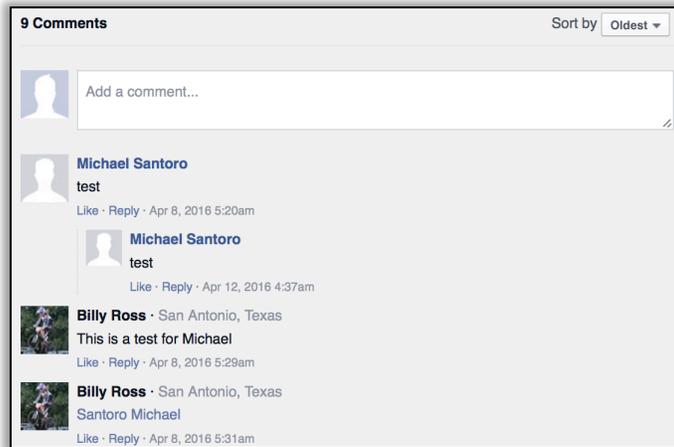


### Overview

With a Facebook App ID, you have the ability to allow users to view and post new comments on AFPIMS Article Modules that are linked to Facebook. Keep in mind the following process is done on a third party site, Facebook.

Always verify via

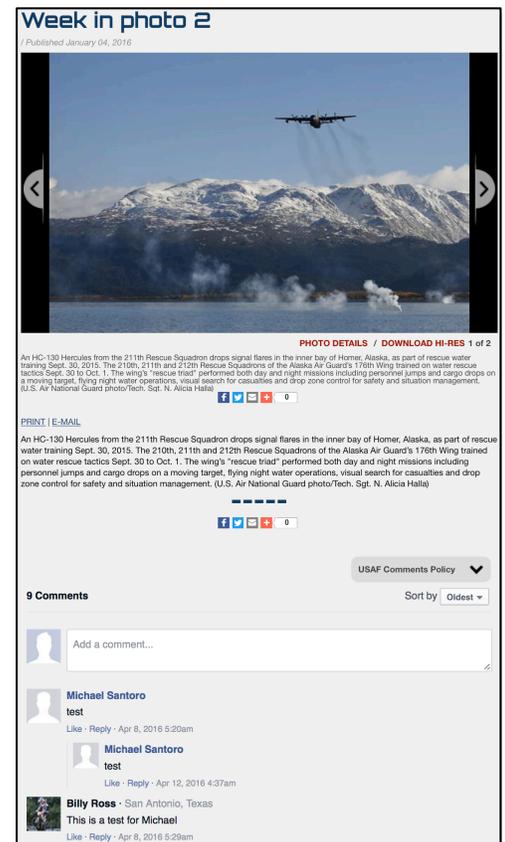
<https://developers.facebook.com/docs/apps/register> for any changes on how to create an app and obtain an App ID. The Facebook App ID is needed in AFPIMS set up to properly link the comments feature.



### Facebook App ID

In order to integrate comments from a facebook article into the Article Module in AFPIMS you need to follow these steps to obtain a Facebook APP ID.

- 1. Login to Facebook**  
Before creating a developer account, login in to your Facebook account.
- 2. Developer Account**  
You'll need Facebook developer account to get started. If you don't have one upgrade your personal Facebook account to a Facebook Developer account now.
- 3. Create new Facebook app**  
Choose Apps in the header navigation and select Add a New App or use the button below.



## Facebook APP ID Continued

### 4. Choose Platform

Choose the platform you want to add. If your app is on multiple platforms, you'll be able to add them to your Facebook app later.

### 5. Choose a Name

Choose a name for your app and select Create New Facebook App ID. Choose a category for your app. If you're creating a test version of an existing Facebook app, select the app you're testing.

### 6. Follow "Quick Start" Steps

The quick start wizard will help you to set up your Facebook app for the selected platform. You can come back to the quick start wizard at a later time to either continue your setup or add a new platform to your app.

### 7. App ID

Your app will have a unique app ID. You will use this ID whenever you wish to display Facebook article comments in AFPIMS Article Modules. You can find your app ID in your app's dashboard.

### 8. Disable Development Mode

New Facebook apps exist in development mode by default. This limits published actions and related objects such as friend tagging to Facebook Timelines owned by a developer of the application.

Once your application is ready for public use you can switch from development mode to public mode to allow your app to interact with Facebook accounts not associated with your app.

