

Axon Personalised SMPP Client User Manual

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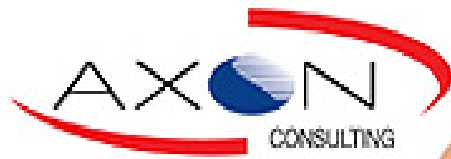
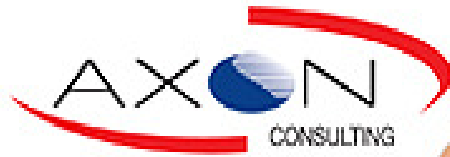


Table of Contents

Sr. No.	Topics	Page No.
1	Introduction	3
2	Requirements	4
3	Installation	5
4	Post – Installation	9
5	Using Desktop Client	10
5.1	Single Message	14
5.2	Quick Message	16
5.3	Bulk Message	17
5.4	Personalised Message	19
5.5	Address Book	26
5.5.1	Groups	27
5.5.2	Distribution Lists	32
5.6	Group Message	36
5.7	Sending a Unicode Message	37
5.8	Delivery Reports	38
5.9	Credit Details	41
5.10	Help	42

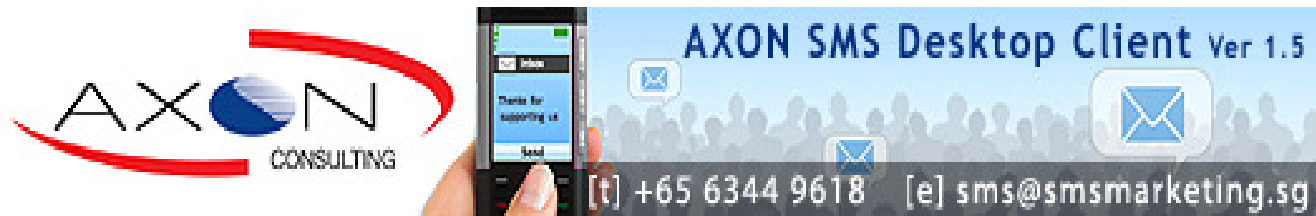


Introduction

The Personalised SMPP Client is an application that runs on a client computer and connects to an **SMPP*** Server. This application enables you to send messages and receive Delivery Reports. Apart from the send/receive provisions you can manage your contacts with the Desktop Client using the **AddressBook** feature.

The **AddressBook** allows you to create new **Groups** and add/upload contacts to a group. It also allows the creation and modification of **Distribution Lists**. Distribution Lists contain only numbers as opposed to groups which contain contacts that have a name and a number. Using the Desktop SMPPClient a user can also check his **CreditDetails** online. CreditDetails show the user details like the initial credit allotted to him, the credit used by the user till date and the balance left.

The next section discusses certain technical details about the application and its working environment so as to understand the requirements of the application and also to appreciate them. One does not need to read this section to use this application. But if you have a few questions as to why the application behaves the way it does, the next section might just answer them. Those who do not want to get into much technical detail can feel free to skip the next section.



Requirements

Protocols and Network connection

The application works on the Short-Message-Peer-To-Peer (SMPP) Protocol. SMPP Protocol allows an ESME (External Short Messaging Entity) to communicate with a SMSC (Short Message Service Centre). The SMPP Protocol defines PDUs (Protocol Data Units) for the entities to communicate with each other. The SMPPClient acting as an ESME sends PDUs to the SMPP Server or SMSC to connect, send messages, disconnect, receive delivery reports of send messages etc. During sending a batch of messages the application needs to be connected to the server all the time. If it disconnects in-between then the sending might stop immediately and to start again the user might have to enter all the parameters again. The application even needs to send and receive PDUs just to stay connected to the server. And a non-active Internet connection, or a connection that keeps dropping, might pose problems in the proper functioning of the application.

In such regard one of the core requirements for the application to work appropriately is an active Internet connection at all times.

Operating Systems

Windows

The application runs on Microsoft Windows XP. (Other editions not tested).

Other Systems

The application also runs on Linux-based systems but is not thoroughly tested on such systems. Also User Interface generated on such systems might be inappropriate. No support or help would be available for running the application on such systems. Also no guarantees and assurances about the proper working of the application on these systems would be offered.

Runtime Environment

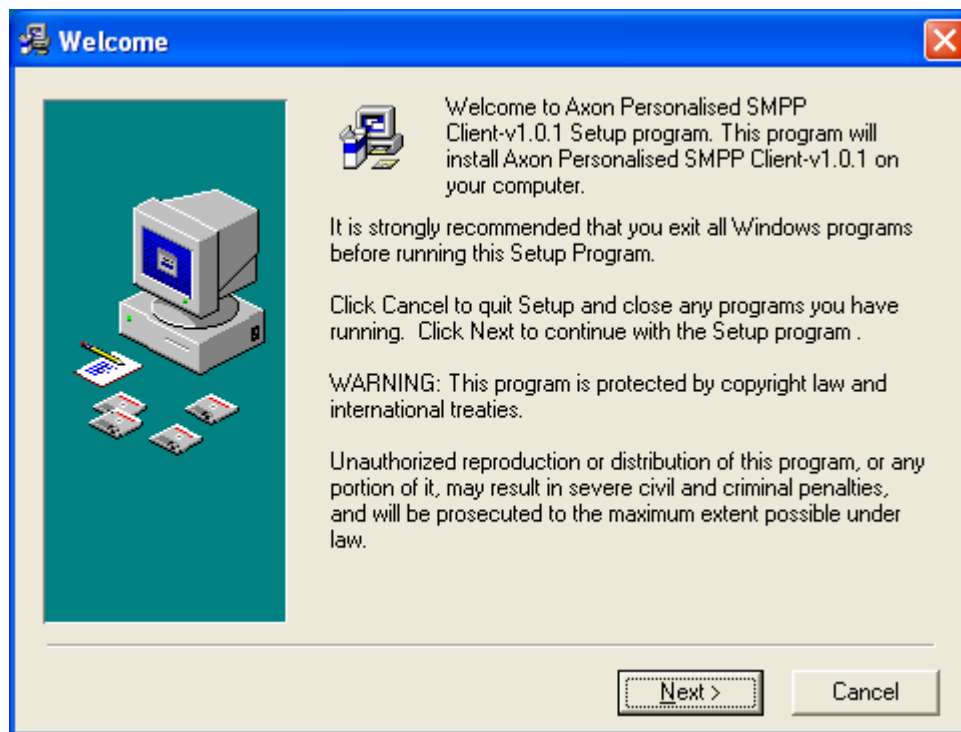
The application would require Java Runtime Environment 1.6.0. to be installed on your system. But incase you don't have this software installed on your system or have a lower version of it; the application will download and install the software for you.

Note: For download and installation you would require an active network connection.

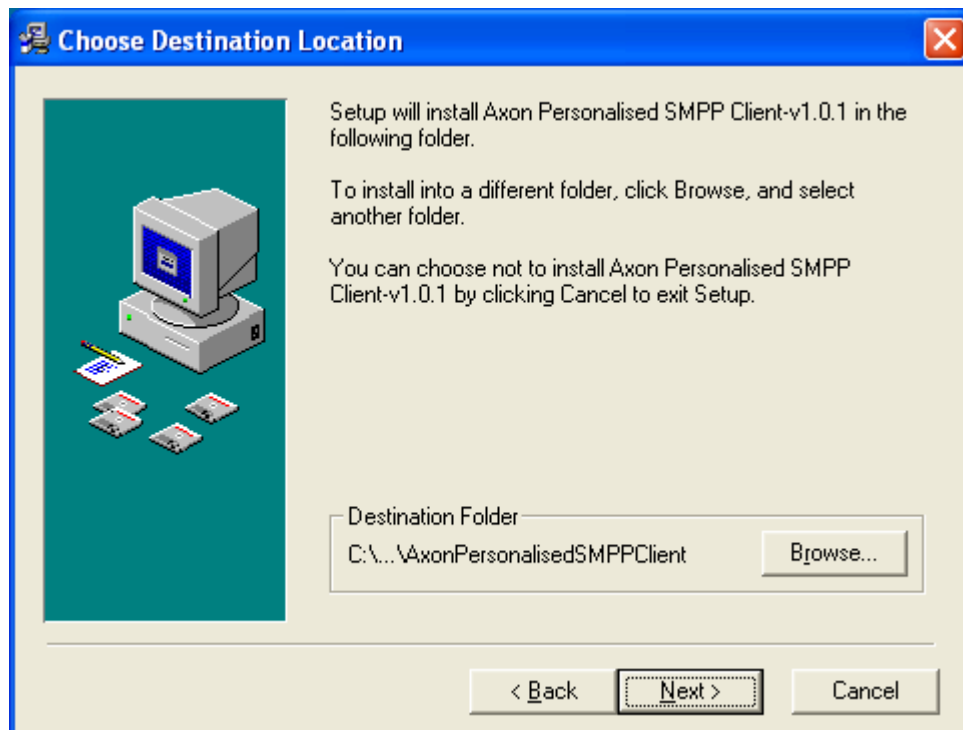
Installation

After downloading the application executable (.exe) file, double click it to start the installation. Once the installation begins you just need to enter appropriate inputs as the installation proceeds. After the installation has successfully completed it will show you a dialog about successful installation of the software and would ask you whether you like to launch the application immediately. Tick the check box named 'Launch the application' if you intend to use it right away or if you want to use it at a later time you can uncheck the check-box.

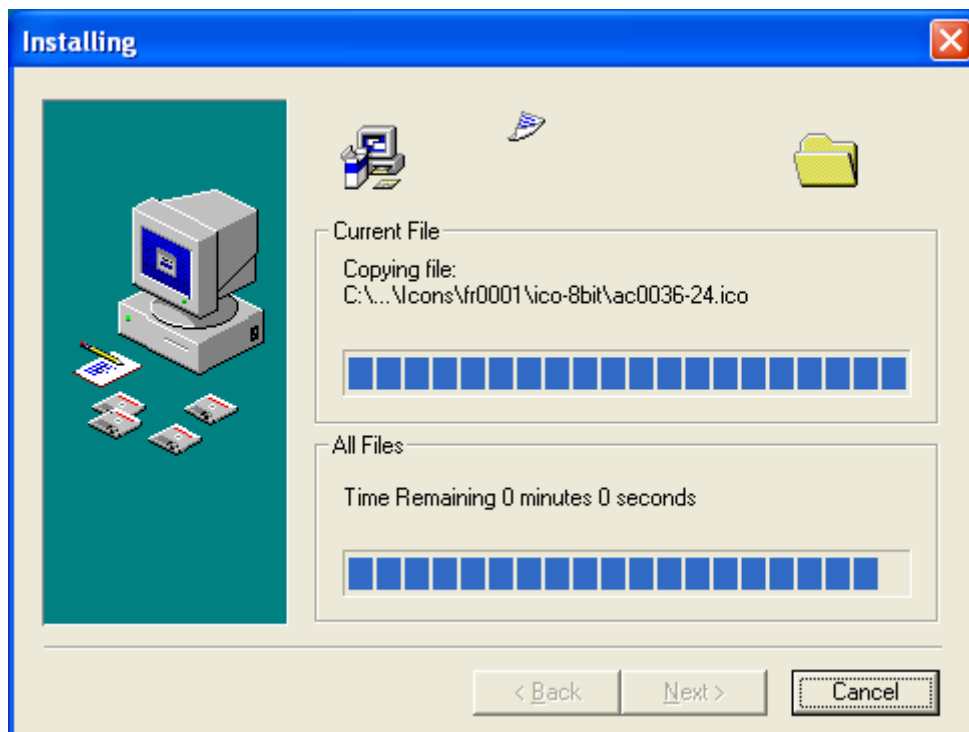
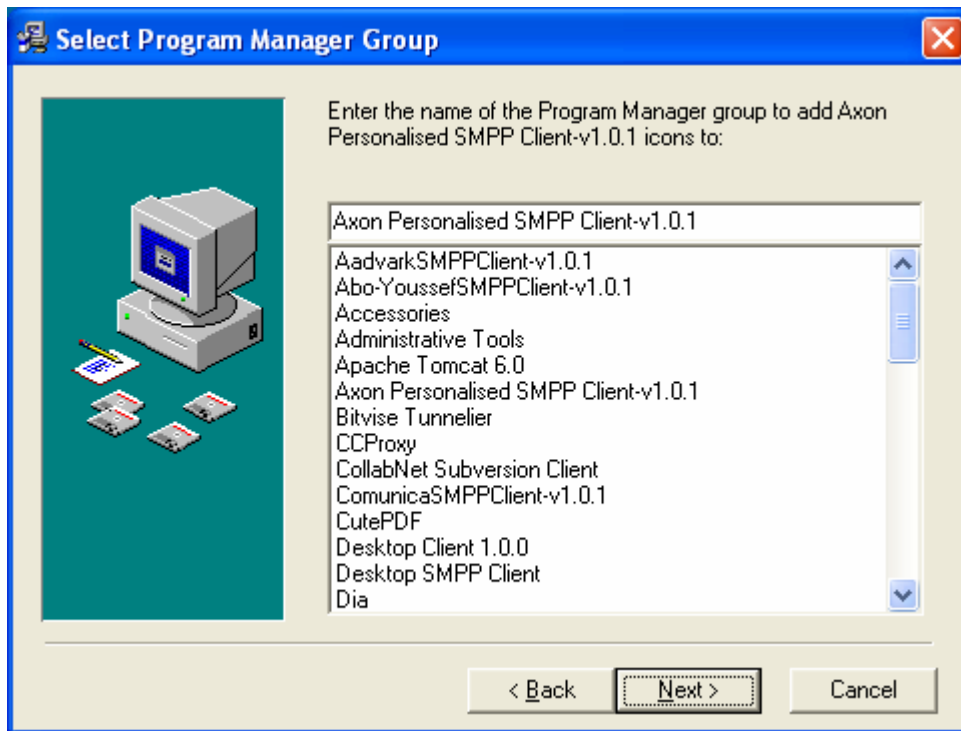
Some of the dialogs during installation and the appropriate input for them is shown below:

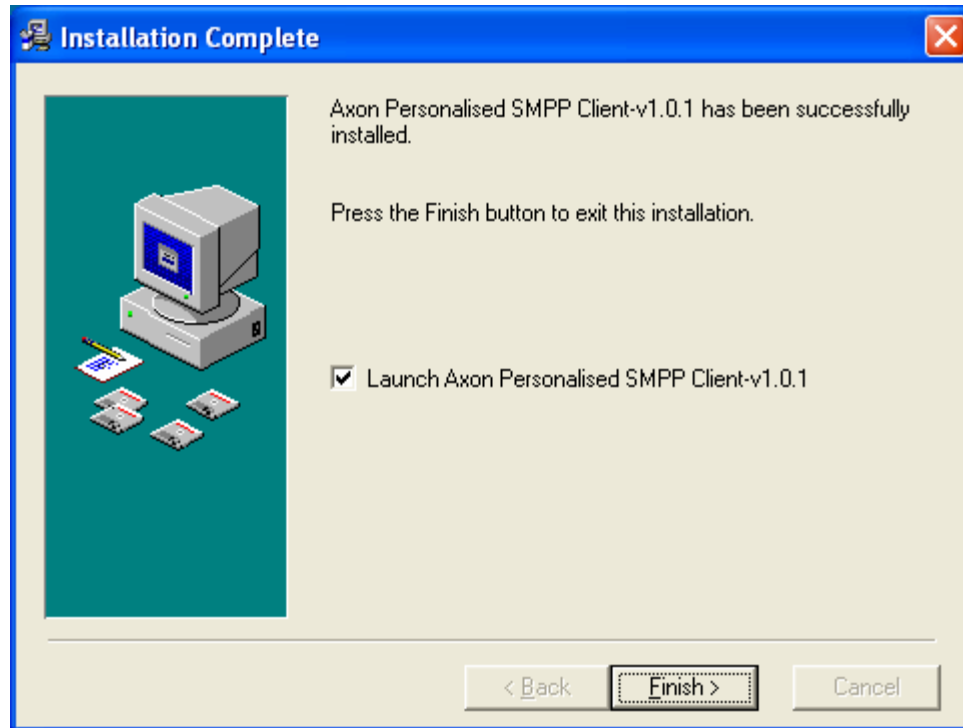


This dialogue asks you the location for the application directory, the default path will be in 'Program Files', if you want the application to be installed elsewhere you can select the location by clicking **Browse**.

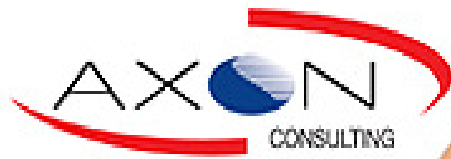


Click **Next** to begin the installation.





On Click of the **Finish** button, it will launch the application, if you wish to run the application at a later time uncheck the check-box for **Launch**.



Post Installation

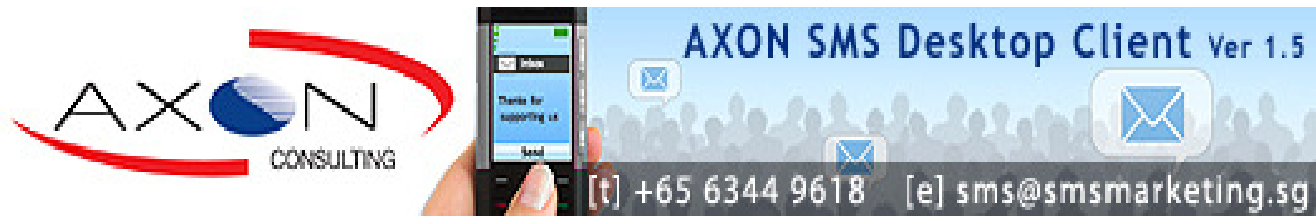
The installer will register short-cuts in three places on your desktop

1. Under the Programs Menu.
2. Top of Start Menu.
3. On your Desktop.

You can use any of these shortcuts to start the application at a later time.

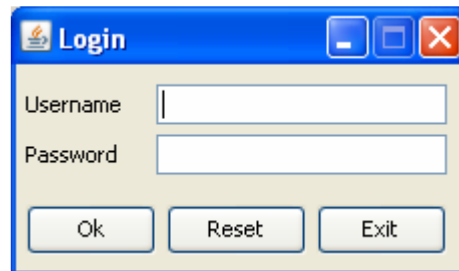
First Run

When you run the application for the first time after installation, the application will install the Java Runtime Environment (JRE) if you do not already have it and if you have downloaded the JRE Embedded pack. As stated in the requirements section this is one of the must requirements that the application cannot run without. The application will inform you before installing the JRE through a dialog. If you have a non-JRE Embedded pack it will redirect you to the page where you could find the latest JRE.

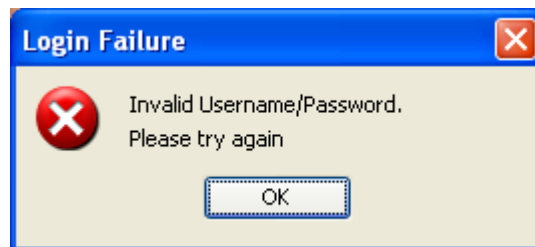


Using Desktop Client

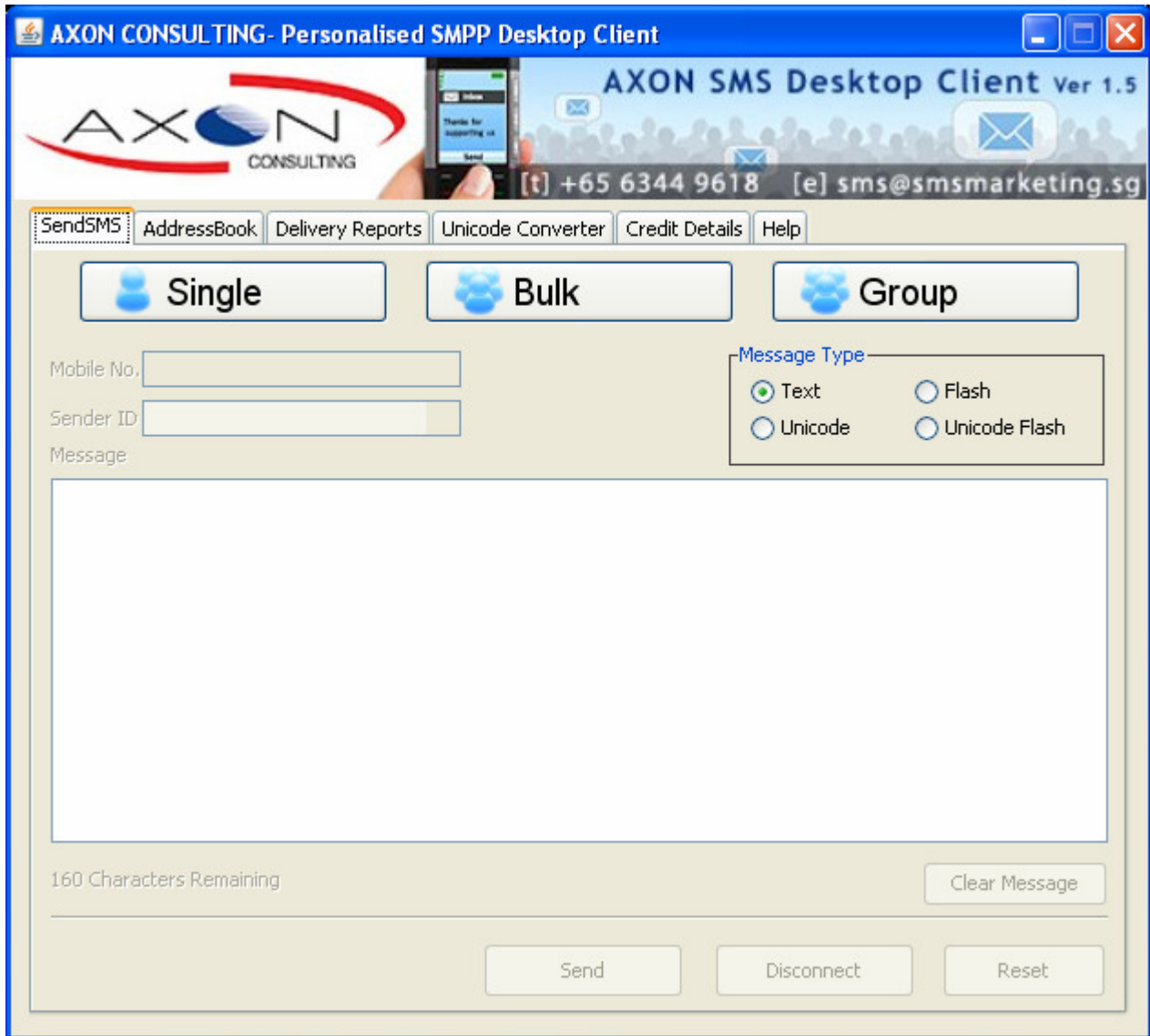
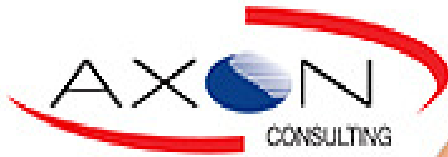
Once you have installed the application on your desktop you can start using it right away. Just double-click the desktop short-cut or select the application from under the programs menu. This will start the application and you will see a login screen similar to this:

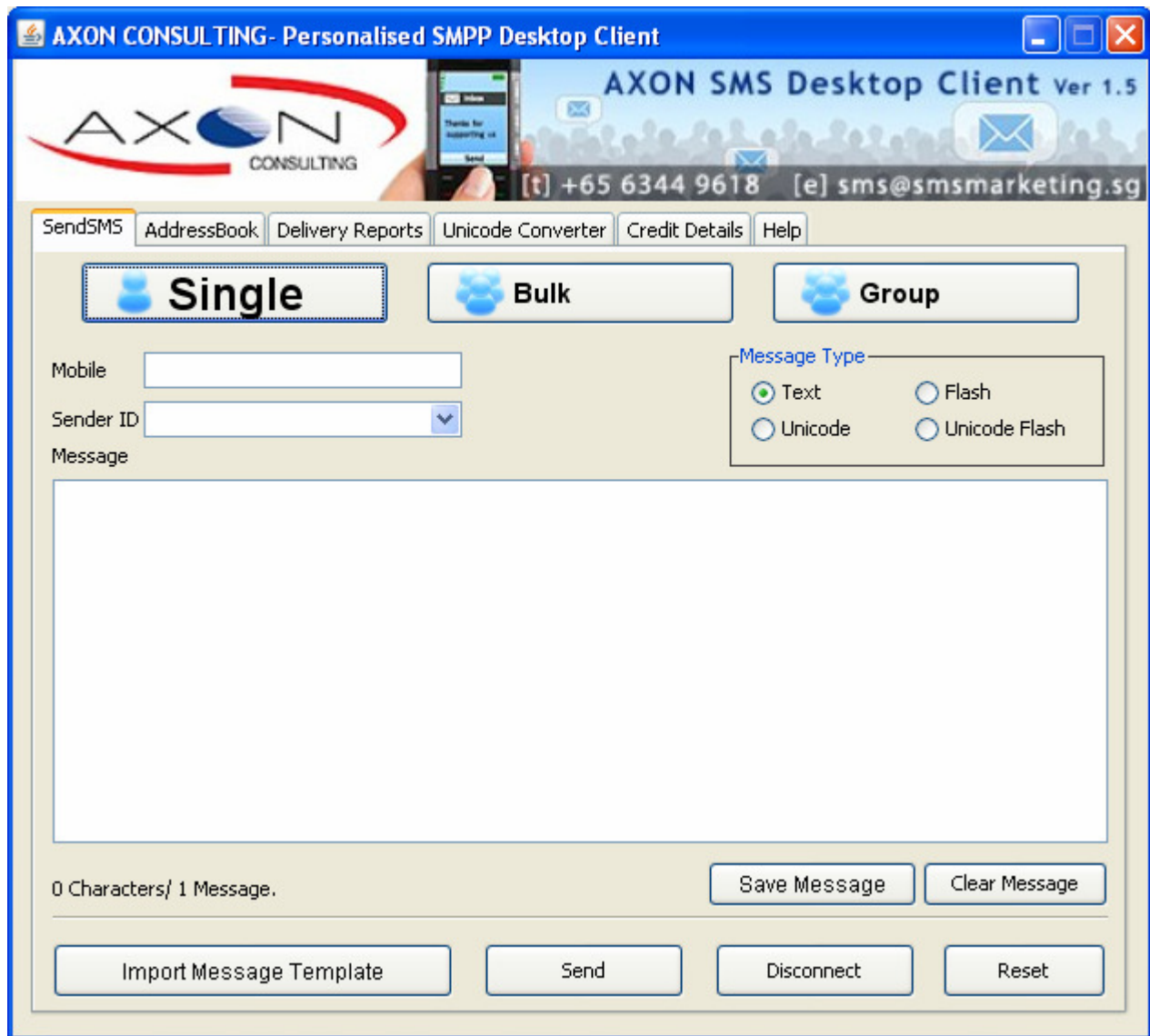


Enter the Username/Password and then click **OK** to proceed to the application. If you get a dialog saying Invalid Username/Password check and re-enter your Username and Password. If you continue getting this message contact your business manager.

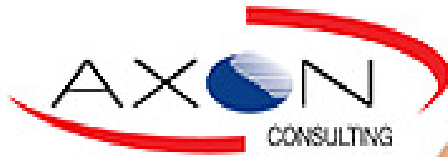


Once you have entered all the login details you can start using the application. The first screen you will see is





There is one main panel that allows you to access the different features of the application. On the main panel you can see various tabs allowing you access to those features of the application. The current selection or the default tab is for send messages.



SendSMS Panel

Here you can select whether to send a single, Bulk or a Group Message. To send message through either of the message sending options click on the corresponding button, and enter the parameters for that type of message. You can cut and paste text in the message box. Once you have written a message but you wish to send the message at any other time then you can save the message.

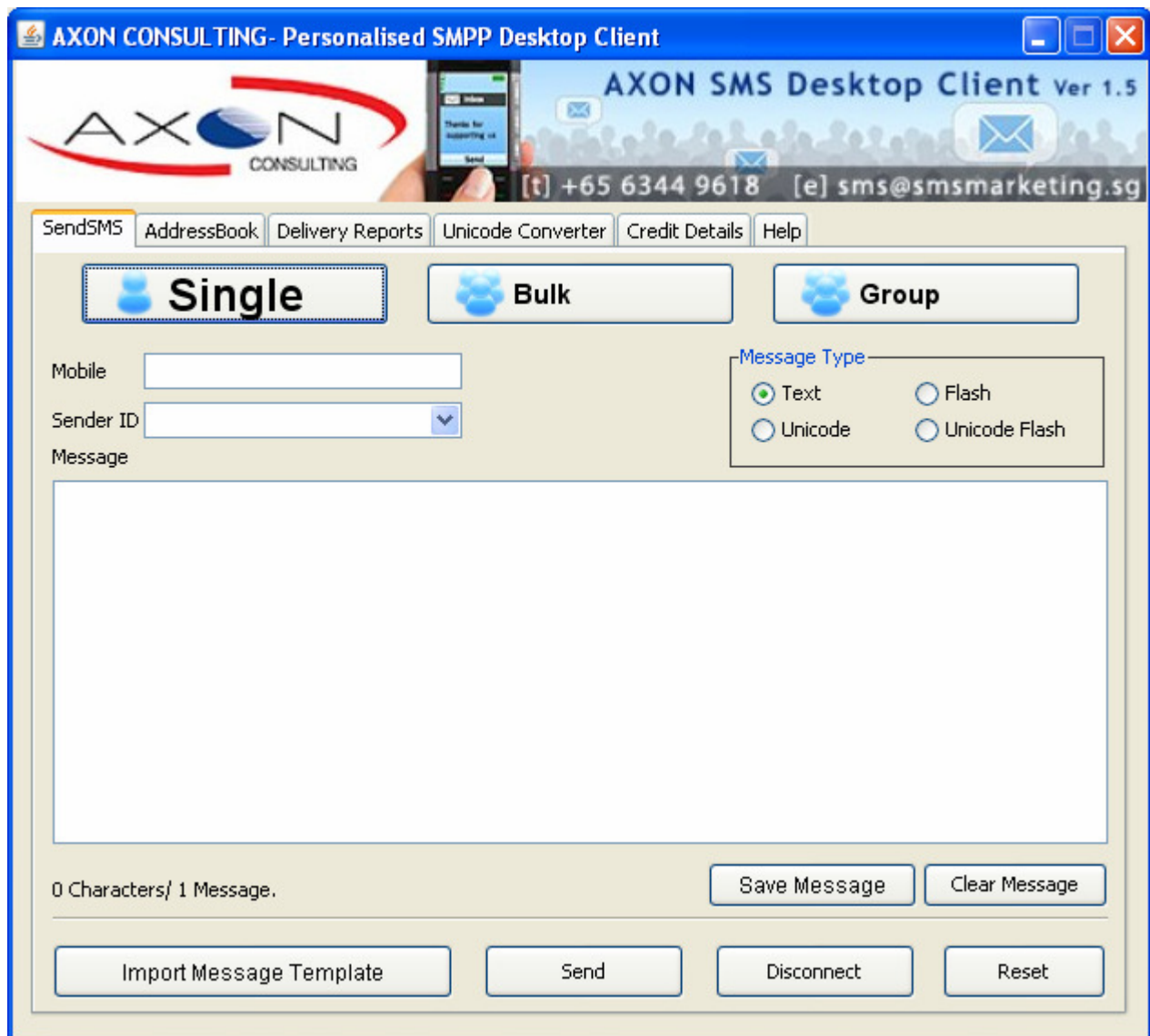
The screenshot shows the 'SendSMS' panel with the following elements:

- Navigation tabs: SendSMS, AddressBook, Delivery Reports, Unicode Converter, Credit Details, Help
- Message Type Selection: Three buttons labeled 'Single', 'Bulk', and 'Group'. The 'Single' button is currently selected.
- Input Fields: 'Mobile' (text box), 'Sender ID' (dropdown menu).
- Message Type Selection Box: A box titled 'Message Type' containing four radio buttons: 'Text' (selected), 'Flash', 'Unicode', and 'Unicode Flash'.
- Message Box: A large empty text area for composing the message.
- Status: '0 Characters/ 1 Message.'
- Action Buttons: 'Save Message', 'Clear Message', 'Import Message Template', 'Send', 'Disconnect', and 'Reset'.

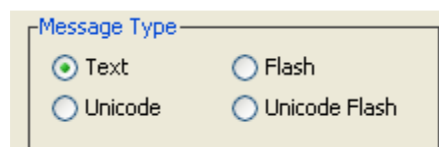


Single SMS

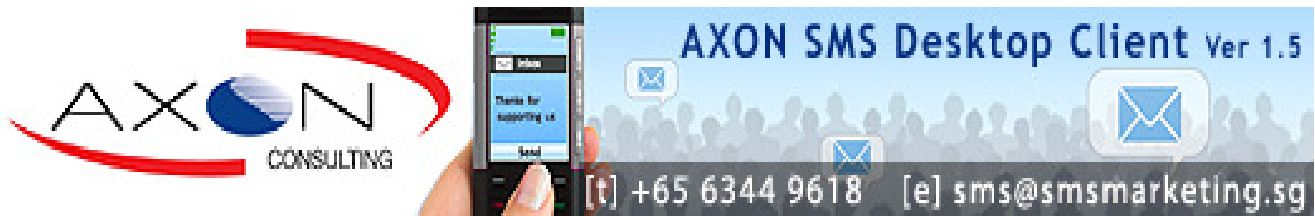
To send a single message click on the Single button and you can see the single options as below:



Enter the details for the message according to the guidelines as shown below.



This panel allows you to set the type of the message. Set it to of your current message.



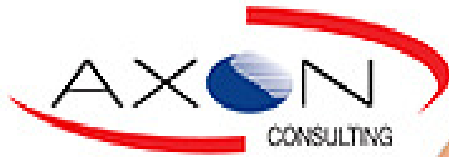
NOTE: The sender ID should not be longer than 11 characters if the sender is alphanumeric.

The screenshot displays the 'Single' message composition window. At the top, there are three buttons: 'Single' (selected), 'Bulk', and 'Group'. Below these are input fields for 'Mobile' (971504363088) and 'Sender ID' (Update). A 'Message Type' section contains four radio buttons: 'Text' (selected), 'Flash', 'Unicode', and 'Unicode Flash'. A large text area contains the message 'test for single message'. At the bottom, there are buttons for 'Save Message', 'Clear Message', 'Import Message Template', 'Send', 'Disconnect', and 'Reset'. A status bar at the bottom left indicates '23 Characters/ 1 Message.'.

If you wish to send the message any other time then you can just save the message content in a (.txt) file by clicking the "Save Message" button which will open a save file dialog to save the message into (.txt) file where ever you want to save the file and import the same message from the file and use the content for sending. Click **Send** to send the message.



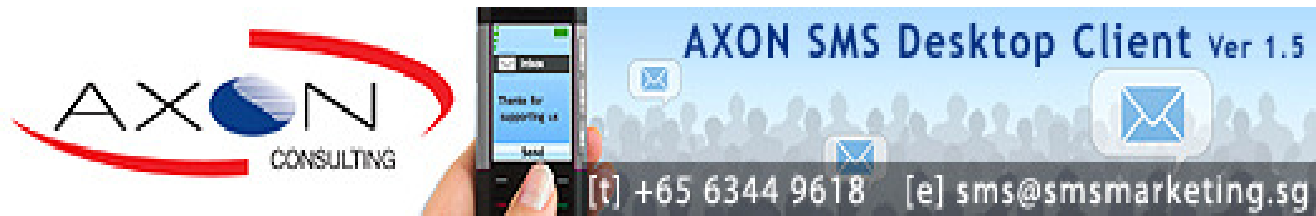
You will get a success message if the message is sent successfully.



Quick Message

Quick Message feature allows you to send message to maximum of 10 destinations. For this you need to write a mobile numbers with comma (,) separated. When you are done click **Send** to send the messages to maximum of 10 destinations.

<input type="button" value="Single"/>		<input type="button" value="Bulk"/>		<input type="button" value="Group"/>	
Mobile	<input type="text" value="23400001,23400002"/>	Message Type			
Sender ID	<input type="text" value="Update"/>	<input checked="" type="radio"/> Text	<input type="radio"/> Flash		
Message	<input type="radio"/> Unicode <input type="radio"/> Unicode Flash				
<input type="text" value="test for quick message"/>					
22 Characters/ 1 Message.				<input type="button" value="Save Message"/>	<input type="button" value="Clear Message"/>
<input type="button" value="Import Message Template"/>		<input type="button" value="Send"/>		<input type="button" value="Disconnect"/>	
				<input type="button" value="Reset"/>	



Bulk Message

Bulk Message feature allows you to send a message to multiple destinations. For this you need to create a file containing all the destinations (mobile numbers) with each destination on a new line. Once you have created such a file save it with a .txt (text) extension (else the application won't allow you to select the file through the interface). When you are done select the **Bulk** message option so you see the bulk messaging options.

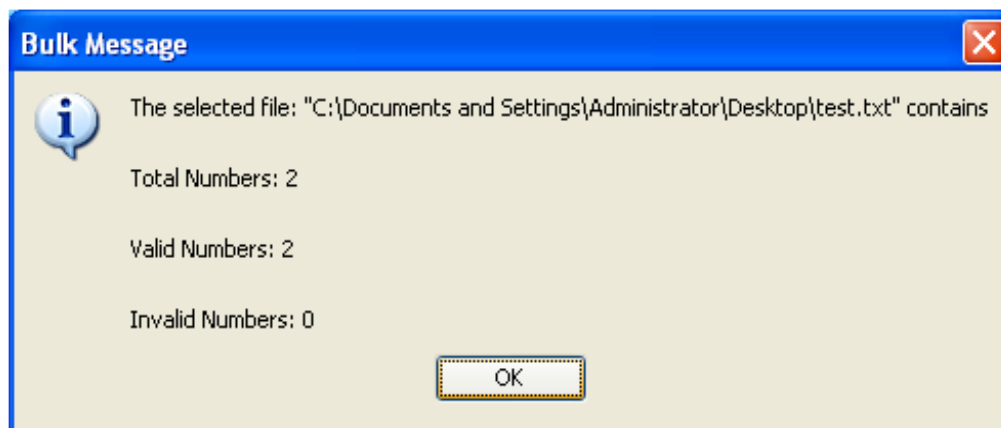
On the bulk message menu click the button to select file. It will open a file selecting dialog, select the file that you saved and set the other parameters accordingly. Once you have selected the file, click on the Check File button. Bulk Message dialog will appear which displays the information regarding filename, Total Numbers, Valid Numbers and Invalid Numbers.

Total Numbers: Total numbers displays the total number of destinations number.

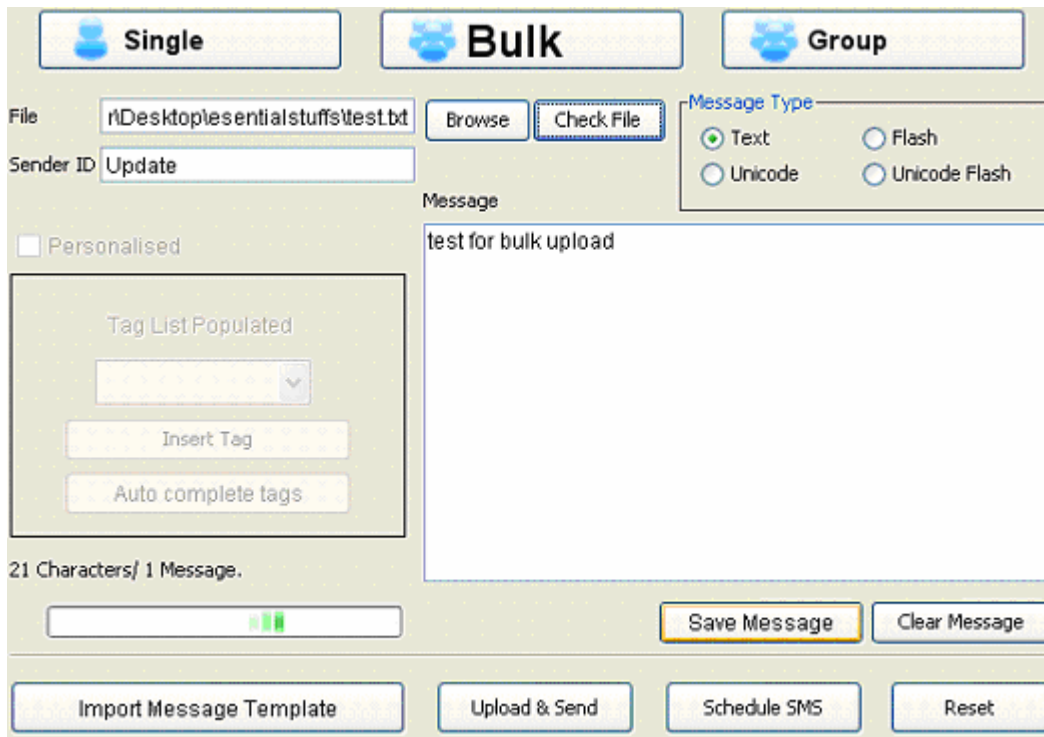
Valid Numbers: Length of the number should be less than or equal to 14 digits and plus (+) sign before the number is optional.

Invalid numbers: This will displays the total number of invalid numbers.

If you do not check the file then you cannot upload the file on server.

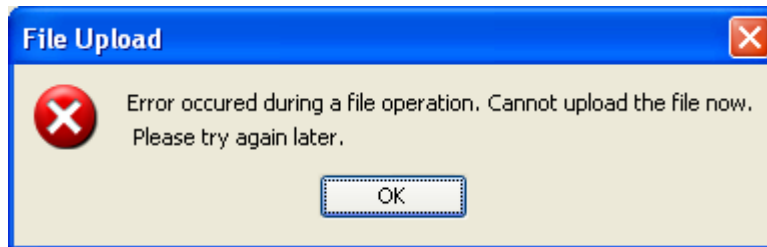


Finally click '**Upload & Send**' which begins the file uploading process. In File Uploading process the new Job is created for uploading the file. Once the new job is created the file is uploaded on the Server and then job is updated. Progress bar will show the progress of file uploading process.

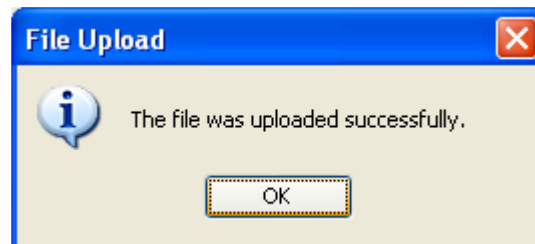


The screenshot shows the 'Bulk' tab of the AXON SMS Desktop Client. It features a 'File' field with the path 'nDesktop\essentialstuffs\test.bt', a 'Sender ID' field with 'Update', and a 'Message' text area containing 'test for bulk upload'. The 'Message Type' section has 'Text' selected. Below the message area, it shows '21 Characters/ 1 Message.' and a progress bar. At the bottom, there are buttons for 'Import Message Template', 'Upload & Send', 'Schedule SMS', and 'Reset'.

If the file does not uploaded successfully you will get an error message dialog.



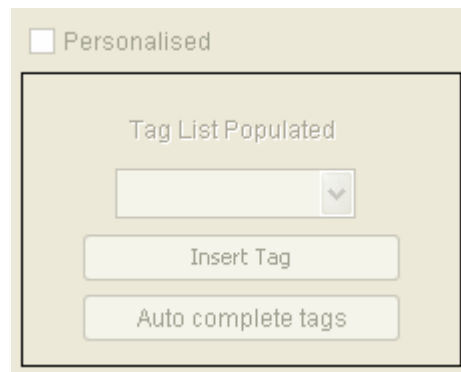
If the file is uploaded successfully you will get a success message dialog.



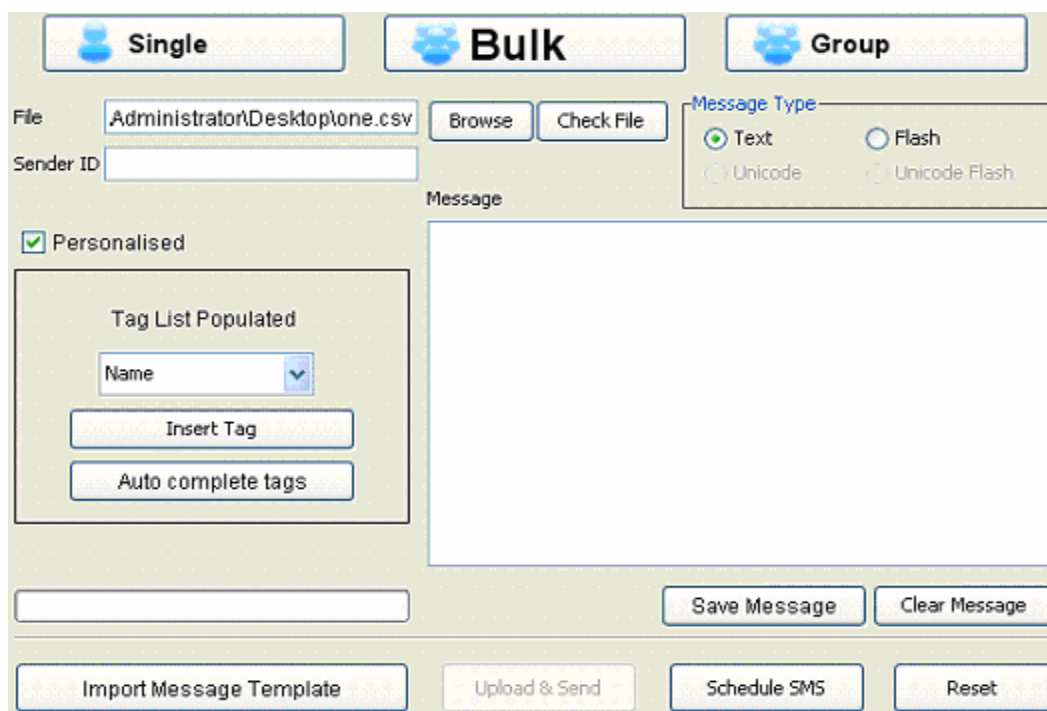
NOTE: If you don't have sufficient Credit balance then you cannot upload the file on server.

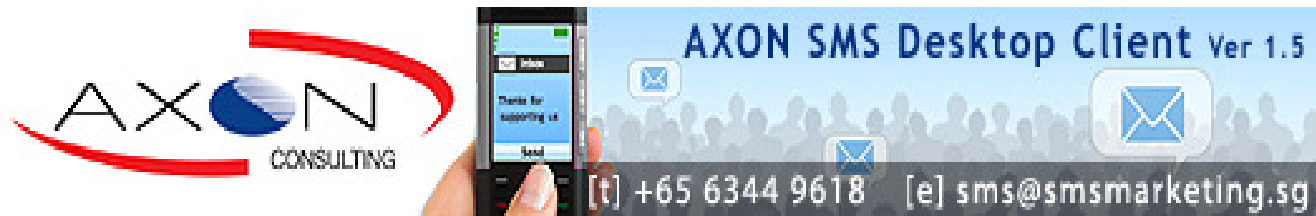
Personalised Message

Personalised Message allows you to send message with some of the contents in the message to be different for different destinations (mobile) at the same time. Please note that Personalised messages can be sent only in text or flash message and not in Unicode and Unicode Flash, that is the reason whenever the personalised panel is enabled Unicode and Unicode flash options are disabled.



To send personalised message you must select .CSV (Comma delimited) file which contains the destinations and tag names. Once the file is selected you can see the tag names are displayed into the tag list of personalised panel as shown below.





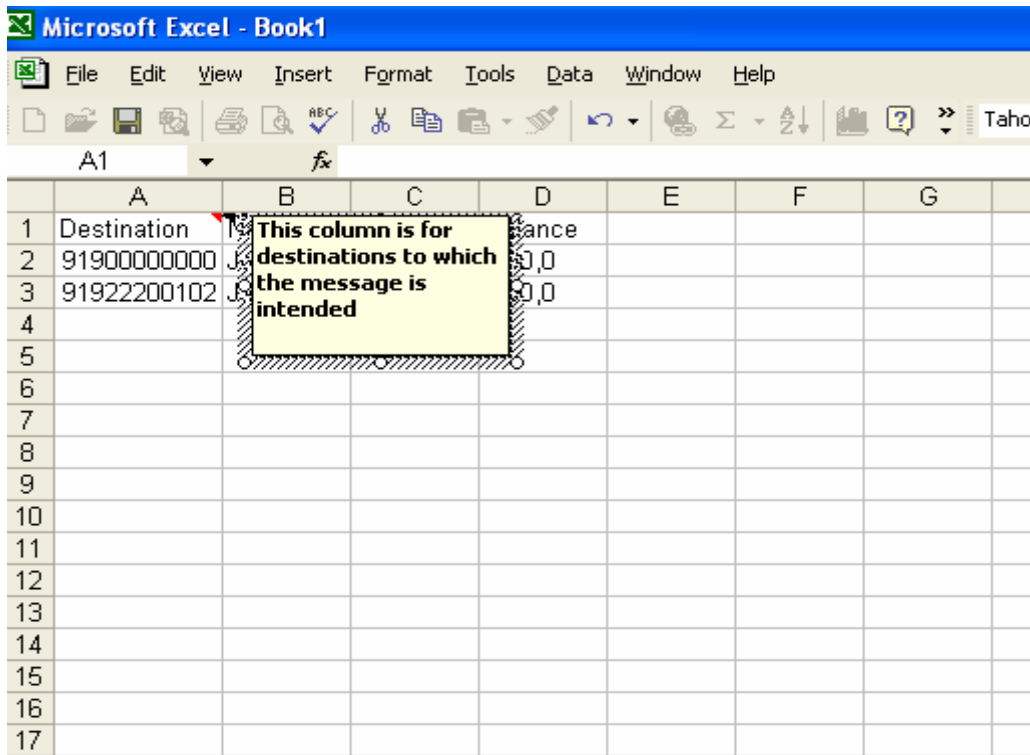
Once the file is selected all the tag names will be populated and displayed in the personalised panel which can be selected and inserted into the message where ever the tag value is to be replaced against the tag name while sending the message to their corresponding destination except the first column header since it is the destination column and will not be used as tag name.

Important points for creating a .CSV (Comma delimited) file.

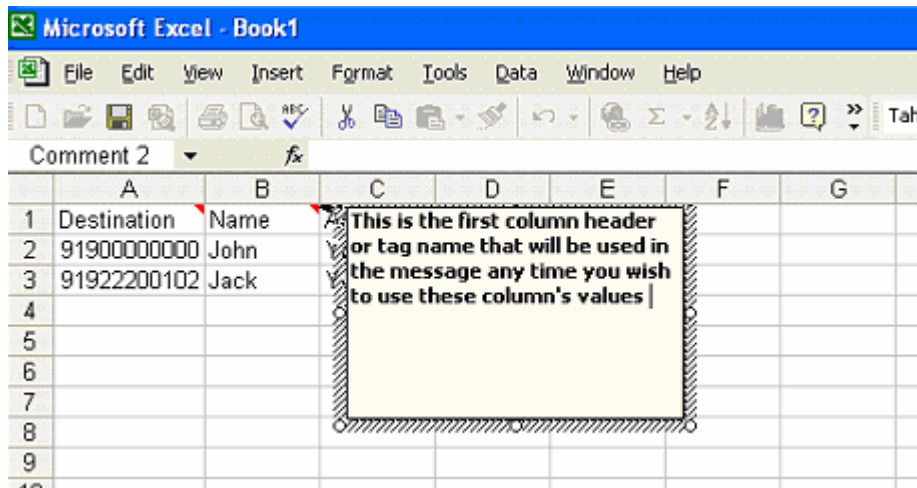
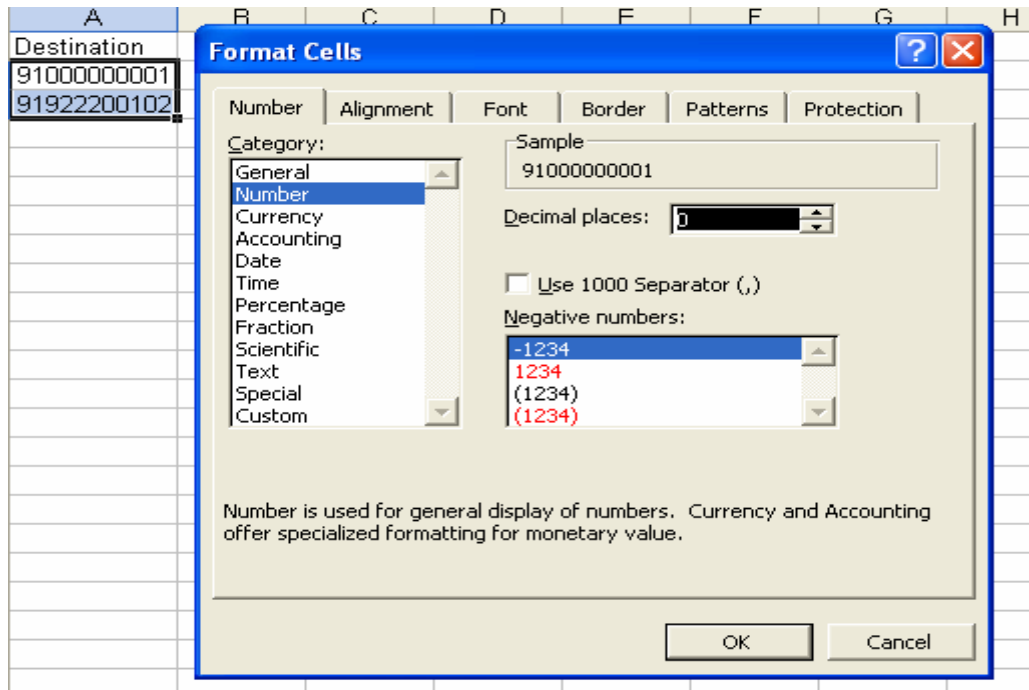
Note: .CSV file can be created using Excel or Notepad.

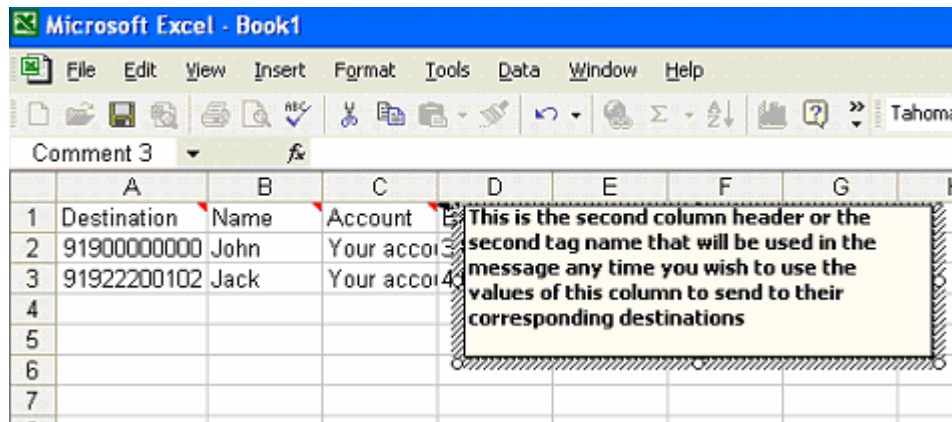
For example, to send the message like "Hi John, Your account number is 1234" to one destination and the second message like "Hi Jack, Your account number is 1235" to another destination. For this you need to

1. Open an excel sheet. The first row of the sheet will be the column headers or tag names.



All the mobile numbers must be formatted to number with 0 decimal places as it is done below:



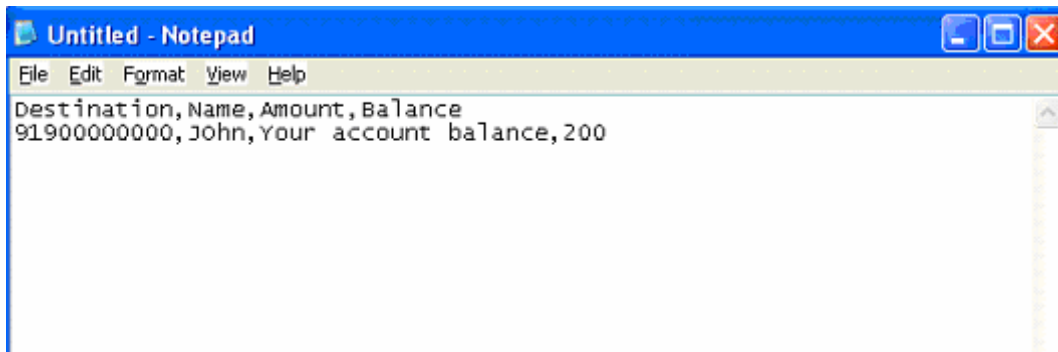


	A	B	C	D	E	F	G	H
1	Destination	Name	Account	This is the second column header or the second tag name that will be used in the message any time you wish to use the values of this column to send to their corresponding destinations				
2	91900000000	John	Your account					
3	91922200102	Jack	Your account					
4								
5								
6								
7								

Similarly, you can set the number of column headers or tag names that you need to use in the message.

2. Once, the file is ready with all the tags and their corresponding values save the file as a .CSV (Comma delimited) file.

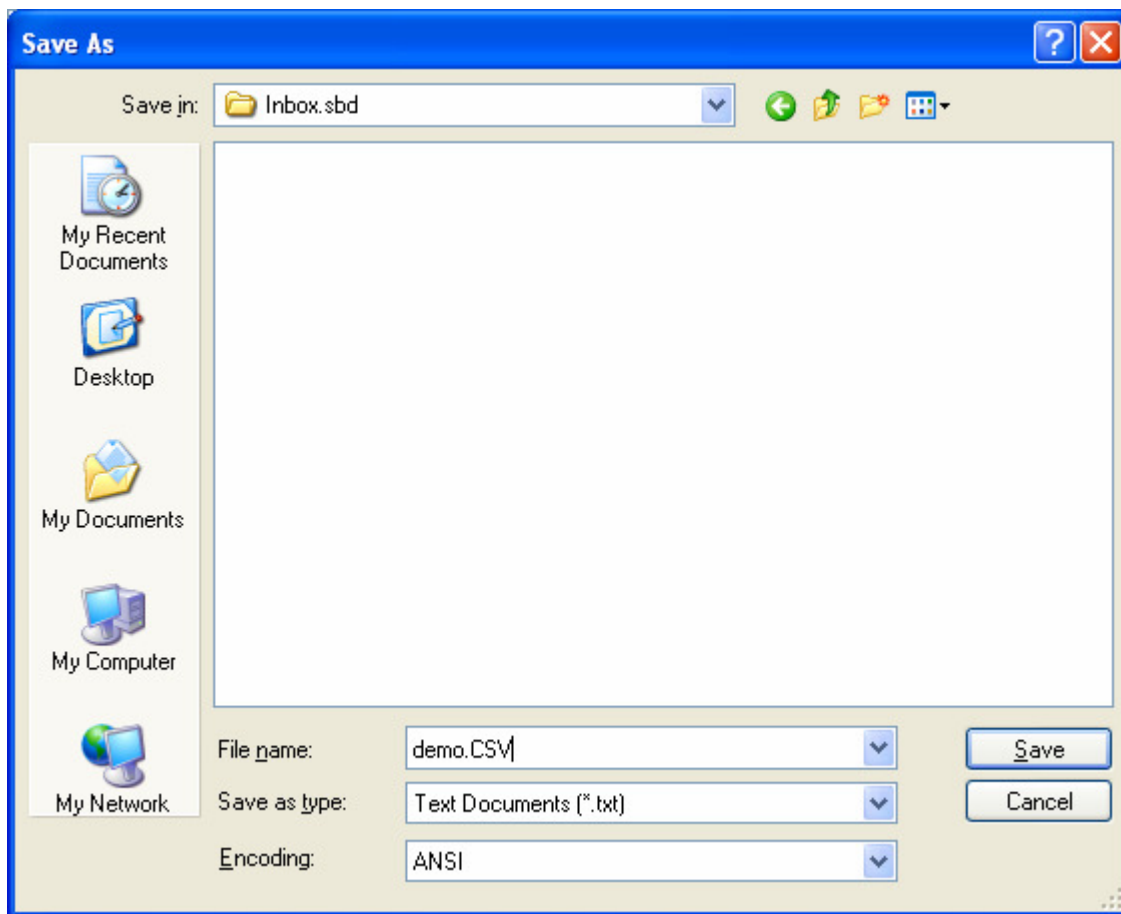
Using the notepad also you can create the .CSV (Comma delimited) file. Just like the one below.



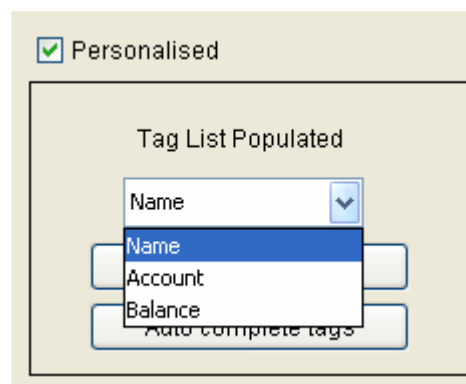
```

Destination, Name, Amount, Balance
91900000000, John, Your account balance, 200
  
```

Once the file is ready, save it with a .CSV extension.



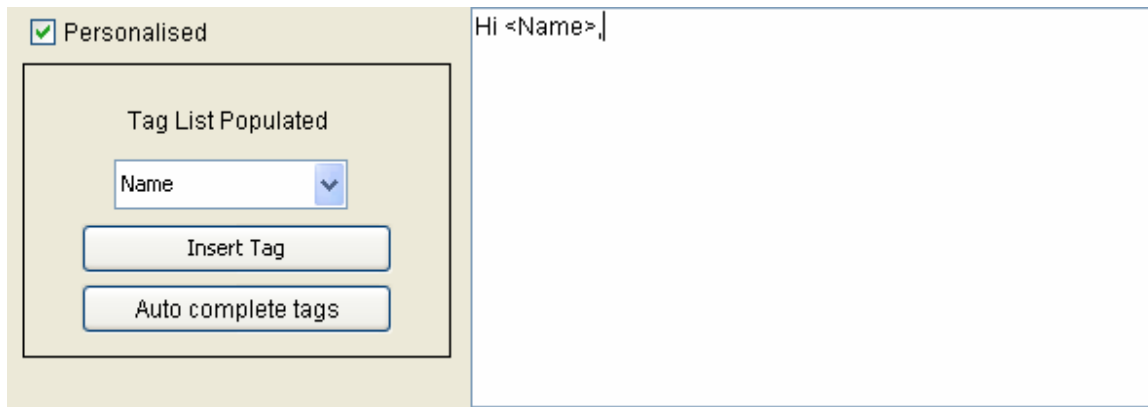
Once the file is browsed and selected, all the tags are populated from the file except the first column header since it will be the destination and those populated tags will be displayed in tag list.



3. Where ever you wish to insert the tag into the message, place the cursor there and click on **Insert Tag**. Tag will be inserted at the cursor position. For example, any of the above tags is to be inserted at any place in the message then just select the tag and click **Insert Tag**. You can see tag name is inserted into the

message.

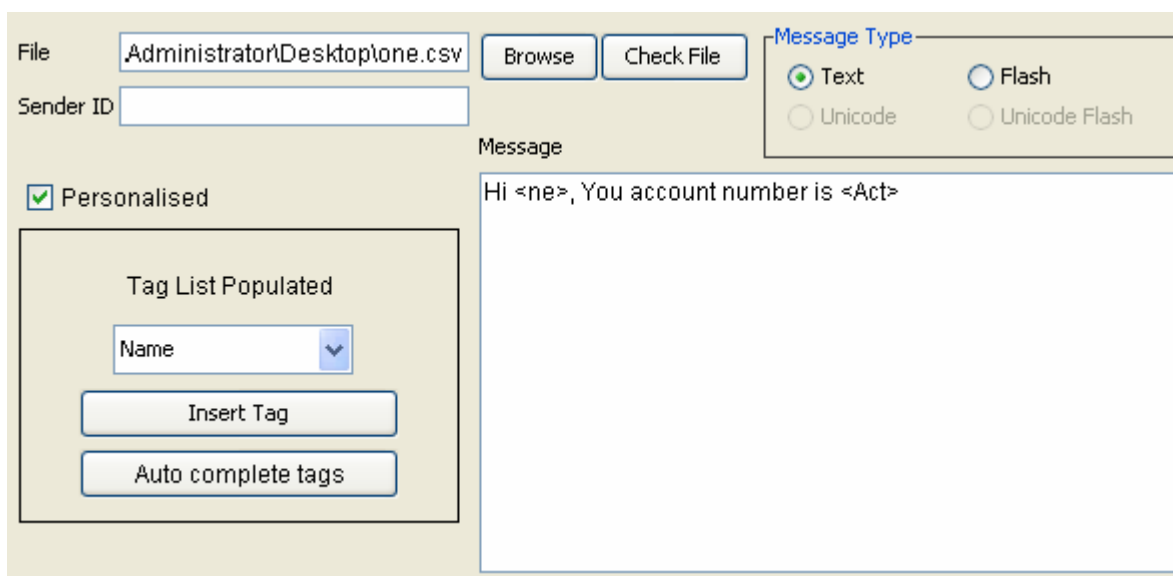
4. The tag name would be enclosed inside < and > that would be inserted in the message like the one below. Reason for using < and > is to bifurcate the tag names from rest of the message content.



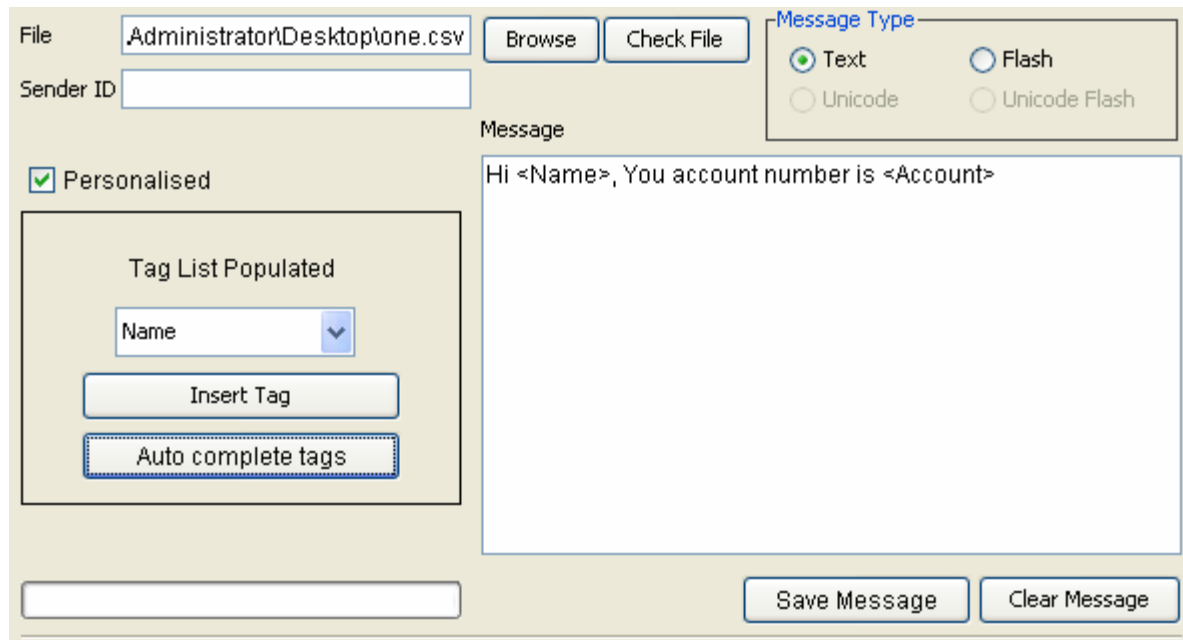
Auto complete tags

Auto complete tags feature allows you to complete all the tags with the appropriate tag names where ever the value in the message is enclosed into < and >.

For example, if the value in the message is <Ne> or <ne> or <NE> or <nE> then the value will be replaced by the actual tag name which starts with **N** or **n** and ends with **e** or **E**. Here it will replace all of the above specified values with <Name>.



When you click **Auto Complete Tags** all the values in the message enclosed between < and > that matches with the tag list will be replaced by their corresponding tag names in the message as shown below.



The screenshot shows the AXON SMS Desktop Client interface. At the top, there is a header with the AXON CONSULTING logo and the text 'AXON SMS Desktop Client Ver 1.5'. Below the header, there is a banner with contact information: '[t] +65 6344 9618 [e] sms@smsmarketing.sg'. The main interface is a light-colored window with several sections:

- File:** A text box containing '.Administrator\Desktop\one.csv', with 'Browse' and 'Check File' buttons to its right.
- Sender ID:** An empty text box.
- Message Type:** A section with four radio buttons: 'Text' (selected), 'Flash', 'Unicode', and 'Unicode Flash'.
- Personalised:** A checked checkbox.
- Tag List Populated:** A section containing a dropdown menu labeled 'Name', an 'Insert Tag' button, and an 'Auto complete tags' button.
- Message:** A large text area containing the message text: 'Hi <Name>, You account number is <Account>'.
- Bottom:** A text box and two buttons: 'Save Message' and 'Clear Message'.

Tag names and their corresponding values which are not required but are there in the file will not affect the message. Only those values will be used for creating file whose tag names are there in the message and the same file will be uploaded. For example tag "Balance" is there in the file and can be seen in the tag list but it is not required for this message. Without including the tag "<Balance>" into the message will not lead to any problem.


Address Book


The address book feature allows you to store and manage your contacts. You can create Groups and Distribution Lists here. In a group you can store contacts whereas in distribution lists you can store numbers.


A contact is a name-number pair for e.g. John 919829123456 etc. A number is just a destination number and would allow you to store the name for the number.

This section guides you in creating Groups and Distribution lists. It would also guide you in creating, managing and deleting contacts and numbers within them.


Select Group








Distribution Lists:


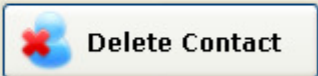



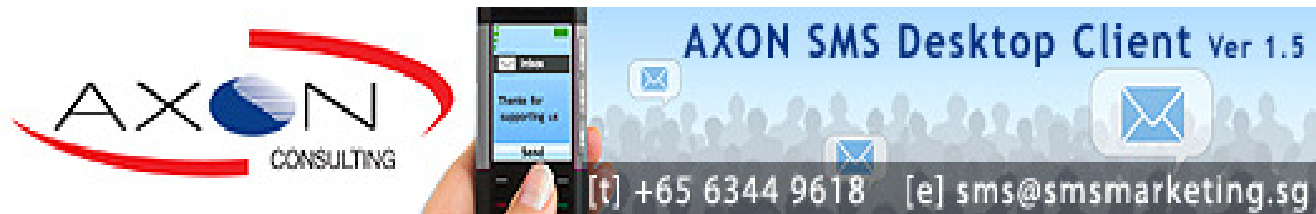


Select Contacts

Name	Number	Delete	Edit

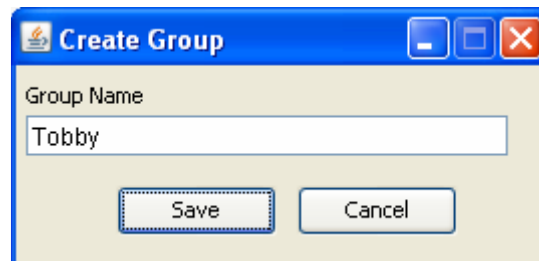
Select All

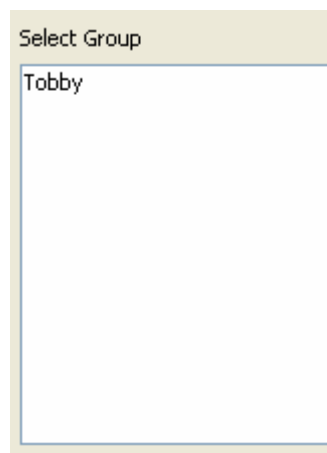


Groups

Select the address book tab from within the main panel. To create a group click '**Create Group**' and you will see a dialog such as this:



Type in the name for the group and click **Save**. You can see the group created in the Group Box.



Adding Contacts

Now to add contacts within this group select the group from the group box and click **Add Contacts**. You can see a dialog similar to this:

Select Group

Create Group

Delete Group

Edit Group

Distribution Lists:

Add List

Edit List

Select Contacts

Name	Number	Delete	Edit
Tobby			

Select All

Add Contact

Delete Contact

Upload Contacts

Add Contact

Contact Name

Contact Number

Enter the details for the contact and click **Save**. You can see the contact added to the selected group in contact table.

Select Contacts

Name	Number	Delete	Edit
John	234000000001	<input type="checkbox"/>	<input type="radio"/>
Joe	2345122202	<input type="checkbox"/>	<input type="radio"/>

Select All

Editing Contacts

You can edit previously added contacts from a group. To do this, make use of the fourth column in the contacts table. In this column titled edit select the contacts that you want to edit. Once you have selected the contact to be edited the Edit Contact dialog will appear. Then Edit the contact and click on save. The Edited contact will be reflected immediately.

Select Contacts

Name	Number	Delete	Edit
John	234000000001	<input type="checkbox"/>	<input checked="" type="radio"/>
Joe	2345122202	<input type="checkbox"/>	<input type="radio"/>

Edit Contact

Contact Name

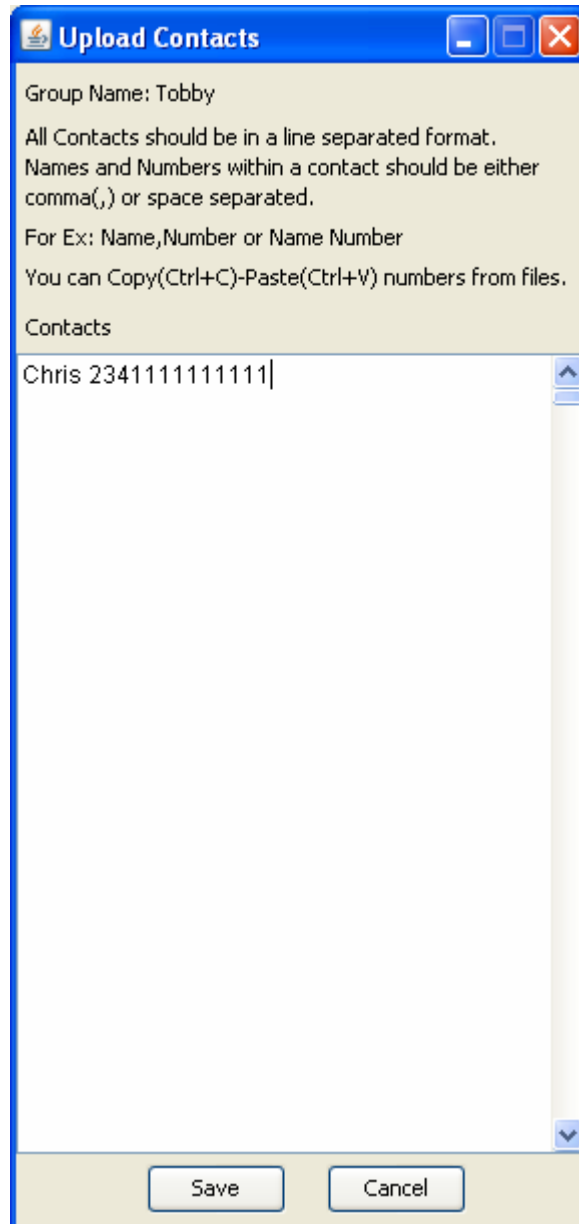
 E.g. JoeSmith, Not Joe Smith

Contact Number

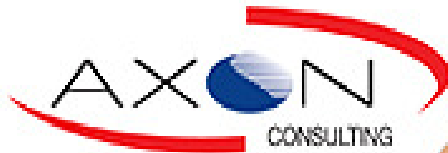
 E.g. 44, Not +44

Uploading contacts

This feature allows you to add multiple contacts to a group at once. Select a group that you want to upload contacts to and click **Upload contacts**. Fill in the details for the contacts in the specified format. The contact name and number should be mentioned on one line separated by a comma (,) or space. One contact on one line.

A screenshot of a Windows-style dialog box titled "Upload Contacts". The dialog has a blue title bar with standard window controls. The main area is light beige and contains the following text: "Group Name: Toby", "All Contacts should be in a line separated format. Names and Numbers within a contact should be either comma(,) or space separated.", "For Ex: Name,Number or Name Number", and "You can Copy(Ctrl+C)-Paste(Ctrl+V) numbers from files." Below this is a text area with the label "Contacts" and the text "Chris 23411111111111|". At the bottom of the dialog are two buttons: "Save" and "Cancel".

When you are done click '**Save**'.



On clicking **Save** the entries will be scanned and all valid entries (please see the 'Errors' section for information on what entries will be treated as invalid.) will be added leaving out the invalid entries. You will get a message for the entries that were treated as invalid and their line numbers.

If you have already created a file with contacts you can copy paste your entries from that file to the upload contacts list by using **Copy** (Ctrl+C) and **Paste** (Ctrl+V).

All the entries that were added to the selected group will be reflected in the contact box.

Select Contacts			
Name	Number	Delete	Edit
John	234000000001	<input type="checkbox"/>	<input type="radio"/>
Joe	2345122202	<input type="checkbox"/>	<input type="radio"/>
Chris	2341111111111	<input type="checkbox"/>	<input type="radio"/>

Deleting Contacts

You can delete previously added contacts from a group. To do this, make use of the third column in the contacts table. In this column titled delete select the contacts that you want to delete if you want to delete just a few contacts or check the **Select All** check-box to select all the contacts at once and delete them. Once you have selected the contacts to be deleted. Click **Delete Contacts**. The changed group will be reflected immediately. If you want to delete all contacts and also do not want to keep the group, you can simply delete the entire group by clicking **Delete Group**.

Select Contacts			
Name	Number	Delete	Edit
John	234000000001	<input type="checkbox"/>	<input type="radio"/>
Joe	2345122202	<input type="checkbox"/>	<input type="radio"/>
Chris	2341111111111	<input checked="" type="checkbox"/>	<input type="radio"/>

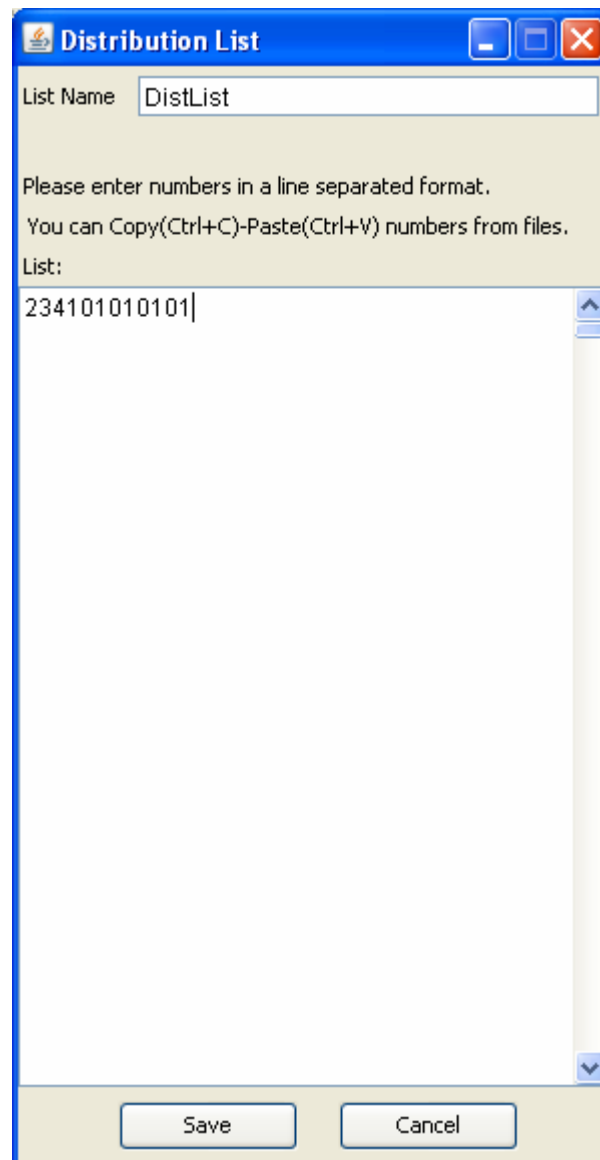
This example shows deleting of a selected contact. We have selected a contact here. We delete that particular contact by clicking Delete Contacts.

Select Contacts			
Name	Number	Delete	Edit
John	234000000001	<input type="checkbox"/>	<input type="radio"/>
Joe	2345122202	<input type="checkbox"/>	<input type="radio"/>

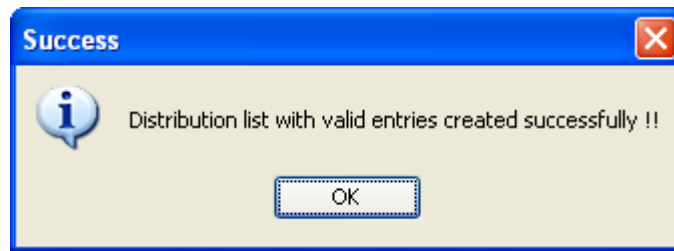
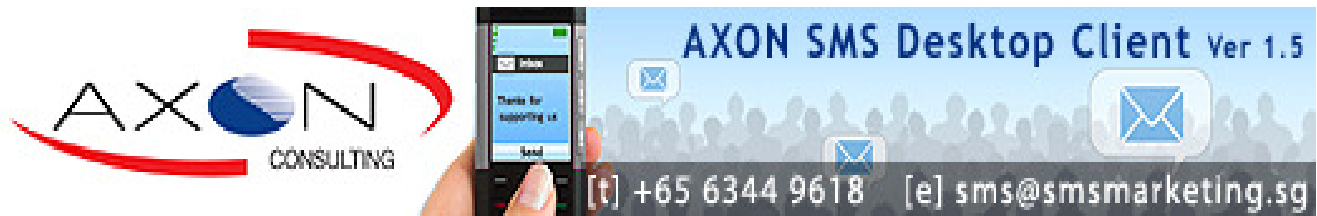
The contact has been deleted and the updated group formation can be seen here.

Distribution Lists

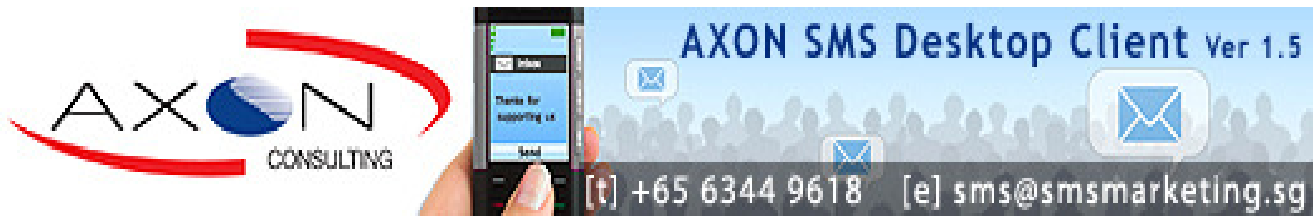
To create a distribution list click **Add List**. You will see a dialog for entering the numbers in the distribution list. Set a name for the list. Then fill in the list with the numbers, again the numbers are supposed to be in the line separated format. Also one can cut, copy, paste by right click of a mouse from excel sheet. An example is shown below:



Once done click **'Save'**. You will see a success dialog as shown below:



Here again the distribution list will only be created containing all the valid entries. The invalid entries will be reported and discarded.



Editing Distribution Lists

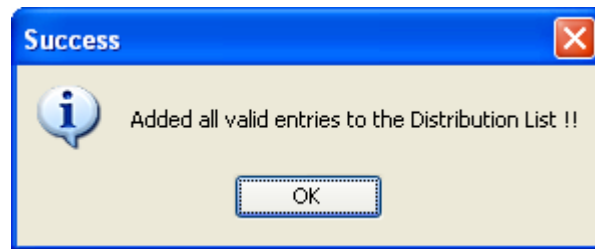
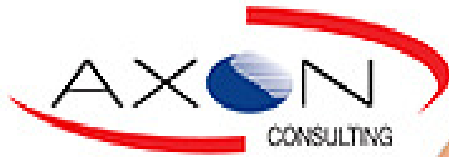
Once the list has been created you can manage it by selecting it from the distribution list combo - box. Select the list that you want to manage and click **Edit List**. You now have the option of editing and deleting the list. Through edit list you can also add or delete a few contacts from an existing list and save it so that the changes get affected.

An example showing the editing of a list is shown here:

Firstly select a previously created list from the distribution lists list. Then select **Edit List**. You will see a dialog as shown below:



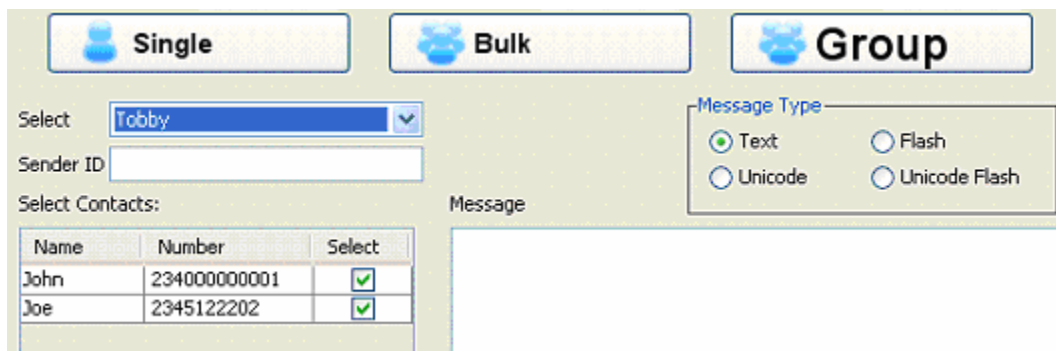
Remove the last two entries and click **Save**. Now if you select the list again for editing you can see that the changes you made have taken effect.



Group Message

After getting to know how to add and manage Groups and Distribution Lists, you can move ahead with sending a Group Message. A group message is a message that you send to a previously configured group or a distribution list. You can also send message to all contacts from your entire group set by selecting **All Contacts**.

Select Group message from the SendSMS panel. Select the Group or Distribution list, to which to send the message, from the **Select Group** list or select **All Contacts** as said above to send a message to all contacts from all groups.



The screenshot shows the 'Group' message configuration panel. At the top, there are three tabs: 'Single', 'Bulk', and 'Group', with 'Group' being the active tab. Below the tabs, there is a 'Select' dropdown menu with 'Tobby' selected. To the right of this is a 'Message Type' section with four radio buttons: 'Text' (selected), 'Flash', 'Unicode', and 'Unicode Flash'. Below the 'Select' dropdown is a 'Sender ID' text input field. Underneath that is a 'Select Contacts:' section containing a table with columns for 'Name', 'Number', and 'Select'. The table lists 'John' with number '234000000001' and 'Joe' with number '2345122202', both with checked 'Select' boxes. To the right of the table is a large 'Message' text area.

Name	Number	Select
John	234000000001	<input checked="" type="checkbox"/>
Joe	2345122202	<input checked="" type="checkbox"/>

Here as you select a group from Group List, the contacts from the list are listed in the select contacts table. You can opt here to deselect a few contacts from the message recipient group if you want to do so. By default all contacts in the selected group will be selected. Fill in the required parameters and click **Connect** to send the message. The progress of the messages sent can be seen in the **Progress Bar** next to the '**Clear Message**' option.

When sending to a distribution list you cannot see the numbers that exist in the distribution list nor can you have the option of sending the messages to a subset of those numbers. This is because distribution lists are typically used for business purposes where a message is broadcasted to all numbers.



Sending a Unicode Message

This section not only explains sending how to send a Unicode message but also how to use the Unicode converter. Both these features are fairly simple and would not require much explaining, but an example makes things all clear.

We take a simple example to send a Unicode message. Here we need to understand that though we use the Unicode converter to convert a text message, which can be sent in its original form as a text message, Unicode converters are typically used to convert Arabic text to Unicode so that it can be received in its original Arabic form on cell phones that support Unicode character encoding.

Unicode Converter

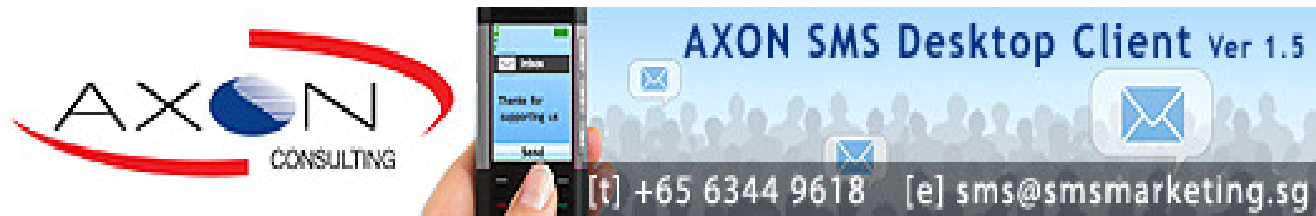
Type/Enter text here:

This is a simple text to explain the usage of unicode converter.

Unicode:

```
005400680069007300200069007300200061002000730069006d0070006c006
50020007400650078007400200074006f0020006500780070006c00610069006
e00200074006800650020007500610073006700650020006f006600200075006
e00690063006f0064006500200063006f006e007600650072007400650072002
e
```

Enter the text that you need to convert into the text area provided for normal text. Click **Convert** to get the Unicode for that text. Copy (Ctrl + C) / Cut (Ctrl + X) & Paste (Ctrl + V) or Right-Click Mouse the converted text from the Unicode text area to the message area provided for message text in the **SendSMS** panel. Remember to change the type of the message to Unicode in the message type box, and then send the message.

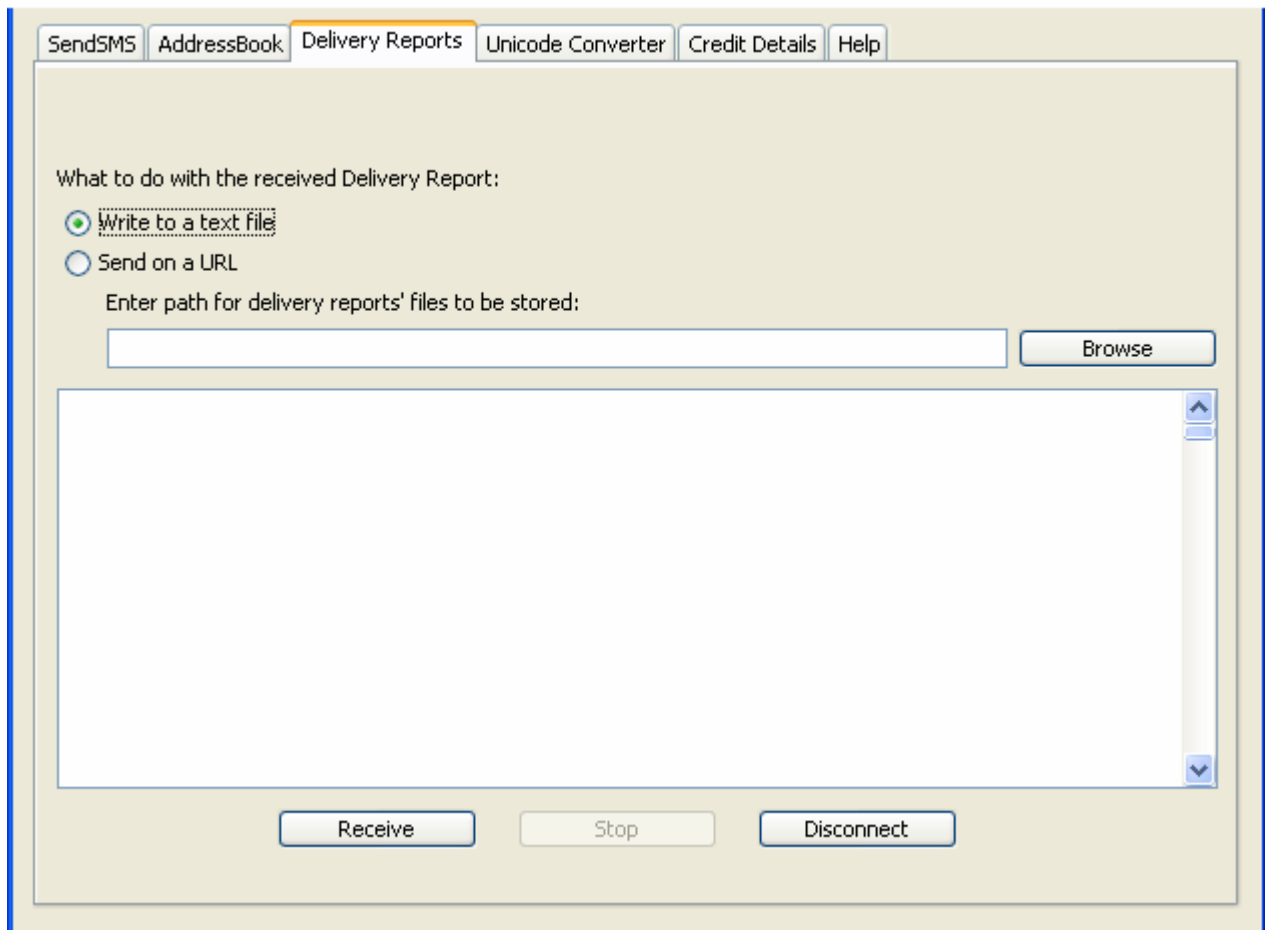


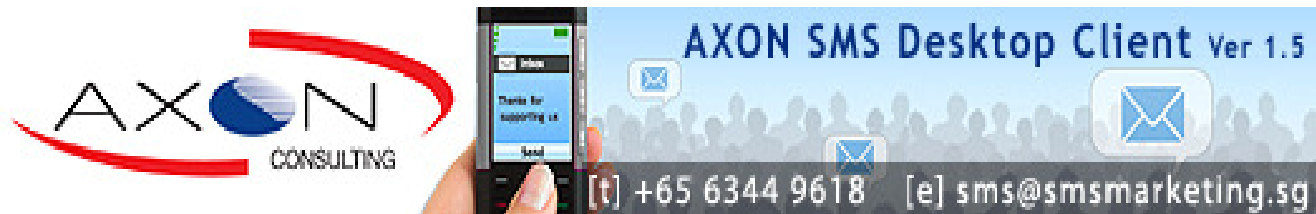
Delivery Reports (DLR)

Delivery Reports specify the details of a sent message. You receive these from the SMSC/SMPP server that you sent the message to. Delivery Reports specify details such as the delivery status, source address or sender, destination address or mobile number, submit date the date time that the message was submitted to the SMSC, done date – the date time that the message was forwarded by the SMSC/SMPP Server, any error flags if required etc.

A report containing these details is called the delivery report for a message. For receiving delivery reports you need to connect to the SMSC/ SMPP Server in the receiver mode.

Once you are connected you keep receiving the messages until to either stop the receiving process explicitly or disconnect from the server from the receiver mode. To receive delivery reports move to the **Delivery Reports** panel. You see a dialog such this:





You need to log the DLRs to a file to view them at a later time. Here you have the option of either putting the received DLR to a text file of your choice by selecting the directory for the DLR log files or you can have them redirected to an URL of your choice so that you could perform a task of your own (putting them in a special file, dumping them to a database etc.) on the received delivery reports. Click **Receive** here to connect in the receive mode and start receiving the delivery reports. But before that you need to select your option for the storing of delivery report log files. If you do not select any option the default that is the writing to a text

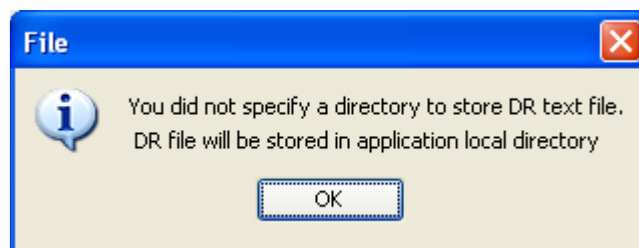
File option will be selected, also if you do not select the directory that you want the received delivery report to be put into, the application will create a directory called **DLRLogs** in the application default directory and put all the generated log files into it.

Naming the delivery report log files

Since storing all the delivery reports in the same file may make the file grow to an unmanageable proportion text files are made once everyday. To do this the application names the text file in a way that it would automatically generate a new file everyday. For this to happen the application names the files as '**DeliveryReport_date_value.txt**' so that it always finds a file of the said name within the same day and keeps on appending to it. As the day changes and the application no longer finds a file with the matching name it creates one and keeps appending the logs to it and so on.

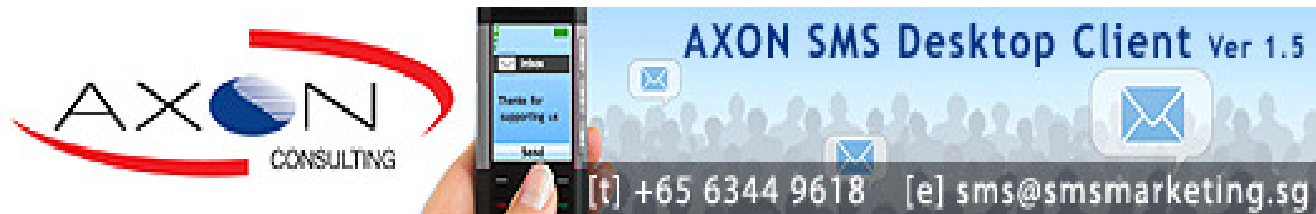
Here we show an example of a received delivery report:

We do not specify an option nor we do specify a file and hence the application gives an alert such as this:



We click **Ok** and proceed to receive reports.

What you first see after clicking on **Receive** is that the application connects to the server in the receiver mode which can be seen in status panel above the main panel, details of this connect can be seen in the text area in the form of bind PDU and bind response. Receiving a bind response successfully means that the application has connected successfully to the server in the receiver mode.



```

Bind Request : (bindreq: (pdu: 0 1 0 [10]) tdemo31 test null 52 (addrrang: 0 0
) )
Bind Response : (bindresp: (pdu: 31 80000001 0 10) ROUTESMSC 52)
Bind Successful
----- Received PDU -----
Message ID:          d26dbe94-ce88-4a79-82a8-8be768424cbb
Mobile No.:         971504363088
Sender:             routesms
SMSC Submit Date:   2007-12-11 10:50:02
SMSC Done Date:     2007-12-11 10:50:02
Status:            ACKED
----- Received PDU -----
Message ID:          d26dbe94-ce88-4a79-82a8-8be768424cbb

```

You can see the details of the connection and report in the text area, this same report is dumped in the log file for the delivery report.

Posting Delivery Reports on URL

To post the received delivery reports on to an URL user must take a note of the below mentioned details:

1. The method used to send data on the URL is **POST**.
2. The data fields of the DLR are sent in the following sequence:
strmsgid, strmobile, strsender, submitdate, donedate, strstatus, slogDate.

The user needs to define the URL to accept the parameters in the same sequence as that mentioned above. Any other sequence would cause jumbling of the data between various fields. The user can put his own logic to handle the received DLR within this page. For e.g. writing the DLR to a file, dumping the data into a database etc.

After the user implements the page (URL) for accepting data he needs to specify the location of the page with the server name and other parameters in the 'Send on a URL' text field.

Example:

If the user develops a page named **dumpDLR.php** then the user specifies:

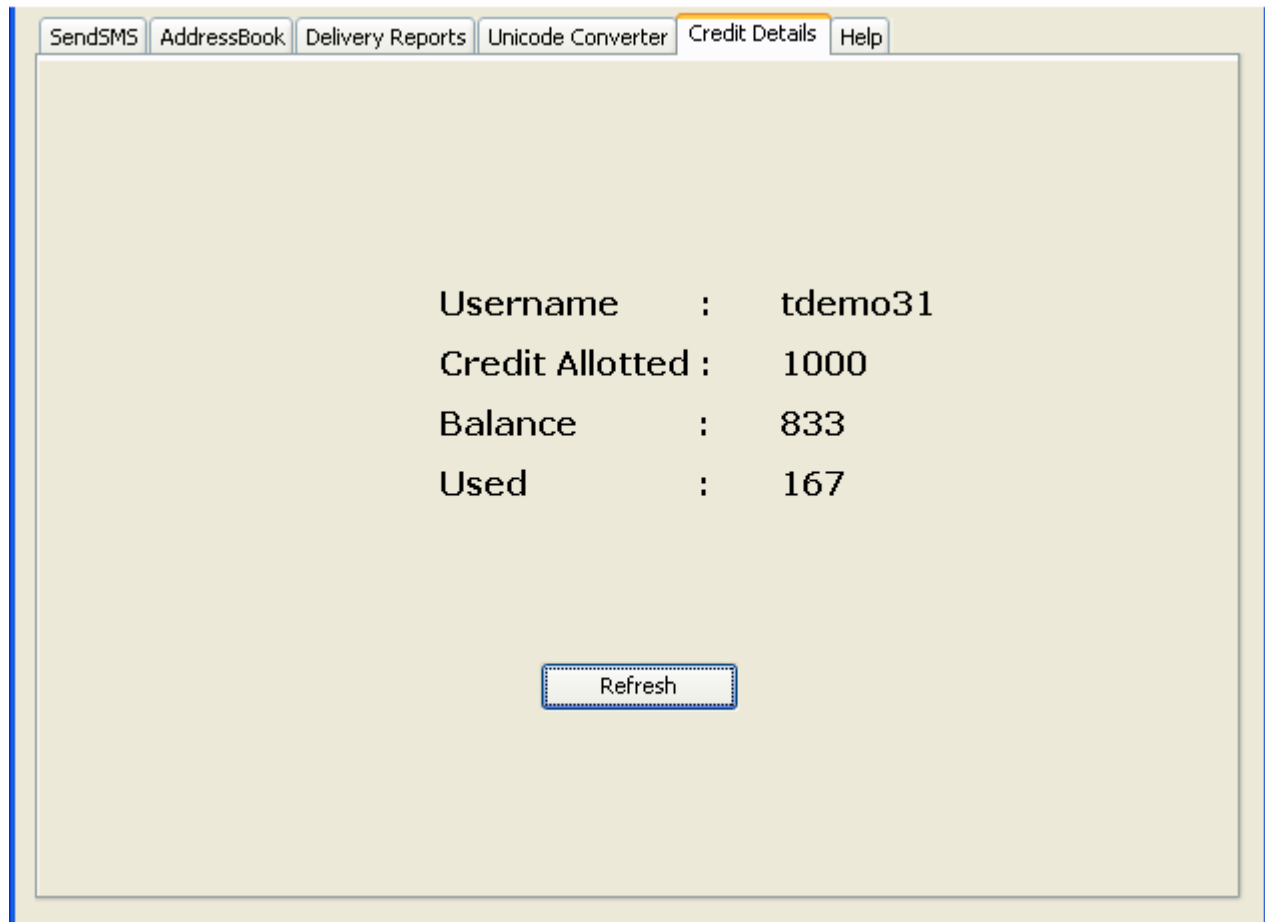
http://servername_or_IP/path_to_file/dumpDLR.php

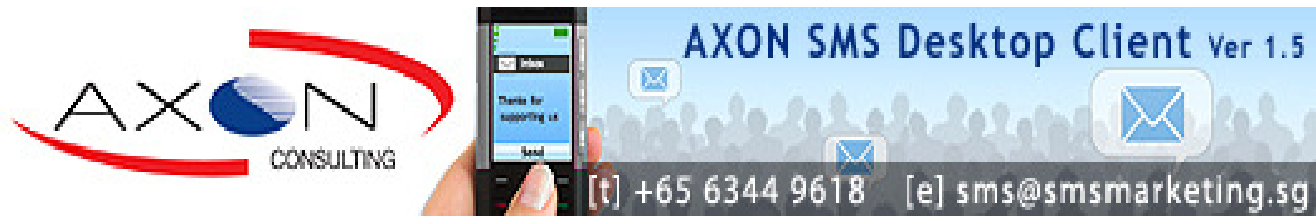
If the user has the Web Server running on a port other than the default, even the port number has to be mentioned.

http://servername_or_IP:port_number/path_to_file/dumpDLR.php

Credit Details

The credit details panel shows you the credit details for the user such as credit allotted, Balance left, and credit used. This panel proves helpful so that the user does not have to open a browser window, go to the web interface provided by the company every time he has to check his credit details. He can just access the tab for credit details and he can check all the details right there.





Help

During anytime that you are using the application and you need help on a particular feature you need not go searching for this document. The Help Panel offers application embedded and feature specific help right inside the application. This makes using the application even more useful and efficient, as you do not have to navigate or search for the topic that you need help on in a user manual such as this. The help is offered on all of the features of the application that would typically require help. Plus this help is offered in a brief format and hence can be read typically within a few minutes. For any other comprehensive help or details about the application you can always concern this document. In the help panel just click the topic that you need help on and you can read on the topic there itself.

