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FB Games Wholesaler

FB Game App Installation Guide

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How to Install Your FB Game App

Installing your FB game app is very straight forward and requires no prior experience.

You will need the following:

- 1) A Facebook account. The chances are you already have this! Make sure your account is verified by adding a mobile number.
- 2) A web hosting account. There are literally thousands of web hosting deals out there but not all are suited to running Facebook applications. Your host must support PHP version 5.x, these web hosts do: <http://FireURL.com/hostgator> and <http://FireballInternet.com>
- 3) You also need a domain name but as this is never seen by the public you can use just about any, so if you already have a name registered you can use that (apps simply run in a sub-folder such as **www.YourDomain.com/gamenamehere/**). If you prefer to look more professional in the gaming niche, get your brand's domain name at <http://FireURL.com/namecheap>

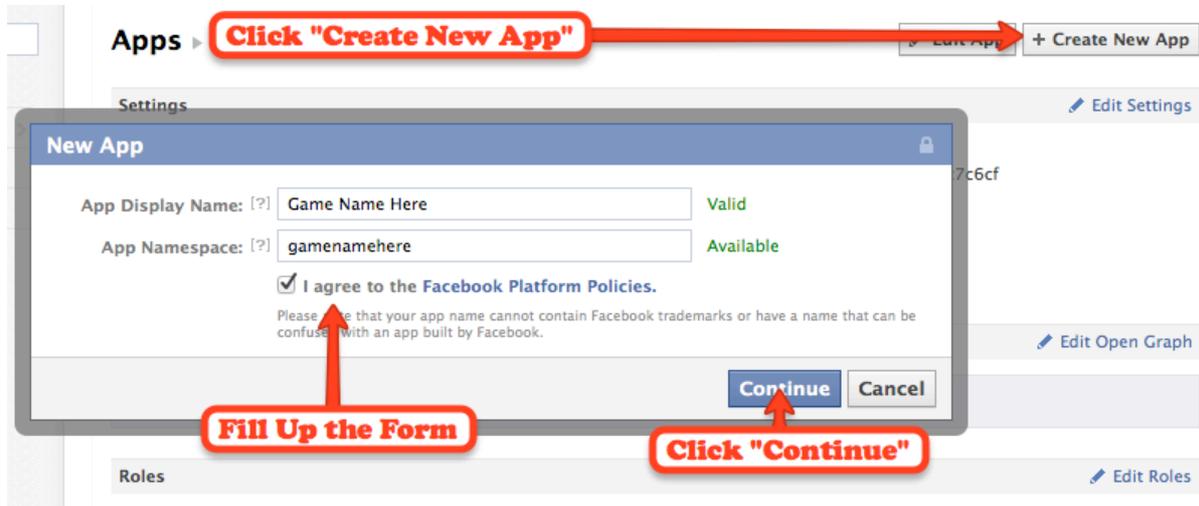
With the new Facebook system, you will need a secure socket layer (SSL) to use https:// in your URL. Ask your webhost on how to get an SSL or download this Facebook SSL Guide: <http://www.warriorplus.com/linkwso/8xhtgg/690>

- 4) An FTP program. FTP stands for File Transfer Protocol and is the fancy term given to the tool that gets files from your computer to your web space. I personally use FireFTP at <http://FireballSoftware.com/Fire-FTP/>

Step 1: Adding a new FB game app to Facebook.

Login to Facebook and head to <http://www.facebook.com/developer/>

Look at the top right of that page and you will see a button that says "Create New App"



The screenshot shows the 'New App' form in the Facebook Developer console. At the top right, a red callout box says "Click 'Create New App'" with an arrow pointing to the "+ Create New App" button. The form itself has two input fields: "App Display Name" with the value "Game Name Here" and a "Valid" status, and "App Namespace" with the value "gamenamere" and an "Available" status. Below these is a checked checkbox for "I agree to the Facebook Platform Policies." and a "Continue" button. A red callout box at the bottom left says "Fill Up the Form" with an arrow pointing to the input fields. Another red callout box at the bottom right says "Click 'Continue'" with an arrow pointing to the "Continue" button.

You will now see a screen like this:



The screenshot shows the "Security Check Required" screen. It asks the user to enter two words from a distorted image, separated by a space. The words are "Prç" and "ngthsw". A text input field contains "Prç ngthsw". A red callout box at the bottom left says "Type Captha Here" with an arrow pointing to the input field. A red callout box at the bottom right says "Click 'Submit'" with an arrow pointing to the "Submit" button.

Next screen...

Apps ▶ Game Name Here ▶ Basic



Game Name Here
App ID: 264668610236732
App Secret: b2d6dcb2459f56bc48a5bd9c2574bc9e (reset)
 (edit icon)

Basic Info

App Display Name: [?]

App Namespace: [?]

Contact Email: [?]

App Domain: [?]

Category: [?]

Cloud Services

Need hosting for your app? We are partnering with the top cloud service providers to make building apps easy.
[Get Started](#) [Learn More](#)

Hosting URL: [?] You have not generated a URL through one of our partners ([Get one](#))

Select how your app integrates with Facebook

Website I want to allow my app to be used on my website.

App on Facebook I want to allow my app to be used on my Facebook app.

Canvas URL: [?]

Secure Canvas URL: [?]

Facebook App ID: [?]

Mobile Web I have a mobile website.

Native iOS App I have a native iOS app.

Native Android App I have a native Android app.

Page Tab I want to build a custom tab for Facebook Pages.

[Save Changes](#)

Fill Up this Form

Choose Category & Sub-Category

Choose This!

Where you Uploaded your FB Game

Important!

This will be the URL of your FB Game!

Click "Save Changes"

The important fields here are the Application Name and Description as these will show up in the application directory when we submit it.

You can optionally at this point select an icon and a logo graphic for your application. This is not important at the installation stage as you can come back and do it later. You will need to make images that are sized specifically for the icon and logo (one 75 x 75 pixels which is the logo size and the other a 16 x 16 icon). Inside the folder from FB Games Wholesaler is a generic logo you can upload. Or you can have one done customized to your needs at <http://FireballTeam.com>

Things like privacy policy and terms of service URLs are not compulsory but would help in your credibility.

Down the screen you will notice headings for other sections of the application integration set up. We don't need to be too concerned with most of them but we do need to do some set up on the one that says "App on Facebook".

You will notice that Facebook has assigned a unique Application ID and an Application Secret key. We will need these in a moment as we have to copy them into the "appinclude.php" file which is one of the php files supplied in each game from FB Games Wholesaler. If you have never done anything like this before don't worry, it's really easy and this guide will take you step by step through it.

You must choose a Canvas Page. This is the folder and address that Facebook users will use to access your game app. This has to be unique to your game app so sometimes it will take a few tries before you get a name that isn't taken.

See what I used for <http://apps.facebook.com/caraboadventure/> where "caraboadventure" is my canvas folder.

The Canvas URL is the web address that your app is installed at. So if you are going to upload your files to a folder called 'gamenamehere' on your domain then this would be www.YourDomain.com/gamenamehere/.

I usually select 'Auto-resize' for the iFrame Size so it fits on Facebook's app page.

Click Save Changes. Facebook will warn you if the Canvas URL you chose has already been taken and you can simply specify an alternative.

Step 2: Editing the config file.

You need to open up **appinclude.php** for editing. You can use any text editor (even Notepad) for this. I use Dreamweaver which is an expensive option from which the screen shot below is taken from.

```
1  <?php
2  require_once 'facebook.php';
3
4  $appid = 'appidhere';
5  $appsecret = 'appsecretthere';
6  $canvasURL = 'http://YourDomain.com/folderhere/';
7  $canvasPage = 'http://apps.facebook.com/canvashere/';
8
9  $appname = "Your Game Name Here";
10
11  // =====|
12  // = DO NOT edit anything below this point. =
13  // =====|
14
15  $facebook = new Facebook(array(
16      'appid' => $appid,
17      'secret' => $appsecret,
18      'cookie' => 'false',
19  ));
20
21  $session = $facebook->getSession();
22
23  $me = null;
24
25  if ($session) {
26      try {
27          $me = $facebook->api('/me');
28      } catch (FacebookApiException $e) {
29          error_log($e);
30      }
31  }
32  $user = $me[id];
33
```

In the example above the code on lines 4 – 7 and 9 (see red) changing. Line 9 is your game app's name.

When changing these lines be sure to only replace the part that is in red in those lines. The appid and the appsecret were those numbers that Facebook gave you when you created your application. I strongly recommend that you copy and paste these numbers across as the slightest mistake will prevent your application from running.

Make sure the settings in that file match with those given to or allocated by Facebook (see top).

Once you have edited and saved your appinclude.php file and any other files that your specific application instructions may tell you to do, you can upload your files to your web space.

This is where your FTP program comes into use.

Things will differ depending on who your web host is and what kind of server software they are running but generally speaking you are going to go into the public_html folder, create a folder of the name used in your application setup, so if I were using the example above I would make a folder called **yourpick** and into that folder you are going to upload all the files and subfolders in your game app folder.

I included a free FTP Guide for FireFTP with your membership at FB Games Wholesaler. See that PDF now.

Most web hosts provide demo videos of uploading via ftp, and they will also provide you with your FTP username and password.

Once the files are uploaded, you are ready to try your application. Put whatever your Canvas URL is into your browser and you will be presented with a box asking if you want to allow the application. Say yes to this and you should see your game app running for the first time.

Additional Feature:

The **lines.txt** contains possible output with one piece per line. You can edit this file in notepad if you wish to customize it.

In the **/ads** folder are two files. One is called **topads.php** and the other is **bottomads.php**. These too can be edited in any text editor.

Into these you can copy and paste the code for the advertising banners you wish to use. For game apps like these from FB Games Wholesaler, you can check out Clickbank's marketplace at <http://FireURL.com/clickbank>.

If you subscribe to FB Games Wholesaler monthly membership, you will receive 10 game apps a month for a low monthly investment. If you upgrade to Resell Rights, you can even sell the game apps. Ask the vendor (from whom you purchased this game app) about FB Games Wholesaler.

To your success,

Ian Del Carmen

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