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 Introduction

The PhoneGap Plugins for AT&T API Platform ('AT&T Plugins') provide **access** to the AT&T API platform services for PhoneGap Mobile Developers. It helps developers to *quickly bring robust* PhoneGap mobile applications to market.

AT&T Plugins *significantly reduce the complexity of building applications* that use **AT&T platform services**.

The AT&T Plugins provide access to the following APIs of the AT&T platform:

- SMS
- MMS
- WAP-PUSH
- SPEECH
- IN-APP MESSAGING
- NOTARY
- PAYMENT
- DEVICE LOCATION
- OAUTH

2 Architectural Overview

The AT&T Plugins **exposes** JavaScript interfaces that comply with CommonJS specifications to **access** the AT&T platform API. The following components provide access to AT&T platform API:

- Native components (iOS & Android)

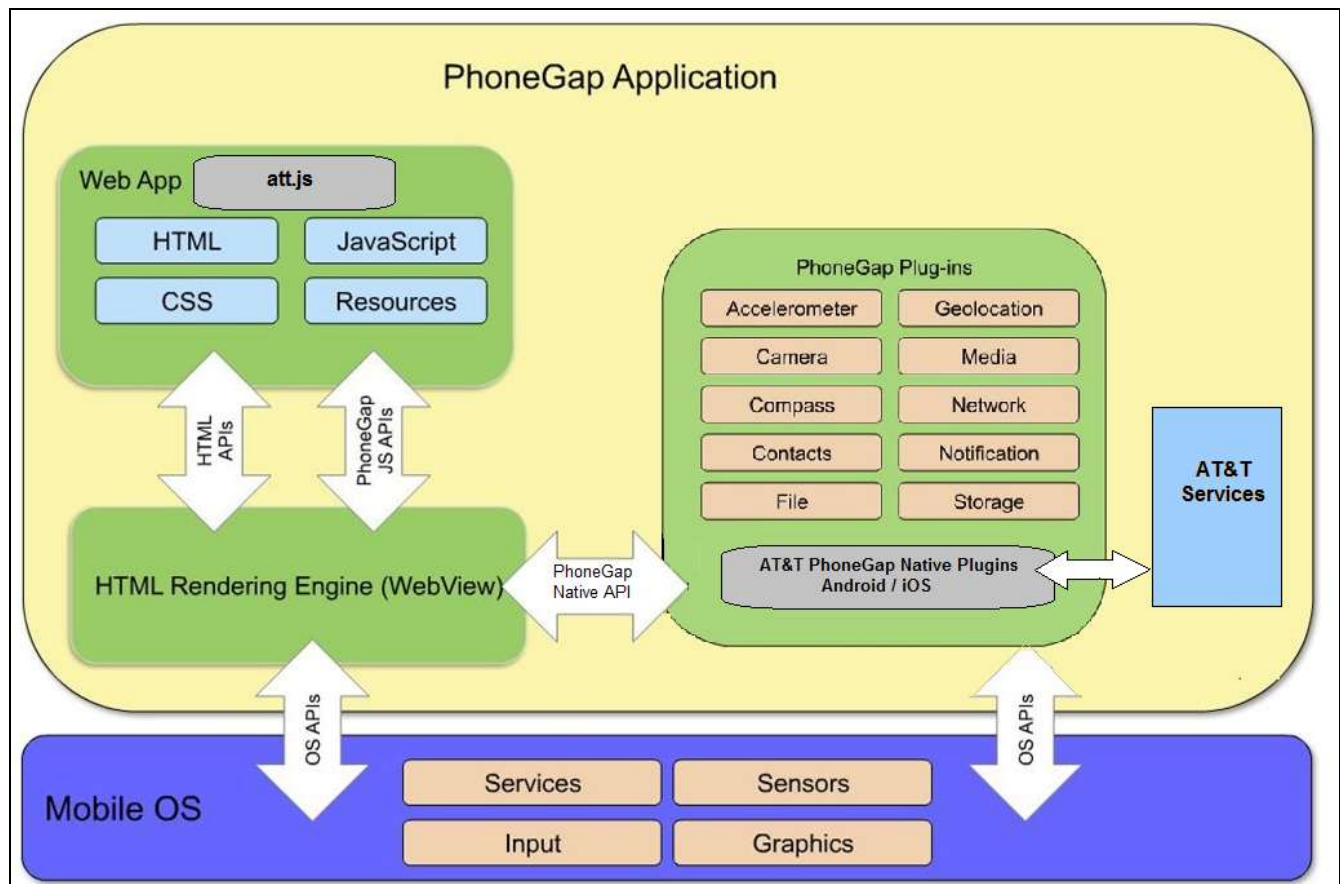- JavaScript Wrapper Library (compliant with CommonJS specification)

Figure 1: Architecture diagram of AT&T Plugins

Note: To learn more about the AT&T API platform, see the AT&T website.

3   Installation Guidelines and Notes

3.1   List of Components to run AT&T Plugins

➢ Xcode(IDE) for iPhone with **minimum version of 4.5**
➢ Eclipse (IDE) for Android with **minimum version of 3.4** with ADT Plugin installed**.**
➢ PhoneGap **2.2.0.** Download link can be found <u>here</u>
➢ An internet connection (Required for API calls).

3.2   Pre-requisites

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

➢ 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.
➢ 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**.

3.3   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 <u>http://developer.att.com</u> .

4   Installation of the Components

4.1   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-1.0.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-1.0.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.

4.2   Install the AT&T PhoneGap Plugins

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

4.2.1   To install the AT&T PhoneGap Plugins for the Android platform

1. Create a PhoneGap Android project in Eclipse (IDE).
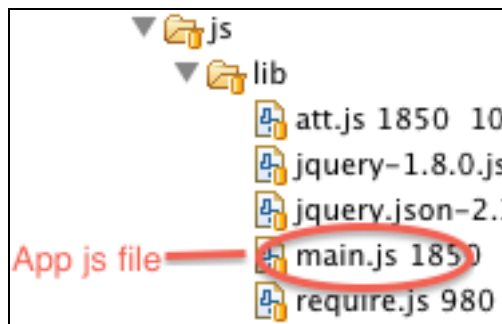2. Create the following folder structure inside the '*www*' folder as shown in fig 2.

Figure 2: Structure of js folder in PhoneGap project

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
- 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-1.0.jar**" in the "**libs**" folder of the project to include the native jar file to use the AT&T APIs.

Figure 3: Structure of libs folder in Android

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

   .i.1.a.   Add reference of native plugins for AT&T APIs under the **<plugins>** tag:

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

   .i.1.a.   Under the **<cordova>** tag, make the following changes to add domain for network calls.

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


Figure 4: config.xml file

4.2.2 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 as shown in Figure 5.

Figure 5: Structure of js folder in Xcode

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-1.0.zip.
- jquery-1.8.0.js - Required for plugin. Download this file from thefollowing link: 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 thishe 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 6.
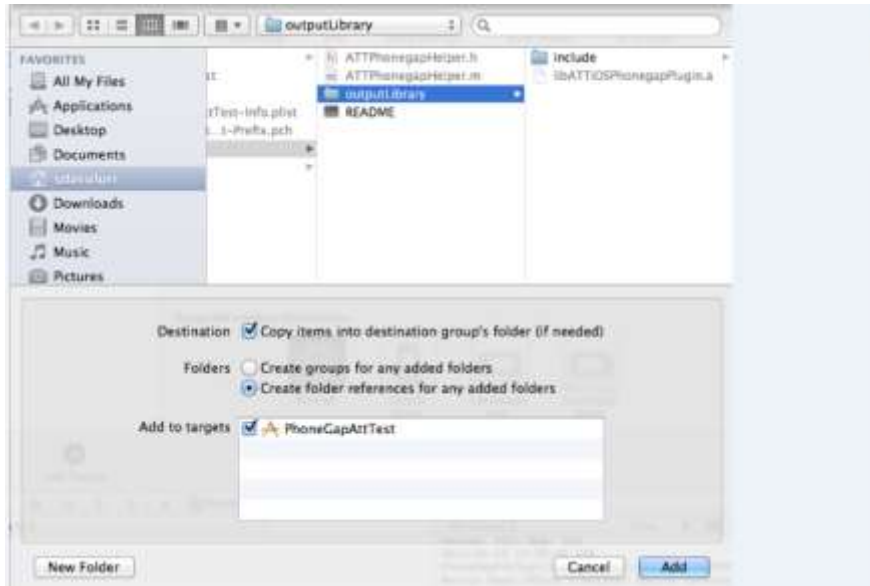
Figure 6: Adding output_library in Plugins folder in Xcode

Figure 7: Structure of Plugins folder in Xcode after step 5 and 6

6. Make the following changes in the **Cordova.plist** 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 '*'.

Figure 8: Cordova.plist file

4.3   Using the Components

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

Note: To learn more about on PhoneGap module installation guide, please refer

http://docs.phonegap.com/en/2.1.0/guide_getting-started_index.md.html