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1. The Service

Our service allows clients to send thousands of SMS worldwide. In order to use it, clients just need an Internet connection. Clients can choose solutions that best fit their targets; in fact there are three possibilities:

- SMSServer protocol over Tcp/IP
- HTTP Post or Get
- SMPP protocol
- Web service ASMX
- Win32 or .NET DLL

These methods are complimentary. It's possible to use different methods with the same account.
For example a company could use SMSServer protocol to send large quantities of SMS, (e.g. communication with clients) and add the possibility of sending free sms from their own Web Site (using the POST method).

SMS-Server protocol is the recommended solution for users that have developing knoledge and need to integrate sms service into their applications.

HTTP Post and HTTP Get are commonly used on web sites.
In this case is not necessary to install any other software, cause transfer of the messages is made accordingly with the HTTP standard.
It's a good solution for users that need to send medium quantity of sms in a simple and fast way.

Our DLL and web service ASMX could be easily integrated and used with most of the common developing languages, adding the possibility of sending SMS to their projects with just few code rows.

2. SMS Server Protocol

SMS-Server protocol is a self-developed protocol based on Tcp-IP standard.

To send one or more SMS you have to open only one connection, send all the SMS packages, then eventually disconnect from our server if you don't want to send other SMS packages.

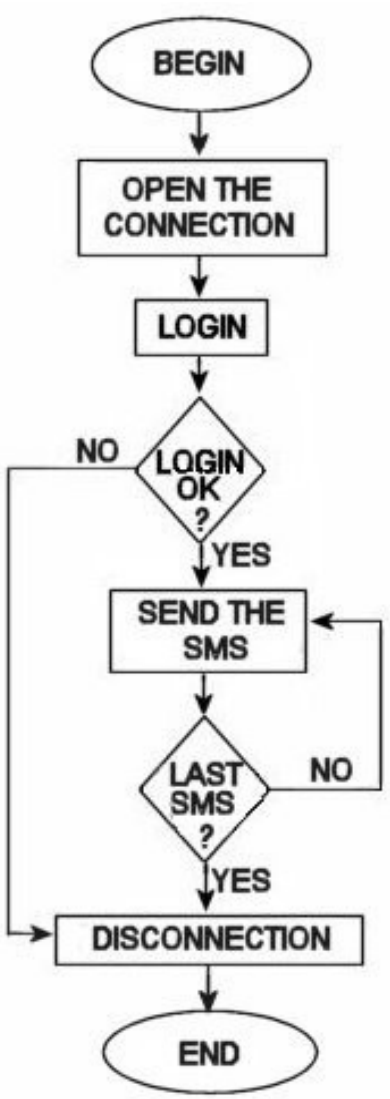
So you don't need to open a connection for each sms that must be sent.

For each connection you have to send just one record login.

With this method you can send **streaming messages.**

It's possible to send a maximum amount of 120 SMS at one time with only one sending operation.

After an inactivity period of 2-3 minutes it's important to send the login string again, without disconnecting from the server in order to keep the connection alive ("keep alive signal")



Connection via TCP/IP
HOST: sms2.agiletelecom.com
PORT: 26

SMSServer Protocol
N.B.: FOR EACH PACKET SENT VIA TCP/IP MUST ADD

TO SENT= 0Bh + DATA + CHECKSUM + 03h
Where
0Bh = 1 byte that indicate packet's start
03h = 1 byte that indicate packet's end
CHECKSUM = decimal ASCII value of the two less significant digit of the hexadecimal checksum (2 byte)
DATA= depends on what the user wants to send

FIRST STEP: LOGIN
AS SOON AS THE CONNECTION IS MADE, SEND YOUR LOGIN:
DATA=06h USER 04h PASSWORD 04h
TO SEND= 0Bh + DATA + CHECKSUM + 03h
06h = 1 byte that indicates RECORD LOGIN
04h = 1 byte SEPARATOR OF FIELDS

YOU WILL RECEIVE THE ANSWER:
+OK xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

SECOND STEP: SEND MESSAGES (REPEAT THIS TO SEND EACH SMS PACKAGE)
To send 1 or more SMS via TCP/IP:

DATA=05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h + 04h + DELIVERYCODE + 04h

Where

GSMNUMBER	number of the mobile phone where you want to send the SMS to (e.g. +393381234567)
SENDER	name of the sender (eg. “Mr.Pink”)
SMSTEXT	text of the message (Max. 160 char , e.g. “Good Morning”)
FLASH	F (message in flash format) or N (message not in flash format)
FILENAME	name of the sent packet (used to know what type of SMSTEXT ex.: .SMS, .UNI, .FLH)
GATEWAY	1 byte numeric. Specify the quality of the SMS. (H=high quality, M=medium quality)
DELIVERYCODE	unique code that the user has to specify in order to receive an SMS delivery report about the current SMS (if not specified the delivery report will not be requested) (Alphanumeric, MAX 20 characters)

TO SEND= 0Bh + DATA + CHECKSUM + 03h

YOU WILL RECEIVE THE ANSWER:
+OK 1 xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

1-a) SEND MULTIPLES SMS WITH DIFFERENT TEXT AND/OR SENDER (without delivery report):
DATA= 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h
DATA=DATA + 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h
DATA=DATA + 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h
TO SEND = 0Bh + DATA + CHECKSUM + 03h
YOU WILL RECEIVE THE ANSWER:
+OK xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

1-b) SEND MULTIPLES SMS WITH DIFFERENT TEXT AND/OR SENDER (with delivery report):
DATA= 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h + 04h + DELIVERYCODE + 04h
DATA=DATA + 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h + 04h + DELIVERYCODE + 04h
DATA=DATA + 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h + 04h + DELIVERYCODE + 04h
TO SEND = 0Bh + DATA + CHECKSUM + 03h
YOU WILL RECEIVE THE ANSWER:
+OK xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

2-a) SEND MULTIPLES SMS WITH THE SAME TEXT AND SENDER (without delivery report):
DATA= 05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h
DATA=DATA + 07h + GSMNUMBER
DATA=DATA + 07h + GSMNUMBER

TO SEND = 0Bh + DATA + CHECKSUM + 03h
YOU WILL RECEIVE THE ANSWER:
+OK xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

2-b) SEND MULTIPLES SMS WITH THE SAME TEXT AND SENDER (with delivery report):
DATA=05h + GSMNUMBER + 04h + SENDER + 04h + SMSTEXT + 04h + FLASH + 04h + NOMEFILE + 04h + GATEWAY + 04h + NETWORKCODE + 04h + 04h + DELIVERYCODE + 04h
DATA=DATA + 07h + GSMNUMBER + 08h + DELIVERYCODE
DATA=DATA + 07h + GSMNUMBER + 08h + DELIVERYCODE
(Each delivery code must be specified after the gsmnumber, with ASCII character number 8 --> chr(8))
TO SEND = 0Bh + DATA + CHECKSUM + 03h
YOU WILL RECEIVE THE ANSWER:
+OK 1 xxxxx (where xxxxxx is the remaining credit of your account, in thousandths of Euro. 1000 = 1 Euro)

N.B.: FOR EACH PACKET SENT VIA TCP/IP YOU MUST ADD
TO SEND = 0Bh + DATA + CHECKSUM + 03h

CHECKSUM= DECIMAL ASCII VALUE OF THE TWO LESS SIGNIFICANT DIGIT OF THE HEXADECIMAL CHECKSUM (2 byte)
EXAMPLE: 06h 31h 43h 57h 63h 31h 31h 31h 31h = 1F8h (exadecimal sum)
F in ascii = 70 8 in ascii = 56
CHECKSUM= 70 56

DELIVERY REPORT:
Delivery reports are available only on gateways that support them.
When a message sent to our server with a unique code (a delivery report request code) arrives at the destination's number the delivery report is saved in our database waiting to be sent to the user.
When the connected user sends some data (login, sms or keep alive signal) our server replies sending out the delivery reports that were positive and any that are out of date within the last 2 weeks.
Delivery reports are sent with the following format:

06h + DELIVERYCODE + 04h + GSMNUMBER + 04h + SENT + 04h + RECEIVED + 06h

Where:

DELIVERYCODE	unique code that was specified by the user when the message has been sent (Alphanumeric, MAX 20 characters)
MOBILENUMBER	destination number of the message
SENT	date and time when the message has been processed by the gateway (format “yyyymmddhhnnss”) Example: 20050330143000 = 2005/03/30 14:30:00 (March, 30th 2005 14:30:00)
RECEIVED	date and time when the message arrived at destination number (format “yyyymmddhhnnss”) Example: 20050331113500= 2005/03/31 11:35:00 (March, 31st 2005 11:35:00) If the field is empty means the message didn’t arrived to the destination mobile

Example:
-testsms1*+393331234567*20050330143000*20050331113500-
-testsms2*+393331234567*20050330153000-
In the first example the message was receive at 11:35:00 of 31/03/2005
In the second example the message wasn’t receive by the destination number

Example of s/w in Visual Basic that manages the protocol

```
‘A FUNCTION THAT ENCAPSULATES DATA
Private Function SUPPORT(ByVal dati As String) As String
   Dim i As Long
   Dim SUM As Long

            ‘ CHECKSUM CALCULATION
   i = 1
   SUM = 0
   Do While i <= Len(dati)
```

```
        SUM = SUM + Asc(Mid(dati, i, 1))
        i = i + 1
    Loop
    SUPPORT = Chr(11) & dati & Right(Hex(SUM), 2) & Chr(3)

End Function

'A FUNCTION THAT MUST BE CALLED EVERY TIME THAT THE PROGRAM CONNECTS TO THE ACCOUNT
Private Function LOG_ME(ByVal USER As String, ByVal PSWD As String) As String
LOG_ME = Chr(6) & USER & Chr(4) & PSWD & Chr(4) & "Windows" & Chr(4) & "V" & App.Major & App.Minor & App.Revision & Chr(4)
End Function

'A FUNCTION THAT MAKES AN SMS RECORD
Private Function CREATE_SMS(GSMNUMBER As String, ByVal MITTENTE As String, ByVal TESTO As String, ByVal FLASH As String, ByVal FILENAME As String, ByVal GATEWAY As Integer) As String
    CREATE_SMS = Chr(5) & GSMNUMBER & Chr(4) & SENDER & Chr(4) & TEXT & Chr(4) & FLASH & Chr(4) & FILENAME & Chr(4) & GATEWAY & Chr(4)
End Function

Private Sub SEND_SMS
        Dim ToSend as String

    ToSend = SUPPORT(CREATE_SMS("+39328123465","MySender","Testing SMS","N","test.sms","H"))

        ' Now "ToSend" must be put in a TCP/IP connection
End Sub
```

An example of PHP program that manages the protocol

```
<?php
$debug = 1;
set_time_limit(0);
$GATEWAY = H;       # possible values are: H (default) for high quality or M for medium quality
$host = "smsserver.agiletelecom.com";
$port = 26;
$userid = "username"; //username
$passwd = "password"; //password


function SendSMS($text,$dest,$sender)
{
    global $conn;

        $str = wrap(msg($text,$dest,$sender,"myfile.sms"));
        fputs($conn,$str);
        $str = fgets($conn,128);

        return $str." - ".$errno." - ".$errstr;
}

function xConnect()
{
    global $host,$port,$conn;
    $conn = fsockopen ($host, $port, $errno, $errstr, 10);
    if (!$conn) {
        echo "Error happend on ($host:$port): $errstr ($errno)<br>\n";
        return 0;
    }
    $str = wrap(pwd());
    if($debug) {
        print "$str<br>\n";
    }
    fputs($conn,$str);
    if($debug) {
        print "<br>After pwd: ".fgets($conn,128)."<br>\n";
    }
    return $conn;
}
function xDisconnect()
{
    global $conn;
    fclose($conn);
}
function wrap($data)
{
    $chk = 0;
    $len = strlen($data);
    for($i=0;$i<$len;$i++) {  $chk+=ord(substr($data,$i,1)); }
    $chk = sprintf("%02X",$chk%256);
    return "\x0B$data$chk\x03";
}
```

```
# $POSSIBLE VALUES:
# file.sms
# file.flh
# file.uni
function msg($text,$dest,$sender,$TYPE) {
   global $GATEWAY;
   return "\x05$dest\x04$sender\x04$text\x04N\x04$TYPE\x04$GATEWAY\x04";
}
function pwd() {
   global $userid,$passwd;
   return "\x06$userid\x04$passwd\x04";
}

function BinToAscii($data)
{
   $char = 0;
   $mydata="";
   $len = strlen($data);
   for($i=0;$i<$len;$i++) {
                                        $char=ord(substr($data,$i,1));
                                        $charhex = sprintf("%02X",$char%256);
                                        $mydata = $mydata.$charhex;
                                          }
   return $mydata;
}

function SendBMP($text,$dest,$sender)
{
   global $conn;
   if(xConnect()) {
      $str = wrap(msg(BinToAscii($text),$dest,$sender,"myfile.bmp"));
      fputs($conn,$str);
      $str = fgets($conn,128);
      //xDisconnect();
      return $str;
   }
   return "Failed: Could not connect";
}
?>

<?php
//insert the following instruction in the web page where you have to perform the sms sending


//array of phone numbers
$numberSms=array("+11111111","+11111111","+11111111","+11111111","+11111111","+11111111","+11111111","+11111111","+111
11111","+11111111","+11111111","+11111111","+11111111","+11111111","+11111111","+11111111");

//sms text
$txt_sms="TEST";

//sender name
$sender="SENDER";


if(xConnect()) //Gateway smsdriver connection
{
        //Send an sms to all numbers of array "numberSms"
        while(list ($key, $val) = each($numberSms))
        {
                $msg = SendSMS($txt_sms,$val,$sender);
                if (strstr($msg,'+Ok')) echo "Sms sent<BR>";
                else echo "Sms not sended. $msg<BR>";
        }
xDisconnect();
}
else
{
        echo "Failed: Could not connect - $errno - $errstr ";
}
?>
```

3. HTTP Post and Get Protocols

To send SMS via Post you must send an HTTP POST request at this url:

http://post.agiletelecom.com/smshurricane3.0.asp

or an HTTP GET request at this url:
http://post.agiletelecom.com/smshurricaneGET3.0.asp

Into the data section of the POST request, you have to insert these variables with their own value:

smsTEXT	max 160 char, text of the message
smsNUMBER	max 16 char, number of mobile in international format, ex.: +393294938957 It's possible to specify more than one number just separating them with a character ";"
smsSENDER	max 16 char for the number of the sender in international format, or max 11 char for an alphanumeric text string
smsGATEWAY	is the quality of the SMS that will be used to send the SMS (H=high quality, M=medium quality) (Optional field, if not specified the program will use high quality)
smsTYPE	type of the message file.sms to send a standard text SMS file.flh to send a FLASH text SMS file.uni to send a text SMS with UNICODE
smsUSER	your account name
smsPASSWORD	your account password
smsDELIVERY	Optional field used to identify the message while receiving delivery notifications.

smshurricane3.0.asp page will confirm the correct transfer of the message.

3.1 Send a text SMS

Essential parameters to send a textual sms are: smsUSER, smsPASSWORD, smsNUMBER, smsTEXT.

Here is an example of a POST request:

```
POST /smshurricane3.0.asp HTTP/1.1
Host: post.agiletelecom.com
Content-Length: 129
Connection: Keep-Alive
Content-type: application/x-www-form-urlencoded
Accept-Language: it
Cache-Control: no-cache

smsUSER=USER&smsPASSWORD=PASSWORD&smsNUMBER=%2B393381234567&smsSENDER=test&smsTEXT=ciao%20come
%20va&smsGATEWAY=H&smsTYPE=file.sms
```

Answer from SMSHurricane3.0.asp

```
**********************************************
HTTP/1.1 100 Continue
Server: SMSDriver POST/1.0
Date: mar, 08 apr 2008 11:28:41  GMT

HTTP/1.1 200 OK
Server: SMSDriver POST/1.0
Date: mar, 08 apr 2008 11:28:41  GMT
Content-Length: 113
Content-Type: text/html
Set-Cookie: ASPSESSIONIDACCSTDCT=MDKLNEGAJIIHAMFJIDBLNBIM; path=/
Cache-control: private


<html>
<head>
<title>smsgateway</title>
</head>
<body bgcolor="#ffffff">
```

+Ok 1466298
</body>
</html>

Here is an example of a GET request:

GET /smshurricaneGET3.0.asp?smsUSER=USER&smsPASSWORD=PASSWORD&smsNUMBER=%2B393381234567&smsSENDER=test&smsTEXT=ciao%20come%20va&smsGATEWAY=H&smsTYPE=file.sms HTTP/1.1
Host: post.agiletelecom.com
Content-Length: 0
Connection: Keep-Alive
Content-type: application/x-www-form-urlencoded
Accept-Language: it
Cache-Control: no-cache

Answer from SMSHurricaneGET3.0.asp

****
HTTP/1.1 100 Continue
Server: SMSDriver POST/1.0
Date: ven, 18 apr 2008 17:06:51 GMT

HTTP/1.1 200 OK
Server: SMSDriver POST/1.0
Date: ven, 18 apr 2008 17:06:51 GMT
Content-Length: 113
Content-Type: text/html
Set-Cookie: ASPSESSIONIDACCSTDCT=MDKLNEGAJIIHAMFJIDBLNBIM; path=/
Cache-control: private

<html>
<head>
<title>smsgateway</title>
</head>
<body bgcolor="#ffffff">
+Ok 1463212
</body>
</html>

3.2 Send SMS in UNICODE UCS-2 format

Unicode is a standard that provides a unique number for every character, no matter what the platform, program or language. Unicode is the official way to implement ISO/IEC 10646.
Using Unicode format with a SMS program gives users the possibility to send characters that are different from the ones of the standard Latin alphabet to a compatible mobile phone.
You can find more information about the Unicode standard here http://www.unicode.org
The tables with the complete list of the Unicode characters are here http://www.unicode.org/charts/

To send a message with Unicode characters you have to send the following data:

smsNUMBER	number of the mobile phone where you want to send the SMS to (e.g. +393381234567, max 16 chars)
smsSENDER	max 16 char for the number of the sender in international format, or max 11 char for a text string (NOT IN UNICODE FORMAT)
smsTEXT	hexadecimal of the Unicode characters that must be sent (without spaces between them) (max 280 characters, 70 show on the mobile's display)
smsUSER	your user name
smsPASSWORD	your password
smsGATEWAY	is the quality of the SMS that will be used to send the SMS (H=high quality, M=medium quality) (Optional field, if not specified the program will use high quality)
smsTYPE	file.uni
smsDELIVERY	Optional field used to identify the message while receiving delivery notifications.

Every 4 characters are 2 bytes in hexadecimal format.

Example:
To send the word "Ciao" using Unicode characters you have to write the following string in the text file:
004300690061006F

Viewing the Unicode (Basic Latin) characters table, in fact
0043 = C 0069 = i 0061 = a 006F = o

3.3 Sending a Simulation

If you send a normal SMS with a destination number like "+11111111", the program will send a simulation. The program will test the correct syntax of the message and tell you if there is a sending error. Simulations aren't counted as sent messages.

```
Dim SIMULAZIONE as Boolean

If SIMULAZIONE = False Then
        frmMAIN.txtsmsnum.Text = number
Else
        frmMAIN.txtsmsnum.Text = "+1111111111"
End If
```

3.4 Possible answers from the ASP post page

Answer from the ASP page	Explanation
No answer	Timeout/Wrong address/Server Down
+Ok xxxxx	Request accepted, the credit in thousandths of Euro is xxxxx
-Err 001	Wrong user and/or password
-Err 002	Not enough credit
-Err 004	Incorrect GSM number
-Err 005	smsNUMBER field is empty
-Err 006	smsTEXT field is empty
-Err 007	Message not enabled
-Err 008	Server error while creating sms
-Err 009	Client time-out
-Err 011	Missing smsUser parameter
-Err 012	Missing smsPassword parameter
-Err 013	Missing smsNumber parameter
-Err 090	Too many sessions

3.5 Receiving delivery report via POST.

Delivery notifications can be received via Http-Post method using a web page able to receive a post request from our server with the following parameters:

- id_SMS
- delivery_status
- delivery_datetime

id_SMS

it's the code specified from the user while sending the sms to Agile Telecom's server using the post parameter smsDELIVERY.

delivery_status

it shows the status of the message. The possible values are:

VALUE RECEIVED	MEANING	DESCRIPTION
0	UNKNOWN	Until now SMSC didn't provide delivert report.
1	ACCEPTED	SMSC took the sms and will try to deliver it.
2	REJECTED	SMSC rejected the SMS. It won't be delivered.
3	DELIVERED	SMS correctly delivered to the mobile.
4	EXPIRED	SMSC tried to deliver the message but SMS expired cause mobile is not available.
5	DELETED	SMSC deleted the SMS.
6	UNDELIVERABLE	SMSC is not able to deliver the SMS.
7	N/A	SMSC doesn't support deliver.

delivery_datetime

shows the time of the last delivery status change. Format of the value is “YYYYMMDDHHNNSS”.

For each delivery notification sent from our server, user page must answer sending a string containing a “+OK” in order to confirm the reception of the notification. On the countrary the notification will be posted again after some minutes.
Once received a notification, user has to register it with his preferred method. For example a database could be a good storing method.

4. SMPP Protocol

SMPP is a protocol developed to send sms user Tcp-Ip standard.
In order to use it is necessary to develop a software able to manage a synchronous connection as “transmitter”.
These are the parameters needed to open a connection:

Host	smpp.agiletelecom.com
Modalità	Transmitter synchronous mode
Porta	7000
System Id	Your User name on Agile Telecom
Password	Your Password on Agile Telecom
TON	1
NPI	1
DCS	0

- Send an Enquire_Link every 60 seconds as keep alive signal
- Destination number should be specified without the leading “+” or “00” (ex. +39338123456 becomes 39338123456)

Other informations about the SMPP method are available in the technical document at the following link
http://resources.agiletelecom.com/Updates/SMPPv34.pdf

5. Service Web .ASMX

ASMX web service allows users to integrate to their programs the possibility of sending SMS using a sort of online DLL. Adding to a project the web service available at the url http://www.agiletelecom.com/services/agiletelecomsms.asmx the following functions will be available:

- Ask_Credit
- Send_Message

First function allow users to check remaining credit in their accounts by specifying user and password:

Ask_Credit (string User, string Password)

where

Parameter Name	Data Type	Description
User	String	User name of the account
Password	String	Password of the account

Second function is used to send SMS simply specifying parameters of the message, user and password:

Send_Message (string User, string Password, string Originator, string Destinations, string Message)

where

Parameter Name	Data Type	Description
User	String	User name of the account
Password	String	Password of the account
Originator	String	Number or name that will be shown as originator of the message
Destinations	String	Nmber of the mobile phone where you want to send the SMS to (e.g. +393381234567, max 16 chars)
Message	String	Text of the message
HighQualitySMS	Boolean	Quality of SMS routing. If set to “true” high quality will be used, otherwise low quality.
DeliveryCode	String	Optional field used to identify the message while receiving delivery notifications. (*)

(*) Important: In order to receive delivery notification of the messages it's necessary to create a wep page on your server able to receive http-post request from Agile Telecom server. (Check chapter 9).

Send_Message_on_Gate: Allowed only to customers with specifics requirements. Must be enabled with a specific contact with Agile Telecom.

These are the possible answers from the server

Answer from the ASP page	Meaning
No answer	Timeout/wrong address/Server Down
+Ok xxxxx	Message accepted, credit in il credito in thousandths of Euro is xxxxx
-Err 001	Incorrect user and/or password
-Err 002	No more credit
-Err 004	Incorrect smsNUMBER parameter
-Err 005	Missing smsNUMBER parameter
-Err 006	Missing smsTEXT parameter
-Err 090	Too many active sessions

6. How to send SMS using SMSDriver's DLL

Using SMSDriver's DLL it's possible to send SMS using Http-Post protocol up to a maximum of 100 GSM numbers with only a single request, using a simple and fast method.

Once the DLL is included in the project it's then necessary to declare a variable of "SMSDriverLib" type like the following Visual Basic example:

```
Dim POST As New SmsDriverLib
```

Then you have to set the parameters of the request: user name, password and the Url of the ASP page.

Example:

```
POST.smsUSER = txtUser.Text                    '(Your USER NAME)
POST.smsPASSWORD = txtPassword.Text            '(Your PASSWORD)
POST.URL = "http://post.agiletelecom.com/smshurricane3.0.asp"
```

After that you have to add the destination GSM numbers that will receive the message.
This very simple step must be repeated for each number. You can add at maximum 100 numbers to the request.
(IMPORTANT: you can add also test numbers like +111111111)

Example:

```
OK = POST.Add_Gsm("+1111111111")
```

Each time that you call this method it returns a Boolean value (true or false) that means if the insertion of the number had success or not.

Last thing you have to do is call the method "Send_SMS" that will send your request to the ASP page.
It returns a string value that contains the answer of the ASP page or the eventual error of the DLL (see the following table and the table with the answers from the ASP page in the paragraph 3.7).

In order, the parameters of the "Send_SMS" method are:

-Timeout (in seconds)
-Sender of the message
-Text of the message
-Number of the gateway
-Tipo di SMS (smsType)
-Network code

Here is a Visual Basic example of how to call the method:

```
POST.Send_Sms(10, "Test","DLL testing SMS", "0", "file.sms", "")
```

Answer of the "Send_SMS" method	Explanation
No Answer	Timeout/Wrong address/Server Down
+Ok xxxxx	Request accepted, the credit in thousandth of a Euro is xxxxx
-Err 101	No destination number
-Err 102	Incorrect network code
-Err 103	Incorrect URL
-Err 104	Incorrect HOST
-Err 105	Page not found
-Err 106	Generic error with its description

7. Characters Set

Here you can find the list of the character set that you can send with SMS.
Not all the gateways support all the characters in the following table, so it's important to test characters different from the latin ones with the preferred gateway.

The GSM 03.38 Default Character Set

Dec		0	16	32	48	64	80	96	112
	Hex	0	10	20	30	40	50	60	70
0	0	@	Δ	SP	0	¡	P		p
1	1	£	_	!	1	A	Q	a	q
2	2	$	Φ	"	2	B	R	b	r
3	3	¥	Γ	#	3	C	S	c	s
4	4	è	Λ	¤	4	D	T	d	t
5	5	é	Ω	%	5	E	U	e	u
6	6	ù	Π	&	6	F	V	f	v
7	7	ì	Ψ	'	7	G	W	g	w
8	8	ò	Σ	(	8	H	X	h	x
9	9	Ç	Θ	)	9	I	Y	i	y
10	A	LF	Ξ	*	:	J	Z	j	z
11	B	Ø	<ESC>	+	;	K	Ä	k	ä
12	C	ø	Æ	,	<	L	Ö	l	ö
13	D	CR	æ	-	=	M	Ñ	m	ñ
14	E	Å		.	>	N	Ü	n	ü
15	F	å	É	/	?	O	§	o	à

It's also possible to send some Greek characters with Gateway 2 and Gateway 3 simply sending a "special character" that our SMSC will substitute with the equivalent Greek one before its being sent.

Greek Character	Name of the Greek Character	Char that must be sent	Decimal Ascii value of the character to send	Hexadecimal Ascii value of the character to send
Γ	Gamma	Ã	195	0xC3
Λ	Lambda	Ë	203	0xCB
Θ	Theta	È	200	0xC8
Ξ	Xi	ï	239	0xEF
Π	Pi	Ð	208	0xD0
Σ	Sigma	Ó	211	0xD3
Φ	Phi (Fi)	á	225	0xE1
Ψ	Psi	â	226	0xE2
Ω	Omega	Ù	217	0xD9
Δ	Delta	ã	227	0xE3

8. Other Services

8.1) Monitoring service

The monitoring service is an instrument used to check the status of the service.
The status is also visible directly from our home page.
The entire cycle will be checked and verified every hour, from the SMS being sent to ones being delivered.
This monitoring system allows you to have a better idea of the status, and also allows you to save the entire price of your sms test.
It's also possible to verify the gateway status automatically, without browsing our site, using a simple http request that will answer you with an easy to interpret HTML code.
To automatically check you have to use the following link:
http://www.agiletelecom.com/gatecheck/check.aspx

The script accepts the following parameters as a Query string, where:

P = international prefix
C = name of the carrier that appears in the HOME PAGE (http://www.agiletelecom.com)

Here is some examples of how to do use that service:

This query-string shows the status of the service to all italian carriers
http://www.agiletelecom.com/gatecheck/check.aspx?P=+39

This query-string shows the status of the service to operator Italy TIM
http://www.agiletelecom.com/gatecheck/check.aspx?P=+39&C=TIM

8.2) Credit check service

This service allows users to check in every moment the exact ammount of remaining credit on their account. The service is totally free of charge and it's done with a simple HTTP-GET request to the following url:
http://www.agiletelecom.com/credit.aspx

Parameters are the following:

smsUSER = User name of the account
smsPASSWORD = Password of the account

For example
http://www.agiletelecom.com/credit.aspx?smsUSER=MyUser&smsPASSWORD=MyPassword

The possible answers from the server are:

Answer from the ASP page	Meaning
No Answer	Timeout/wrong address/Server Down
+Ok xxxxx	Message accepted, credit in thousandths of Euro is xxxxx
-Err 001	Incorrect User and/or password

9. Receiving delivery report

Delivery report could be received using a simple page on user server.
Our server will notify every delivery report to this page following this scheme of parameters:

- ID_SMS
- DELIVERY_STATUS
- DELIVERY_DATETIME
- DESTINATION

ID_SMS

is the code specified by the user. It's used to identify the message into the user database. This should be specified while sending the message (example fiele smsDELIVERY in HTTP-POST method).

DELIVERY_STATUS

it's the final status of the sms. It shows if the SMS has been delivered to the mobile. Possible values are the following:

RECEIVED VALUE	MEANING	DESCRIPTION
0	UNKNOWN	SMSC won't or is not able to provider delivery status of the message.
2	*REJECTED*	SMSC rejected the message.
3	DELIVERED	SMSC delivered correctly the sms to the mobile.
4	EXPIRED	SMSC is not able to deliver the sms after some retry.
6	UNDELIVERABLE	SMSC is not able to deliver the sms. Usually cause number doesn't exist or blocked.

DELIVERY_DATETIME

shows the date and time of the delivery status. Format will be “YYYYMMDDHHNNSS”.

DESTINATION

shoes the destination number of the message

Every delviery report notified by Agile Telecom's servers the client page will have to answer with a string containing a “+OK”. By this our server will store the delivery as notified to the user. In other cases our server will try again in 1 hour.
Once the page will receive the notification it has to store details of the delivery into user database.

URL of the page must be set in your account details from the client area on our site www.agiletelecom.com