

iOS SDK Document for Facebook Login

Import SDK files

/**

FBSDK13.0.0 and above no longer support Xcode12, you must use xcode13.2.1 or above.

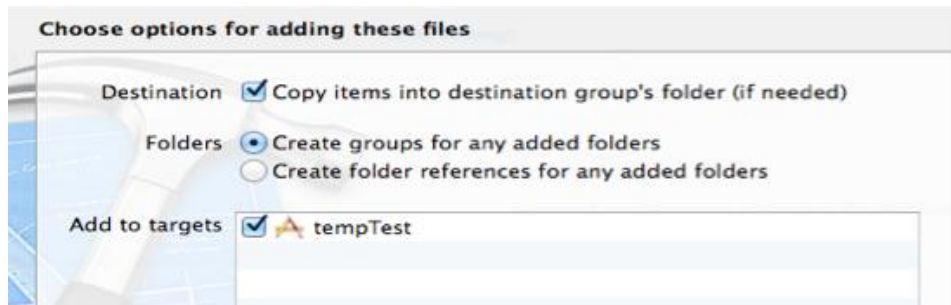
FBSDK15.1.0 and above no longer support Xcode13, you must use xcode14 or above.

FBSDK17.0.0 and above no longer support Xcode14, you must use xcode15.0 or above(FBSDK17.0.2 required xcode15.3+).

**/

Import the FBSDKCoreKit.framework, FBAEMKit.framework, FBSDKCoreKit_Basics.framework, FBSDKLoginKit.framework files in the SDK folder into the access project and select the correct target.

(If you have connected to Facebook to log in or share, the same file can be ignored and only a different framewrok file needs to be imported.)



FBSDK has changed to dynamic library version since 17.3.0, please load it as dynamic library, i.e. set FBxxxx.framework to Embed & Sign.

Check if the target->Build Setting-> Runpath search path contains @executable_path/Frameworks, if it doesn't, please add it, if it does, please continue to the next step.

For the xcode project exported using Unity version 2019.3 and later, it contains the UnityFramework dynamic library. When importing the SDK file, you need to pay attention to:

FBSDKCoreKit.framework and FBAEMKit.framework and FBSDKCoreKit_Basics.framework and FBSDKLoginKit.framework are dynamic libraries, and TargetMembership needs to be linked to UnityFramework and Unity-iPhone at the same time.

UnityFramework only needs to be associated, it doesn't need to be and can't be set to Embed & Sign, otherwise it will report an error when submitting to the AppStore.

Unity-iPhone not only needs to be associated, it needs to be and must be set to Embed & Sign, otherwise it will crash on startup.

Xcode configuration

FBSDK needs access to engineering support for Swift and OC mashups. You can choose one of the following 2 options

Option 1: You need to create a swift file in your project, and then follow the Xcode prompts to create an OC and swift bridge file.

Option 2: Go to Project->target->BuildSettings -> Search path->Library Search Paths, and add the code:

```
$(SDKROOT)/usr/lib/swift
```

```
$(TOOLCHAIN_DIR)/usr/lib/swift/$(PLATFORM_NAME)
```

Then Project->target->BuildSettings -> Linking -> Runpath search path and add the following code:

```
//needs to be first on the list
```

```
/usr/lib/swift
```

For the xcode project exported using Unity version 2019.3 and later, it contains the UnityFramework dynamic library. When importing the SDK file, you need to pay attention to:

All operations are performed on UnityFramework.

Option 1: A swift file needs to be created in the project, which can be associated to UnityFramework only or to both UnityFramework and Untiy-iphone.

Option 2: Go to Project->UnityFramework->BuildSettings -> Search path->Library Search Paths, and add the code:

```
$(SDKROOT)/usr/lib/swift
```

```
$(TOOLCHAIN_DIR)/usr/lib/swift/$(PLATFORM_NAME)
```

Then Project->UnityFramework->BuildSettings -> Linking -> Runpath search path and add the following code:

```
//needs to be first on the list
```

```
/usr/lib/swift
```

FacebookAppID: application parameters in the FB background;

FacebookUrlSchemeSuffix: Apply a parameter suffix, which can only use alphabetic characters. (**Optional**, it needs to be added when multiple applications share an appid, to avoid returning to other applications after FB login is successful.)

FacebookDisplayName: The name of the application configured in the FB background {game name};

FacebookClientToken: Check the Facebook background application settings->Advanced->Client password;

LSApplicationQueriesSchemes: Facebook related whitelist.

✓ LSAApplicationQueriesSchemes	◇	Array	(5 items)	
Item 0		String	fbapi	
Item 1		String	fb-messenger-api	
Item 2		String	fbauth2	
Item 3		String	fbshareextension	
Item 4		String	fb-messenger-share-api	
DTSDKBuild	◇	String	19A339	
FacebookAdvertiserIDCollectionEnabled	◇	Boolean	1	
Bundle version string (short)	◇	String	1.0.0	
> CFBundleSupportedPlatforms	◇	Array	(1 item)	
> Supported interface orientations	◇	Array	(1 item)	
BuildMachineOSBuild	◇	String	21A559	
DTPlatformBuild	◇	String	19A339	
Bundle OS Type code	◇	String	APPL	
DTXcodeBuild	◇	String	13A1030d	
Localization native development region	◇	String	English	
MinimumOSVersion	◇	String	9.0	
Bundle version	◇	String	3	
Icon already includes gloss effects	◇	Boolean	YES	
Status bar is initially hidden	◇	Boolean	YES	
FacebookAppID	◇	String	{{FacebookAppID}}	替换成游戏的fbappid
> UIDeviceFamily	◇	Array	(2 items)	
Launch screen interface file base name	◇	String	LaunchScreen	
Bundle identifier	◇	String	com.firefantasyxx.ios	
FacebookDisplayName	◇	String	{{FacebookDisplayName}}	游戏的fb应用名
DTXcode	◇	String	1310	
FacebookClientToken	◇	String	{{FacebookClientToken}}	游戏的fbclienttoken

URL Types

Document Types (0)

Exported UTIs (0)

Imported UTIs (0)

URL Types (1)

Untitled



Identifier:

Icon:

URL Schemes:

Role:

fb追加FacebookAppID

Additional url type properties (0)

+

Precautions:

Item 0	String	twitte
Bundle version	String	\$(CURRENT_...N)
FacebookAppID	String	582...
FacebookClientToken	String	b2b1...edc222
FacebookDisplayName	String	Pan
FacebookUrlSchemeSuffix	String	aaaasss33
GADApplicationIdentifier	String	ca-app-pub-1...~2162759839

URL types	Array	(5 items)
Item 0	Dictionary	(2 items)
Document Role	String	Editor
URL Schemes	fb 拼接 FacebookAppID 再拼接 FacebookUrlSchemeSuffix	
Item 0	String	fb582000502314523aaaaa33

Function: Process the callback result of the third party application.

The above methods need to be called in the system callback methods.
For example:

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