebook. This can be done via the Developers tool. Later on, you can edit the Application via Application settings in your Facebook profile.

Step 0

On the Developer page click on Set Up New Application and enter a name for your Application, sell your soul (agree to the terms) and click on **Create Application**. After a successful captcha check, you can proceed with step 1.

You may need to login in Facebook to accept the validation process in Facebook (to allow the developer application use your account details in Facebook, etc).

Step 1

The name of your application is already set, so you don't need to enter a new one. Feel free to upload a logo and icon for your app. As I give support via e-Mail, I entered my email address for the users support.
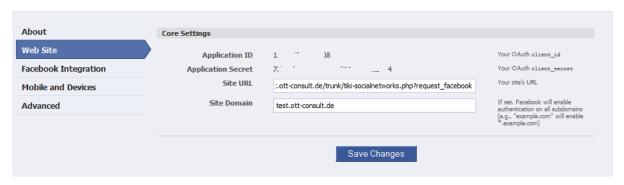

Step 2

Enter the site URL and the Site Domain. My test server is at test.ott-consult.de and tiki is at the URL for my test server is at http://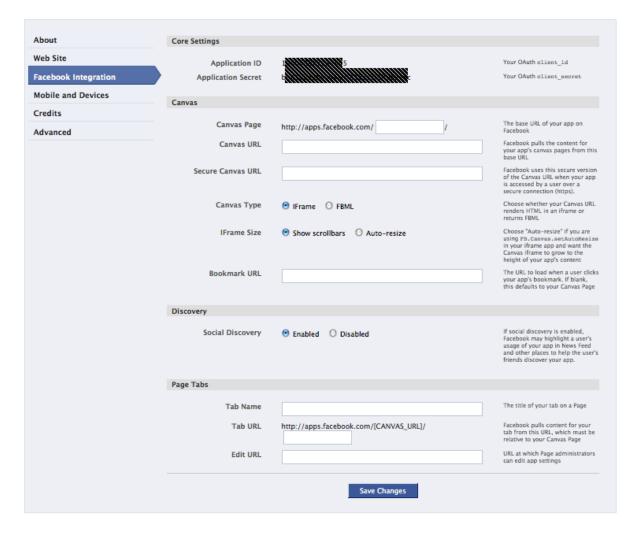test.ott-consult.de/trunk. The Site URL therefore is **http://test.ott-consult.de/trunk/tiki-socialnetworks.php?request_facebook**.
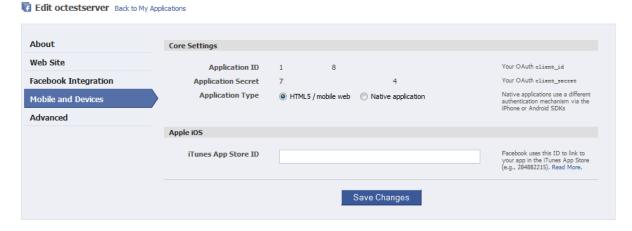

Step 3

In this step, you don't to change anything since the **Post-Authorize Callback URL** field has been removed by Facebook.

Step 4

Here, you choose the way your application authorizes with Facebook. As it is set by default, just check that **HTML5/mobile web** for your **Application type** is selected.

Step 5

Start Using Facebook Credits, this financial/billing integration mostly not needed for Tikiwiki, leave it that

way.

Step 6

On this last step, you can give the Facebook **Deauthorize Callback** which will be called, when a user disallows your application on Facebook. Don't choose sandbox mode here.

Usually, your web server has a static IP address. By putting it on the **server whitelist**, you can add a bit of security, as only requests from that IP will be processed. If you run a server farm with multiple servers, add all IP addresses.

You can also uncheck all the "deprecated" setting, it won't hurt.

About	**Authenticaton**	
Web Site	Deauthorize Callback	http://www.israelfr.com/tiki-socialnetworks.php?remove_	Facebook pings this URL when a user deauthorizes your app
Facebook Integration	Sandbox Mode	○ Enable ⊙ Disable	If enabled, only the developers of your app will be able to sign in to your app
Mobile and Devices			
Credits	**Migrations**		
Advanced	Disable Deprecated Auth Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Disable Deprecated Connect Methods	○ Enabled ⊙ Disabled	This method will be deprecated according to the deprecation roadmap
	Disable Deprecated Data Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Disable Deprecated FBML Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Disable Deprecated Permissions Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Disable Deprecated Profile Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Disable Deprecated SMS Methods	○ Enabled ⊙ Disabled	Disables deprecated methods according to the deprecation roadmap
	Stream post URL security	○ Enabled ⊙ Disabled	Links in stream posts must go to the application's canvas or connect URL.
	OAuth 2.0 for Canvas	○ Enabled ⊙ Disabled	Includes a 'signed_request' parameter for canvas apps.
	POST for Canvas	⊙ Enabled ○ Disabled	Uses an HTTP POST for iframes on canvas.
	Canvas Session Parameter (Deprecated)	○ Enabled ⊙ Disabled	Includes a 'session' parameter for canvas apps. Please use 'OAuth 2.0 for Canvas' instead.
	November 2010 Rollup	⊙ Enabled ○ Disabled	This migration provides updates to the Facebook Platform that may break existing applications. See Migration details and timing.
	Timezone-less events	⊙ Enabled ○ Disabled	Facebook events do not support time zones. Accordingly, event start_time and end_time are now returned from the graph API without a time zone.
	JSON Encoding Empty Arrays	⊙ Enabled ○ Disabled	Properly encode empty JSON arrays as '[]' instead of '{}'.
	Security		
	Server Whitelist		If specified, Facebook will block requests from your app unless they come from an IP in this comma-separated list
	Advertising		
	Advertising Accounts		Comma-separated list of Facebook advertising accounts associated with your app. Enter the email address you used when creating the account.
	Advanced Canvas Features		
	Preload FQL		Facebook will send the result of these FQL queries as JSON-encoded POST parameters to your Canvas URL
	Preload FQL Multiquery	[]	Facebook will send the result of these FQL multiqueries as JSON-encoded POST parameters to your Canvas URL
	Early Flush	[]	Facebook will attempt to preload static resources

Save Changes

Now you created the application at Facebook and you can enter the data on your tiki server. Go to Admin->Social networks and enter the data from Facebook.

User authorization

Users need the tiki_p_social_network permission in order to use social networks. To login via facebook, the Anonymous group will need this permission.

Before being able to use the Facebook integration, users must authorize the TikiWiki site by requesting an oauth token. This can be done via the **Social networks** tab on My Tiki.

Note : As i (Bernard) authorize it i encounter an error from Facebook servers: "message": "Invalid redirect_uri: Given URL is not allowed by the Application configuration.". I had to logout/login for Facebook to accept the authorization. It is possible also that you have to wait more than 15mn for the Facebook server to use the setting you just entered.