



Open up the world of "Mobile Messaging" to your Java™ application. Using jsms, your application is quickly enabled to send and receive mobile short messages (SMS).

The jsms Software Development Kit (SDK) provides an easy to use interface for developing wireless applications. By hiding the complexity of the underlying technologies and protocols, it allows you to concentrate on the development of your products. Possible applications: alarming, telemonitoring, remote control and many others.

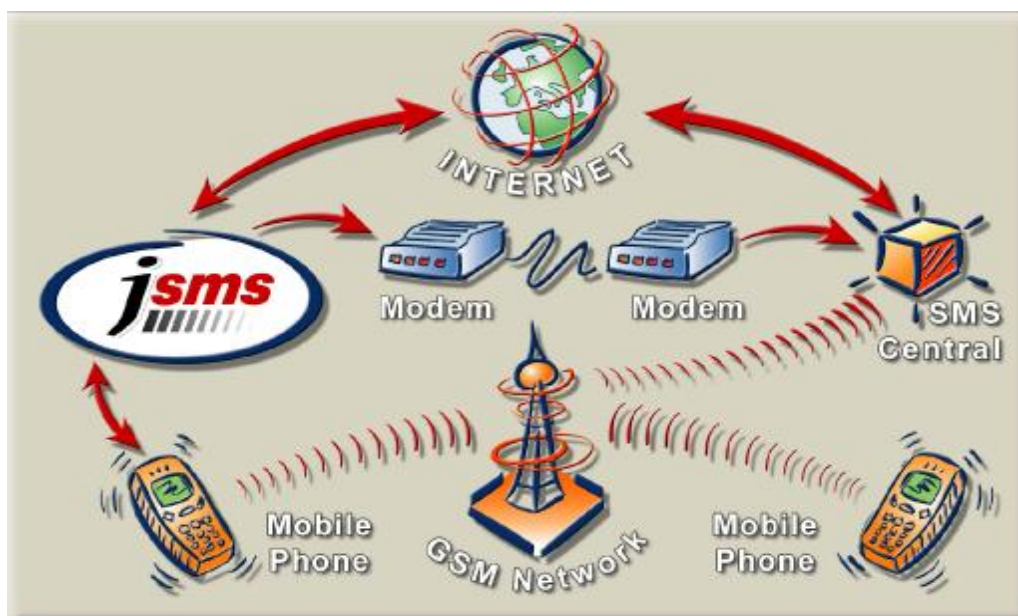
### Message Types

jsms supports all available SMS message types. Make use of the **Standard GSM Alphabet** (Packed 7-Bit Data) for text messages with a maximum length of 160 characters. The necessary character set conversion is automatically carried out by jsms. Short messages can even be sent and received either in the **Unicode Character Set** (UCS2) or as **Binary Data** (8-Bit). In addition jsms includes classes which allow you to send **SmartMessages** (e.g. Business Cards).



### Connectivity

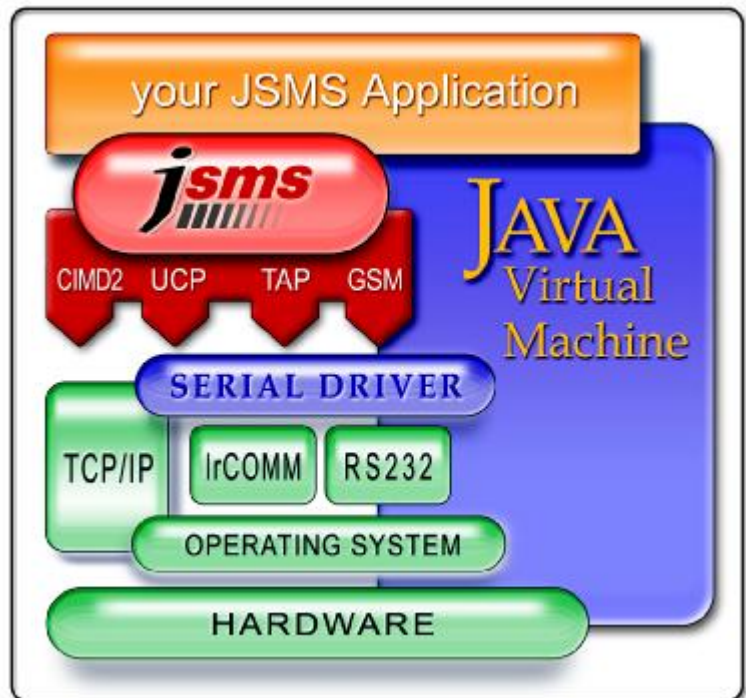
jsms supports the most widespread protocols used today for **mobile messaging**. Accessing the mobile network can be achieved by using a **GSM device** (e.g. a Mobile Phone), a **modem connection** or the **Internet** (TCP/IP).



## Software Architecture

The jSMS SDK does not contain any native code and can therefore be run on all available Java2 platforms (e.g. Solaris, Linux, Windows). When using a GSM device, your Java Platform must also supply an implementation of javax.comm (Java Communications API).

The jSMS programming interface has been designed to be independent of the underlying protocol. You can easily switch from one transport facility to another one, without needing to change your your application. The jSMS Library requires only 180KB and can therefore also be used in Embedded Devices.



## Technical Data

Protocols	GSM (ETSI 07.05)	e.g. Siemens TC35, Nokia 6100, Wavecom M1200, Falcom A2D, Ericsson R320S
	UCP (CMG)	TCP/IP or Modem/ISDN
	CIMD2 (Nokia)	TCP/IP
	SMPP (new in jSMS 1.6)	TCP/IP
	TAP/IXO	Modem/ISDN
Message Types	7-Bit Text	max. 160 Characters / Message
	UCS2 (Unicode)	Universal Character Set (e.g. for Simplified Chinese)
	Binary Data (8-Bit) SmartMessages	max. 80 Bytes / Message Business Cards, Calendar Entries, Operator Logos, Picture Messages, Ringtones
	Status Reports	
Operating Systems	All Java 2 Platforms	e.g. Solaris, Windows 9x/2000/XP, Linux, Embedded Linux, AIX

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