Wireless Messaging API

Wireless Messaging API is an optional package for Java ME that provides platform-independent access to wireless communication resources like Short Message Service (SMS) and Multimedia Messages (MMS), as well as Push capabilities (launching a MIDlet on message receipt). WMA can be used on top of CLDC and MIDP.

The classes are under package **javax.wireless.messaging**.

WMA 1.0 (JSR-120)

Version 1.0 of the specification (JSR 120) allows developers to send and receive SMS in text or binary mode. You can send:

- A normal SMS text message
- A text message addressed to a port, for example to be received by another Java ME application listening to this port
- A binary message addressed to a port, for example to be received by another Java ME application listening to this port.

To send a SMS, you have to use the Generic Connection Framework from Java ME using a protocol sms://. WMA API offers the following classes:

- MessageConnection
- MessageListener
- TextMessage
- BinaryMessage

You can receive SMS which were sended to a given port, but **not** normal SMS from the inbox. Restricted ports can also not usable, for example you can not send a WAP-Push SMS.

Using Nokia Connectivity Framework you can test send and receive SMS using two or more Nokia emulators on the same PC. Each emulator will have an SMS number defined in the title area.

The JSR Specification is available at http://www.jcp.org/en/jsr/detail?id=120.

WMA 2.0 (JSR-205)

The differences between WMA 2.0 (JSR-205) and WMA 1.0 (JSR-120) are related primarily to the support of multi-part messages used for MMS messaging, added in this version.

The JSR Specification is available at http://www.jcp.org/en/jsr/detail?id=205.

References

- Nokia Developer
  - MIDP 2.0: Wireless Messaging API Example
  - A Brief Introduction to Secure SMS Messaging in MIDP
  - A MIDlet Example Using the Wireless Messaging API and the Nokia SMS API: Chat
- Sun
  - Wireless Messaging API (WMA); JSR 120, JSR 205