



The Blueprint Language

The Blueprint language is an XML-markup set based partly on XForms. Applications are hosted on your own Web server, which must respond to HTTP requests from Yahoo!'s server by returning valid Blueprint pages; Yahoo!'s server acts as an intermediary between your application and the end-user's hand-held device or Web browser.

To host a Blueprint application, you must submit a package containing configuration and resource files to Yahoo!. The application package does not contain any Blueprint markup or scripting code; these are supplied directly by your server at runtime. There are several ways to deploy a Blueprint application. Options include browser-based Mobile Sites, Yahoo! Go Widgets, and stand-alone Mobile Apps (when available).

Getting Started

- 1** Download the SDK at mobile.yahoo.com/devcenter/downloads
- 2** Read the documentation at developer.yahoo.com/mobile/blueprint
- 3** Build your service on your own server and return Blueprint XML
- 4** Read the Deployment Guide at developer.yahoo.com/mobile/blueprintdeployguide and publish your service at mobile.yahoo.com/developers/manage

Create Your Mobile Site in 6 Easy Steps

<p>1 Download the Blueprint 1.1 SDK</p>	<p>2 Copy the following code on your Web server as helloworld.bp in its own directory</p>	<p>3 Configure your server to return "application/x-blueprint+xml" as the Content Type</p>
<p>mobile.yahoo.com/devcenter/downloads</p> <ul style="list-style-type: none"> BLUEPRINT-SDK-V1.1 <ul style="list-style-type: none"> PHPLibrary Samples Schemas Templates ReleaseNotes.txt 	<p>WEB SERVER</p> <ul style="list-style-type: none"> hello-app <ul style="list-style-type: none"> helloworld.bp <pre><?xml version="1.0" encoding="UTF-8"?> <page> <content> <module> <header layout="simple"> <layout-items> <block class="title">Blueprint XML </block> </layout-items> </header> <block>Hello World!</block> </module> </content> </page></pre>	<p>If you are running IIS, manage this from the console.</p> <p>If you are running Apache, add the following to .htaccess:</p> <p>AddType application/x-blueprint+xml .bp</p>
<p>4 In the config.xml file, located under "Templates" in the SDK, change the base URL to point to your server (where helloworld.bp is located)</p>	<p>5 Create an Application Package (a ZIP of the contents of the "Templates" folder in the SDK)</p>	<p>6 Upload your ZIP in the Blueprint Application Manager by clicking "Create Project"</p>
<p>BLUEPRINT-SDK-V1.1</p> <ul style="list-style-type: none"> Templates <ul style="list-style-type: none"> config.xml <p><code><widget base="http://Your Server/hello-app/helloworld.bp"></code></p>	<p>HELLO-WORLD-APP.ZIP</p> <ul style="list-style-type: none"> config.xml gallery.xml resources 	<p>mobile.yahoo.com/devcenter/manage</p> <p>Once uploaded, your first mobile application is ready at the URL we provide to you instantly.</p>

Building Mobile Sites

Blueprint is Yahoo!'s platform for building mobile sites, widgets, and applications. Using a simple yet powerful language based on W3C XForms, developers can design and host their Blueprint markup, which Yahoo! will deliver to 1000s of different mobile devices.

The process is analogous to building a mobile website. You can use any server technology you like, such as Apache, IIS, Java, or PHP. Just return Blueprint XML and we do the rest.

Remember - your Blueprint services run on the same platform that powers Yahoo!'s mobile services, including oneSearch, oneConnect, even Yahoo!'s mobile homepage. Not only is it responsive and powerful, but we supply you with analytics to help you find out what makes your customers tick.

A more comprehensive Quick-Start Guide is available at: **developer.yahoo.com/mobile/blueprintquickstart**

Resources

YAHOO! BLUEPRINT
developer.yahoo.com/mobile

DOCUMENTATION
developer.yahoo.com/mobile/blueprint

YAHOO! BLUEPRINT SDK
mobile.yahoo.com/devcenter/downloads

BLUEPRINT APPLICATION MANAGER
mobile.yahoo.com/developers/manage

BLUEPRINT FORUM
developer.yahoo.net/forum/index.php?showforum=94