



PC-2-SMS

SMS-MT API 1.0

2008-08-19

Table of Contents

1 Sending SMS	3
1.1 Basics	3
1.2 Text message	4
1.3 Unicode message.....	5
1.4 Reply	6
2 Callback	7
Version history	8
Contact information	9

1 Sending SMS

1.1 Basics

The request to send a SMS is made to our server at <http://bulk.pc2sms.biz/api/current/send/message.php> with the following variables

Variable	Description	Mandatory
username	Your username	X
password	Your password	X
to	Number to send to, multiple number comma separated	X
from	Sender, numerical (max 15 digits) or alphanumeric (max 11 characters)	X
message	The message	X
coding	Set to "unicode" for unicode messages and "text" for normal messages. Default is text	
callback	URL to use for callback	

Messages can be sent as either POST or GET. Make sure all variables are URL encoded.

1.2 Text message

The send a normal text message the coding should be ISO-8859-1. Messages longer than 160 characters will automatically be concatenated to up to 5 SMSes with 153 characters each for a total length of 765 characters. Each part in a concatenated message is debited as one SMS.

See example below. (Example split up on multiple lines for readability.)

<http://bulk.pc2sms.biz/api/current/send/message.php>

?username=USERNAME

&password=PASSWORD

&to=27123456789

&from=27123456789

&message=This+is+a+test+message

&coding=text

e.g

<http://bulk.pc2sms.biz/api/current/send/message.php?username=USERNAME&password=PASSWORD&to=27123456789&from=27123456789&message=This+is+a+test+message&coding=text>

1.3 Unicode message

To send unicode messages you should the set coding variable to "unicode" and use the message variable for the message.

There are two ways to encode the message: hexencoded with 4 characters per characters, or HTML encoded as either hexadecimal or decimal.

Please note that all characters must be encoded, even numbers and spaces.

A unicode message can be 70 characters long, concatenated messages are 67 characters per SMS for a maximum of 335 characters in 5 SMSes.

The coding to use is UCS-2

See examples below. (Examples split up on multiple lines for readability.)

Example for sending "Hello World" as unicode with hexencoded

```
http://bulk.pc2sms.biz/api/current/send/message.php
?username=USERNAME
&password=PASSWORD
&to=27123456789
&from=example
&message=00480065006C006C006F00200057006F0072006C0064
&coding=unicode
```

Example for sending "Hello World as unicode with html encoded characters

```
http://bulk.pc2sms.biz/api/current/send/message.php
?username=USERNAME
&password=PASSWORD
&to=27123456789
&from=example
&message=&#x0048;&#x0065;&#x006C;&#x006C;&#x006F;&#x0020;&#x0057;&#x006F;&#x0
072;&#x006C;&#x0064;
&coding=unicode
```

1.4 Reply

When a message is received a messageid and a statusmessage is returned. Multiple recipients is handled with one status per line

When a message is successfully transmitted, the sendstatus will be 1. If the message fails the sendstatus will be 0 and an errorcode will be returned instead of a messageid.

Errorcode	Description
1	Bad logindetails
2	Problem with the message
3	Bad to number
4	Not enough credits to send message.

Errorcodes 1,2 and 4 will only return one row. Errorcode 3 will return one row per failed number. Successfull numbers will still be sent

Examples

Successful transmission

1,12190968001234560661,46123456789

Failed transmission, bad logindetails

0,1

Failed transmission, problem with message

0,2

Failed transmission, bad to number

0,3,46123456789

Failed transmission, not enough credits

0,4

2 Callback

Status updates of your SMS is sent to you through a HTTP request to your server.

The callback is made with following variables.

Variable	Description
smsid	The messageid you recieved when sending the message
status	Updated status of the message, see below for more information.
timestamp	Unix timestamp of when the status was updated.
to	Destination number of the message
from	Sender of the message

Status

Status	Description
22	Delivered to phone
30	No credit coverage
44	Message expired without delivery
50	Message delivery failed

Callbacks will be made as HTTP/GET

The recieving URL MUST return an unformatted OK as the only output.

If an OK is not returned properly the callback will be retried according to an retry schedule.

The url that is requested is set when sending the message.

Version history

Version	Date	Comment
1.0	2008-08-19	First version

Contact information

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