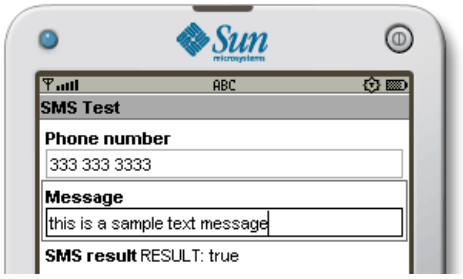
How to send text SMS in Java ME

WMAPI allows Java ME applications to access messaging functionalities, as sending and receiving SMS and MMS messages. This article explains how to use it to send a simple text message.

Overview

The following Java ME tip explains a method of sending text messages using WMAPI. In the program TextMessage interface represents a text message. The `setPayloadText()` method sets the characters in the message.




```
public boolean sendSms(String number, String message){
  boolean result = true;
  try {
    //sets address to send message
    String addr = "sms://"+number;
    // opens connection
    MessageConnection conn = (MessageConnection) Connector.open(addr);
    // prepares text message
    TextMessage msg =
    (TextMessage)conn.newMessage(MessageConnection.TEXT_MESSAGE);
    //set text
    msg.setPayloadText(message);
    // send message
    conn.send(msg);
    conn.close();
  } catch (SecurityException se) {
      // probably the user has not allowed to send sms
      // you may want to handle this differently
      result = false;
  } catch (Exception e) {
      result = false;
  }
  return result;
}
```

Download

You can download a sample MIDlet showing the code presented in this article here: Media:HowToSendTextSMSMIDlet.zip

Notes

- Remember that a single message has a maximum size (140 bytes, which translates to 160 7-bit characters). If your message is too long to fit in one message it can be splitt to a maximum of three SMS, this is handled automatic by the WMA implementation.
- **Potentially-blocking operations**, like sending a text message, **should always be performed in separate threads**, to avoid blocking the main MIDlet thread.

Related resources

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- WMAPI JavaDocs
- Wireless messaging section on Java ME Developer's Library

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