Archived:Sending an SMS using Symbian C++

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Overview

This code snippet demonstrates how to send an SMS using `RSendAs` and `RSendAsMessage`.

MMP file

The following library is required:

```
LIBRARY sendas2.lib
```

You may also want to add the following capability:

```
CAPABILITY NetworkServices
```

The capability is not required but without it the application asks for permission to send the message.

Header file

```
private:  // New methods
    void SendSMSL();
```

Source file

```
#include <rsendas.h>
#include <rsendasmessage.h>
#include <smut.h>
```

```
void CAppUi::SendSMSL()
{
    RSendAs sendAs;
    TInt err = sendAs.Connect();
    if (err) {
        // TODO: Error handling
        return;
    }
    CleanupClosePushL(sendAs);

    RSendAsMessage sendAsMessage;
    sendAsMessage.CreateL(sendAs, KUidMsgTypeSMS);
    CleanupClosePushL(sendAsMessage);

    // Add the receiver
    _LIT(KReceiver, "+358123123123");
    sendAsMessage.AddRecipientL(KReceiver, RSendAsMessage::ESendAsRecipientTo);
```


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```
    // Set the body text
    _LIT(KBodyText, "Hello!");
    sendAsMessage.SetBodyTextL(KBodyText);

    // Send the message
    sendAsMessage.SendMessageAndCloseL();

    CleanupStack::Pop(); // sendAsMessage (already closed)
    CleanupStack::PopAndDestroy(); // sendAs

    _LIT(KInfoText, "Message sent.");
    iAppView->LogPrintL(KInfoText);
}
```

Postconditions

The application sends an SMS to the number specified in the code.

Supplementary material

- You can test SMS sending features in action in a simple, executable application into which this code snippet has been patched. The application is available for download at Media:ExampleStub w SMS sending.zip
- You can examine all the changes that are required to implement SMS sending in an application. The changes are provided in unified diff and colour-coded diff formats: Media:Sending an SMS.diff.zip
- For general information on applying the patch, see Using Diffs.
- For unpatched stub applications, see Example stub.

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