AT&T API Platform SDK Plugins for Adobe® PhoneGap®

Installation and Setup Guide

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1 Introduction

The AT&T PhoneGap Mobile SDK provides simplified access to AT&T API platform services. It helps mobile developers bring robust PhoneGap mobile applications to market quickly by significantly reducing the complexity of building applications that use AT&T platform services.

The AT&T PhoneGap Mobile SDK lets other interfaces access the following APIs from the AT&T platform:

- Advertising
- Device Capabilities
- In-app Messaging from Mobile Number
- Location
- MMS
- Notary Management
- OAuth 2.0 Authentication Management
- Payment
- SMS
- Speech

2 Architectural Overview

The AT&T PhoneGap Mobile SDK exposes JavaScript interfaces. It complies with common JavaScript specifications to access the AT&T platform API. The following components provide access to the AT&T platform API:

- PhoneGap Mobile SDK Native component (iOS & Android)

- Java Script Wrapper Library (compliant with CommonJS specification)
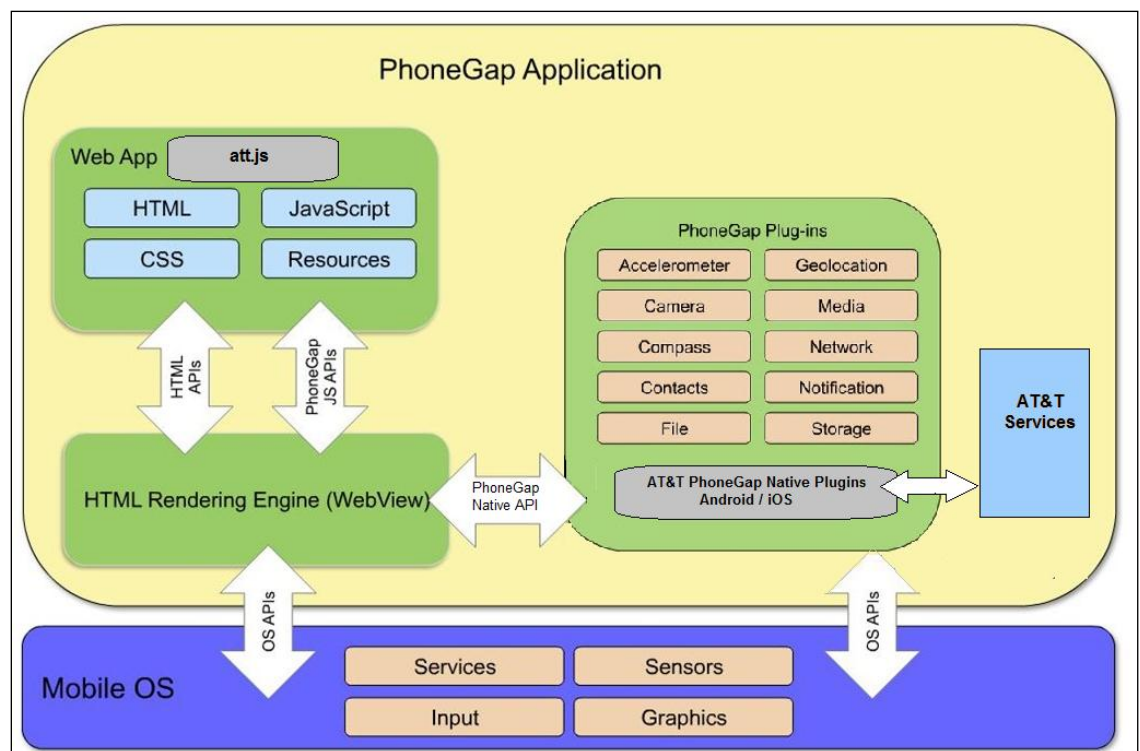
Figure 1: Architecture diagram of AT&T PhoneGap Mobile SDK

3 Installation Guidelines

The following components run the AT&T API Platform SDK Plugins for Adobe PhoneGap:

- Xcode integrated development environment (IDE) for iPhone version 4.5 or later

- Eclipse IDE for Android version 3.4 or later and installed ADT plugin

- Phonegap mobile SDK version 2.5. or later

3.1 Prerequisites

An Internet connection is required for all API calls. The plugins are designed for the PhoneGap Mobile SDK application (iOS & Android) and may not work if you use an SDK version below the specified minimum version.

All APIs can work with the AT&T network. However, we do not support sending SMS, MMS and other messages to phones outside the network on other carriers. Your organization must abide by the AT&T API agreement to use the AT&T network. A secret key and an API key are required to send messages. These keys can be obtained by joining the AT&T developer program.

The AT&T API uses two key types:

- Sandbox keys, with free availability, that let you demonstrate proof-of-concept and perform application testing with the AT&T APIs.

- Production keys with the same capabilities as sandbox keys that are designed to handle a much larger amount of traffic.

3.2 Download Files

AT&T API Platform PhoneGap plugins are available for developers to download and use in their applications. Or you can visit GitHub to download one of the platform-specific plugins to a local directory on your computer.

- AT&T PhoneGap plugin for Android

- AT&T PhoneGap plugin for iOS

The plugins require JavaScript (js) files that you should download before starting.

| JavaScript File	Download Location
require.js	http://github.com/jrburke/requirejs

Table 1: JavaScript installation files

4 Installing the Android Plugin

Follow these steps to install the AT&T PhoneGap plugin for android.

1. Create a PhoneGap android project in your IDE such as Eclipse.

2. Create a folder structure for js and lib under the www folder, for example, /www/js/lib.

3. Add att.js to the lib folder. This is the main file for the common JavaScript module wrapping the AT&T API. Find this file in the android plugin that you downloaded (in the *plugins/android* folder).

4. Add the JavaScript files that you downloaded to the lib folder, for example:
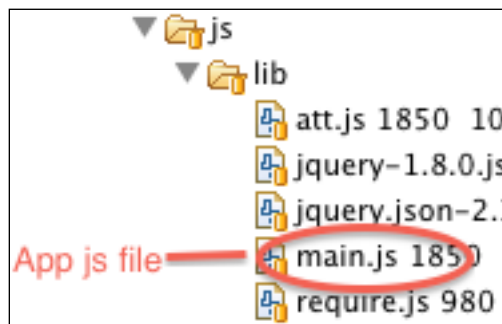
Figure 2: Structure of js folder in android

5. Add AttAndroidPhoneGapPlugin-1.3.jar to the libs folder of the project, for example:
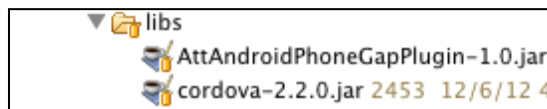
Figure 3: Structure of libs folder in android

6. Edit the config.xml file found in the /res/xml folder as follows.

- Add a reference to native plugins for AT&T APIs in the <plugins> tag

- Edit the value for access origin to add a domain for network calls under the <cordova> tag.

Config.xml file

1 | `<plugin name="Battery"`
`value="org.apache.cordova.BatteryListener"/>`
2 | `<plugin name="SplashScreen"`
`value="org.apache.cordova.SplashScreen"/>`
3 | `<plugin name="AttPlugin"`
`value="org.att.phonegap.plugin.AttPlugin"/>`
4 | `<access origin=".*"/>`
5 | `plugins>`

Example 1: Edits for config.xml

5 Installing the iPhone Plugin

Follow these steps to install the AT&T PhoneGap plugin for iPhone.

1. Create a PhoneGap iPhone project in your IDE such as XCode.

2. Create a folder structure for js and lib under the www folder, for example, /www/js/lib.

3. Add att.js to the lib folder. This is the main file for the common JavaScript module wrapping the AT&T API. Find this file in the iPhone plugin that you downloaded (in the *plugins/ios* folder).

4. Add the JavaScript files that you downloaded to the lib folder, for example:
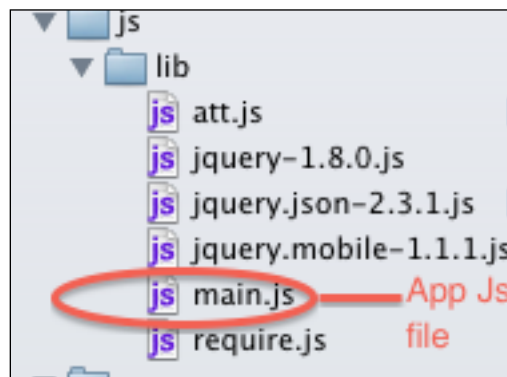

Figure 4: Structure of js folder in Xcode

5. Add the following native files to the Plugins folder as shown in Figure 5.

- ATTPhonegapHelper.h

- ATTPhonegapHelper.m
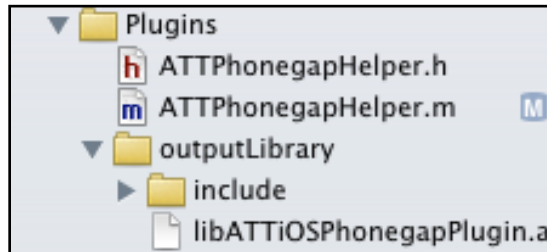
Figure 5: Structure of Plugins folder in Xcode

6. Ensure that an outputLibrary folder exists in the folder structure under Plugins. For the outputLibrary in Xcode, you must select "Create folder references for any added folders" as shown in Figure 6.
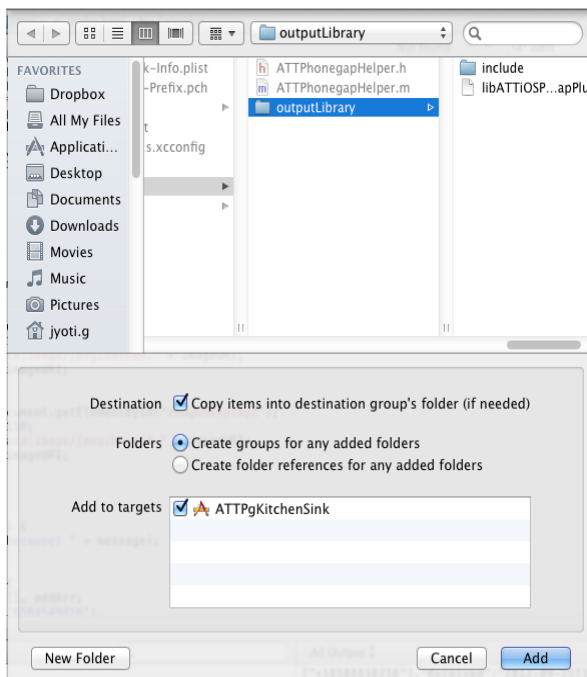
Figure 6: Adding outputLibrary to Plugins folder in Xcode

7. Ensure that the include folder exists under outputLibrary folder in Plugins. If it is not there add it, for example, outputLibrary/include.

8. Add the following native file to the include folder under outputLibrary as shown in Figure 5.

- libATTiosPhonegapPlugin.a

9. Edit the Cordova.plist file under the Resources folder as follows:

- Add a reference to native plugins for AT&T APIs under the Plugins section. Use AttPlugin as the key and ATTPhonegapHelper as the corresponding value.

- Set the value for OpenAllWhitelistURLsInWebView to YES to open consent in a web view.

- Set the value for ExternalHosts to * to add a domain for network calls.

OpenAllWhitelistURLsInWebView	⊕ ⊖	Boolean	▲▼	YES
BackupWebStorage		Boolean		YES
▼ExternalHosts		Array		(1 item)
Item 0		String		*
▼Plugins		Diction...		(17 items)
AttPlugin		String		ATTPhonegapHelper
Device		String		CDVDevice
Logger		String		CDVLogger
Compass		String		CDVLocation

Figure 7: Cordova.plist file

6 Using the Plugins

To load the plugin in your application code use the require.js library.

See the PhoneGap API Documentation Platform Guides for more information.