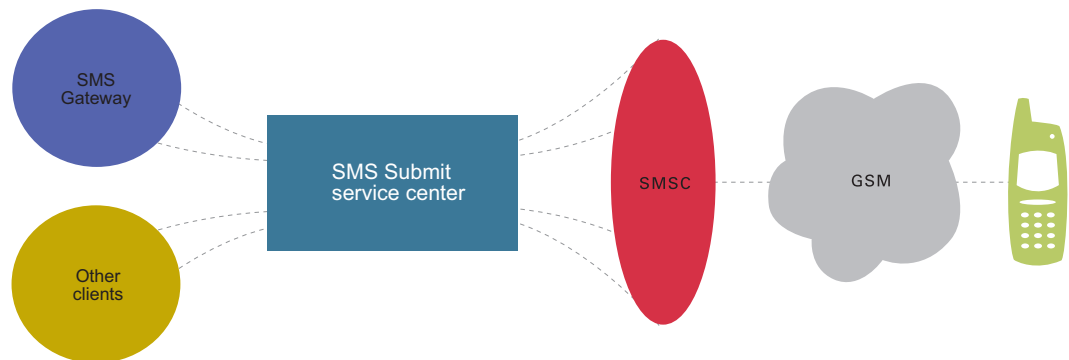


SMS Submit



SMS Submit is a cost-efficient service for sending and receiving messages (SMS) to and from GSM terminals. It offers different methods of access (TCP/IP, ISDN and analogue modem) as well as world-wide coverage. Supported protocols for sending and receiving messages include CIMD2, SMPP, UCP, HTTP and SMTP.

Possibility to receive messages is an add-on to the service and is made available through dedicated long codes (virtual GSM numbers). Messages can be sent to the service from any GSM phone in the world and is forwarded to the customer via any of the protocols supported. The option "Threaded replies" makes it possible to map an incoming reply to a previously sent message through unique message identifiers.

Message logs can be displayed and exported using a web-based interface.

Current users of our Enterprise Messaging Gateway and SMS Gateway products can easily connect to the SMS Submit service using these products.

Getting started

In order to sign up for SMS Submit an agreement needs to be signed. When the agreement is in place account information is sent to the customer and after configuring the client software the service is up and running. Usually this process can be completed within hours.

Support

The service is monitored 24x7 and uses redundancy to maximize availability. However, if any questions or issues arise when configuring or using the service our technical support team is dedicated to responding to any support requests rapidly.

Nordic Messaging Technologies is a trademark of Infoflex Connect AB. Please visit our website www.nordicmessaging.se for more information about our carrier-grade messaging products.

Feature overview

Message types

All types of SMS messages are supported including (but not limited to) text (7-bit), binary (8-bit), Unicode UCS2 (16-bit), WAP push and flash messages.

SMS Submit gives full control over each message and its message options.

Each SMS can be up to 160 (7-bit), 140 (8-bit) or 70 (UCS2, 16-bit) characters. Longer messages will be split into multiple messages.

Source address (sender)

Message sender can be set per message to any numeric value (short code or GSM number). It is also possible to use alphanumeric senders (limited to max 11 characters in GSM specification).

When using threaded replies the sender will be set to a dynamically allocated number from a number pool.

Threaded replies (SAT)

In order to be able to map a reply to a previously sent message to the original message a special mechanism called SAT (Source Address Translation) is used in the SMS platform.

The sender address for each message will be picked from a dynamic pool of GSM numbers so that for each message the combination of sender and destination address is unique.

This enables the platform to map a reply back to the original message and supply the client application with the message ids both for the original message and the reply.

Long messages

Long messages can be split into multiple concatenated messages which will be reassembled back into a long message in the terminal if supported.

Please note that each message part is, and will be charged as, one SMS.

User Data Header (UDH)

UDH is fully supported enabling use of WAP push, Nokia Smart Messaging, EMS and more. For long messages being split into multiple concatenated messages relevant UDH options are added transparently.

Delivery reports

For each message it is possible to request a delivery report (DLR). A message is considered "relayed" until a DLR is received for the message confirming delivery or failure. DLRs can be routed back to the client application similar to a normal message.

Throughput

Each account is allowed to send up to 40 messages per second.

Interfaces

Numerous service interfaces are provided for sending and receiving messages:

- HTTP GET/POST
- SMTP (E-mail)
- Messaging protocols (CIMD2, SMPP and UCP)
- Java API