Sending-Receiving SMS through an Exe (Server)

Introduction

It is a common practice to send messages and read incoming messages from Messaging server and parse them accordingly. Developer genearally prefers such a functionality as being server side implementation which can be developed using GUI-less Exe.

This article is about to implement such SMS sending/receiving functionalities in GUI-less Exe (Server).

Prerequisite

- Create one GUI-less exe project(for e.g: **SMSByExe**) from Application Wizard. Generally it is termed as Console-based Exe project in the Application Wizard.
- Download **SmsHandler.zip** as follows:
  - For S60 2nd edition = SMShandler S60 2nd.zip
  - For S60 3rd edition = SMShandler S60 3rd.zip
- Extracting **SmsHandler.zip** will result into **SmsHandler.h** and **SmsHandler.cpp**
- Copy-Paste **SmsHandler.h** into your project's **/inc** folder.
- Copy-Paste **SmsHandler.cpp** into your project's **/src** folder.
- Edit your **.mmp** file. Add an entry for **SmsHandler.cpp** in **SOURCE** directive.

```
SOURCE SMSHandler.cpp
```

- Edit your **.mmp** file. Add libraries for SMS handling, and capabilities required.

```
//Libraries included for SMS support-
LIBRARY msgs.lib smcm.lib gsmu.lib mtur.lib
CAPABILITY ReadUserData WriteUserData NetworkServices
```

Sending message

SMSByExe.h

```
#ifndef __SMSBYEXE_H__
#define __SMSBYEXE_H__

//  Include Files

#include <e32base.h>

class CSmsHandler; //forward declaration

//  Function Prototypes

GLDEF_C TInt E32Main();

LOCAL_C void SendSMSL();

CSmsHandler* iSmsHandler;

#endif  // __SMSBYEXE_H__
```


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- Open your **SMSByExe.cpp** file.
- Include **SmsHandler.h**.

```
#include "SMSHandler.h" //Added for SMS Handling
```

SMSByExe.cpp

The following code snippet illustrates how to initialize SMSHandler class.

```
//  Include Files

#include "SmsByExe.h"
#include <e32base.h>
#include <e32std.h>
#include "SMSHandler.h"


//  Local Functions
LOCAL_C void MainL()
{
    //
    // add your program code here, example code below
    //
 //This is for initializing SMSHandler
 iSmsHandler = CSmsHandler::NewL();
        SendSMSL();
}


LOCAL_C void DoStartL()
{
    // Create active scheduler (to run active objects)
    CActiveScheduler* scheduler = new (ELeave) CActiveScheduler();
    CleanupStack::PushL(scheduler);
    CActiveScheduler::Install(scheduler);

    MainL();

    CActiveScheduler::Start();

    // Delete active scheduler
    CleanupStack::PopAndDestroy(scheduler);
}

LOCAL_C void SendSMSL()
{
 TBuf<128> SMSText,PhoneNumber;
 SMSText.Copy(_L("SMS By An EXE"));
        // Replace the number you wish to send message
 PhoneNumber.Copy(_L("9999999999"));
 iSmsHandler->SendL( PhoneNumber, SMSText) ;
}

//  Global Functions
GLDEF_C TInt E32Main()
{
```


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```
    // Create cleanup stack
    __UHEAP_MARK;
    CTrapCleanup* cleanup = CTrapCleanup::New();

    // Run application code inside TRAP harness, wait keypress when terminated
    TRAPD(mainError, DoStartL());

    delete cleanup;
    __UHEAP_MARKEND;
    return KErrNone;
}
```

Receiving Message

- Open your **SmsHandler.cpp** file which is supplied from the .zip file.

SmsHandler.cpp

```
void CSmsHandler::MessageReceivedL( TMsvId aEntryId )
{
 CMsvEntry* serverEntry = iSession->GetEntryL( aEntryId );   // current entry
 CleanupStack::PushL( serverEntry );
 TMsvEntry entry = serverEntry->Entry(); // currently handled message entry

 entry.SetNew( ETrue );
 entry.SetUnread( ETrue );
 entry.SetVisible( ETrue );

 serverEntry->ChangeL( entry );  // commit changes

 //Added to retrieve message body
        // iDescription will have only first 32 characters from the message
 const TDesC& descp = entry.iDescription;
 TBuf8<40> MessageArrived;
 MessageArrived.Copy(descp);

 //Added to retrieve Phone Number of the Sender
 iSmsMtm->SwitchCurrentEntryL(aEntryId);
 iSmsMtm->LoadMessageL();
 CSmsHeader& header = iSmsMtm->SmsHeader();

 TPtrC from = header.FromAddress();
 const TDesC& phoneNumber = from;

 CleanupStack::PopAndDestroy( serverEntry );
}
```

Related Links:

- Sending SMS with RSendAs
- SMS Utilities API
- SMS Receiver
- Reading SMS from Inbox
- Archived:Sending SMS in S60 3rd Edition - MTM

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- SMS Operations
- How to send an SMS using sockets
- Create Local SMS
- How to Open SMS or MMS Editor

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