



HTTP PROTOCOL SPECIFICATIONS VERSION 1.0



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1.WHAT WILL YOU FIND IN THIS BOOK

The book you are holding is going to guide you with the procedure and technical specifications required to send sms messages from your website or software using our SmS platform.

This book's version is 1.0 and as we enrich our services we will make changes to the content. All our partners will be informed of any new services or changes to the specifications described in this book via email, where you will be notified of the URL that can download the newer version.

In case you read this book and need assistance don't hesitate to contact our support department at support@websms.bg

1 2.GENERAL TECHNICAL SPECIFICATIONS

Sending SmS messages from our platform is easy and can be done with almost any programming language that has access to the internet. Our platform accepts variables in POST or GET method, just like the method you would use in a simple form of a website.

In order to connect with our platform you will have to open an account in websms.bg For more information please visit the website websms.bg



3.HOW TO SEND AN SMS

The next 4 parts of this chapter will describe the URL that you will send the variables via the POST method, the names of the variables and what each response code of our server means in case you make a mistake or in case you successfully send your variables.

3,1 The URL that you can send your variables in order to send 10 sms at a time is:

<http://sms1.websms.bg>

3,2 Variables and description

Variable name	Description	Example
username	The username we gave you during the opening of your account. Note that the username is case sensitive.	user1
pass	The password we gave you during the opening of your account. Note that the username is case sensitive.	pass2323
numbers	The number or numbers that you want to send your message to. This field accepts numbers from all Greek networks with the country code included.If the recipients are more than one then you will separate each number with a comma. Note: Country code does not have the symbol + or 00 and this field accepts up to 10 different numbers.	306973382676 or 306973382676,306932251233,306944156236
senderid	This is your optional sender's field that can be up to 16 numeric characters or up to 11 alphanumeric characters.	Kostas or 8040 or 306973382676
sender_type	This field states the type of data in the sender's field. Your choices are: 0=International number 1=National number 5=Alphanumeric	More information to the following parts
message	The message you wish to send in Latin or Greek up to 459 characters	More information to the following parts

3,3Server response codes and their explanation

The server always answers in this way Error:number

Response code	Explanation
1	Error in username or password
2	Error in the sender's field
3	Error in your message. You have used more than 459 characters
4	Error in your recipients' numbers
5	Not enough credits in your account to send the messages
6	Sender type does not exist
7	Error between sender_type and senderid. Example: You entered 5 for the sender type but you used more than 11 characters in your sender's field
8	No recipient, field numbers was empty



3,4 Server response in successful submission

In case the server receives all variables correctly you will get a line in your screen in this format depending on the number of recipients: 54062490 54062491 54062490 UR:user

Each number represents the unique message id of your submission, that will be needed later on to follow the status reports of your messages. The UR field will show your username.

4.HOW TO RECEIVE STATUS REPORTS

The next 5 parts of this chapter will describe the URL that you will use to POST your variables, the names of the variables and what does every response code mean in order to successfully receive your status reports. Please note : Status reports and generally your history is kept by us for 1 month. We do not guarantee that you will receive status reports for submitted messages that are more than 1 month old.

4,1 The URL that you will send your variables to receive status reports

<http://sms1.websms.bg/history/>

4,2 Variables and description

Variable name	Description	
username	The username we gave you during the opening of your account. Note that the username is case sensitive.	user1
pass	The password we gave you during the opening of your account. Note that the username is case sensitive.	pass2323

4,3 Server response codes and their explanation

The server response is always in this format Error:number

Response code	Explanation
1	Error in username or password

4,4 Server response in successful submission

In case our server receives all the variables correctly you will get your last months status reports in this format:

54062157^websms^306973382676^20080309^22:37:40^1^text of the sms message^1^

Symbol ^ separates the fields between them. The first field is ALWAYS the unique id of your message that was assigned during your submission. The second field is the sender's field you used during your submission. The third field is the destination of your message and is always a number. The fourth field is the date the message was submitted written backwards. So the last 2 digits is the day the 2 digits before them the month and the first four digits is the year. The fifth field is the time the message was sent (Greece local time). The sixth field is ALWAYS a number and represents the status of your message that will be explained in the next page. The seventh field is the content of the message you sent and the last field describes how many messages you were charged depending of the number of characters you used.

4.5 Explanation of response code in status reports

Response code	Explanation	Description
0	Recorded	The submission has been recorded but we have still no status report.
1	Delivered	Message has been successfully delivered to the destination.
2	In memory	Message is in memory, probably it failed the first time and now it is sent again
3	Failed	Message delivery failed
5	Expired	The message was not delivered because the allowing time of retry has expired
6	Rejected	The message was rejected by the server
7	Error	Server error. The server could not process the message
11	Unknown	Unknown status. Usually created by the server after 24 hours with no status report.
12	Unknown	Unknown status, the returned status report was not identified by the system

5.DETAILS AND SPECIFICATIONS FOR THE message FIELD

The message field represents the text you wish to send. This text can be up to 459 characters. If you use 160 characters you will be charged 1 SmS. If the message is over 160 characters and less than 306 then you will be charged 2 SmS. If the text is up to 459 characters you will be charged 3 SmS. You must have realized that the maximum characters for 2 messages is not $160 \times 2 = 320$ but 306. This happens due to some headers that are required to send the message as one. You should also note that there are 9 SPECIAL characters that count for 2 characters.

5,1 Special characters

Symbol
[
\
]
^
{
}
~
\
€

5,2 Allowed characters

In comparison with other companies we have simplified the procedure of sending SmS messages to Greece, and that is why our online platform will automatically transform the allowed characters to a compatible GSM code. Also the system recognizes the non capital letters of the Greek alphabet and automatically changes them to Capital. In this way we are limiting the errors that you could have done. The character encoding to properly send the allowed characters is **iso-8859-7**. **If you use any other coding some special characters will not be shown correctly. Like the euro symbol.**

Allowed characters					
A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
Y	Z	a	b	c	d
e	f	g	h	i	j
k	l	m	n	o	p
q	r	s	t	u	v
w	x	y	z	α	β
γ	δ	ε	ζ	η	θ
ι	κ	λ	μ	ν	ξ
ο	π	ρ	σ	τ	υ
φ	χ	ψ	ω	ς	Α
Β	Γ	Δ	Ε	Ζ	Η
Θ	Ι	Κ	Λ	Μ	Ν
Ξ	Ο	Π	Ρ	Σ	Τ
Υ	Φ	Χ	Ψ	Ω	ά
έ	ή	ί	ό	ύ	ώ
Ά	Έ	Ή	Ί	Ό	Ύ
Ω	!	@	#	\$	%
^	&	*	()	_
-	+	=	{	}	[
]		:	;	'	<
>	,	.	?	/	~
\	0	1	2	3	4
5	6	7	8	9	

6.DETAILS ABOUT THE senderid VARIABLE

The senderid variable represents the sender id and can contain up to 16 numeric characters or upto 11 alphanumeric characters, depending on the sender id type that you have chosen (National number=1, international number=0, alphanumeric=5). You can see below the allowed characters.

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Allowed characters for variable senderid				
a	b	c	d	e
f	g	h	i	j
k	l	m	n	o
p	q	r	s	t
u	v	w	x	y
z	A	B	C	D
E	F	G	H	I
J	K	L	M	N
O	P	Q	R	S
T	U	V	W	X
Y	Z	.	,	-
=	!	;	?	_

7.HOW TO CHECK YOUR BALANCE

The next 3 chapters of our book will explain how to receive your balance and all the possible server responses to your request.

7,1 URL to submit your variables in order to check your balance

<http://sms1.websms.bg/credits/>

7,2 Variables and their meaning

Variable name	Description	
username	The username that you chose upon registration.(sensitive to upper and lower case).	user1
pass	The pass word that you chose upon registration.(sensitive to upper and lower case).	pass2323

7,3 Server response in case of an error

The server's response if always formed as Error:number

Response number	Description
1	Wrong username or pass word

7,4 Server response in case of successful submission

In case you submit your variables properly then the server will show you a number. This number represents your account's balance.



An alternative way to get your reports is by using the callback service.

8,1 URL to submit your variables in order to receive the status reports

<http://sms1.websms.bg/history/callback.php>

8,2 Variables and their meaning

Variable name	Description	Example
username	The username that you chose upon registration.(sensitive to upper and lower case).	user1
pass	The pass word that you chose upon registration.(sensitive to upper and lower case).	pass2323
id	The unique id that our system gave to your submitted sms.	8522115551

8,3 Server response and explanation

The server's response is always Error:number

Response number	Description
1	Wrong username or password.
2	Wrong unique id.

8,4 Sever's response in case of a successful submission

The answers are the same as chapters 4,4 and 4,5.