

OVERVIEW

This document is intended for those users who wish to develop applications that make use of our SMS gateway.

We will cover the HTTP method in this document. Additional documentation is available for the other methods. Sample code is provided on the site.

In order to reduce testing costs, ClickSMS offers a test number range. Messages sent to any number on this prefix will only be charged 1/3 of a credit. Use the number 279991xxxx where "xxxx" represents any numeric string. Message statuses will be returned.

INTRODUCTION

This is one of the simpler server-based forms of communication to with our gateway. It can be used either in the form of a HTTP POST, or as an URL (GET). We recommend POST for larger data transfer, due to the size limitations of GET. Communication to our API can be done either via HTTP on port 80 or HTTPS on port 443. All calls to the API must be URL-encoded. The parameter names are case-sensitive. Batch messaging is catered for in a variety of ways.

Note: It is important that the ENTIRE document is read before contacting support. Parameters are case-sensitive. All examples shown use HTTP GET.

GETTING STARTED

In order to use the ClickSMS gateway you need a ClickSMS account. Here's how:

5.1 REGISTER FOR AN ACCOUNT

If you do not already have a ClickSMS account, you need to register for one as per below. Otherwise proceed to Step 2.

Go to <http://www.ClickSMS.info/en/gateway.php>, Click on the registration hyperlink.
Fill out the registration form.

After successfully submitting the form you will automatically be logged into your new account.

5.2 REGISTERED ACCOUNT

If you are not already logged into your account, then you must do so at <http://www.ClickSMS.info/central/login.php>.

TERMINOLOGY

Mobile Originated (MO): a message sent from a mobile handset to an application via ClickSMS.

Mobile Terminated (MT): a message sent from an application to a mobile handset via ClickSMS.

Premium Rated Message: A mobile originated message charged to the mobile user at a rate higher

than the user's standard SMS message cost.

Revenue Share: This refers to the portion of the increased cost associated with a premium rated message, which is passed on to the content provider.

Content Provider: This is the ClickSMS client offering service(s) based on a premium rated SMS system.

Clients: Registered ClickSMS clients utilising the ClickSMS API for message delivery and receipt.

Sender ID: The "from" address that appears on the user's handset. Also known as the Originating

Number, MSISDN or Originator ID

Destination Address: This is the number to which the mobile user sent the message.

Source address: The number of the handset to which the message must be delivered.

Shortcode: A short number which is common across all the operators for a specific region.

BASIC COMMANDS

In order to send a message, the system will firstly need to authenticate you as a valid user.

All other commands are then made up of three segments: authentication, the basic message components (message content and recipients) and the additional message parameters. In the examples below, we will include the authentication and basic message components. The additional message parameters will be included only where they are relevant.

Basic Command Structure:

[URL Call Authentication Message Parameters](#)

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xx xx>

7.1 AUTHENTICATION

In order to deliver a message, the system needs to authenticate the request as coming from a valid source. We use a number of parameters to achieve this:

user: This is the username of your account.

password: The current password you have set on your account.

Additionally we can force an IP lockdown, allowing only requests sent from IP addresses that you have specified. This can be set under the API product preferences within your account. Please ensure that after testing, you remove all unnecessary IP addresses in your preferences to tighten up on security.

Command:

Un-secure: <http://api.clicksms.info/http/auth?user=xxxx&password=xxxx>

Secure: <https://api.clicksms.info/http/auth?user=xxxx&password=xxxx>

Response: OK: Session ID or ERR: Error number

7.2 SEND A MESSAGE

To facilitate sending an SMS with a single command, we have included the ability to post user and password variables in *sendmsg*. This is only required if you do not authenticate yourself using the authentication command (*auth*). Using a Session ID is preferred to authenticating each time.

One can send to multiple destination addresses by delimiting the addresses with commas. The basic parameters required are to (the handset number to which the message is being sent) and text (the content of the message). A maximum of 100 comma separated destination addresses per *sendmsg*, or *quicksend* command, are possible, if you are calling the command via a GET, or alternatively, 300 destination addresses if you are submitting via a POST.

In the examples displayed in this document we will only refer to these basic parameters. Other parameters may be used to enable different features. These are discussed in the following section. Each message returns a unique identifier in the form of an API Message ID. This can be used to track and monitor any given message. The API Message ID (*apiMsgid*) is returned after each post.

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xx xx>

Response Single Message: ID: *apimsgid* Response Multiple Messages: ID: *apimsgid* To: *xxxxxx* ID: *apimsgid*
To: *xxxxxx*

Or

Response Single Message: ERR: Error number Response Multiple Messages: ERR: Error number To: *xxxxxx*
ERR: Error number To: *xxxxxx*

7.3 QUERY A MESSAGE

This command returns the status of a message. You can query the status with either the `apimsgid` or `climsgid`. The API Message ID (`apimsgid`) is the Message ID returned by the Gateway when a message has been successfully submitted. If you specified your own unique client Message ID (`climsgid`) on submission, you may query the message status using this value. You may also authenticate with `user` and `password`.

See Appendix B for status codes.

<http://api.clicksms.info/http/querymsg?user=xxxx&password=xxxx&apimsgid=XXXXX>

Response: ID: xxxx Status: xxxx or ERR: Error number

Note: ClickSMS can also post message status updates to your application via means of a *Callback URL*. This is the recommended method to obtain message status updates as your application is not required to continually poll the ClickSMS gateway. Detailed information can be found in the “Callback URL” section under “Message Parameters”.

Message statuses reports can be viewed online within your ClickSMS Central account.

MESSAGE PARAMETERS

8.1 TABLE OF PARAMETERS

There are a variety of messaging and SMS features supported by the gateway, which can be activated by including a number of additional parameters. These parameters include those in the table below. Parameters are case-sensitive.

Name	Parameter Name	Short Description	Default Value	Restricted Values
Username	user	The username you specified.		
Password	password	Your account password.		
Destination Address	to	The number of the handset to which the message must be delivered. The number should be in international number format.		No '00' prefix or leading "+" symbol should be used.
Text	text	The text content of the message.		
Source address	from	The source/sender address that the message will appear to come from.	gateway assigned number	A valid international format number between 1 and 16 characters long, or an 11 character alphanumeric string.
Delivery Acknowledgement	deliv_ack	Where possible, this will return a delivery acknowledgement for any message, upon delivery of the message to the mobile handset or upstream gateway. Also see Required Features parameter.	0	0 – Upstream gateway 1 - handset acknowledgement .
Enable Callback	callback	Enables you to receive message delivery statuses via an HTTP callback which is posted to a URL of yours using the GET method. This is done every time a message status is updated.	0	0,1,2,3 Read detailed description of parameter.
Delivery Time	deliv_time	Delays delivery of SMS to mobile device in minutes relative to the time at which the SMS was received by our gateway. This should be greater than 10 minutes for best effect. Smaller time frames may be delivered too soon.		The upper limit is 7 days, or 10080 minutes.
Concatenation	concat	Enables you to send messages longer than a standard message.	1	1,2,3
Maximum Credits	max_credits	Overrides the maximum charge specified online in "profiles". It works within the bounds of the profiles. In other words a Profile must exist for the maximum credit that you set.	As per profiles	1,1.5,2,2.5,3,4

Name	Parameter Name	Short Description	Default Value	Restricted Values
Required Features	req_feat	Some parameters and features are not set as "required" by default, and may be dropped if the least-cost route does not support them. This parameter allows you to ensure that the features set when an SMS is sent are supported by the gateway used. This could increase the cost per message if a more expensive gateway is used.		Read detailed description of parameter.
Delivery Queue	queue	Delivers the message through one of three queues assigned to each client account. Messages in the highest priority queue will be delivered first	1	1, 2,3 1 is highest priority.
gateway Escalation	escalate	Prompts an escalation to an alternative delivery gateway, should the message be delayed for a set length of time.	0	0-off 1-Escalate immediately to an alternative route if messages are queued on the least-cost route.
Mobile Originated	mo	We route via a pre-defined carrier to enable the ability for a reply to be received back. This is only applicable to clients that have subscribed to a two-way messaging service.	0	0 – Off. We use our normal routing rules. 1 – Enable Reply.
Client Message ID	cliMsgId	Client message ID defined by user for message tracking.		Up to 32 alphanumeric characters. No spaces.
Unicode Message	unicode	Two digit language code. Convert your text to Unicode [UCS-2 encoding]. See http://www.unicode.org/ .	0	0 – No Unicode 1 – Send as Unicode.
Message Type	msg_type	Optional parameter which must be set to send specially formatted messages; e.g. logos and ringtones.	SMS_TEXT	
User Data Header	udh	Allows you to set your own message types. Do not use if you set the Message Type parameter.		Set UDH data manually.
Data	data	The data content of a message, if the UDH component is set manually.		
Validity Period	<i>See detailed information on Message Parameter</i>	The validity period in minutes relative to the time at which the SMS was received by our gateway. The message will not be delivered if it is still queued on our gateway after this time period.	1440 minutes (24 hours)	Set value at X minutes.

8.2 MESSAGE PARAMETERS IN DETAIL

8.2.1 Destination Address (to)

SMS messages need to be sent in the standard international format, with country code followed by number. No leading zero to the number and no special characters such as "+" or spaces must be used. For example, a number in the UK being 07901231234 should be changed to 447901231234.

If have you set the preferred dial prefix preference within your client account after logging in online, any mobile numbers starting with zero will have the zero stripped and replaced with your default prefix. If the mobile number does not have a zero, the default prefix will not be changed.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx>

8.2.2 Source Address (from)

The source address (from), also known as the Sender ID, can be either a valid international format number between 1 and 16 characters long, or an 11 character alphanumeric string. Note that characters such as spaces, punctuation, Unicode and other special characters may not always be supported to all destinations and could interfere with your delivery.

We suggest that you refrain from using such characters on the source address. If this is set, then delivery acknowledgements may be unavailable. The use of an alphanumeric source address with 8-bit messaging may cause message failure. This service is not guaranteed across all mobile networks and may interfere with delivery to certain handsets.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&from=xxx>

Note: To ensure that this feature is supported when delivering your message, the required features (req_feat) parameter for this feature must be set.

8.2.3 Delivery Acknowledgment (deliv_ack)

In order to determine whether an SMS has been received by a handset or not, we offer delivery acknowledgement. The ability to receive reliable delivery acknowledgements varies between mobile networks.

Values to set are:

Value	Status
0	Off -default status, no delivery to handset reported. However delivery to the upstream gateway will be reported.
1	Handset acknowledgment -handset has received SMS (delivery acknowledgment).

To ensure that this feature is supported when delivering your message, the required features (req_feat) parameter for this feature must be set. This ensures that an upstream gateway that supports this feature is used to deliver the message. This gateway may be more expensive.

Handset acknowledgements are not guaranteed by all of our upstream gateways. Please test to a specific mobile network first, before assuming that you will receive handset acknowledgments for messages that are delivered.

GSM handsets that are off will only be reported once a user has switched their phone back on. If the validity period is exceeded, the ClickSMS gateway will return a message status of 7, "Error with message". A delivery acknowledgment can be monitored via the callback URL or online reports.

Command:

http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&deliv_ack=1

8.2.4 Callback URL (callback)

Final or intermediary statuses are passed back by the API depending on the callback value set in the original post. This is done by means of an HTTP GET. The callback URL is set in the preferences section of the particular API product within your client account, after logging in online. The URL must begin with either *http://* (un-secure) or *https://* (secure).

The variables returned are apiMsgId, cliMsgId, to, timestamp, from, status and charge.

Values to set with delivery acknowledgment (deliv_ack) set to 0 (no delivery to phone reported) are:

Callback Value	Message status types returned	Message status code returned
0	No message status returned.	
1	Returns only intermediate statuses.	002, 011
2	Returns only final statuses of a message.	003, 005, 006, 007, 008, 009, 010, 012
3	Returns both intermediate and final statuses of a message.	All except 001

Values to set with delivery acknowledgment (deliv_ack) set to 1 (handset acknowledgment) are:

Callback Value	Message status types returned	Message status code returned
0	No message status returned.	
1	Returns only intermediate statuses.	002, 003, 011
2	Returns only final statuses of a message.	004, 005, 006, 007, 008, 009, 010, 012
3	Returns both intermediate and final statuses of a message.	All except 001

Sample callback to your callback URL:

http://www.yoururl.com/script.asp?api_id=12345&apiMsgId=96905854f5045354a1b36134acf81&cliMsgId=123456&status=003×tamp=1055155528&to=2782123456&from=Sender&charge=2.5

Delivery acknowledgment (deliv_ack) and callback explained Example

1

With deliv_ack=1 (acknowledgment of delivery to handset), you will receive a callback of messages reaching the SMSC (003), if you requested intermediate statuses, and a callback of messages reaching handsets (004), if you requested final statuses.

Example 2

With deliv_ack = 0 (default), you will only receive a callback of messages reaching the SMSC (003), if you have set callback = 2.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&callback=3> or secure

<https://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&callback=3>

8.2.5 Delivery Time (deliv_time)

The delivery of a SMS message may be delayed by setting an amount of time in minutes relative to the time at which it was received by our gateway. We will store the message until the required time frame has elapsed. The maximum delay time is 10080 minutes or 7 days.

Command:

http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&deliv_time=120

Response: ID: xxxx or ERR: Error Number

When sending batches of messages, the delivery time should be set in the *startbatch* command. This will ensure that all messages are delivered X minutes after being posted to the Gateway.

8.2.6 Concatenation (concat)

If this value is set to 1, 2 or 3 the message will span across 1, 2 or 3 SMS messages where applicable. One text SMS will be sent for every 160 characters or 140 bytes. If a message is concatenated, it reduces the number of characters contained in each message by 7. With 8-bit concatenated messages, each SMS can support up to 160 bytes including the UDH headers.

Please be aware that Unicode SMSs can only contain a maximum of 70 characters. 8-Bit messages will be split over multiple messages, where necessary, irrespective of whether the flag for concatenated messages has been set. If a Unicode message is concatenated, it reduces the number of characters contained in each message part by 3.

Values set are:

Value	Status
1	Default- No concatenation: only 1 message
2	Concatenate a maximum of 2 messages
3	Concatenate a maximum of 3 messages
N	Concatenate a maximum of N messages (Delivery is dependant on mobile and gateway. A maximum of 3 is recommended)

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&concat=2>

8.2.7 Maximum Credits (max_credits)

This parameter overrides the maximum charge associated with message delivery, as set by the profiles selected within your client account after logging in online. This parameter can be used to limit the cost of a message to a particular value and is bound by the maximum credit value specified in your profiles.

A valid API message ID can still be returned for messages that are not delivered as a result of the maximum credits value set. These messages will have a status of Routing Error (009).

The credit value in this parameter can be set to any amount of credits. The current maximum charge is 4 credits. Please see <http://www.ClickSMS.info/en/coverage.php> to view relative destination costs.

8.2.8 Required Features (req_feat)

This parameter specifies the features that must be present in order for message delivery to occur. If all features are not present, the message will not be delivered. This prevents SMS messages arriving at a destination via the least-cost gateway, without certain features. This would, for instance, prevent the dropping of an alphanumeric Sender ID.

This means is that we will not route messages through a gateway that cannot support the required features you have set. For certain message types, we always set the required feature bitmask where relevant. These are FEAT_8BIT, FEAT_UDH, FEAT_UCS2 and FEAT_CONCAT.

This parameter is set using a combined decimal number to refer to the additional required features.

E.g.: 32 + 512 = 544 – Numeric Sender ID and Flash SMS both required.

The value you would set to ensure that Flash and numeric Sender ID are both supported, would therefore be 544.

To ensure that delivery acknowledgment and alphanumeric IDs are supported you would use the value 8240 (16 + 32 + 8192).

Hex Value	Decimal	Feature	Description
0x0001	1	FEAT_TEXT	Text – set by default
0x0002	2	FEAT_8BIT	8-bit messaging – set by default
0x0004	4	FEAT_UDH	UDH (Binary) -set by default
0x0008	8	FEAT_UCS2	UCS2 / Unicode – set by default
0x0010	16	FEAT_ALPHA	Alpha source address (from parameter)
0x0020	32	FEAT_NUMER	Numeric source address (from parameter)
0x0200	512	FEAT_FLASH	Flash messaging
0x2000	8192	FEAT_DELIVACK	Delivery acknowledgments
0x4000	16384	FEAT_CONCAT	Concatenation – set by default

Command:

http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&req_feat=####

8.2.9 Delivery Queue (queue)

Setting this parameter will assign the message to one of three queues assigned to each user account. This sets the priority of a message sent to us, relative to other messages sent from the same user account. Messages in queue number 1, will always be delivered before messages in queue number 2 and 3, while messages in the third queue, will have the lowest priority (relative to queues 1 and 2).

This is useful when delivering, for example, a single high priority message while you have a large batch going through that same account. The large batch will be queued through queue number 3 (default), and urgent alerts (sent through queue 1), will be delivered ahead of those messages in the batch (queue 3), regardless of when they are actually sent to us.

Values set are:

Value	Status
1	Use first / primary user queue (highest priority)
2	Use second user queue
3	Use third user queue (lowest priority) - Default status

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&queue=2>

8.2.10 Gateway Escalation (escalate)

By default, the message router will select the lowest cost route (matching features and reliability) that is available for a given destination.

This parameter ensures that, should a message be delayed due to gateway congestion or some other reason on the initial gateway selected by our router, then alternative routes that match the required features will be sought. This is done by moving through the available gateways in order of increasing cost, up to the maximum charge set by the user either using the parameter that defines the maximum credits or based on the profiles selected.

When urgent and high priority messages are sent, they should be posted with escalate set to 1 (on), combined with a high maximum credit value to ensure that the greatest number of gateways are available.

Value	Status
0	Off – Default value
1	On -If the least-cost route has messages queued then escalate immediately to an alternative route.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&escalate=1>

8.2.11 Mobile Originated (mo)

This parameter is only used when a message is sent to a handset and a reply is expected.

PLEASE NOTE: This parameter is only valid for clients that have signed up and paid for our two-way messaging service. An alternative to our least-cost gateway may be used, which could result in a higher cost per message. Please email ClickSMS support for pricing.

When sending a normal MT message to a handset and you expect a reply to your registered MO number, please set the “mo” parameter to “1”.

Values to set are:

Value	Status
0	Off - Default status. ClickSMS uses the normal routing feature.
1	Enables reply ability. ClickSMS routes via a pre-defined carrier to enable the ability to reply.

It is important that the user specifies the correct “from” parameter together with this parameter. If no “from” parameter is specified, we will use a default originator number as set by ClickSMS. You will NOT receive these replies.

If you specify the originator (the purchased MO number), then we will route the message such that it can be replied to by the recipient. This reply will be sent to you.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxx&password=xxx&to=xxx&text=xxx&mo=#>

8.2.12 Client Message ID (climsgid)

This parameter is set by the user to enable internal message tracking. It allows the user to set their own tracking ID for each message. Once set for a given message, this may be used in place of the ClickSMS issued API Message ID (apimsgid) for querying message.

Client Message IDs (climsgid) may be any combination of alphanumeric characters excluding spaces. A maximum of 32 characters may be used.

Client Message IDs may be used with the *querymsg* command.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxx&password=xxx&to=xxx&text=xxx&climsgid=xxx>

8.2.13 Unicode (unicode)

If this value is set to 1, the text field must contain two-byte UTF-16 Unicode. Each SMS can handle a maximum of 70 characters. Each Unicode character must be hex-encoded. More information is available at <http://www.unicode.org/>.

Note: When using the batch send facility for delivering Unicode messages, it is not possible to substitute variables into the message content. This is only possible with Germanic characters.

Values set are:

Value	Status
0	Off - Default status
1	Delivers the text as two-byte Unicode

We provide a converter to convert text to Unicode within your client account online. Simply log into your account and click on the “converters” link on the left.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&unicode=1>

Eg.: ΩΨΘ becomes:&text=03A903A80398&unicode=1

8.2.14 Message Type (msg_type)

A wide variety of messages can be sent through our gateway. We have pre-defined a number of SMS message-types in the API, so that you do not have to set the UDH (User Data Header) manually. You may optionally set the UDH rather than using one of the message types set below. As more protocols and message types are added, they will appear in these tables. Message types are case sensitive.

For non-Nokia message types (EMS, etc.), please generate your own UDH and data according to the manufacturers specifications of the message type you wish to send.

This parameter need not be included if the SMS is a standard text message.

Values set are:

SMS_TEXT	This is the default message type. It is optional to specify this parameter.
SMS_FLASH	To send an SMS that displays immediately upon arrival at the phone.
SMS_NOKIA_OLOGO	Send an operator logo to a Nokia handset.
SMS_NOKIA_GLOGO	Send a group logo to a Nokia handset.
SMS_NOKIA_PICTURE	Send a picture message to certain Nokia handsets.
SMS_NOKIA_RINGTONE	Send a ringtone to a Nokia handset.
SMS_NOKIA_RTTL	Send an RTTTL format ringtone to Nokia handsets.
SMS_NOKIA_CLEAN	Remove operator logo from a Nokia handset.
SMS_NOKIA_VCARD	Send a business Card to a Nokia handset.
SMS_NOKIA_VCAL	Send an event calendar to a Nokia handset.

Command:

Please see the messaging examples at the end of this document.

8.2.15 Validity Period (validity)

A message may be given a time frame for which it is valid. After this period the message will expire. This parameter takes an amount of time in minutes relative to the time at it which it was received by our gateway. If the message is queued on our gateway for a period exceeding the validity period set then a Routing Error of 115 will be returned. The default validity period is 1440 minutes (24 hours).

Note: The validity period is not passed on to the upstream gateway.

Command:

<http://api.clicksms.info/http/sendmsg.php?user=xxxx&password=xxxx&to=xxxx&text=xxxx&validity=120>

ADDITIONAL COMMANDS

9.1 DELETE/STOP MESSAGE

This enables you to stop the delivery of a particular message. This command can only stop messages which maybe queued within our Router, and not messages which have already been delivered to a SMSC. This command is therefore only really useful for messages with deferred delivery times.

Command:

<http://api.clicksms.info/http/delmsg?user=xxxx&password=xxxx&apimsgid=XXX>

[XX](#) or

<http://api.clicksms.info/http/delmsg?user=xxxx&password=xxxx&climsgid=XXXX>

[X](#)

Response: ID: xxxx Status: xxxx or ERR: Error number

9.2 QUERY BALANCE

This will return the number of credits available on this particular account. The account balance is returned as a floating point value.

Command:

<http://api.clicksms.info/http/getbalance?user=xxxx&password=xxx>

[x](#)

Response: Credit: xxxx.x or ERR: Error number

9.3 COVERAGE QUERY

This command enables users to check our coverage of a network or number, without sending a message to that number. Authentication is required for this API call. This call should NOT be used before sending each message.

Command: <http://api.clicksms.info/utills/routeCoverage.php?user=xxxx&password=xxxx&msisdn=xxxx>

Where msisdn is the number you wish to route to.

Response:

Yes, this prefixes is listed in our coverage array.

or

This prefix is not currently listed in our coverage array.

Please contact support@ClickSMS.info for more detail.

9.4 MMS PUSH

When an MMS message is sent to a phone, the mobile device receives an MMS notification message via SMS. When this MMS notification message is received by the mobile device, the mobile device automatically initiates a WAP gateway connection to download the content of the MMS message, from a URL specified in the SMS notification message. This command enables users to send an MMS notification message. Authentication is required for this API call.

MMS Documentation (WAP-209-MMSEncapsulation-20020105-a.pdf, Version 05-Jan-2002) can be found at <http://www.openmobilealliance.org/tech/affiliates/wap/wapindex.html>.

Parameter	Description	Restricted Value
mms_subject	subject	
mms_class	class	80 (Personal) 81 (Advertisement) 82 (Informational) 83 (Auto)
mms_expire	Time in seconds	
mms_from	From text	
mms_url	URL with the MMS content. The URL must be URL encoded.	

Command: http://api.clicksms.info/mms/ind_push.php?user=xxx&password=xxx&to=xxx&from=xxx&mms_subject=xxx&mms_class=xx&mms_expire=xxx&mms_from=xxx&mms_url=http://xxx.xx/xx.mms

Response: ID: xxx To: xxx or ERR: Error number

9.5 WAP PUSH SERVICE INDICATION

WAP Push Service Indication (SI) is a WAP address embedded within the header of a specially formatted SMS. This is displayed as an alert message to the user, and gives the user the option of connecting directly to a particular URL via the handsets WAP browser (if supported). This command enables you send a WAP Push Service Indication.

WAP documentation (WAP-167-ServiceInd-20010731-a.pdf, Version 31-July-2001) can be found at <http://www.openmobilealliance.org/tech/affiliates/wap/wapindex.html>.

Parameter	Description	Restricted Values	Example
Si_id	Unique ID for each message		
Si_url	The URL that is used to access the service or content. The URL must be URL encoded.		
Si_text	Notification text. Provides a means to specify additional information.		
Si_created	A date in UTC (Coordinated Universal Time) format. Used to specify the date and time associated with the creation or last modification of the content indicated by the URL, which may differ from the date and time when the SI was created.		2005-01-01T19:30:41Z
Si_expires	Expiry date in UTC format. This allows you to specify a time after which the SI will automatically be deleted from the handset. If not specified it will never expire.		2005-12-12T19:30:40Z
Si_action	A string specifying the action to be taken when the SI is received.	signal-none, signal-low, signal-medium, signal-high, delete.	

Command: http://api.clicksms.info/mms/si_push?user=xxx&password=xxx&to=xxx&si_id=xx&si_url=xxx&si_created=xxx&si_expires=xxx&si_action=xxx&si_text=xxx

Response: ID: xxx To: xxx or ERR: Error number

9.6 GET MESSAGE CHARGE QUERY

This command enables the user to query both the status and charge of a delivered message in a single API call. Authentication is required for this API call. ClickSMS can also post the message charge to your application via means of a *Callback URL* (this is the preferred method). Detailed information can be found in the “Callback URL” section under “Message Parameters”.

Command: <http://api.clicksms.info/http/getmsgcharge?user=xxxx&password=xxxxx&apimsgid=xxxxx>

Response: apiMsgId: xxxx charge: xxx status: xxx or ERR: Error number

10 BATCH MESSAGING

This facility enables one to do high volume delivery and server-side message merging. It offers the end-user the ability to define all elements common to a batch, and then send only the parameters that change on a message by message basis.

One initially defines a batch using the *startbatch* command, which will return a unique batch ID. You then use either *senditem* or *quicksend* with the batch ID, depending on whether the message needs to be personalised. See SMS examples below.

Hi #field1#, your doctor's appointment is at #field2# tomorrow, could become:
Hi Fred, your doctor's appointment is at 10:30 tomorrow.
Hi Jane, your doctor's appointment is at 14:00 tomorrow.

10.1 START BATCH

Once you have issued this command, you will be returned a batch ID that is to be used when sending multiple batch items. Included functionality also allows for message merging where you can substitute fields that you have defined in your template. The field names are called *field1* though to *fieldN*.

This command can take all the parameters of *sendmsg*, with the addition of a template, and the exception of both the destination address and the text fields. The template parameter must be URL encoded. It must be used before either the *senditem* or *quicksend* command.

Command:

http://api.clicksms.info/http_batch/startbatch?user=xxxx&password=xxxx&.....&template=Hi#field1#, your balance is #field2#.&from=Sender&deliv_ack=1

Response: ID: batch id or ERR: Error number

10.2 SENDING MESSAGES TO EXISTING BATCH

Note: The fields 1-N that you defined in the *startbatch* command are used to optionally personalise the message.

Command:

[http://api.clicksms.info/http_batch/senditem?user=xxxx&password=xxxx&batch_id=xxx&to=123456789&field1=Joe&field2=\\$150.....](http://api.clicksms.info/http_batch/senditem?user=xxxx&password=xxxx&batch_id=xxx&to=123456789&field1=Joe&field2=$150.....)

Response: ID: apimsgid or ERR: Error number

10.3 QUICK SEND TO BATCH

Where one has the requirement to send the same message to multiple recipients, you can use the *quicksend* command. This command offers low overhead and maximum throughput. It is essentially a reference to a predefined template and a string of destination addresses.

Command:

http://api.clicksms.info/http_batch/quicksend?user=xxxx&password=xxxx&batch_id=xxx&to=123456789,234567890,345678901,etc

Response:
ID: apimsgid To: xxxx

or
ERR: Error number To: xxxxxx

Note: A response is returned for each destination address on a new line. The newline character (\n) is used to create the line break.

10.4 END BATCH

This command ends a batch and is not required (following a batch send). Batches will expire automatically after 24 hours.

Command:
http://api.clicksms.info/http_batch/endbatch?user=xxxx&password=xxxx&batch_id=xxx

Response: OK or ERR: Error number

11 8-BIT MESSAGING

Through the HTTP interface, one is also able to send 8-bit messages. These are most often used for ringtones and logos, but one can also send vCards, vCalendar appointments and EMS messages. When sending 8-bit messages, you need to set the User Data Header (UDH) of the SMS as well as sending the data. To simplify the process, we have provided a number of pre-defined message types.

If you are comfortable with the creation of your own UDH, we also enable you to set it directly using the `udh` parameter.

11.1 CONVERTERS AND BUILDERS

To facilitate easy creation of ringtone, logo and vCard PDUs (protocol description units) for delivery via SMS, we offer various converters for your use. These are only available from within your client account after logging in online, and not from us directly. The ringtones must be in midi format or RTTL (if you use the RTTL converter), and the logos must be a 1-bit BMP. The PDU that they generate must be included as the text variable. More documentation on Nokia Smart Messaging can be found on the Nokia Developer forum -<http://forum.nokia.com/>. We currently provide converters for Nokia phones only. Please contact other phone manufacturers directly for their binary messaging formats. You can send these formats using the `udh` and `text` parameters.

The vCard builder enables you to build a valid vCard PDU. Please remember that the more information you include in the vCard, the more SMS it will concatenate over to send the vCard.

Notes:

If a ringtone or logo is concatenated over multiple SMSs, you will be charged accordingly. This is irrespective of the `concat` parameter value.

The ringtone name field is compulsory in the converter. Failing to set this will result in a silent ringtone.

If you convert an RTTTL to a hex string using the online converter, then you must use the `msg_type` `SMS_NOKIA_RINGTONE` and not `SMS_NOKIA_RTTL`.

12 MESSAGE EXAMPLES

Here are some example URLs that demonstrate how to use the API. All values in these examples should be replaced by your own values.

12.1 SIMPLE EXAMPLES

sendmsg command including authentication and Sender ID:

<http://api.clicksms.info/http/sendmsg.php?user=demo&password=demo&to=1234567890123&text=initial+test+message&from=ME>

sendmsg command:

<http://api.clicksms.info/http/sendmsg.php?user=demo&password=demo&to=1234567890&from=ME&text=initial+test+message>

Flash SMS:

http://api.clicksms.info/http/sendmsg.php?user=demo&password=demo&to=1234567890&from=ME&msg_type=SMS_FLASH&text=flash+test+message

sendmsg with delivery acknowledgment and callback request:

http://api.clicksms.info/http/sendmsg.php?user=demo&password=demo&to=1234567890&from=ME&callback=3&deliv_ack=1&text=callback+and+deliveryack

Account balance:

<http://api.clicksms.info/http/getbalance?user=demo&password=demo>

Query message status:

http://api.clicksms.info/http/querymsg?user=demo&password=demo&apimsg_id=4889e40291643afeb5a7c4cce7811abb

12.2 BATCH SMS EXAMPLES

12.2.1 Sending a personalised messages to multiple recipients

http://api.clicksms.info/http_batch/startbatch?user=demo&password=demo&template=Hi+%23field1%23+this+is+a+personalised+message

12.2.2 Sending two personalised messages

http://api.clicksms.info/http_batch/senditem?user=demo&password=demo&batch_id=f677d2fbb858a79aad0556dc71dd4383&to=1234567890&field1=David
http://api.clicksms.info/http_batch/senditem?user=demo&password=demo&batch_id=f677d2fbb858a79aad0556dc71dd4383&to=2345678901&field1=John

12.2.3 Sending multiple SMS using batches

http://api.clicksms.info/http_batch/quicksend?user=demo&password=demo&batch_id=f677d2fbb858a79aad0556dc71dd4383&to=1234567890,2345678901,3456789012,4567890123,5678901234

13 APPENDIX A: ERROR CODES

The following list of error messages are generated by our gateway. There will be no message charge if these errors are generated when sending a message.

Number	Description Detail
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14 APPENDIX B: MESSAGE STATUS

Number	Hex	Description	Detail
001	0x001	Message unknown	The message ID is incorrect or reporting is delayed
002	0x002	Message queued	The message could not be delivered and has been queued for attempted redelivery.
003	0x003	Delivered to gateway	Delivered to the upstream gateway or network (delivered to the recipient).
004	0x004	Received by recipient	Confirmation of receipt on the handset of the recipient.
005	0x005	Error with message	There was an error with the message, probably caused by the content of the message itself.
006	0x006	User cancelled message delivery	The message was terminated by an internal mechanism.
007	0x007	Error delivering message	An error occurred delivering the message to the handset.
008	0x008	OK	Message received by gateway.
009	0x009	Routing error	The routing gateway or network has had an error routing the message.
010	0x00A	Message expired	Message has expired at the network due to the handset being off, or out of reach.
011	0x00B	Message queued for later delivery	Message has been queued at the gateway for delivery at a later time (delayed delivery).
012	0x00C	Out of credit	The message cannot be delivered due to a lack of funds in your account. Please re-purchase credits.

15 CONTACT DETAILS

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