

TCP Protocol connection for direct access to SMS GATE SERVER Ver. 2.3.1
 Primary Host: tcp.smsitaly.com (212.131.251.60) Port: 27
 Secondary Host: backup.smsitaly.com (212.131.251.50) Port: 27

Full Ascii Interface

With this interface it's possible to submit the message data towards the Server only using Ascii characters and the single values that will change, maintaining the connection always open.

AUTHENTICATION

Client	Positive Server Answer+OK	Negative Server Answer –ERR
Open Connection	+OK 01 [Connection xxx With IpAddress]	-ERR 79 [Permission Denied!] - [Connection Closed]
Account=XXXXXX	+OK 01	-ERR 89 [Account Not Valid] - [Connection Closed]
Password=YYYYYY	+OK 01 1500 [ID ACCOUNT: 0000 STATUS: Active]	-ERR 89 [Account Not Valid] - [Connection Closed] -ERR 89 [Account Blocked!] - [Connection Closed] -ERR 99 [Credit Not Available!] - [Connection Closed] -ERR 87 [IP Locked!] - [Connection Closed] -ERR 85 [IP Not Available!] - [Connection Closed] -ERR 80 [TCP/IP Not Allowed!] - [Connection Closed]

SUBMISSION

Once that user is authenticated, the session remains open until the disconnection from the Client or until the disconnection forced from the Server.

Client	Positive Server Answer+OK	Negative Server Answer –ERR
CountryCode=+39	+OK 01 [COUNTRY CODE: +39]	-ERR 96 [Country Code Not Valid]
GsmCode=333	+OK 01 [GSM CODE: 333]	-ERR 95 [Gsm Code Not Valid]
PhoneNumber=12345	+OK 01 [PHONE NUMBER: 12345]	-ERR 94 [Phone Number Not Valid]
Sender=+3933300000	+OK 01 [SENDER: +39333444444]	-ERR 84 [Sender Not Valid]
TextMessage=Hello	+OK 01 [SMS TEXTMESSAGE: Hello]	-ERR 93 [Sms Text Message Not Valid]

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OPTIONAL PARAMETERS

The parameters **COUNTRYCODE**, **GSMCODE**, **PHONENUMBER**, **SENDER** and **TEXTMESSAGE** are mandatory. The value for the **PHONENUMBER** must to be specified to each submission of the message. If you need to send Broadcast Messages with common values, the parameters **SENDER**, **COUNTRYCODE**, **GSMCODE** and **TEXTMESSAGE** can to be initialized only with the first message and you can leave EMPTY in the next sms, they assume the values of the first message. The following parameters, if EMPTY, will assume the DEFAULT value.

Client	Positive Server Answer+OK	Negative Server Answer –ERR
SmsType=	+OK 01 [SMS TYPE: Text Message]	-ERR 88 [Sms Type Not Valid]
SmsType=FL	+OK 01 [SMS TYPE: FL]	-ERR 88 [Sms Type Not Valid]
SmsType=UCS	+OK 01 [SMS TYPE: UCS]	-ERR 88 [Sms Type Not Valid]
SmsType=UTF	+OK 01 [SMS TYPE: UTF]	-ERR 88 [Sms Type Not Valid]
SmsType=UDH	+OK 01 [SMS TYPE: UDH]	-ERR 88 [Sms Type Not Valid]
SmsType=WBK	+OK 01 [SMS TYPE: WBK]	-ERR 88 [Sms Type Not Valid]
SmsType=WPS	+OK 01 [SMS TYPE: WPS]	-ERR 88 [Sms Type Not Valid]
SmsDay=25	+OK 01 [SMS DAY: 25]	-ERR 92 [Sms Day Not Valid]
SmsMonth=12	+OK 01 [SMS MONTH: 12]	-ERR 92 [Sms Month Not Valid]
SmsYear=05	+OK 01 [SMS YEAR: 05]	-ERR 92 [Sms Year Not Valid]
SmsHour=07	+OK 01 [SMS HOUR: 07]	-ERR 92 [Sms Hour Not Valid]
SmsMinute=25	+OK 01 [SMS MINUTE: 25]	-ERR 92 [Sms Minute Not Valid]
SmsAmPm=PM	+OK 01 [SMS AMPM: AM]	-ERR 92 [Sms AmPm Not Valid]
UDH=06050415810000	+OK 01 [UDH: 06050415810000] (Default 0)	-ERR 77 [Udh Not Valid]
Delivery=1	+OK 01 [DELIVERY: 1] (Default 0)	-ERR 76 [Delivery Request Not Valid]
Notification=mailto:xxx	+OK 01 [NOTIFICATION: mailto:xxxxx@xxxx.com]	-ERR 75 [Notification Not Valid]
SmsValidity=1440	+OK 01 [SMSVALIDITY: 1440]	-ERR 74 [SmsValidity Not valid]
SmsRef=AB10000123	+OK 01 [SMSVALIDITY: AB10000123]	-ERR 73 [SmsRef Not valid]
DCS=00	+OK 01 [DCS: 00]	-ERR 72 [Dcs Not valid]

CONFIRMATION

Once sent these data and received a Result +OK will be necessary to submit command: **SendSMS**

Client	Positive Server Answer+OK	Negative Server Answer –ERR
SendSMS=OKSEND	+OK 01 1499 [SMS SEND MESSAGE TO: +3933312345 - dd-mm-yy hh:mm:ss Am/Pm]	-ERR 100 [String Not Valid or Bad Command Request] - [Connection Closed] -ERR 99 [Credit Not Available!] - [Connection Closed] -ERR 89 [Account Not Valid] - [Connection Closed] -ERR 89 [Account Blocked!] - [Connection Closed] -ERR 86 [Recipient Locked From Account!]

Attention please! Every string sent from Client must to finish with characters CR & LF.

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Interface with Packets

This interface send packets with all information to deliver the message through a single string. The values are separated by binary characters. The string can be of three types: **<Send Login>**, **<Send Data>**, **<Send Login & Data>**. Sending the single string **<Send Login>**, the client obtains the authentication from the Server. Since this moment and until the end of the communication Client-Server, it will not submit the Login again, the client can send only the string **<Send Data>**. In addition it's possible to send all SMS details with a single string: **<Send Login & Data>**.

String <Send Login>

Client: Open Connection

Server: +OK 01 [Connection xxx With IpAddress] & CR + LF

Or: -ERR 79 [Permission Denied!] - [Connection Closed] & CR + LF

Client:

Chr (1) & Account & Chr (2) & Password & Chr (4) & "OKSEND" & Chr (5) & Chr (6) & CR + LF

Server:

If login is Ok:

+OK 01 1500 [ID ACCOUNT: 0000 STATUS: Active] & CR + LF

else:

-ERR 100 [String Not Valid or Bad Command Request] & CR + LF

-ERR 89 [Account Not Valid] - [Connection Closed] & CR + LF

-ERR 89 [Account Blocked!] - [Connection Closed] & CR + LF

-ERR 89 [Account Not Active!] - [Connection Closed] & CR + LF

-ERR 99 [Credit Not Available!] - [Connection Closed] & CR + LF

-ERR 87 [IP Locked!] - [Connection Closed] & CR + LF

-ERR 85 [IP Not Available!] - [Connection Closed] & CR + LF

-ERR 80 [TCP/IP Not Allowed!] - [Connection Closed] & CR + LF

String <Send Data>

Client:

Chr (3) & Sender & Chr(3) & CountryCode & Chr (3) & GsmCode & Chr (3) & PhoneNumber & Chr (3) & TextMessage & Chr (3) & SmsType & Chr (3) & SmsDay & Chr (3) & SmsMonth & Chr (3) & SmsYear & Chr (3) & SmsHour & Chr (3) & SmsMinute & Chr (3) & SmsAmPm & Chr (3) & Gateway & Chr (3) & NetworkCode & Chr (3) & Udh & Chr (3) & Delivery & Chr (3) & Notification & Chr (3) & SmsValidity & Chr (3) & SmsRef & Chr (3) & Dcs & Chr (4) & "OKSEND" & Chr (5) & Chr (6) & CR + LF

Server:

If data sent is Ok:

+OK 01 1499 [SMS SEND MESSAGE TO: +3933312345 - dd-mm-yy hh:mm:ss Am/Pm] & CR + LF

else:

-ERR 100 [String Not Valid or Bad Command Request] & CR + LF

-ERR 99 [Credit Not Available!] - [Connection Closed] & CR + LF

-ERR 96 [Country Code Not Valid] & CR + LF

-ERR 95 [Gsm Code Not Valid] & CR + LF

-ERR 94 [Phone Number Not Valid] & CR + LF

-ERR 93 [Sms Text Message Not Valid] & CR + LF

-ERR 92 [Sms Date/Hour Not Valid] & CR + LF

-ERR 88 [Sms Type Not Valid] & CR + LF

-ERR 86 [Recipient Locked From Account!] & CR + LF

-ERR 84 [Sender Not Valid] & CR + LF

-ERR 77 [Udh Not Valid] & CR + LF

-ERR 76 [Delivery Request Not Valid] & CR + LF

-ERR 75 [Notification Not Valid] & CR + LF

-ERR 74 [SmsValidity Not Valid] & CR + LF

-ERR 73 [SmsRef Not Valid] & CR + LF

-ERR 72 [Dcs Not Valid] & CR + LF

String <Send Login & Data>

Client: Open Connection

Server: +OK 01 [Connection xxx With IpAddress] & CR + LF

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Or: -ERR 79 [Permission Denied!] - [Connection Closed] & CR + LF

Client:

Chr (1) & Account & Chr (2) & Password & Chr (3) & Sender & Chr(3) & CountryCode & Chr (3) & GsmCode & Chr (3) & PhoneNumber & Chr (3) & TextMessage & Chr (3) & SmsType & Chr (3) & SmsDay & Chr (3) & SmsMonth & Chr (3) & SmsYear & Chr (3) & SmsHour & Chr (3) & SmsMinute & Chr (3) & SmsAmPm & Chr (3) & Gateway & Chr (3) & NetworkCode & Chr (3) & Udh & Chr (3) & Delivery & Chr (3) & Notification & Chr (3) & SmsValidity & Chr (3) & SmsRef & Chr (3) & Dcs & Chr (4) & "OKSEND" & Chr (5) & Chr (6) & CR + LF

Server:

See <Send Data> answer.

-ERR 100 [String Not Valid or Bad Command Request]

In order to guarantee to all users a sufficient band, every Account can open max 1 session or he will get:

-ERR 101 [Too many sessions] - [Connection Closed]

DB Inquiry

With the following commands it's possible to require the Account Balance directly to the Gateway.

Client	Positive Server Answer+OK	Negative Server Answer –ERR
Open Connection	+OK 01 [Connection xxx With IpAddress]	-ERR 79 [Permission Denied!] - [Connection Closed]
Account=XXXXXX	+OK 01	-ERR 89 [Account Not Valid] -[Connection Closed]
Password=YYYYYY	+OK 01 1499 [ID ACCOUNT: 0000 STATUS: Active]	-ERR 89 [Account Not Valid] - [Connection Closed] -ERR 89 [Account Blocked!] - [Connection Closed] -ERR 99 [Credit Not Available!] - [Connection Closed] -ERR 87 [IP Locked!] - [Connection Closed] -ERR 85 [IP Not Available!] - [Connection Closed] -ERR 80 [TCP/IP Not Allowed!] - [Connection Closed]

Once that user is authenticated, the session remains open until the disconnection from the Client or until the disconnection forced from the Server.

Client	Positive Server Answer+OK	Negative Server Answer –ERR
SmsQuery=Balance	+OK 01 [1499]	-ERR 89 [Account Not Valid] - [Connection Closed]
SmsQuery=Status	+OK 01 [Active/Inactive/Expired/Blocked/Standby]	-ERR 89 [Account Not Valid] - [Connection Closed]

Attention please! Every string sent from Client must finish with characters CR & LF.

Whichever other string sent from the Client, it will have this answer:

-ERR 100 [String Not Valid or Bad Command Request]

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Note

Through this protocol, after the first SMS sent, for the next messages, it will be possible to keep only the unchanged fields. For example: if you need to delivery 1000 sms where the Sender and Text have the same value in all messages, after the first sms sent you can submit only the part of the message changed, like the county code, gsm code and phone number. The following fields can be EMPTY after first sms delivered:

- **CountryCode**
- **GsmCode**
- **Sender**
- **TextMessage**

With the **GATEWAY** parameter you can choose a specific routing with which you want to send the SMS message. If you leave it EMPTY, the mesassage will be delivered with the default routing. For this feature you need to know our Routing Table.

The **NETWORKCODE** parameter adds the network code to the Operator logo. The **UDH** parameter, with SmsType=UDH, does send the sms directly with User Data Header. The Field **DELIVERY=1** allows the "Delivery Notification Request".

Attenton please! Every data packet cannot exceed 4 Kb (4096 Byte).

After 10 minutes without activity, the session will be closed with this return message:

-ERR 102 [Shut Down by Server]