These release notes pertain to the Production release for MySabre Release 8.0 containing MySabre API Ver. 2.2 scheduled for 03/03/07.
1. **Summary of Critical Attributes**

**Architecture**

- *MySabre* API uses the platform of the *MySabre* emulator (Java)

- Third party developer / agency applications developed on Microsoft® Windows platforms can use the *MySabre* API DLL.

- *MySabre* API supports applications developed using C++, Delphi, Java, and Visual Basic .NET.  

  *(Note: Prior versions of Visual Basic are not supported.)*

- The URL for the Production environment of *MySabre™* agent booking portal is: https://my.sabre.com

- *MySabre* API uses Sun Microsystems Java Runtime Environment.

- *MySabre* API provides support for the Back-up Emulator.

*Please see Section 2.1 for additional MySabre API Architecture details.*

**SPR Schedule**

Any *MySabre* API Problem Logs remaining unresolved following the March 3, 2007 *MySabre* Release (8.0) implementation will continue to be fixed in preparation for the next *MySabre* Service Pack Ver. 8.1, scheduled for Saturday, April 14, 2007.

**Tools for Developers**

- *MySabre* Community page on the eServices website

- Read-only version of the *MySabre API Programmer’s Reference Manual* at the Developer Resource Center website: https://reuseregistry.sabre.com/customer *(Note: No password required when logging in as Guest. This URL may be changing in the future. There will be an automatic redirect when the new URL goes into effect.)*

- Once the *MySabre* API order has been placed via eServices, *MySabre* PSD personnel will set-up full developer access to the Developer Resource Center and the Software Development Kit

*Please see Section 2.2 for additional MySabre API Tools for Developers details.*
**MySabre API Feature Highlights**

*MySabre* API provides an easy-to-use application interface (API) to enable third party developer / agency applications to integrate and interact with the *MySabre* emulator.

**Access Token** – *MySabre* API requires an internal ‘authorization handshake’ to occur between the third party application and the *MySabre* API Access Token database before interaction is permitted. An access token is issued by *MySabre* to the third party developer / agency when the *MySabre* API is ordered, and is programmed into the third party application.

**Notify and Send** – This *MySabre* API feature allows authorized third party developer / agency applications to subscribe to and receive copies of all commands and responses exchanged between the *Sabre®* system and the *MySabre* emulator. The option to display or not display copies of received commands and/or responses on the *MySabre* emulator screen is provided. In addition, third party applications can send and display ‘display only’ text messages on the *MySabre* emulator screen.

**Loopback** – This *MySabre* API feature allows authorized third party developer / agency applications to handle ‘loopback’ logic, which provides for simulated *Sabre* system response message display on the *MySabre* emulator screen.

**Mark-Up** – This *MySabre* API feature allows authorized third party developer / agency applications to register to monitor for specific *Sabre* system commands (using command prefixes), and indicate desired interaction (e.g., highlight, insert, or delete text) with those commands and/or responses prior to *MySabre* emulator display. Actual Mark-Up changes are performed by *MySabre*. Certain fields or content may be considered ‘protected’ by *MySabre* and unavailable for Mark-Up. This is addressed in the Developer contract.

**Additional Business Logic** – This *MySabre* API feature allows authorized third party developer / agency applications to intercept specific *Sabre* system commands, copy the commands, and make modifications, including insertion of information / results obtained by execution of additional application business logic (e.g., retrieving, uploading, and pre-populating passenger profile information) to the copies of the commands prior to sending them to the *Sabre* system. This feature uses ‘Send Command’ functionality from Notify and Send.

**Debug Logging** – This *MySabre* API feature allows authorized third party developer / agency applications to configure debug logging levels from low (2 – default log level with minimal log types logged) to high (7 – everything logged), providing essential information about the success or failure of any *MySabre* API activity.

**TA Sharing** – This *MySabre* API feature allows authorized third party developer / agency applications to gain temporary, exclusive access (via ‘lock’ / ‘unlock’) to the TA in use by the *MySabre* Emulator in order to send commands and receive responses to and from the *Sabre* host.
2. Detailed Information

2.1. Architecture

- MySabre API uses the platform of the MySabre emulator (Java)

- Third party developer/agency applications developed in Windows can use the MySabre API DLL.
  
    - MySabre API supports applications developed using C++, Delphi, Java, and Visual Basic .NET.

    (Note: Prior versions of Visual Basic are not supported. However, with MySabre API Release 2.1, a sample application that uses MySabre API was built using Visual Basic 2005 Express and was added to the SDK. You are welcome to attempt to make it work for you, but Visual Basic 2005 is not yet considered fully certified for MySabre API.)

- The URL for the Production environment of MySabre agent booking portal is: https://my.sabre.com

- MySabre uses Sun Microsystems Java Runtime Environment
  
    - Windows 95 – Java 2 Platform, Standard Edition 1.3.1_03 or higher
    - Windows 98, XP, or 2000: Java 2 Platform, Standard Edition 1.4.2_06

    (Note: The 1.4.0 version of the Java 2 Platform is not supported by Sabre Travel Network.)

- MySabre API will work on the following operating platforms:
  
    - Microsoft Windows 95B
    - Microsoft Windows 98 Second Edition
    - Microsoft Windows ME
    - Microsoft Windows 2000
    - Microsoft Windows XP Home or Professional
    - Microsoft Windows NT 4 with Service Pack 6

    (Note: End users must have Active Desktop Permissions set to allow updates to the Windows Directory. This enables receipt of required DLL files. In addition, end users must be able to download JAR files.)

- Minimum Browser required: Internet Explorer 5.5

- A valid Sabre system sign-in is required, and MySabre agent booking portal must be installed on the development machine.
2.2. Tools for Developers

Available Tools for Developers include:

- Ability for prospective developers to obtain information regarding the MySabre API from the MySabre Community page on eServices, and via the ‘Contact Us’ link to a Sabre representative

- Developers can preview a Read-only version of the MySabre API Programmer’s Reference Manual at the Developer Resource Center website: https://reuseregistry.sabre.com/customer (Note: No password required when logging in as Guest. This URL may be changing in the future. There will be an automatic redirect when the new URL goes into effect.)

- Once the necessary MySabre API contracts (Developer Services Agreement and Optional Services Agreement) are signed, the developer’s order for MySabre API will be placed by the Sabre Sales Representative. Once the order has been placed, MySabre PSD personnel will set-up full developer access to the Developer Resource Center, containing the MySabre API Software Development Kit and MySabre API FAQs. A confirmation email is sent to the developer (with copies to the Sales Rep, the PCC Account Executive, Billing, and MySabre PSD), which contains the User ID, password, and URL for full access by the developer to the Developer Resource Center, containing the Software Development Kit and MySabre API FAQs. The Software Development Kit includes sample code and applications, MySabre API Programmer’s Reference Manual, and a Readme file.

2.3. Publications

- MySabre API Programmer’s Reference Manual available at Developer Resource Center Website:

- https://reuseregistry.sabre.com/customer (Note: No password is required when logging in as Guest. This URL may be changing in the future. There will be an automatic redirect when the new URL goes into effect.)

2.4. Changes Included in MySabre API 2.2

MySabre API Ver. 2.2 increases Mark-up capability by allowing more than one Third Party Application to use MySabre API Mark-up on the same desktop, as long as the applications are not attempting to markup the same transaction (command + response pair).

2.5. Schedule for SPRs

Any MySabre API Problem Logs remaining unresolved following the March 3, 2007, MySabre Release (8.0) will continue to be fixed in preparation for the next MySabre Service Pack Ver. 8.1, currently planned for Saturday, April 14, 2007.
2.6. Schedule for Future *MySabre* API Releases

*MySabre* Release (9.0) is tentatively planned for late 2Q07. Contents of that release are still TBD.

2.7. Open Issues

*MySabre* API still does not support multiple applications on the same desktop marking up the same transaction. Also, the `all` command (to register all commands for monitor and possible response markup) should Not be used when multiple applications will be running markup on the same desktop. There is a known issue which will not prevent registration for `all`, and behavior is unpredictable.
3. Appendix

3.1. Obtaining Tools

You can obtain the developer documents at the Developer Resource Center at https://reuseregistry.sabre.com/customer (Note: No password is required to log in as Guest. This URL may be changing in the future. There will be an automatic redirect when the new URL goes into effect.)

3.2. Technical Support

There are several ways to obtain technical support for MySabre API.

A Sabre pseudo city code, or PCC, is required.

Note:

When reporting Production or other critical issues, please contact the Sabre Software Help Desk by telephone. Do not send email.

Telephone 24 x 7

800-678-9460 (USA)

682-605-5570 (Canada)

598-2-518-6020 (International)

Or call your regional Sabre software help desk

Email

Email is monitored Monday through Friday, from 03:00 to 18:45 CST.

Webservices.support@sabre.com

MySabre™ API Release Notes

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