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Descrizione fisica	1 online resource (388 pages)
Collana	Quick answers to common problems
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Flash and Facebook; Introduction; Setting up a new application on Facebook; Downloading the Facebook ActionScript 3 SDK; Including the Facebook ActionScript 3 SDK in a Flash Builder project; Including the Facebook ActionScript 3 SDK as a Flash Builder library project; Preparing your Flash Player application's HTML template for Facebook integration; Chapter 2: Authenticating with Facebook; Introduction Authentication with the Web SDK, for Flash Player applications Authentication with the Desktop SDK, for AIR applications; Logging out of Facebook; Retrieving information about the current session and active Facebook user; Reacting to external session changes and JavaScript events; Chapter 3: Working with Facebook Permissions; Introduction; Requesting permissions at login; Checking for existing Extended Permissions; Requesting additional Extended Permissions, following a failed API request; Pre-emptively requesting additional Extended Permissions Chapter 4: Reading and Writing Data with the Graph API Introduction;

Building a 'Test console' for the Graph API; Loading a Graph API object from Facebook; Loading specific data fields for a Graph API object; Loading Graph API connections; Loading multiple Graph API objects, in a single request; Limiting request lengths and paging results; Filtering requests to a specific time period; Loading a Facebook profile image; Using the search capabilities of the Graph API; Creating, editing, and deleting Graph API objects; Chapter 5: Loading Data with FQL; Introduction; Loading data with FQL
Using subqueries in FQL; Using logical operators in FQL requests; Loading large data sets with FQL multiquery; Cross-comparing data sets to find overlapping results; Sorting FQL results; Limiting and paging FQL results; Searching for text strings in FQL; Chapter 6: Facebook News Feeds and Status Updates; Introduction; Loading a user's status updates; Creating a status update with ActionScript; Posting a link with ActionScript; Deleting a status update with ActionScript; Adding custom actions to Facebook posts; Chapter 7: Comments and "Like this"; Introduction
Loading Comments for a Graph API object; Adding a comment to a Graph API object; Deleting a Comment; Retrieving Likes for a Graph API object; Adding a "Like" to a Graph API object; Retrieving a 'Like' count for a specified URL; Chapter 8: Working with Photos, Albums, and Tags; Introduction; Retrieving Photo and Album information from Facebook; Loading and displaying Photo Tags; Creating an Album with the Graph API; Uploading Photos to Facebook; Chapter 9: Working with Groups and Events; Introduction; Retrieving Facebook Group information; Retrieving Group membership information
Retrieving Facebook Events information

Sommario/riassunto

Over 100 recipes for integrating the Flash Platform applications with the Graph API and Facebook.
