THE SMS SERVER

The SMS server enables users to query information about court cases from the court's information center by sending a short code that consists of the type of information a client wants to view along with the court case number that identifies what information is being queried. This short codes include:

1. *CT*   *- Which stands for Case Title e.g. Republic Vs John*
2. *CS*   *- Case Status e.g. Open*
3. *CL*   *- Case Stage e.g. Pre-trial*
4. *CA*   *- Case Agenda e.g TITLE:Republic Vs John TYPE:Mention' COURTROOM:Court 6 DATE:2011-03-29 13:02:00*
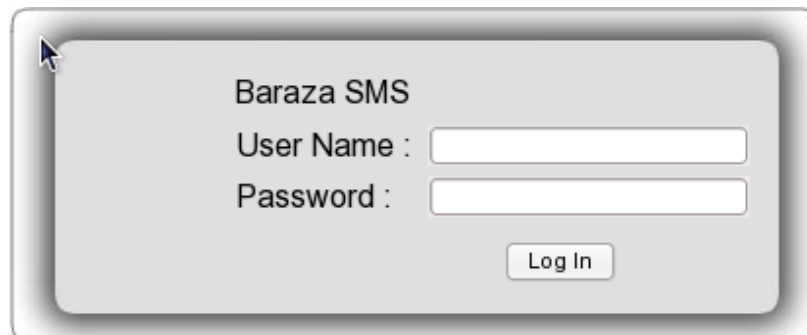
When a client sends text message that contains any of the short codes above with the case number such as .CA.36 the sms server replies to the client's number with information like the ones listed above e.g

Client: *.CA.36*
Server: *TITLE:Republic Vs John TYPE:Mention' COURTROOM:Court 6 DATE:2011-03-29 13:02:00*

LOGIN IN AND USING THE SYSTEM

Like any other system, users must login to the system with a user name and password

After loging in with the correct user name and password the system will load and show this kind of screen

The two major menu options that will be used are Entity and Sms tabs, which are listed on the left side of the screen. Entitys tab is used to manage clients contacts, in this case the clients' phone numbers and any other system users, whereas SMS tab is used to view outgoing, sent and incoming SMSs and also manipulating SMS related activities.

1. **ENTITYS:**
   As briefly discussed above, entitys majorly constitute system users and clients' contacts Entitys can be classified into smaller groups which are easily managed and easily contacted when need be. SMSs can be send to this small groups at once whenever they are targeted.

   A. Creating a new entity:

   All contacts will have to be specified as entities by clicking on the New Entity button:

Entitys	Entity Types
New Entitys	

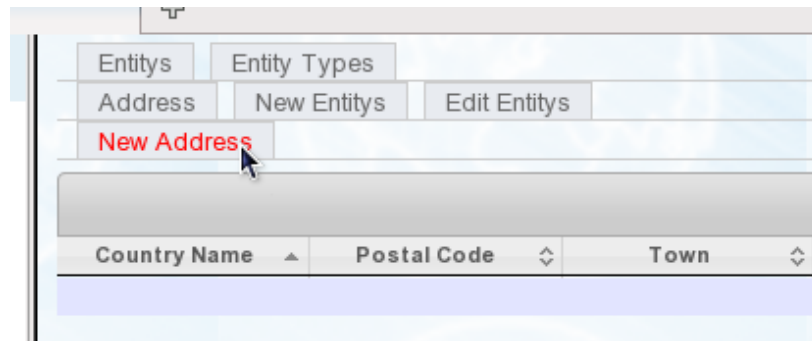|	
Org :	default ⌄
Entity Name :	
User Name :	
Super User :	☐
Entity Leader :	☐
Function Role :	
Active :	☐
First Password :	enter
Details :	

🖫 Update

Entity name and username are the vital key fields required for each user. Once this fields are entered then to save, just click on the <Update> button to save.

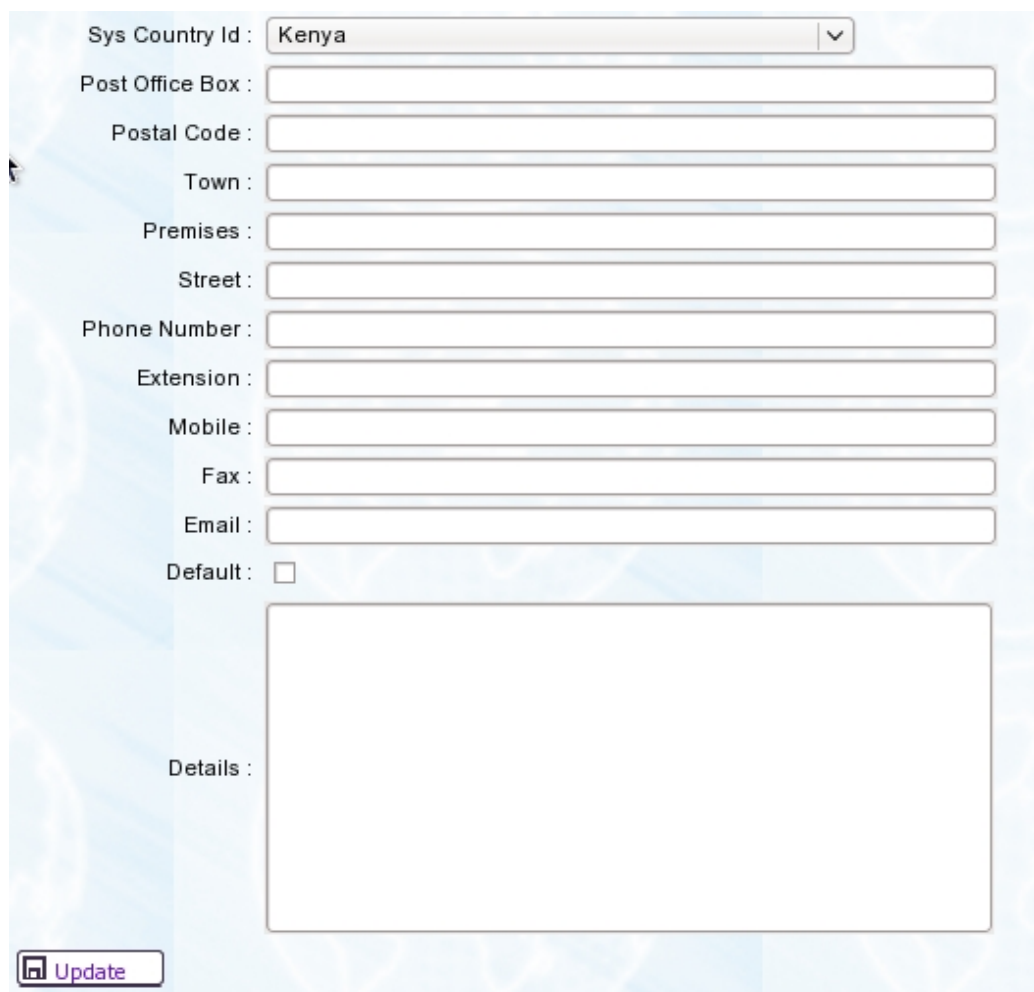Once the entity is created, it will be listed under Entitys as shown below:

Entitys	Entity Types
New Entitys	

Search: _____

Entity ID ▲	Entity Name ⇕	User Name ⇕	Super User ⇕	Entity Leader ⇕	Date Enroled ⇕	Active ⇕	Go ⇕
0	root	root	Yes	Yes	Dec 23, 2010 09:31 PM	Yes	➡
1	Patrick	Kaka	No	No	Dec 24, 2010 09:44 AM	Yes	➡

To set a Phone number for the user just click on the <GO> button of the entity you want to set phone numbers for.

Then click on the <New Address> button then fill in the required fields as shown bellow then save (update)

NB: The most important fields are the phone number and the mobile number which in this case will be the same

B.   Entity Types
Enables you organize your contacts in your desired groups such as users, staff, clients, suppliers
etc
Click on the <Entity Types> to view the default entity types that are there

Entity Type ID	Entity Type Name	Entity Role	Go
0	Users	user	
1	Staff	staff	
2	Client	client	
3	Supplier	supplier	

Click on <New Entity Types> to create a new entity type

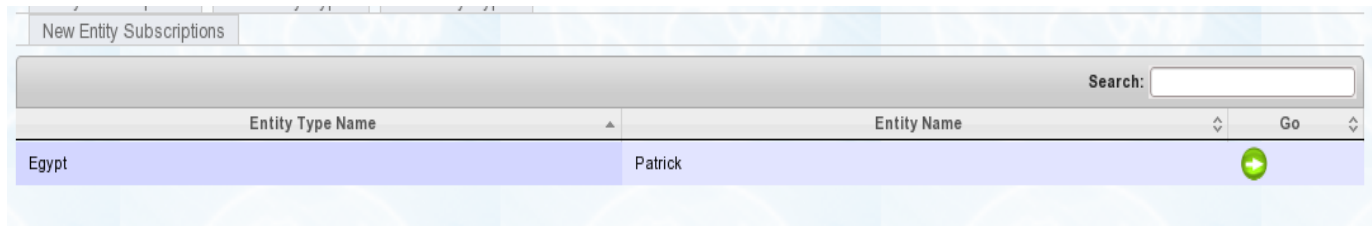Entity Type Name :

Entity Role :
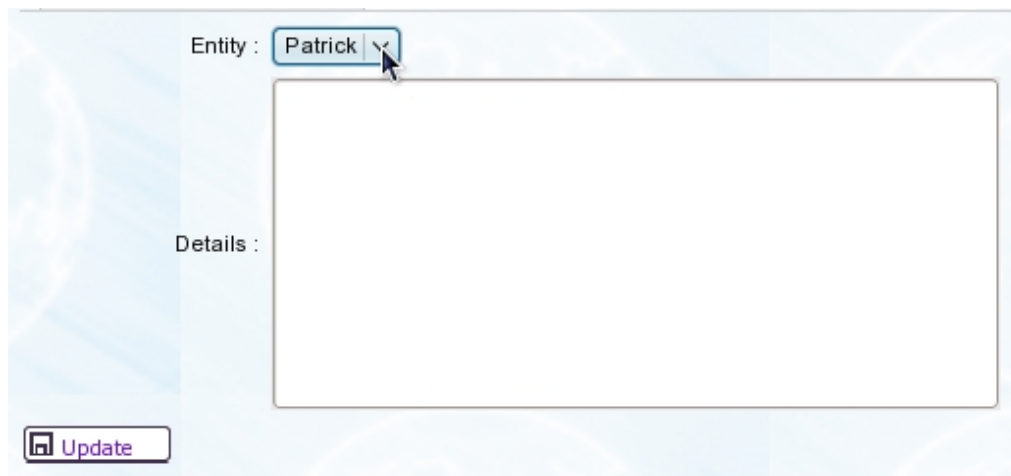
Description :

Details :

Update

NB: Entity Type name and Entity role fields must be field

To view or create entity subscriptions click on the <GO> button of the entity type you want then you will be able to view the entity subscriptions made for that entity type selected

Entity Type Name	Entity Name	Go
Egypt	Patrick	

Search:

You can edit the entity subscriptions by clicking on the <GO> button

To create a new Entity subscriptions for the selected entity type click on the <New Entity Subscription> then a list of entities that you created earlier on will be shown. Select one of them then save.

Entity : Patrick

Details :

Update

2. SMS

This menu option enables you as a user of the system send, manage and view short messages. The Outbox tab enables you to view messages that have not been sent or rather awaiting to be send. The Sent tab enables you to view messages that have been sent and the Inbox tab enables you to view messages that have been received and saved into the system
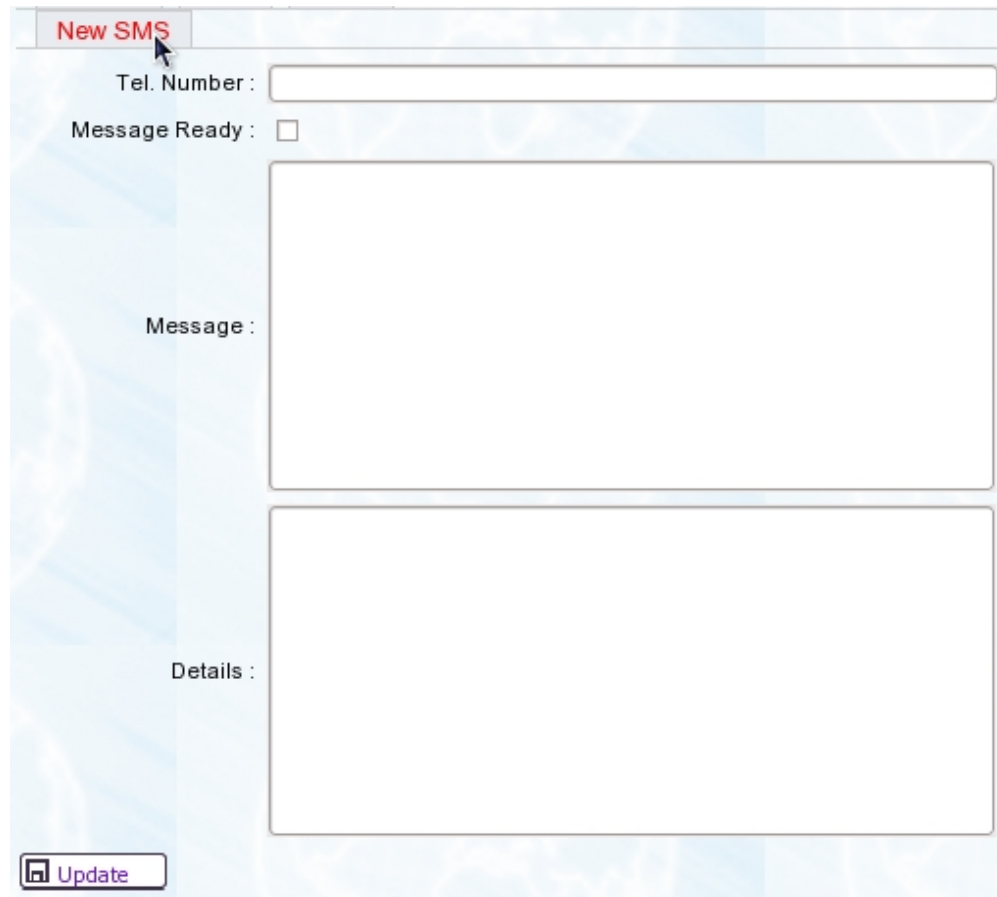
A.   Outbox

SMS ID	Tel. Number	Message Ready	Sent	message	Go
24	+254722537575	No	No	This is a short message that is awaiting to be sent. This message is not yet ready for sending	

Search:

In the outbox section, message are listed showing the telephone number, message ready status and message sent status. If the message ready status is YES and the sent status is NO then it means that the sms server has queued this message and once its sent it moves to the sent folder

of the system. A message can be created and saved to be send some other time. Such messages will always have a message ready state as NO. If you want to send this type of message, click on the <GO> button of the message and check the Message ready state so that it queues the message for sending.

Creating a new Message
Click on the <New SMS> tab

Telephone number should be provided for each message created. After creating your message, save it to put it on the queue to be send.

Exceptional cases such as a message which designed for a group of people is created leaving the telephone number field empty but having the message ready state checked. On the outbox tab, select the message you wish to send to a group by clicking on the <GO> button of the message

Click on the <SMS Groups> then select the <New SMS Group> tab as shown bellow to enable you select a group to receive the created SMS

Select an Entity type that you wish the sms to be send to

Entity Type : Client

Narrative :

Update

B. Sent
Showing a list of sent SMSs

SMS Id	Tel. Number	Name	Sent	message	Go
21	+254722537575		t	Message 21	→
23	+254724595693		t	Message 23	→

Search:

C. Inbox

Listing SMSs that have been received and saved in the system

SMS Id	Tel. Number	Name	message	Go
1	+254713056886		Message 1	→
2	+254737750687		Message 2	→
3	D48617A140		Message 3	→
4	D48617A140		Message 4	→
5	D48617A140		Message 5	→
6	+254735057446		Message 6	→
7	D48617A140		Message 7	→
8	D48617A140		Message 8	→
9	D48617A140		Message 9	→
10	D48617A140		Message 10	→
11	+447781484000		Message 11	→
12	D48617A140		Message 12	→

Search:

Searching

The system allows a user to search for Entities and Messages that have been saved in the system. On each screen the system displays a panel like the one shown bellow.

The system's Log file


```
root@kaka:/opt/tomcat/bin        root@kaka:/opt/tomcat        root@kaka:/opt/tomcat        root@kaka:~
SMS
Server started
Connected : /dev/ttyUSB0
Found : /dev/ttyUSB1
Found : /dev/ttyS0
Found : /dev/ttyS1
SMS System started
Manufacturer : huawei
Model : E160
NMI? : +CNMI: (0,1,2),(0,1,2,3),(0,2),(0,1,2),(0,1)
NMI : 1,1,0,1,0
Messages in SIM : 0, Last Store Location : 20
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CT.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CS.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CL.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CA.%');
Messages in SIM : 0, Last Store Location : 20
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CT.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CS.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CL.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CA.%');
Messages in SIM : 0, Last Store Location : 20
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CT.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CS.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CL.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CA.%');
Messages in SIM : 0, Last Store Location : 20
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CT.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CS.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CL.%');
SELECT sms_id, sms_number, sms_time, folder_id, message FROM sms WHERE (folder_id = '4') AND (message ilike '.CA.%');
```