

1. Go to the at&t M2X website <https://m2x.att.com>



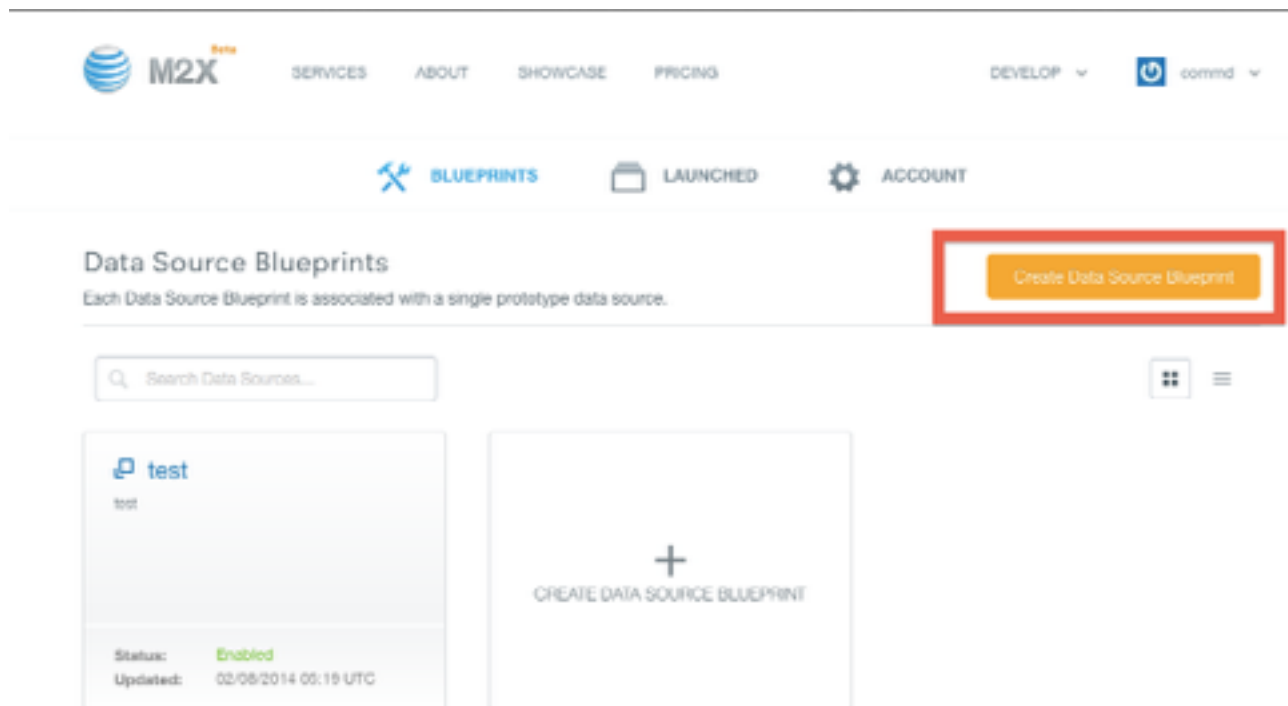
M2X Provides Powerful Easy-to-Use Tools and Analytics for your Connected Devices

Unlock your device's data with visualized, real-time analytics, instant notifications and the tools to manage and share your data.

2. sign up using github

The screenshot shows the 'Sign Up' page on the M2X website. The top navigation bar is identical to the homepage. Below the navigation bar, the page has a blue header with 'Sign Up' on the left and 'Already have an account? [Login here](#)' on the right. The main section is titled 'Create your Free Developer Account'. Below the title is a paragraph explaining that users can start with a free Developer Account and then upgrade to a Commercial Plan for more support and features. A prominent button with a GitHub logo and the text 'Sign Up using GitHub' is highlighted with a red rectangular border. Below this button is a circular 'OR' separator. The next section is titled 'Signup using your Email' with a small note '* All fields are required'. At the bottom, there are two input fields labeled 'First Name' and 'Last Name'.

3. create a new data source blueprint



4. fill in the information

The screenshot shows the 'Create Data Source Blueprint' form. At the top, there is a title bar with the text 'Create Data Source Blueprint' and a close button. Below the title bar, there is a paragraph explaining the purpose of a Data Source Blueprint. The form contains the following fields and options:

- Data Source Name:** A text input field with the placeholder text 'e.g. Geiger Counter'.
- Data Source Description (optional):** A text area with the placeholder text 'Describe your Data Source...'.
- Visibility:** Two radio button options:
 - Private Data Source:** Selected by default. Description: 'You use API keys to choose if and how you share data from a Data Source.'
 - Public Data Source:** Description: 'The data is indexed by major search engines & its feed page is publicly viewable.' A green banner with the text 'COMING SOON' is visible in the bottom right corner of this option.

At the bottom of the form, there is a link 'Learn more about Data Source Blueprints', a 'Cancel' button, and a 'Create' button.

5. copy the id and API key to the project

The screenshot shows the M2X API Client interface for a data source blueprint named "test". At the top, there is a "test" label with an "Edit" button and a "LAUNCH" button. Below this, a status bar indicates "PRIVATE DATA SOURCE", "Enabled Data Source" (with a toggle switch), and "Registered". The main content area is divided into two panels. The left panel contains fields for "FEED ID", "API ENDPOINT", and "API KEY", each with a "Copy" button. The right panel contains "META DATA" with fields for "CREATED:", "CREATOR:", and "EMAIL:". The "FEED ID" field contains the value "bce9ce2cd1e121eacfbfb260dc9fe055". The "API ENDPOINT" field contains the value "/feeds/bce9ce2cd1e121eacfbfb260dc9fe055". The "API KEY" field contains the value "6c30d3f9fae23db1209e32d9de2efa1b". The "CREATED:" field contains the value "02/08/2014 05:19 UTC". The "CREATOR:" field contains the value "Chuck Hule". The "EMAIL:" field contains the value "vidscmd@netscape.net".

FEED ID
bce9ce2cd1e121eacfbfb260dc9fe055

API ENDPOINT
/feeds/bce9ce2cd1e121eacfbfb260dc9fe055

API KEY
6c30d3f9fae23db1209e32d9de2efa1b

META DATA	
CREATED:	02/08/2014 05:19 UTC
CREATOR:	Chuck Hule
EMAIL:	vidscmd@netscape.net

6. There's sample code on the github <https://github.com/attm2x/m2x-ios>

The screenshot shows the "iOS M2X API Client" documentation page. The page has a header with the title "iOS M2X API Client" and two buttons: "Clone in Desktop" and "Download ZIP". The main content area starts with a paragraph: "The AT&T M2X API provides all the needed operations to connect your devices to AT&T's M2X service. This client provides an easy to use interface for your favorite mobile platform, iOS." Below this is a section titled "Getting Started" with a list of four bullet points: "• Signup for an M2X Account: [https://m2x.att.com/signup](\"https://m2x.att.com/signup\")", "• Obtain your Master Key from the Master Keys tab of your Account Settings: [https://m2x.att.com/account](\"https://m2x.att.com/account\")", "• Create your first Data Source Blueprint and copy its Feed ID: [https://m2x.att.com/blueprints](\"https://m2x.att.com/blueprints\")", and "• Review the M2X API Documentation: [https://m2x.att.com/developer/documentation/overview](\"https://m2x.att.com/developer/documentation/overview\")". Below the list is a paragraph: "If you have questions about any M2X specific terms, please consult the M2X glossary: [https://m2x.att.com/developer/documentation/glossary](\"https://m2x.att.com/developer/documentation/glossary\")". The next section is titled "Installation" and contains two paragraphs: "Copy the content from the `lib` folder to your project." and "Note: The `lib` folder contains the AFNetworking library to make HTTP requests."

iOS M2X API Client

The AT&T M2X API provides all the needed operations to connect your devices to AT&T's M2X service. This client provides an easy to use interface for your favorite mobile platform, iOS.

Getting Started

- Signup for an M2X Account: <https://m2x.att.com/signup>
- Obtain your Master Key from the Master Keys tab of your Account Settings: <https://m2x.att.com/account>
- Create your first Data Source Blueprint and copy its Feed ID: <https://m2x.att.com/blueprints>
- Review the M2X API Documentation: <https://m2x.att.com/developer/documentation/overview>

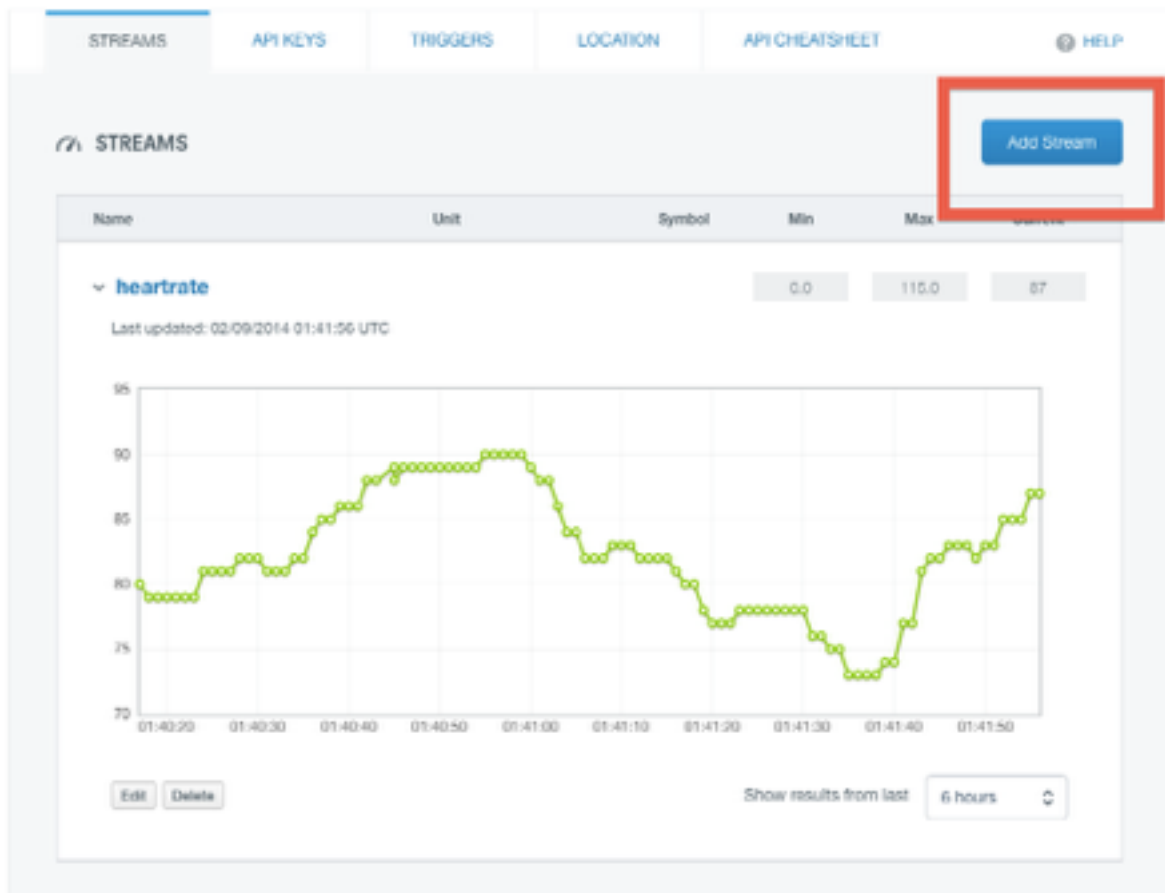
If you have questions about any M2X specific terms, please consult the M2X glossary: <https://m2x.att.com/developer/documentation/glossary>

Installation

Copy the content from the `lib` folder to your project.

Note: The `lib` folder contains the AFNetworking library to make HTTP requests.

7. add stream



8. create a method add the information to the iOS code

```
- (void)connectToATTM2X:(NSString *)heartrateValue {
    NSDictionary *newValue = @{@"values": @[ @{@"value":heartrateValue } ] };

    FeedsClient *feedClient = [[FeedsClient alloc] init];
    [feedClient setFeed_key:@"6c30d3f9fae23db1209e32d9de2efa1b"];

    [feedClient postDataValues:newValue
     forStream:@"heartrate"
     inFeed:@"bce9ce2cd1e121eacf6fb260dc9fe055"
     success:^(id object) { /*success block*/ }
     failure:^(NSError *error, NSDictionary *message)
    {
        NSLog(@"Error: %@",[error localizedDescription]);
        NSLog(@"Message: %@",message);
    }];
}
```

9. its on the web now

