

Twitter @anywhere

by Aaron Saray
for web414.com

aaronsaray.com
[@aaronsaray](https://twitter.com/aaronsaray)

Who am I?

- Organizer of Milwaukee PHP Users Group
- Author (aaronsaray.com/book)
- Programmer since I was 8
- ECMA is my middle name
- PHP/JS 1 year shy of a decade

Why should you trust me?

- I do javascript
- I like twitter (@aaronsaray)
- I used AJAX before it had a name
 - JEMLinux.com
- I just finished implementing what I'm going to teach you

What is @anywhere

- Allows users to engage with Twitter on your website safely
- "Aggressively simple"
- It's like Facebook Connect
 - Only with more FailWhale
- Demoed at Chirp

That is just TOO fluffy

- Linkify Users
- Hovercards
- follow buttons
- tweetbox
- authentication callbacks

Steps to Get Started

- Create an application on dev.twitter.com
- Add javascript tag with API key
- decide/implement features you want
- {magic}
- profit

Step 1: Create Application

- visit <http://dev.twitter.com/apps> after authentication
- Click on Register a new application

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June 30, 2010 The @twitterapi team will be shutting off basic authentication on the Twitter API. All applications, by this date, need to switch to using OAuth. [Read more »](#)

Step 2: Fill in the fields


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Register an Application

Create your own Twitter app

Tell us about your application.

[View your applications](#)

Application Name:	<input type="text" value="MKEPUG.org"/>
Description:	<input type="text" value="Link your tweet up with us."/>
Application Website:	<input type="text" value="http://mkepug.org"/> <small>Where's your application's home page, where users can go to download or use it?</small>
Organization:	<input type="text" value="Milwaukee PHP Users Group"/>
Application Type:	<input type="radio"/> Client <input checked="" type="radio"/> Browser <small>Does your application run in a Web Browser or a Desktop Client? Browser uses a Callback URL to return to your App after successful authentication. Client prompts your user to return to your application after approving access.</small>
Callback URL:	<input type="text" value="http://mkepug.org"/> <small>Where should we return to after successfully authenticating? You can override this at any time by sending an <code>oauth_callback</code> while obtaining a <code>request_token</code>.</small>
Default Access type:	<input checked="" type="radio"/> Read & Write <input type="radio"/> Read-only <small>What type of access does your application need? Note: @Anywhere applications require read & write access.</small>
Application Icon:	 You can upload this later! <input type="text" value="C:\Documents and Settings\Aarc..."/> Browse... <small>Maximum size of 700k. JPG, GIF, PNG.</small>



[Can't read this?](#)
[Get two new words](#)
[Hear a set of words](#)
Powered by reCAPTCHA.
[Help](#)

Step 2 - continued

- Application Name
 - What will show up as 'from'
 - twitroid, tweetdeck, etc.
- Application Website
 - The clickthrough on the name
- Callback URL
 - Mainly useful with OAuth - just put your main URL
- set read&write
 - read can only read the stream - we want to update
- click register!

Step 3: Done

MKEPUG.org Settings

By Milwaukee PHP Users Group

Application details



Link your tweet up with us
Created by Milwaukee PUG

@Anywhere Settings

@Anywhere is easy to deploy. You only need an API key and registered callback URL.

API key

XXXXXXXXXXXXXXXXXXXX

Registered Callback URL

http://mkepug.org

The @Anywhere callback URL's domain & subdomain must match the location of @Anywhere integrations on your site.

OAuth 1.0a Settings

Edit Application Settings

Reset Consumer Key/Secret

My Access Token

View your applications

Step 3 - continued

- Grab your API Key
- Put it in this code replacing 'YOUR_API_KEY'

```
<script src="http://platform.twitter.com/anywhere.js?id=YOUR_API_KEY&v=1  
type="text/javascript"></script>
```

- note: obviously include this JS before you call the twitter object
- hint: optimization wise, its best to include your JS at the bottom of the page - so do that with this too!
- other note: see v=1 for version 1.
 - there also is a v=chirp_preview

OK - Important Note

- The API documentation is here:
 - <http://dev.twitter.com/anywhere/begin>
- A shortcut reference is here:
 - <http://platform.twitter.com/js-api.html>
- **The most important thing I can tell you about @anywhere is next slide**

It is NOT DONE

- 4 hours later I checked a forum
- don't be dumb
- use google groups
- I suck.

The twtr object

- The twtr object is how you refer to @anywhere
- Can be called multiple times
- Accepts a callback

```
twtr.anywhere(onLoadAnywhere);  
function onLoadAnywhere(T) {}
```

or

```
twtr.anywhere(function(T){});
```

The twttr object uses selectors

- It uses a selector to be more specific during invocation
- it uses Sizzle:
 - <http://wiki.github.com/jeresig/sizzle/>
- If you use jQuery or any library, you know how to do this:

```
jquery: $("#something");  
twttr: T("#something");
```

Auto Linkify Usernames

- Just a click through: boring

```
twtr.anywhere(function(T){  
  T.linkifyUsers();  
});
```

- want to linkify users only in a profile box with id 'profilebox'?

```
twtr.anywhere(function(T){  
  T("#profilebox").linkifyUsers();  
});
```


Hovercards

- awesomesauce compared to linkify

```
twtr.anywhere(function(T){  
  T.hovercards();  
});
```

@Anywhere was made possible by @ded, @dsa, @todd, @danwrong, @noradio, and the rest of the @twitter team.

easiest way to enable ... to simply call the

cript type="text/ja

twtr.anywhere (func



Follow Buttons

- Follow button allows the person to follow you directly from the site
- This is also done with hovercards
- updates if you are following that person (you can't refollow)

```
<span id="follow-twitterapi"></span>
```

```
<script type="text/javascript">
```

```
  twtr.anywhere(function (T) {
```

```
    T('#follow-twitterapi').followButton("twitterapi");
```

```
  });
```

```
</script>
```

Tweetbox: My Favorite

- Loads an iframe on your site with tweetbox
- kinda ugly right now
- requires extensive javascript to edit portions of it

```
<div id="tbox"></div>
<script type="text/javascript">
  twtr.anywhere(function (T) {
    T("#tbox").tweetBox({
      height: 100,
      width: 400,
      defaultContent: "I Really like @web414. @aaronsaray rocks too"
    });
  });
</script>
```

Tweetbox

Default

What's happening? 140

Tweet

<-- ehhh...

Tweetbox Options

- counter: boolean - whether to show the counter or not
- height/width: size in px of the tweetbox
- label: string label of the box
 - cool tip - it accepts HTML ;)
- defaultContent: plain text prepopulation
- onTweet: function to execute after success
 - receives plain text and html of the tweet
 - also useful for giving a friendly 'good job' success after tweet
- data: object - should contain information about the tweet...

Twitter Connection: authComplete / signout

- When the user connects using a connect button
- you can use a connect button to offer advanced API functionality ahead of time
 - don't need it for tweetbox - need it for user data
- two callbacks:
 - authComplete
 - signOut

Twitter connection example:

```
twtr.anywhere(function(T) {
  T("#connect").connectButton({
    authComplete: function() {
      $("#connect").hide();
      $("#disconnect").html('<a href="#" id="signoutlink">Sign Out</a>');
    },
    signOut: function() {
      $("#connect").show();
    }
  });

  if (T.isConnected()) {
    $("#connect").hide();
    $("#disconnect").html('<a href="#" id="signoutlink">Sign Out</a>');
  }
});

$("#signoutlink").live("click", function () { twitterSignout(); });

function twitterSignout() {
  twtr.anywhere.signOut();
  $("#disconnect").hide(); $("#connect").show(); $("#connectedUser").html("");
}
```

and a tad bit more...

```
<div id="connect"></div>  
<div id="disconnect"></div>
```

- Shows a connect button. When connected, hides the connect button and shows a signout link.
- Next time the page is loaded, isConnected() does the same sorta thing.
- The logout button disconnects and shows the connect box.

Interacting with the current user

- This is based off of the object passed to your twttr function callback
- I like to use T as the object
- You might find that this is useful:<http://platform.twitter.com/js-api.html>
 - Hint: It's not.
 - Better hint: check out my proof of concept for much more details:<http://aaronсарay.com/blog/2010/05/13/twitter-anywhere-proof-of-concepts/>
- They must be connected to interact with them
- The current visitor must be connected to view other's information
 - besides `hovercards()`

Finding user information

```
twtr.anywhere(function(T) {  
  if (!T.isConnected()) {  
    alert('you can only use this if you are connected');  
    return false;  
  }  
  T.User.find(username, function(user) {  
    alert("user has " + user.attributes.friends_count + " friends");  
    alert("user is following " + user.attributes.followers_count + " tweeple");  
    alert("you are following them? " + user.attributes.following);  
    alert(user.attributes.name + " last said: " + user.attributes.status.text);  
  });  
});
```

Last time I checked these were all the things that would work.

Things that the documentation says that aren't correct or finished yet

- `screenName = currentUser.data('screen_name');`
 - data object is not working yet. use: `user.attributes.screen_name` instead
- It's easy to use for anyone
 - not exactly. On load, users can't click tweet. Needs to be focused. Try this code:

```
setTimeout(function() {  
    $("#tweetbox").focus();  
    $(".twitter-anywhere-tweet-box").contents().find("#tweet-box").focus();  
}, 1000);
```

Now they can click the button

What I didn't cover

- Using twitter to fully authenticate a user using @anywhere
 - I think this is bad.

One Quick Example

<http://markforgov.com/contact>

Questions?

Otherwise, this is the end...