

# INSTALLATION & SETUP GUIDE

## **AT&T Developer Program**

PhoneGap Plugins for AT&T API Platform

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### **INTENDED AUDIENCE**

- PhoneGap Application Developer

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# 1. Installation Guidelines and Notes

## 1.1 List of Components to run AT&T Plugins

- Ø Xcode(IDE) for iPhone with **minimum version of 4.6.1**
- Ø Eclipse (IDE) for Android with **minimum version of 4.2.2** with ADT Plugin installed.
- Ø PhoneGap **2.5.0**. Download link can be found [here](#).
- Ø An internet connection (Required for API calls).

## 1.2 Pre-requisites

Consider the following pre-requisites before you install the AT&T Plugins.

- Ø These are designed to be used in the AT&T Plugins (iOS & Android) application and might not work *if an SDK of version lower than the specified minimum version* is used.
- Ø All the APIs are capable of working with AT&T network. *Sending SMS, MMS and other messages to phones outside of the network*, on other carriers, is not supported.

## 1.3 Pre-requisites to send messages on the AT&T network

In order to send messages on the AT&T network the messages require a secret key and an API key that may be obtained by joining the AT&T developer program.

There are two types of keys for the AT&T API:

- **Sandbox Keys:** These keys are available for free, and allow programmers to demonstrate proof-of-concept and perform testing on application using the AT&T APIs.
- **Production Keys:** These keys provide the same capabilities as sandbox keys, but they are designed to handle a much larger amount of traffic.

**Note:** To learn more about 'how to obtain these keys by creating an account and signing,, visit <http://developer.att.com> .

# 2 Installation of the Components

## 2.1 Download the Plugins

Following are the ATT PhoneGap plugins that are available at **<placeholder for the link pointing to the AT&T PhoneGap Plugin>** for developers to download and use in their applications:

- ATT PhoneGap plugin for Android (att-phonegap-android-2.0.zip): This plugin contains all the necessary files needed to use the ATT plugin in applications that target the Android platform.
- ATT PhoneGap plugin for iOS (att-phonegap-iphone-2.0.zip): This plugin contains all the necessary files needed to use the ATT plugin in applications that target the iOS platform.

Download the required iOS or Android module to a directory in your local computer.

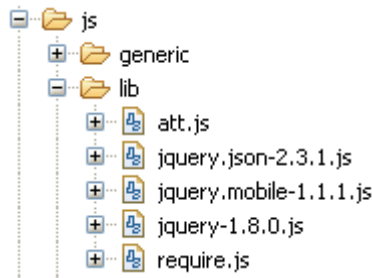
## 2.2 Install the AT&T PhoneGap Plugins

Use the following procedures to install the plugin for the Android and iOS platforms.

### 2.2.1 To install the AT&T PhoneGap Plugins for the Android platform

1. Create a PhoneGap Android project in Eclipse (IDE).

2. Create the following folder structure inside the 'www' folder as shown in fig



3. Add the following files in the folder : /assets/www/js/lib

- att.js – Main file for commonJSModule wrapping AT&T API. Get this file from the plugin for Android, i.e., att-phonegap-android-1.0.zip.
- jquery-1.8.0.js - Required for plugin. Download this file from the following link: [http://www.way2tutorial.com/jquery/jquery\\_download.php](http://www.way2tutorial.com/jquery/jquery_download.php)
- jquery.json-2.3.1.js - Required for plugin. Download this file from the following link: <https://github.com/jaubourg/jquery-jsonp>
- require.js - Required for plugin. Download this file from the following link: <http://github.com/jrburke/requirejs>
- **jquery.mobile-1.0.1.min.js** - Required for UI. Download this file from the following link : <http://jquerymobile.com>

4. Add the following files to the /assets/www/css folder: css

\$ / jquery.mobile-1.0.1.min.css: Download this file from the following link:

<http://jquerymobile.com>

\$ jquery.mobile -1.1.1.css: Download this file from the following link:

<http://jquerymobile.com>

5. Add "**AttAndroidPhoneGapPlugin-1.1.jar**" in the "**libs**" folder of the project to include the native jar file to use the AT&T APIs.



6. Make the following changes in the config.xml that is located at :  
/res/xml/config.xml

a. Add reference of native plugins for AT&T APIs under the **<plugins>** tag:

```
<plugin name="AttPlugin" value="org.att.phonegap.plugin.AttPlugin" />
```

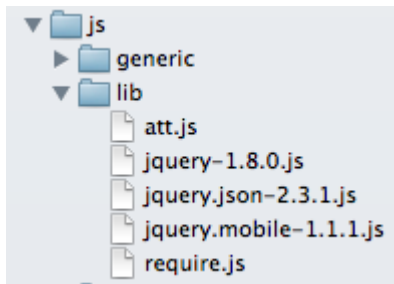
b. Under the **<cordova>** tag, make the following changes to add domain for network calls.

```
<access origin=".*"/>
```

```
<plugin name="AttPlugin" value="com.att.developer.phonegap.plugin.AttPlugin" />
<access origin = ".*"></access>
</plugins>
</cordova>
```

## 2.2.2 To install the AT&T PhoneGap Plugins for the iOS platform

1. Create PhoneGap iPhone project in XCode (IDE).
2. Create a folder structure inside the 'www' folder and add the pluginfiles.



3. Add the following files to the /www/js/lib folder in the related workspace path:

\$ att.js: Main file for commonJSModule wrapping AT&T Api . Get this file from the plugin for iPhone, i.e., att-phonegap-iphone-2.0.zip.

\$ jquery-1.8.0.js - Required for plugin. Download this file from the following link:

[http://www.way2tutorial.com/jquery/jquery\\_download.php](http://www.way2tutorial.com/jquery/jquery_download.php)

\$ jquery.json-2.3.1.js - Required for plugin. Download this file from the following link:

<https://github.com/jaubourg/jquery-jsonp>

\$ require.js - Required for plugin. Download this file from the following link: -

<http://github.com/jrburke/requirejs>

\$ jquery.mobile-1.0.1.min.js - Required for UI. Download this file from the following link:

<http://jquerymobile.com>

4. Add the following files to the /www/css folder :

\$ jquery.mobile-1.0.1.min.css – Download this file from the following link:

<http://jquerymobile.com>

\$ jquery.mobile -1.1.1.css - Download this file from the following link:

<http://jquerymobile.com>

5. Add the following native files and folders to the **Plugins** folder in Xcode.

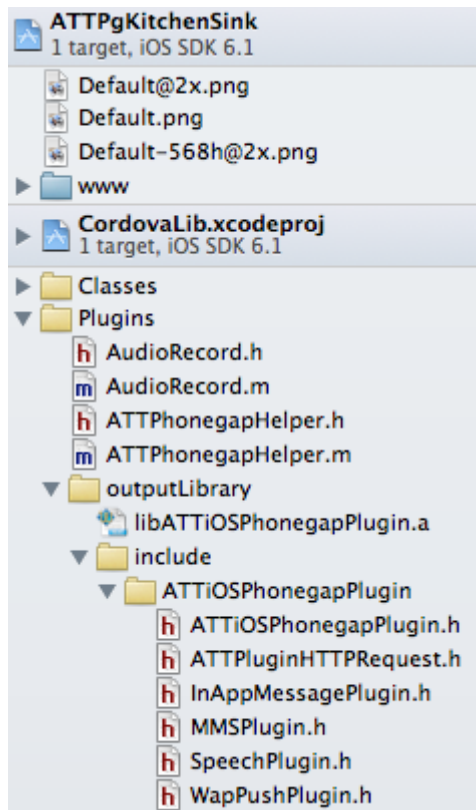
- **ATTPhonegapHelper.h**

- **ATTPhonegapHelper.m**

- **outputLibrary/ libATTiosPhonegapPlugin.a**

- **outputLibrary/include** folder

\*Note that for the 'outputlibrary', the option of 'Create folder references for any added folders' must be selected as shown in figure below



6. Make the following changes in the **Config.xml** file that is located in the Resources folder.

1. Add reference of native plugins for AT&T APIs under the Plugins section. Add "AttPlugin" as key and "ATTPhonegapHelper" as the corresponding value.
2. Set OpenAllWhitelistURLsInWebView to YES , to open Consent in a web View
3. In ExternalHosts, add domain for network calls. Set value as '\*'.

## 2.3 Using the Components

Use the '**require.js**' library to load the plugin into the application code.

### Note:

1. Queries in the setup can also be referred in the KitchenSink sample application.
2. To learn more about on PhoneGap module installation guide, please refer [http://docs.phonegap.com/en/2.5.0/guide\\_getting-started\\_index.md.html](http://docs.phonegap.com/en/2.5.0/guide_getting-started_index.md.html)