

## Send SMS v.3

### Description

Send SMS does just that, it sends out SMS text messages from Switch. Now with a selection of SMS providers. It is triggered by a job that passes the Send SMS app in the flow. You have to set up an account with one of the supported SMS providers to use this app. The service is world wide.

Send SMS can be used to notify customers about statuses on their job or for other purposes to make contact with customers. One useful application is to connect Send SMS to a flows Problem Folder to send messages to Switch Administrators that something needs attention on the server.

### Compatibility

Switch 13 update 1 and higher.

#### Compatibility third-party applications

Send SMS requires the services from one of the SMS service providers that you can select in the preferences. You have to create an account on the one you choose to use, all of them provide different trial accounts that let you send a few messages for test purposes. In some cases the test account is limited to just sending to your own number. When using a trial account at the provider it's advised that you set your log messaging to show debug messages to get more information from the providers response systems. The Send SMS app will provide you with normal error messages in the Switch log system.

You can use an alphanumeric name as sender at most of the providers, it is limited to 11 characters. If you use a number it can be up to 16 digits. Some providers require that the country code starts with 00. The + sign should also be omitted. When using a valid number as sender ID, remember that your users can answer with SMS to that number.

The providers send out emails when your account runs out of credits, when you are out of credits the file you run pass Send SMS will be routed to the error connection. You will also see this as an error message in the log. Other errors will also generate different error messages from the provider that will show up in the log.

Remember also to be sure that the numbers you send to are formatted properly from your source, if it is a variable. You might need to clean it up before using it in the app.

You pay for the SMS's to the selected provider with a prepaid account. All questions about your account should be made to the provider you have selected.

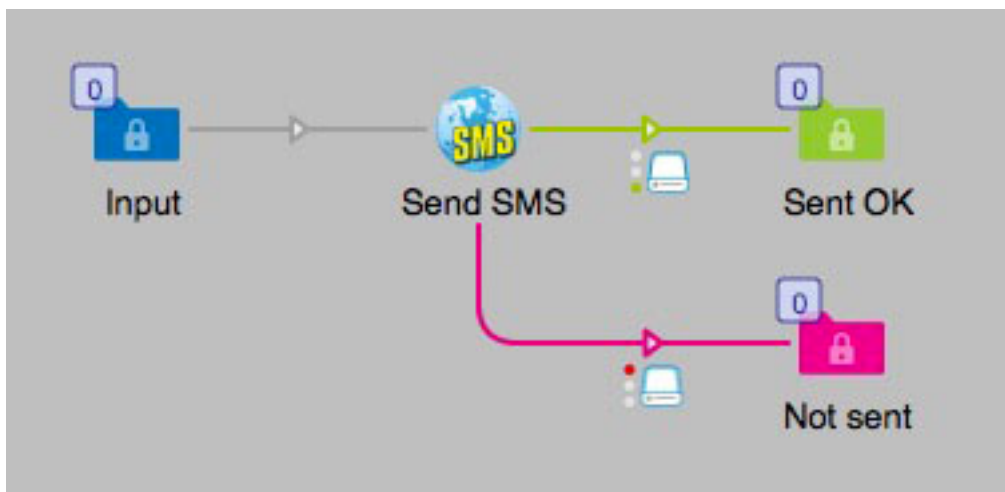
See the list below.

Serviceprovider	Website	Description
Multimobil	<a href="http://www.multimobil.se">www.multimobil.se</a>	You will create an account on their website, and then you can start using the Send SMS app. The service you will use from Multimobil is MobilSend. When you have created the account you can send a few messages for test purposes before you add funds to your account. MobilSMS works with extended ASCII characters.
Mblox	<a href="http://www.mblox.com">www.mblox.com</a>	At Mblox you will use the service SMS Messaging. When you have your account you have to make the service HTTP SMS API active. You then get a username and password for that service that you enter in the apps preferences. Mblox has four servers that you can select, there is no difference between them and anyone of them can be used. Mblox supports sending to 10 different numbers at the same time, each number must be separated with a comma. Each number will be billed as one message. No support for extended ASCII.
Plivo	<a href="http://www.plivo.com">www.plivo.com</a>	When you create an account with Plivo you get an AUTH ID and an AUTH TOKEN that you enter in the apps preferences. When you test you have to add the number you will send your test to in the Sandbox numbers in your account. When you have prepaid your account you can send to any number. No support for extended ASCII.

BulkSMS	<a href="http://www.bulksms.com">www.bulksms.com</a>	With BulkSMS you get a username and password that you enter in the preferences. After you have bought credits you can set your own Sender ID. No support for extended ASCII.
Beepsend	<a href="http://www.beepsend.com">www.beepsend.com</a>	After you have created your account at Beepsend you have to go in to your user settings in the dashboard. You can there retrieve your Api Token that is needed in the preferences for sending your SMS messages. Support for extended ASCII characters.

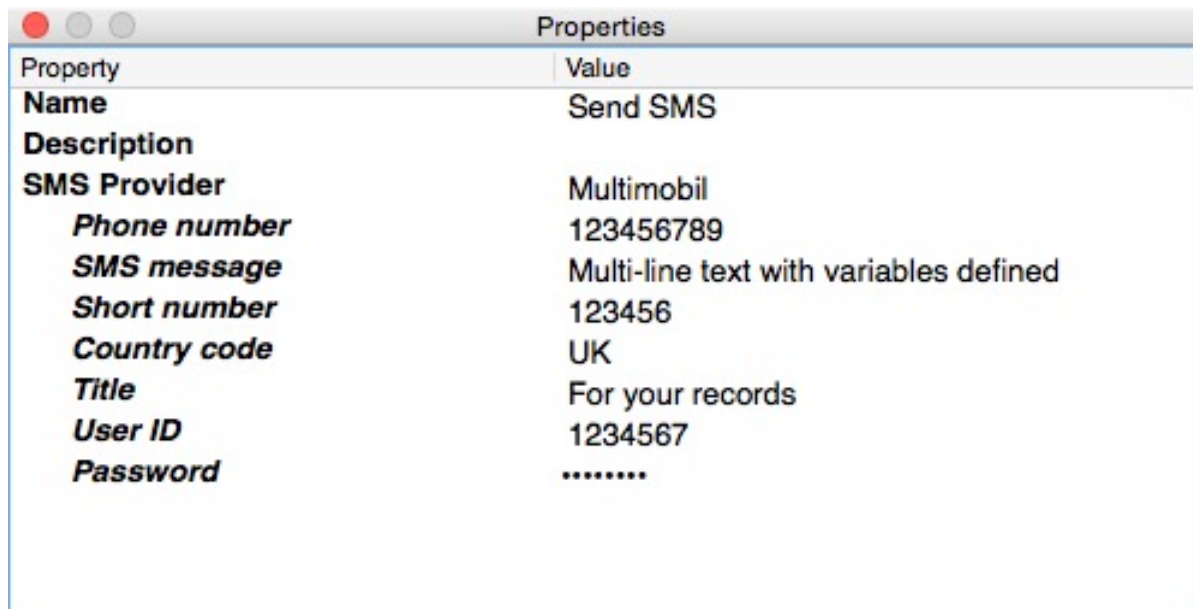
### Connections

Simply add one input connection and two traffic light output connections to the app. If you route many files of the same job or same customer it is advised that you have a Assemble job element before the Send SMS app, other wise it will send one SMS for each file that passes the app.



## Flow elements properties, MultiMobil

- Phone number
  - The number the SMS-message will be sent to. Only one number for each file. This property can use Switch variables.
- SMS message
  - The message that will be sent in the SMS, this property can use Switch variables.
- Short number
  - The number you get as Sender ID from MultiMobil for the outgoing SMS's, it will be shown to the receiver.
- Country code
  - The ISO Alpha-2 country code for the country you send from, this property can use Switch variables. For example SE, BE, UK, DE, US.
- Title
  - The name of your send out. This name will be used in listings in the MultiMobil GUI for your references, this property can use Switch variables.
- User ID
  - Your User ID for your account at MultiMobil.
- Password
  - Your password for your account at MultiMobil.



The screenshot shows a window titled 'Properties' with a table of configuration values for a 'Send SMS' action. The table has two columns: 'Property' and 'Value'. The properties listed are Name, Description, SMS Provider, Phone number, SMS message, Short number, Country code, Title, User ID, and Password.

Property	Value
<b>Name</b>	Send SMS
<b>Description</b>	
<b>SMS Provider</b>	Multimobil
<b>Phone number</b>	123456789
<b>SMS message</b>	Multi-line text with variables defined
<b>Short number</b>	123456
<b>Country code</b>	UK
<b>Title</b>	For your records
<b>User ID</b>	1234567
<b>Password</b>	*****

## Flow elements properties, Mblox

- Mblox server location
  - One of the server locations can be selected from the dropdown list.
- Username
  - Your username at Mblox.
- Password
  - Your password at Mblox
- Phonenumber
  - The number you will send the message to. This property can use Switch variables.
- Source number or name
  - The sender ID your recipient will see as the sender of the message. Can have 16 digits or 11 characters.
- Message
  - The text message your will send out. This property can use Switch variables.

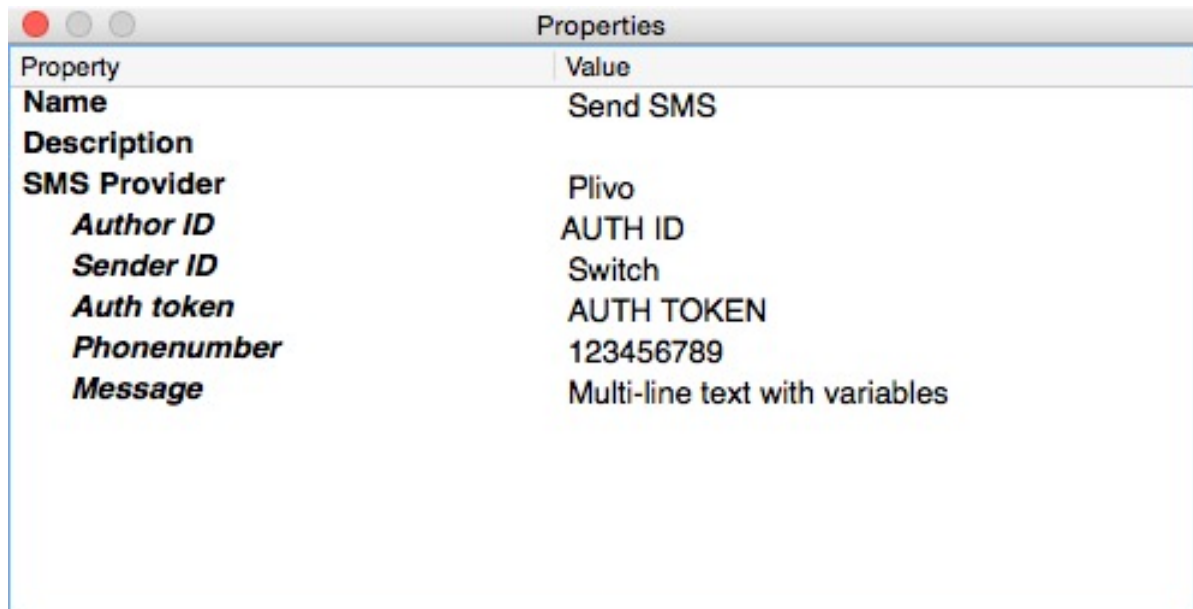


The screenshot shows a window titled 'Properties' with a table of configuration values for a 'Send SMS' flow element. The table has two columns: 'Property' and 'Value'.

Property	Value
<b>Name</b>	Send SMS
<b>Description</b>	
<b>SMS Provider</b>	MBlox
<i>Mblox Server location</i>	Dallas, USA
<i>Username</i>	username
<i>Password</i>	*****
<i>Destination number</i>	123456789
<i>Source number or name</i>	Switch
<i>Message</i>	Multi-line text with variables defined

## Flow elements properties, Plivo

- Author ID
  - Your Plivo author id for your account.
- Sender ID
  - The sender ID your recipient will see as the sender of the message. Can have 16 digits or 11 characters.
- Auth token
  - Your author token for your account.
- Phonenumber
  - The number you will send the message to. This property can use Switch variables.
- Message
  - The text message you will send out. This property can use Switch variables.

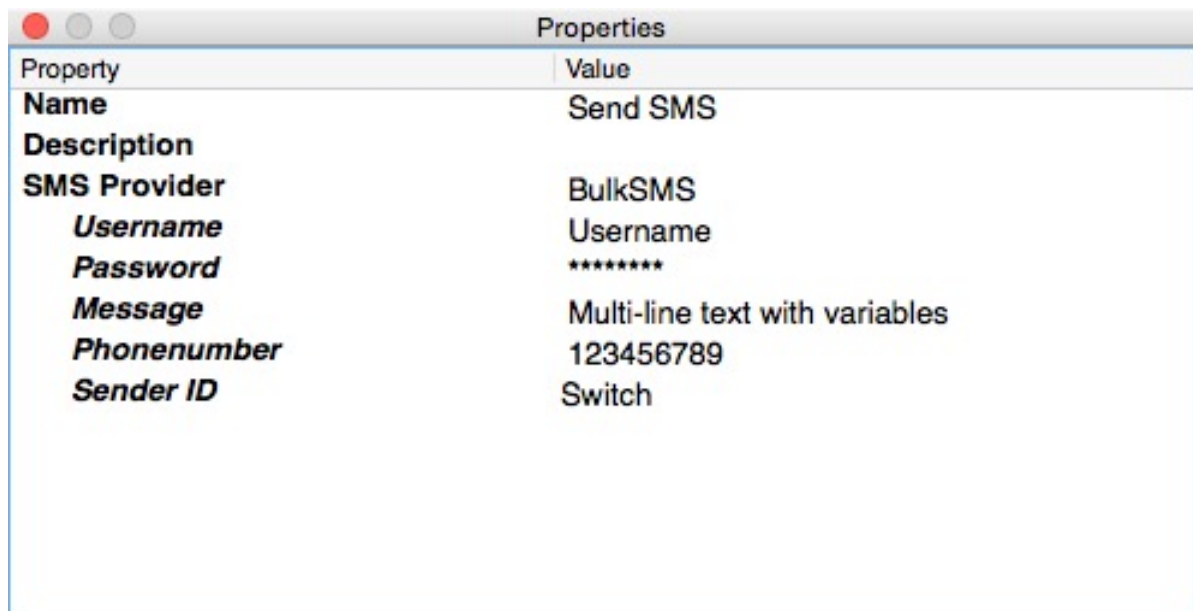


The screenshot shows a window titled 'Properties' with a table of configuration values for the 'Send SMS' element. The table has two columns: 'Property' and 'Value'.

Property	Value
<b>Name</b>	Send SMS
<b>Description</b>	
<b>SMS Provider</b>	Plivo
<i>Author ID</i>	AUTH ID
<i>Sender ID</i>	Switch
<i>Auth token</i>	AUTH TOKEN
<i>Phonenumber</i>	123456789
<i>Message</i>	Multi-line text with variables

## Flow elements properties, BulkSMS

- Username
  - Your BulkSMS account username.
- Password
  - Your BulkSMS password.
- Message
  - The text message your will send out. This property can use Switch variables.
- Phonenumber
  - The number you will send the message to. This property can use Switch variables.
- Sender ID
  - The sender ID your recipient will see as the sender of the message. Can have 16 digits or 11 characters.

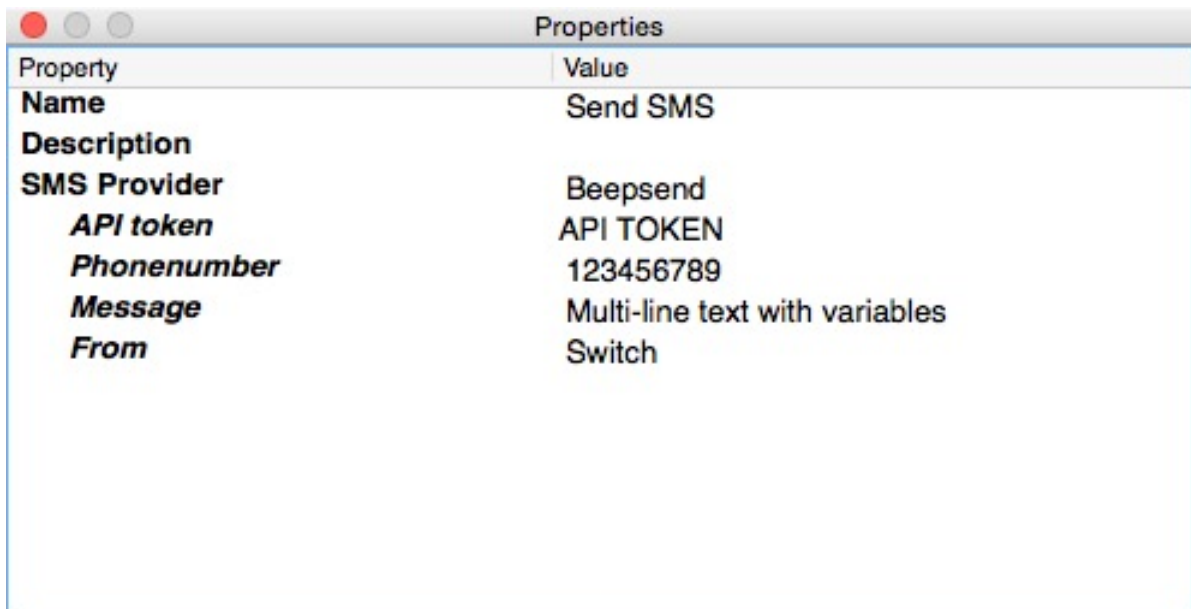


The screenshot shows a 'Properties' window with a table of configuration values for a 'Send SMS' element. The table has two columns: 'Property' and 'Value'. The properties listed are Name, Description, SMS Provider, Username, Password, Message, Phonenumber, and Sender ID.

Property	Value
<b>Name</b>	Send SMS
<b>Description</b>	
<b>SMS Provider</b>	BulkSMS
<b>Username</b>	Username
<b>Password</b>	*****
<b>Message</b>	Multi-line text with variables
<b>Phonenumber</b>	123456789
<b>Sender ID</b>	Switch

## Flow elements properties, Beepsend

- API token
  - The Beepsend API token that you have in your account.
- Phonenumber
  - The number you will send the message to. This property can use Switch variables.
- Message
  - The text message your will send out. This property can use Switch variables.
- From
  - The sender ID your recipient will see as the sender of the message. Can have 16 digits or 11 characters.



The screenshot shows a window titled 'Properties' with a table of configuration values for the 'Send SMS' flow element. The table has two columns: 'Property' and 'Value'.

Property	Value
<b>Name</b>	Send SMS
<b>Description</b>	
<b>SMS Provider</b>	Beepsend
<i>API token</i>	API TOKEN
<i>Phonenumber</i>	123456789
<i>Message</i>	Multi-line text with variables
<i>From</i>	Switch