



# **AT&T API Platform Appcelerator<sup>®</sup> Titanium<sup>®</sup> Mobile SDK Extension**

## **Installation and Setup Guide**

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## Revision History

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# 1 Introduction

The AT&T Appcelerator Titanium Mobile SDK provides a simplified way for Titanium Mobile Developers to access the AT&T API platform services.

By significantly reducing the complexity of building applications that use the AT&T platform services, the AT&T Titanium Mobile SDK helps developers quickly bring robust Titanium mobile applications to market.

The AT&T Titanium Modules provide interfaces that facilitate access to the following AT&T platform APIs:

- SMS
- MMS
- Speech
- Speech Custom Method
- Text to Speech
- In App Messaging
- Notary Management
- Payment
- OAuth 2.0 Authentication Management

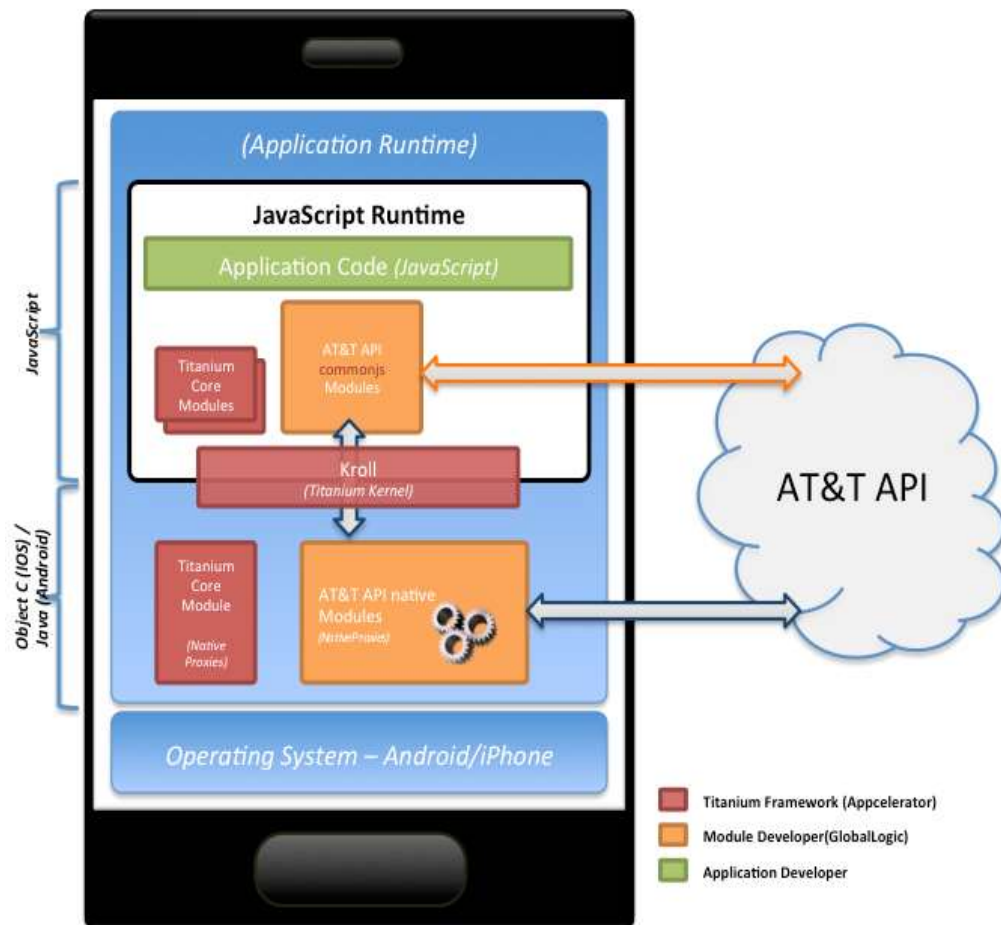
Note: To learn more about the AT&T API platform, visit the [AT&T Developer Program website](#).



## 2 Architectural Overview

The AT&T Titanium Mobile SDK contains two components that provide access to the AT&T platform APIs:

- JavaScript wrapper library, with a set of JavaScript interfaces that complies with CommonJS specifications.
- Native code library, with native code interfaces for use with iOS and Android.



**Figure 1: AT&T Titanium Mobile SDK Architecture**



### 3 Installation Guidelines

The following operating systems are supported by the AT&T Titanium Mobile SDK:

Operating System	Minimum Version	Maximum Version
Apple Mac OS X	10.6.X (Snow Leopard)	10.9.X (Mavericks)
Windows XP (all editions, except <a href="#">Starter Edition</a> )	Service Pack 3	Latest
Windows 7	All	Latest
Ubuntu Linux	10.04 LTS (Lucid Lynx)	11.10 (Oneiric Ocelot)

**Table 1: Supported operating systems.**

#### 3.1 Prerequisites

The following components are required to run Titanium Mobile SDK modules that access the AT&T API:

- Titanium Studio with a minimum version of 3.1.2. For more details, refer to the Titanium Quick Start guide.
- Titanium Mobile SDK with version 3.x.
- An internet connection. This is required so that the Titanium Mobile SDK modules can call the AT&T APIs.

Please note the following when using the AT&T Titanium Mobile SDK modules in this package:

- The Titanium Mobile SDK modules for iOS and Android in this package are designed to be used with Titanium Mobile SDK version 3.x. The modules may not work if an SDK with a version lower than this specified minimum version is used.
- All the APIs in the Titanium Mobile SDK are capable of working with the AT&T network. However, sending SMS, MMS, and other messages to phones outside of the AT&T network, on other carriers, is not supported.



## 3.2 Download Modules

To get started, download one of these modules to a local directory on your computer. The following AT&T Titanium modules are available at [marketplace.appcelerator](http://marketplace.appcelerator.com):

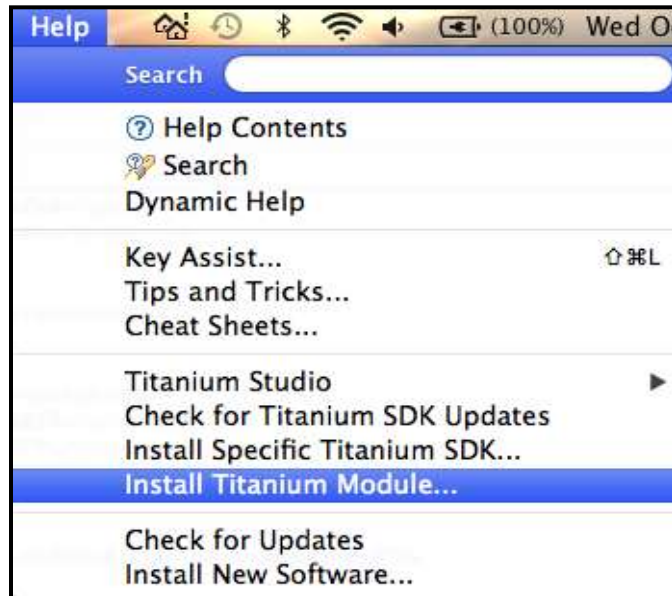
- AT&T Titanium module for Common.js (att-commonjs-1.1.1.zip), which has all of the necessary files to use this AT&T Titanium module in applications targeting both Android and iOS platforms.
- AT&T Titanium module for Android (ti.api.att-android-1.1.10.zip), which has all of the necessary files to use this AT&T Titanium module in applications targeting the Android platform.
- AT&T Titanium module for iOS (ti.api.att-iphone-1.0.30.zip), which has all of the necessary files to use this AT&T Titanium module in applications targeting the iOS platform.

## 4 Installing the Modules

Perform the following steps to install an AT&T Titanium module in an application:

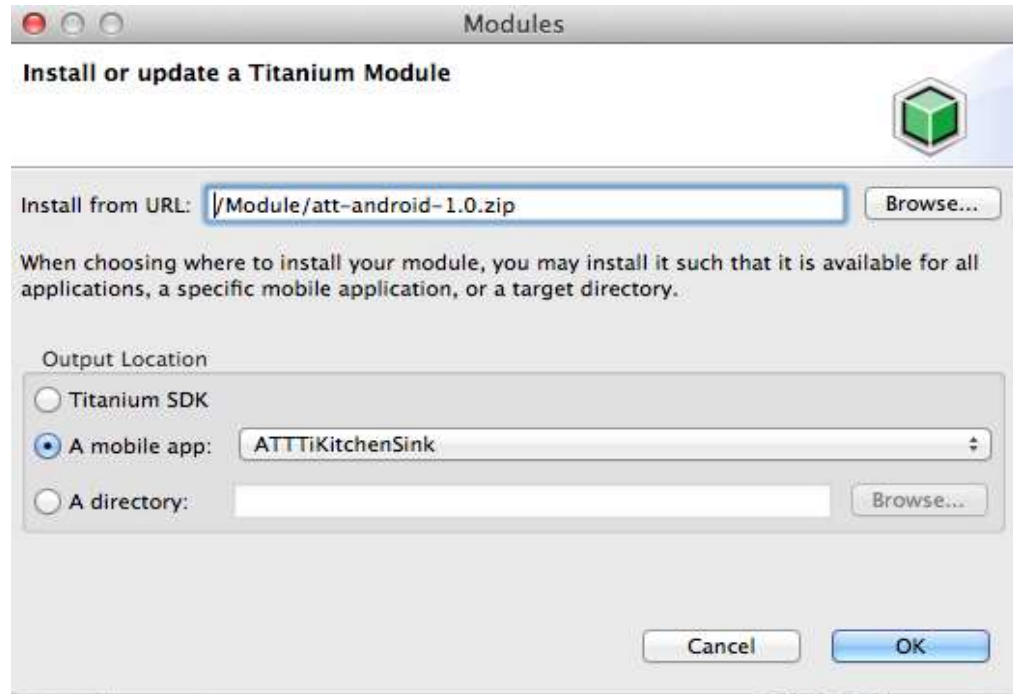
1. Open Titanium Studio.
2. Create or open the Titanium mobile application in which you intend to use the downloaded AT&T Titanium module.
3. Open the Help menu, and select “Install Titanium module...” as shown in Figure 2.





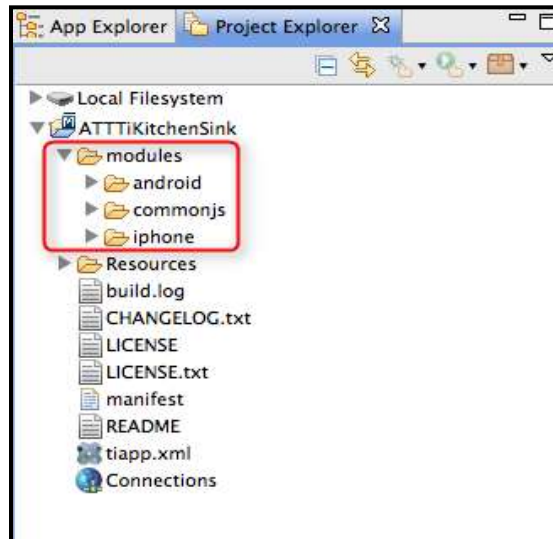
**Figure 2: Help menu – Install Titanium Module**

4. On the Modules dialog box, click Browse next to the Install from URL file selection box to find the zip file for the module that you downloaded.
5. On the Modules dialog box, for Output Location select the radio button for “A mobile app” and select the name of a Titanium mobile application from the drop-down list. Figure 3 shows the AT&T Titanium module for Android being installed in the ATTTiKitchenSink application.



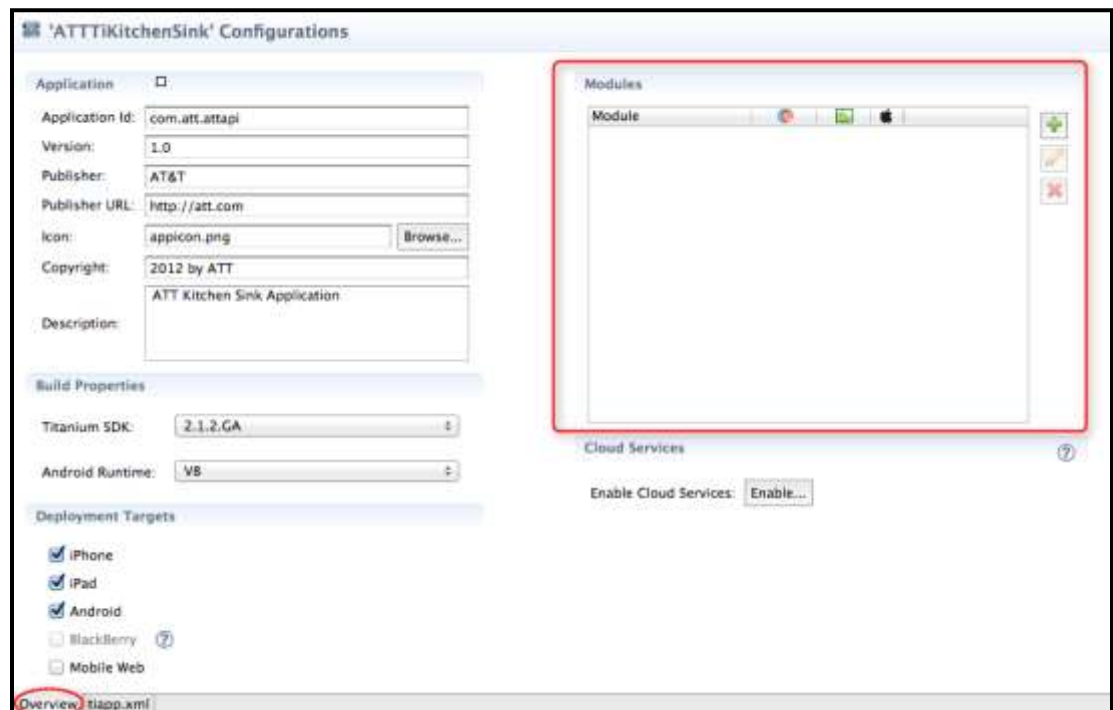
**Figure 3: Install or Update a Titanium Module**

6. A folder with the name “modules” will be created or updated in Project Explorer, under the name of the Titanium mobile app in which the module was installed. The “modules” folder contains files related to the installed modules. Figure 4 shows the file structure of the application in Project Explorer after the “modules” folder has been created.




**Figure 4: File structure of the application in Project Explorer after the “modules” folder has been created.**

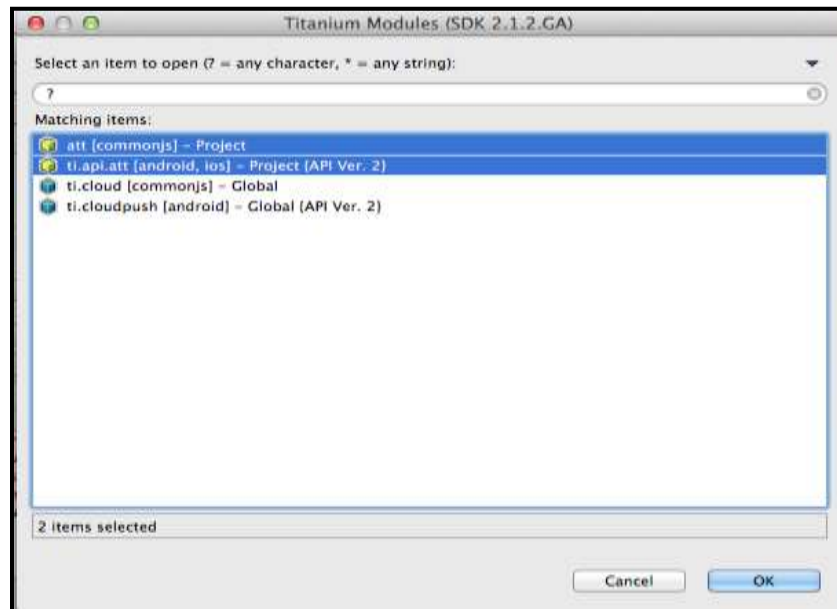
7. Open the `tiapp.xml` file for the project and switch to the Overview tab. The “Modules” section is displayed as shown in Figure 5.



**Figure 5: Modules section in the Overview Tab**

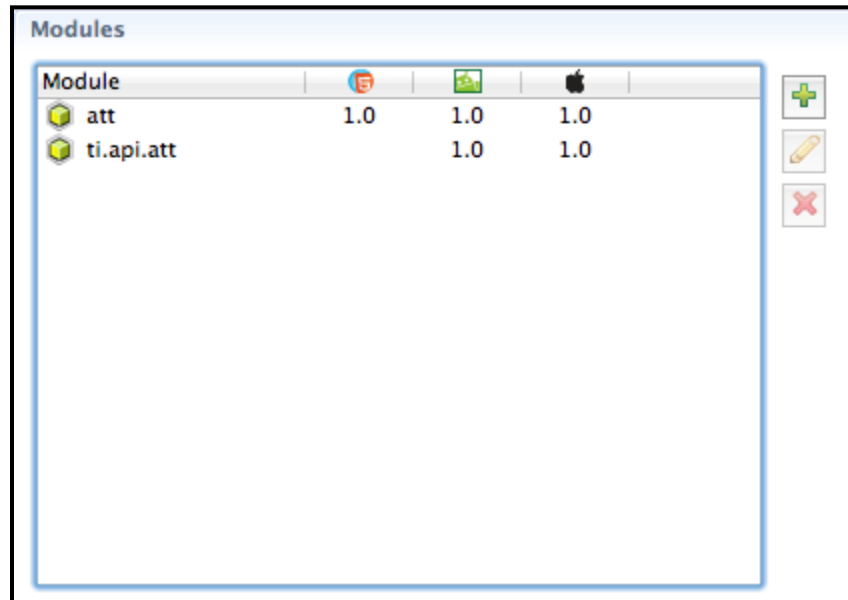


8. Click the  button to add the settings for this module to the `tiapp.xml` file.
9. Select the `att [commonjs]` and `ti.api.att [android/ios]` modules, as shown in Figure 6, and click OK.



**Figure 6: Selecting modules to be added**

10. After the modules are added, they will be displayed in the Modules window section of the xml file as shown in Figure 7. This section also displays the mobile environments that are supported by the selected modules.



**Figure 7: The Modules window**

## 5 Using the Components

To load the module in your application, call the require function as shown in Figure 8.

```
1 //Att common JS module needs to be required.  
2 var attAPIs = require('att');
```

**Figure 8: Calling the require function.**

After this line is added, the module will be included in the application whenever it is launched.

To learn more about installing Titanium modules, see the appcelerator Titanium documentation, [Using Titanium Modules](#).