

## Liquit.Applications.Favorite

Last Modified on 04.16.26

The *Liquit.Applications.Favorite* function adds an application to the favorites list of the end-user. This function requires the ID of the application you want to add to the favorites list.

### Usage and example

You need to specify at least the values shown in the example below:

```
Liquit.Applications.Favorite(  
  
  // The id of the application you want to favorite or unfavorite.  
  '00000000-0000-0000-0000-000000000000',  
  
  // True adds the application to the favorites, false removes the application from the favorites.  
  true,  
  
  // Callback which either returns an error or the result of the API call.  
  function (fault, result) {  
    console.log(result);  
  }  
  
);
```

---