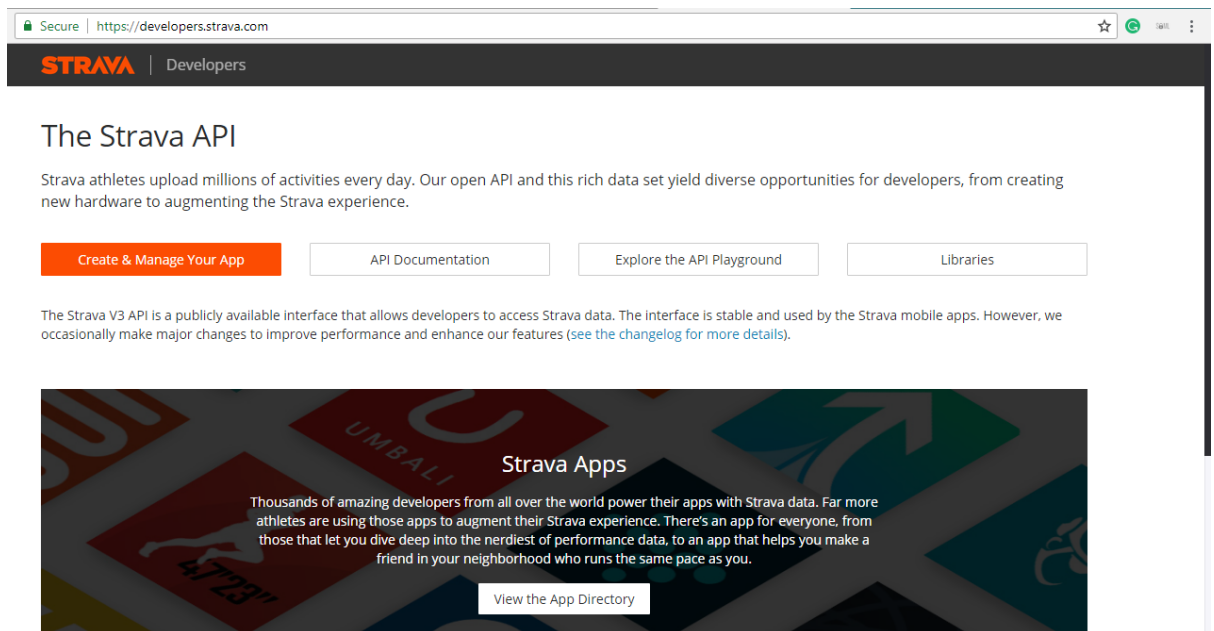


Step by Step Guide to Configure Strava as an OAuth Server

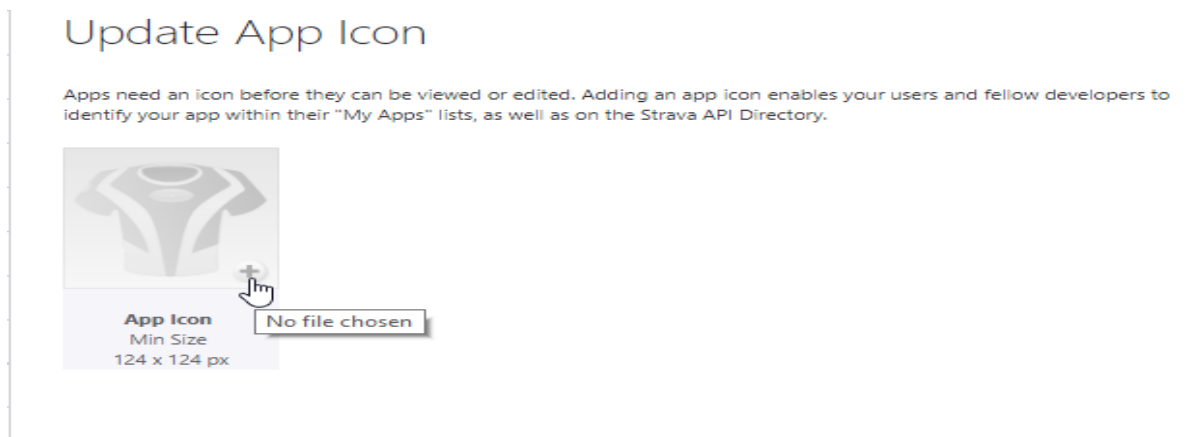
1. Click on to <https://developers.strava.com/> to login/register in your Strava account.



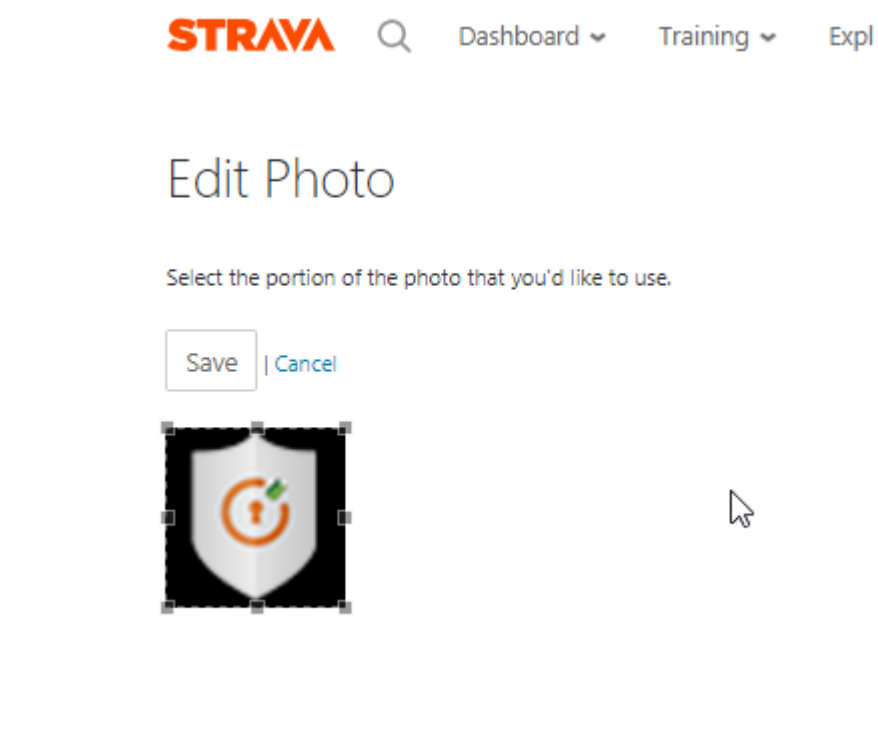
2. Select *Create & Manage Your App* option to create a new app.

A screenshot of the 'Create an App' form on the Strava website. The browser address bar shows 'Secure | https://www.strava.com/settings/api'. The page has a dark header with the 'STRAVA' logo and navigation links: 'Dashboard', 'Training', 'Explore', and 'Challenges'. On the left, there is a sidebar menu with options: 'My Profile', 'My Account', 'My Performance', 'Display Preferences', 'Privacy', 'Data Permissions', 'Email Notifications', 'My Gear', 'My Badges', 'X-Features', and 'My API Application' (highlighted in orange). The main content area is titled 'Create an App' and includes a link to 'API Documentation'. The form fields are: 'Application Name' (text input), 'Category' (dropdown menu with 'Other' selected), 'Club' (dropdown menu), 'Website' (text input), 'Application Description' (text area), and 'Authorization Callback Domain' (text input). At the bottom, there is a checkbox for 'I've read and agree with Strava's API Agreement' and a 'Create' button.

3. Click on the Create button to save your configurations.
4. Upload an app icon by clicking on the + shown in the image(below)




5. Click on the SAVE button to save your settings.



6. You will now be redirected to a page where you will find your app's Client ID, Client Secret as well as your APP Token.

Update App

Category:	Visualizer	
Club:		
Client ID:		API Documentation
Client Secret:	***** show	
Your Access Token (?) (permissions: public)	***** show	
Rate Limits (?)	600 requests every 15 minutes, 30000 daily	

7. Click on the *show* option next to your client secret and copy your *Client Secret* as well as *Client ID* and save then in your OAuth Client's configurations.

Congratulations, you have successfully completed your OAuth Server side configurations.