

## AT&T M2X Tutorial

How we used the AT&T M2X in our iPhone application for the AT&T wearables hackathan.

By Team Elder Monitor!

Date: February 8, 2014

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



2. Sign up using github  
Use your github credentials to signup.

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# Sign Up

Already have an account? [Login here](#)

## Create your Free Developer Account

Start with a free Developer Account and then go to market with a Commercial Plan and get the support you need. Developer Accounts come with community support, full API access, and let you develop up to 5 Launched Data Sources, plus simple tools to test and launch your innovative product ideas.



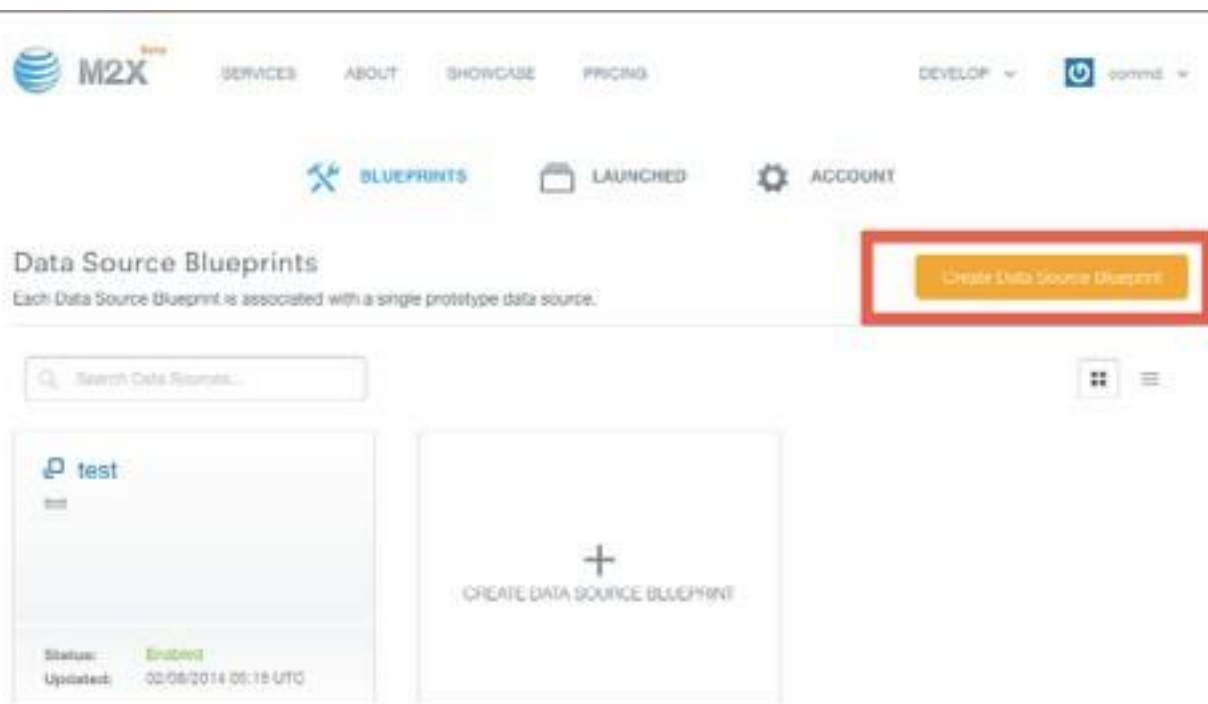
Sign Up using GitHub

OR

## Signup using your Email

(passwords are required)

### 3. Create a new data source blueprint



### 4. Fill in the information

The screenshot shows the "Create Data Source Blueprint" form. The form has a title bar with a close button. Below the title, there is a paragraph explaining that a Data Source Blueprint acts as a template for assigning attributes like streams, triggers, location information, and metadata. The form contains the following fields and options:

- Data Source Name:** A text input field with the placeholder text "e.g. Google 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 interface for a data source 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 sections: 'FEED ID' and 'API KEY' on the left, and 'META DATA' on the right. The 'FEED ID' section contains a text field with the value 'bce9ce2cd1e121eacfb260dc9fe055' and a 'Copy' button. The 'API KEY' section contains a text field with the value 'fc30c3f9fae23db1205e32f95e7afa1b' and a 'Copy' button. The 'META DATA' section contains three rows: 'CREATED: 02/08/2014 05:19 UTC', 'CREATOR: Chuck Hule', and 'EMAIL: vidscmd@netscape.net'.

FEED ID	API KEY	META DATA
bce9ce2cd1e121eacfb260dc9fe055	fc30c3f9fae23db1205e32f95e7afa1b	CREATED: 02/08/2014 05:19 UTC
		CREATOR: Chuck Hule
		EMAIL: vidscmd@netscape.net

Remember to create and use your own API keys!

6. Our sample code for iPhone application is on the github <https://github.com/attm2x/m2x-ios>

You will need a Mac with Xcode to compile the application.

The screenshot shows the README page for the 'iOS M2X API Client'. The title is 'iOS M2X API Client'. Below the title, there is 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.' To the right of the title, there are two buttons: 'Clone in Desktop' and 'Download ZIP'. Below the paragraph, there is a section titled 'Getting Started' with a list of four steps: 1. Signup for an M2X Account: <https://m2x.att.com/signup>, 2. Obtain your Master Key from the Master Keys tab of your Account Settings: <https://m2x.att.com/account>, 3. Create your first Data Source Blueprint and copy its Feed ID: <https://m2x.att.com/blueprints>, 4. Review the M2X API Documentation: <https://m2x.att.com/developerdocumentation/overview>. Below the list, there is a paragraph: 'If you have questions about any M2X specific terms, please consult the M2X glossary: <https://m2x.att.com/developerdocumentation/glossary>'. Below this, there is a section titled 'Installation' with a paragraph: 'Copy the content from the 'ios' folder to your project.' and a note: 'Note: The 'ios' 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/developerdocumentation/overview>

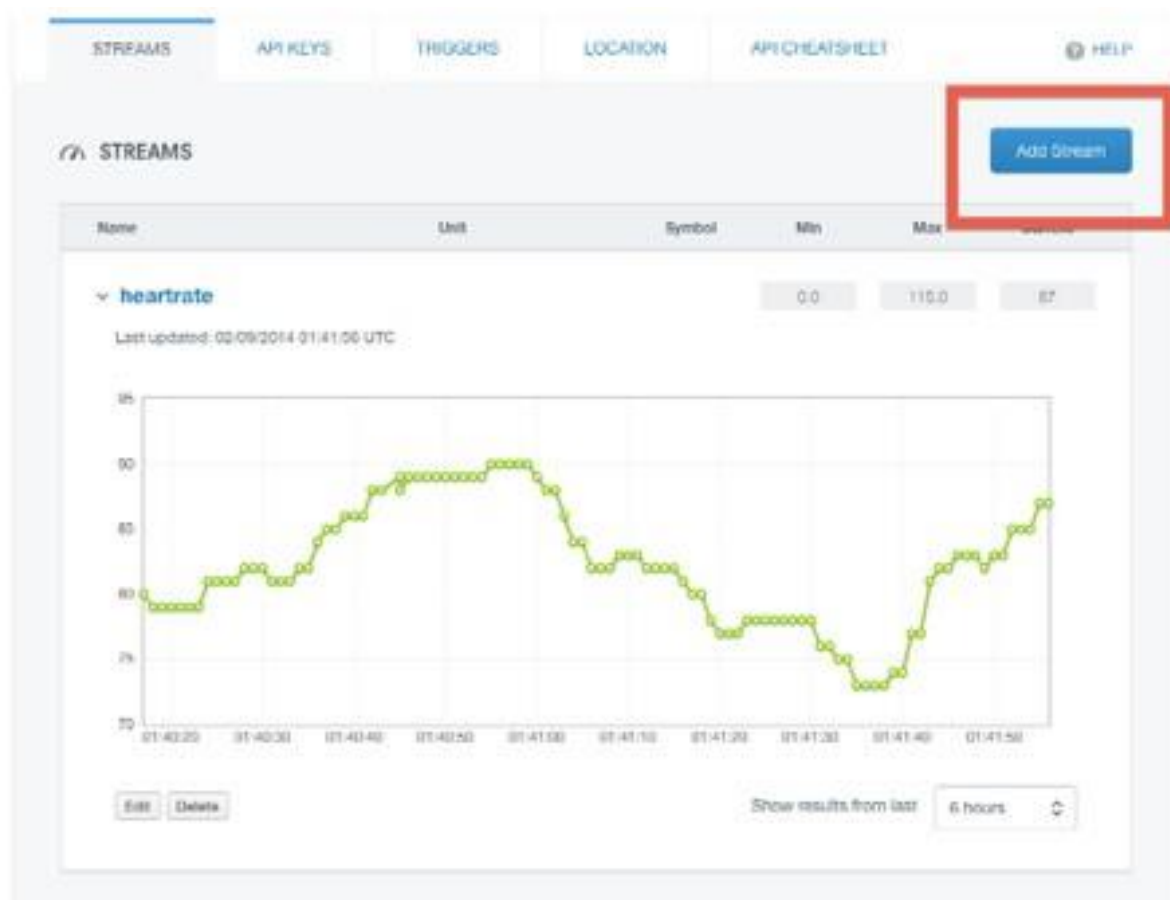
If you have questions about any M2X specific terms, please consult the M2X glossary: <https://m2x.att.com/developerdocumentation/glossary>

### Installation

Copy the content from the 'ios' folder to your project.

Note: The 'ios' folder contains the AFNetworking library to make HTTP requests.

7. Add a stream to stream you data to the M2X cloud!



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:@"bce9ce2cd1e121eacf6fb268dc9fe055"
     success:^(id object) { /*success block*/ }
     failure:^(NSError *error, NSDictionary *message)
    {
        NSLog(@"Error: %@", [error localizedDescription]);
        NSLog(@"Message: %@", message);
    }
    ];
}
```

9. M2X will now display results on the web now

