



Manual for iP.1 SMS Gateway API

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Outgoing SMS

There are currently three ways to connect to the iP.1 SMS Gateway:

- Web service
- URL call
- EXE application

We recommend that you use the web service, since it provides more functionality and flexibility. The delivery time will still be the same for all methods.

For the history of sent SMS messages, log on to: <https://web.smscom.se/visastatus.aspx>

Web service

The address to the web service is:

<https://web.smscom.se/sendSms/sendSms.asmx>

At this address you will also find examples of SOAP calls for each function.

A WSDL description of the service can be found at:

<https://web.smscom.se/sendSms/sendSms.asmx?WSDL>

If you for some reason can't perform SSL calls it is possible to use

<http://web.smscom.se/sendSms/sendSms.asmx> and

<http://web.smscom.se/sendSms/sendSms.asmx?WSDL>

balans

The function takes an account and its password and returns the current balance of the account.

Return value: Balance

Parameter	Description	Type
Konto	Your account name	string
Passwd	Your password	string

beskrivning

The function takes a status code and returns its description. See *Appendix A* for a full list of codes and their descriptions.

Return value: Description of the status

Parameter	Description	Type
Id	Status code	string



cancelBundle

The function takes the ID of a bundle with time controlled messages and cancels the messages in the bundle.

Return value: 0 if there were any messages in the bundle that could be canceled, otherwise it will return an error code (see *Appendix A*)

Parameter	Description	Type
konto	Your account name	string
passwd	Your password	string
bundleID	Bundle ID	string

cancelSms

The function takes the ID of a time controlled SMS and cancels it.

Return value: 0 if it was possible to cancel the SMS message, otherwise it will return an error code

Parameter	Description	Type
konto	Your account name	string
passwd	Your password	string
smsID	SMS ID	string

flashSms

Send a so called flash SMS message. A flash SMS message is shown immediately without having to be opened by the receiver and will not automatically be saved in the phone. If it is not saved by the user it will be deleted when it is closed or a new flash SMS arrives.

Return value: SMS ID or error code

For parameters, see *sms*.

sms

Sends an SMS message.

Return value: SMS ID or error code

Parameter	Description	Type
konto	Your account name	string
passwd	Your password	string
till	The recipient's phone number.	string



from	Text describing the sender consisting of max 11 characters. To be on the safe side it is recommended to only use lower and uppercase letters (A-Z) and digits (0-9), since there are phones that can't handle other characters. If a phone number is provided as the sender, then that number shall be written with country code included (e.g. 46702317396).	string
meddelande	A single SMS message contains at most 160 characters (7-bit GSM 03.38 encoding). This means that longer messages will be divided into multiple messages consisting of up to 152 characters that will be put together again in the receiver's phone. So a message containing 161 characters means that you will be debited for two messages. Line breaks are sent as "%0a" (without the quotation marks).	string
prio	Priority is a three level scale where 1 is the lowest priority and 3 the highest. Priority 1 is suitable for group messages, whereas priority 3 is suitable for more critical messages such as alarms. We recommend priority 2 for normal use.	string

If the return value is below 1000 it is an error code (see *Appendix A*), otherwise the message has been correctly sent, the account has been debited and the return value is an SMS ID.

smsAt

Sends an SMS at a given point in time.

Return value: SMS ID or error code.

Parameter	Description	Type
sendAt	Unix timestamp for the point in time when the message shall be sent. A Unix timestamp is the number of seconds since midnight the 1 st of January 1970 UTC. Swedish time and daylight savings time must thus be compensated for.	string

For a description of other parameters see *sms*.

smsBundle

Sends a message to a bundle of recipients.

Return value: Bundle-ID or error code

Parameter	Description	Type
konto	Your account name	string
passwd	Your password	string
till	The recipients' phone numbers as a comma separated list.	string



from	Text describing the sender consisting of max 11 characters. To be on the safe side it is recommended to only use lower and uppercase letters (A-Z) and digits (0-9), since there are phones that can't handle other characters. If a phone number is provided as the sender, then that number shall be written with country code included (e.g. 46702317396).	string
meddelande	A single SMS message contains at most 160 characters (7-bit GSM 03.38 encoding). This means that longer messages will be divided into multiple messages consisting of up to 152 characters that will be put together again in the receiver's phone. So a message containing 161 characters means that you will be debited for two messages. Line breaks are sent as "%0a" (without the quotation marks).	string
prio	Priority is a three level scale where 1 is the lowest priority and 3 the highest. Priority 1 is suitable for group messages, whereas priority 3 is suitable for more critical messages such as alarms. We recommend priority 2 for normal use.	string

If the return value is below 1000 it is an error code (see *Appendix A*), otherwise the messages have been correctly sent, the account has been debited and the return value is a bundle ID.

smsBundleAt

Sends a message to a bundle of recipients at a given time.

Return value: Bundle ID

Parameter	Description	Type
sendAt	Unix timestamp for the point in time when the message shall be sent. A Unix timestamp is the number of seconds since midnight the 1 st of January 1970 UTC. Swedish time and daylight savings time must thus be compensated for.	string

For a description of other parameters see *smsBundle*.

status

The function takes an SMS ID and returns the latest known status for that SMS message. The status can for example be that the message has been delivered to the GSM network or that it has arrived to the recipient's phone. See *Appendix A* for a complete list of status codes and their descriptions.

Return value: Status code

Parameter	Description	Type
id	SMS ID	string



statusBundle

The function takes a bundle ID and returns the latest known status for each SMS in the bundle.

Return value: A list of SMS messages, where each message contains SMS ID and Status code.

Parameter	Description	Type
bundleID	Bundle ID	string

tidpunkt

The function takes an SMS ID and returns the point in time when it is supposed to be sent.

Return value: The time the message is supposed to be sent, in the format yyyy-mm-dd hh:mm:ss. If the message isn't time controlled or an invalid SMS ID was provided 0 will be returned.

Parameter	Description	Type
id	SMS ID	string

URL requests

A simple way to send SMS messages is to use URL requests, by simply performing an HTTP GET request to <https://web.smscom.se/sendsms.aspx>

If you can't perform requests over SSL you can instead use <https://web.smscom.se/sendsms.aspx>

Parameter	Description	Type
Acc	Your account	string
Pass	Your password	string
Msg	A single SMS message contains at most 160 characters (7-bit GSM 03.38 encoding). This means that longer messages will be divided into multiple messages consisting of up to 152 characters that will be put together again in the receiver's phone. So a message containing 161 characters means that you will be debited for two messages. Line breaks are sent as "%0a" (without the quotation marks).	string
To	The recipient's phone number.	string
From	Text describing the sender consisting of max 11 characters. To be on the safe side it is recommended to only use lower and uppercase letters (A-Z) and digits (0-9), since there are phones that can't handle other characters. If a phone number is provided as the sender, then that number shall be written with country	string



	code included (e.g. 46702317396).	
Prio	Priority is a three level scale where 1 is the lowest priority and 3 the highest. Priority 1 is suitable for group messages, whereas priority 3 is suitable for more critical messages such as alarms. We recommend priority 2 for normal use.	string

Optional parameters

Parameter	Description	Type
Type	The only accepted value is currently “flash” (without quotation marks), which makes the message a flash SMS. For more info about flash SMS see the function sendFlash in the web service part of this document.	string
Error	address that any error message will be sent to	string
Ok	address that SMS ID shall be sent to	string

The parameters Error and Ok forward a status code or SMS ID to the provided addresses. If these parameters aren't used the messages will be printed directly. These two parameters can be used to simplify the management of status codes.

Example:

<https://web.smscom.se/sendsms.aspx?acc=test&pass=1234&msg=Testar&to=0702617396&from=ip1&prio=2>

All parts of the URL must use the character encoding ISO-8859-1 (latin-1). Nothing special is needed for åäö, but makes sure to use URL encoding (percent-encoding) for the message to prevent problems with special characters. Use `HttpServerUtility.UrlEncode` in ASP.NET, `rawurlencode` in PHP or corresponding methods in other languages.

What the different status codes mean is described in *Appendix A*.

EXE application

The application requires the following parameters: account, password, to, from, message, priority

The message shall be enclosed by quotation marks (") if the message is sent as clear text and not through a variable. The application will connect to the web service and send the message.

To view information about sent messages, log in on the following page:

<https://web.smscom.se/visastatus.aspx>

Example:

The above command would send an SMS message from the account "test" with the password "mypass", with the text "Welcome to ip1" to 46733123456, from the sender "ip1" with priority 2.

iP.1 provides an executable at: <http://www.ip1.se/downloads/sms.zip>



Incoming SMS

To get the opportunity to receive incoming SMS messages a phone number is required. It is today possible to choose a phone number consisting of 15 or 11 digits. Remember that the sender of a message can't be longer than 11 characters, and thus it will only be possible for your receiver to answer an SMS that you send from our server if you have an 11 digit number.

Callback

The easiest way to handle incoming SMS messages is to create a web application to handle them, and provide us with a callback URL for the receiving number.

When an SMS message is received by the gateway it will perform a HTTP GET call to the URL with the following parameters.

Parameter	Description	Type
Text	Ignorerar i nuläget alla värden utom "flash" (utan citattecken), som resulterar i att ett flash-SMS skickas. För mer information om flash-SMS se funktionen sendFlash i webbtjänsten	string
To	adress som eventuellt felmeddelande skall skickas till	string
sender	Avsändare (nummer eller namn)	string
incsmsid	Id-nummer för meddelandet	string

Example: If your callback URL is <http://www.example.com/smscallback.php>. The call will look like this:
<http://www.example.com/smscallback.php?incsmsid=123456789&sender=4673222222&text=testmeddelande&to=4673XXXXXXXXXXXX>

It is also possible to have callback URLs with query strings, for example:
<http://www.example.com/smscallback.php?someparam=somevalue>

As the answer to a callback call, your web application shall return an unformatted OK (two characters, without any formatting). If the call is not successful or another answer is returned the gateway will try again with a 30 minute interval for a maximal of 10 tries. Send your callback URL to iP.1 to tie it to your phone number.



Outgoing MMS

Outgoing MMS messages are sent by calling a SOAP based web service like the one for SMS messages. Please observe that the sender can't be specified as text when sending MMS messages.

Web service

The address to the web service is:

<https://web.smscom.se/mms/mms.asmx>

At this address you can also find examples of SOAP calls for each function.

A WSDL description can be found at:

<https://web.smscom.se/mms/mms.asmx?WSDL>

If you for some reason can't perform SSL calls it is possible to use

<http://web.smscom.se/mms/mms.asmx> and

<https://web.smscom.se/mms/mms.asmx?WSDL>

sendMMS

Sends an MMS message.

Return value: MMS ID or error code

If the return value is below 1000 it is an error code (see *Appendix B*), otherwise the message has been correctly sent, the account has been debited and the return value is an MMS ID.

Parameter	Description	Type
acc	Your account name	string
pass	Your password	string
msg	The text part of the message. Line breaks can be made by sending the character string "%0a" (without quotation marks).	string
to	The recipient's phone number.	string
from	The sender's phone number (e.g. 46702317396). Letters are not accepted.	string
files	Files are sent as base64 encoded binary data. An arbitrary number of files can be attached, but their total size can't exceed 300kB.	InlineFile



status

The function takes an MMS ID and returns the latest known status for that MMS message. The status can for example be that the message has been delivered to the GSM network or that it has arrived to the recipient's phone. See *Appendix B* for a complete list of status codes and their descriptions.

Return value: Status code (see *Appendix B*)

Parameter	Description	Type
mmsId	MMS ID	string

Incoming MMS

To receive MMS message an 11 digit receiving number from iP.1 is needed.



Appendix A

Status codes for SMS

Code	Status	Description/action
0	Delivered to gateway	
1	Gateway login failed	Check your account name and password
2	Invalid message content	Check your message
3	Invalid phone number format	Check the number
4	Insufficient funds	Add credits to your account and try again
10	Received by the gateway	Ongoing delivery
11	Delayed delivery	Ongoing delivery
12	Delayed delivery canceled	The delivery was canceled
21	Delivered to the GSM network	Ongoing delivery
22	Delivered to the phone	Delivery confirmed
30	Insufficient funds	Add credits to your account and try again
41	Invalid message content	Check your message
42	Internal error	Delivery failed
43	Delivery failed	Delivery failed
50	General delivery error	Delivery failed
51	Delivery to GSM network failed	Delivery failed
52	Delivery to phone failed	Delivery failed
100	Insufficient funds	Add credits to your account and try again
101	Wrong account credentials	Check your account name and password
110	Parameter error	There was a problem with the call – check your code



Appendix B

Status codes for MMS

Code	Status	Description/action
0	Delivered to gateway	
1	Gateway login failed	Check your account name and password
2	Invalid message content	Check your message
3	Invalid phone number format	Check the number
4	Insufficient funds	Add credits to your account and try again
11	Delayed delivery	Ongoing delivery
21	Delivered to the GSM network	Ongoing delivery
22	Delivered to the phone	Delivery confirmed
30	Insufficient funds	Add credits to your account and try again
41	Invalid message content	Check your message
42	Internal error	Delivery failed
44	Delivery failed	Delivery failed
45	Invalid phone number	Delivery failed
50	General delivery error	Delivery failed

