

```
1 //Phaser III Twitter
2 var config = {
3     type: Phaser.AUTO,
4     parent: 'phaser-example',
5     width: 800,
6     height: 500,
7     scene: {
8         preload: preload,
9         create: create
10    }
11 };
12
13 var game = new Phaser.Game(config);
14
15 function preload ()
16 {
17     this.load.image('tweet', 'assets/twitter.png');
18 }
19
20 function create ()
21 {
22     var btnTweet = this.add.image(400, 250, 'tweet').setInteractive();
23
24     btnTweet.on('pointerup', openExternalLink, this);
25 }
26
27 function openExternalLink ()
28 {
29     var tweetTxt = 'I am testing my new MMoG Game on Twitter';
30
31     var url = 'https://twitter.com/intent/tweet?text=' +
32         encodeURIComponent(tweetTxt);
33
34     var s = window.open(url, '_blank');
35
36     if (s && s.focus)
37     {
38         s.focus();
39     }
40     else if (!s)
41     {
42         window.location.href = url;
43     }
44 }
```