**Step 1:**

Download 2lemetry Beta Library and plug in to Arduino IDE. Need more help, refer to the [examples](https://github.com/attM2Mfoundry/hackathon-09-14-2013/tree/master/Library/tlemetry/examples) under library  [**Get Library Now !**](https://github.com/attM2Mfoundry/hackathon-09-14-2013/tree/master/Library)

**Step 2:**

* Get started with your “[sketch](http://arduino.cc/en/Tutorial/Sketch)”, update the 2lemetry credentials (Username, Pswd, Domain, Device type and Device ID). Need more help, refer to [sample sketch](https://github.com/attM2Mfoundry/hackathon-09-14-2013/tree/master/Docs/leonardo%20kit) for Arduino
* Ready to send message call library methods sendKV or addKVToMessage
* Connect the Arduino and run sketch to send data to AT&T Cloud

**Step 3:**

* **Retrieve data from AT&T Cloud via API**

**[Explore API](https://github.com/attM2Mfoundry/hackathon-09-14-2013/blob/master/Library/api_2lementry.pdf)**

http://att-api.m2m.io/2/auth

http://att-api.m2m.io/2/account/domain/[domain]/stuff/[stuff]/thing/[thing]/present

[Basic Authentication](http://en.wikipedia.org/wiki/Basic_access_authentication) – Username, Password provided for 2lemetry login

Tools to retrieve API Data

[RESTClient](https://addons.mozilla.org/en-us/firefox/addon/restclient/) Add On for Firefox

Need Server for API Integration with Your Application

AT&T Silverlining Cloud Server Instance (Ubuntu Apache Server)

Server\_Readme – Server IP, Username, Url and Private Key for Telnet

<https://github.com/attM2Mfoundry/hackathon-09-14-2013/tree/master/TeamXXX>

(Replace XXX with Team number you are assigned to)

* **Retrieve and Send Real-time live data from AT&T Cloud via MQTT**

<http://mqtt.io>

Server: att-q.m2m.io

Port: 1883

Enter credentials under Options, Username and Password

I am hungry for more details…. [**Get More**](https://github.com/attM2Mfoundry/hackathon-09-14-2013/tree/master/Docs)