Archived:How to send SMS/MMS messages using Flash Lite

Archived: This article is **archived** because it is not considered relevant for third-party developers creating commercial solutions today. If you think this article is still relevant, let us know by adding the template {{ReviewForRemovalFromArchive|user=~~~~|*write your reason here*}}.

We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in Flash Lite on Nokia Browser for Symbian. Specific information for OLD Series 40 and Symbian devices is available in the Flash Lite Developers Library.

The article discusses how to send an SMS/MMS using Flash Lite.

Sending SMS/MMS

To send SMS or MMS you have to use the `GetURL()` function with this statement in parameter:

```
sms:aNumber?body=A Message
```

or

```
mms:aNumber?body=A Message
```

An example:

```
myNumber = "4815162342";
myMessage = "Hi, This is my message";

getURL("sms:" add myNumber add "?body=" add myText); //Send a SMS

/*
    getURL("mms:" add myNumber add "?body=" add myText); //Send a MMS
*/
```

In Symbian phones, this function will not immediately send the message but open the built-in SMS/MMS editor filled with the given parameters.

Checking SMS/MMS capabilities

You can check if Flash Lite can send SMS or MMS by using this numerical variables:

- `_capSMS`: Set to 1 if Flash Lite can send SMS. Otherwise, this variable is undefined.
- `_capMMS`: Set to 1 if Flash Lite can send MMS. Otherwise, this variable is undefined.
- In Flash Lite 2.x, it is recommended to use `System.capabilities.hasSMS` and `System.capabilities.hasMMS` variables.

An example:

```
if(_capMMS)
{
    getURL("mms:4815162342?body=Hi, This is my message"); //Send a MMS
}
```


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