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

Installation and Setup Guide

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# Introduction

The AT&T PhoneGap Mobile SDK simplifies access to AT&T API Platform services to developers creating mobile applications using Adobe PhoneGap. This SDK helps developers to quickly bring robust apps to market by significantly reducing the complexity of building apps that use AT&T Platform services.

The AT&T PhoneGap Mobile SDK enables other interfaces to access the following AT&T APIs:

* Advertising
* Device Capabilities
* In-App Messaging
* MMS
* OAuth
* SMS
* Speech

# Architectural Overview

The AT&T PhoneGap Mobile SDK uses a CommonJS-compliant JavaScript wrapper library to expose interfaces to AT&T APIs. The wrapper library works in conjunction with the PhoneGap mobile SDK native component for iOS or Android.

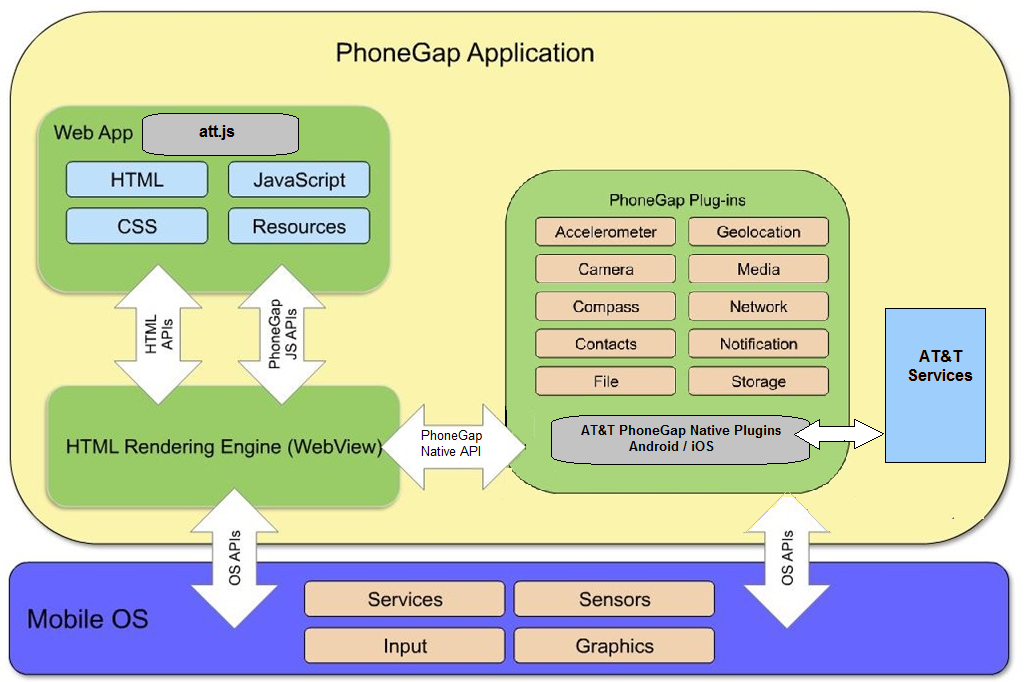


Figure 21: Architecture diagram of the AT&T PhoneGap Mobile SDK.

# Installation Guidelines

An Internet connection is required for API calls. The plugins are designed for the PhoneGap Mobile SDK application, and may not work with an SDK version earlier than 3.4.

Your organization must abide by the AT&T API agreement to use the AT&T network. While all AT&T APIs work within the AT&T network, we do not support SMS, MMS and other messages sent to phones using outside the network on other carriers.

An app key and an app secret are required for sending messages. These keys can be obtained by joining the AT&T developer program:

* Sandbox keys, available with a free AT&T Developer Program account, enable proof-of-concept and testing with AT&T APIs, but do not allow production deployment.

Production keys are designed to handle a much larger amount of traffic, and require a paid AT&T Developer Program account.

## Prerequisites

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

* Xcode integrated development environment (IDE) for iPhone version 5.1 or later.
* Android SDK for Android version 2.3.3 or later.
* PhoneGap mobile SDK version 3.4 or later.

The PhoneGap plugins require the file require.js, available from <http://github.com/jrburke/requirejs> to be included in your project.

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

Downloads

You can download the AT&T API Platform PhoneGap SDK documentation, samples, and source code from the [Github repository](https://github.com/attdevsupport/att_apiplatform_phonegap) or [in a zip file](http://developer.att.com/home/api/sdk_tools/attplugin_phonegap.zip).

# Installing the Plugin from Github

Follow these steps to install the AT&T PhoneGap plugin from Github

1. Navigate to an existing project. All subsequent commands need to be run within the project's directory on the Command Line.

Enter the following command to install the plugin.

**$ phonegap plugin add** [**https://github.com/attdevsupport/ATT\_APIPlatform\_PhoneGap.git#:/plugins**](https://github.com/attdevsupport/ATT_APIPlatform_PhoneGap.git#:/plugins/)

# Installing the Plugin from File System

Follow these steps to install the AT&T PhoneGap plugin from the File System

1. Navigate to an existing project. All subsequent commands need to be run within the project's directory on the Command Line.
2. Enter the following command to install the plugin.

**$ phonegap plugin add <Path to Repository on File System>/plugins**

# Loading the Plugins

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

e.g

require(["att"], function(att) {

attAPIs = att;

console.log('ATT is initialized');

});

# Documentation

For more information on using PhoneGap, see the [PhoneGap Documentation](http://docs.phonegap.com/en/3.0.0/guide_platforms_index.md.html#Platform%2520Guides). For more on using AT&T APIs, see the [AT&T Developer Program Web site](http://developer.att.com).