



## **HTTP Specification Version 1.81**

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## 1. HTTP URL link

**`http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=xxxx&password=xxxxx&message=xxxxxx&mobile=9999999999&sender=xxxxxxx&type=1`**

The above Url is the basic HTTP link structure where the details about each parameter is given below,

Parameter	Description
YourDomainLogin	Your domain to login into bulk sms system server i.e.: <a href="http://sms.websms4u.com/">http://sms.websms4u.com/</a>
Username	Username provided to user to connect to our Service
Password	Password to the service
Message	Text Message
Mobile	Destination Mobile Number Format: Country Code + Area Code + Number i.e: 6281513028708
Sender	Sender ID of the message
Type	Type of Message 1=Normal Text 2=Normal Text with Flash 3=Unicode (Arabic, Chinese etc.) 4=Unicode with Flash 5=Binary message with UDH like Ringtone 6=Binary message without UDH
seqno (Chars 20)	This parameter is to prevent duplicate record sent from your system to our server. Fill in a unique sequence ID/Number from your system, or leave blank to skip this feature. We only store this seqno for 24 hours to prevent duplicate record from your system. An error code response 1718 for duplicate record received.

For example the completed URL is:

**`http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=john&password=john&message=Test + message&mobile=9999999999999999&sender=John&type=1`**



## 2. Sending Text Message

To send the normal Text message following HTTP Url needs to be used

**`http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=xxxx&password=xxxx&message=xxxxxx&mobile=999999999999999&sender=xxxxxxx&type=1`**

Parameter	Description
Type = 1	Type = 1 indicates that the message is submitted as Normal Text Message

## 3. Sending Flash Message

On phones like Nokia, Siemens, Ericsson, Motorola etc..... a class 0 message will appear as a flash SMS message. These messages appear on the screen immediately upon arrival, without the need to press any buttons on the phone.

To send as flash message User need to use following Url

**`http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=xxxx&password=xxxx&message=Flash Test message&mobile=999999999999999&sender=Flash&type=2`**

Parameter	Description
Type = 2	Type = 2 indicates that the message submitted as Flash Message / Direct Display Message

## 4. Sending Unicode Message

Normally Unicode Messages are Arabic and Chinese Message, which are defined by GSM Standards. Unicode messages are nothing but normal text type messages but it has to be submitted in HEX form. To submit Unicode messages following Url to be used

**`http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=xxxxx&password=xxxxx&message=062A06450020062A0633062C064A06440643002006280646062C0627062D00200641064A0020062E062F0645062900200631063306270626064400200627064406470627062A06410020062706440646064206270644&mobile=999999999999999&sender=Unicode&type=3`**



Parameter	Description
Type = 3	Type =3 indicates that the message submitted as Unicode Message

## 5. Sending Binary Messages

Binary Messages are normally Ringbones, Operator Logo, WAP Push and Picture Messages which normally contains default header UDH (User Data Header) to submit a binary message user has to use following URL

**[http://\[YourDomainLogin\]/websmsapi/ISendSMS.aspx?username=xxxx&password=xxxxx&message=0605041581000002D049A8289C09C0B40AC09C09C09C08C09C09D09D09C09C09C08C09C09D09D09C09C09C000&mobile=9999999999999999&type=5](http://[YourDomainLogin]/websmsapi/ISendSMS.aspx?username=xxxx&password=xxxxx&message=0605041581000002D049A8289C09C0B40AC09C09C09C08C09C09D09D09C09C09C08C09C09D09D09C09C09C000&mobile=9999999999999999&type=5)**

Parameter	Description
Type = 5	Type = 5 indicates that the message submitted as Binary Message

## 6. Checking Customer Account Balance

To check the account details use the following link:

**[http://\[YourDomainLogin\]/websmsapi/creditsLeft.aspx?username=xxxx&password=xxxxx](http://[YourDomainLogin]/websmsapi/creditsLeft.aspx?username=xxxx&password=xxxxx)**

Above link will give the total credit used till date and total remaining

## 7. Transfer Credits to Customer account

To transfer credits from agent/reseller account to customer account, use the following link:

**[http://\[YourDomainLogin\]/websmsapi/transfer.aspx?username=xxxx&password=xxxxx&cust=xxxxx&credit=xxxxx](http://[YourDomainLogin]/websmsapi/transfer.aspx?username=xxxx&password=xxxxx&cust=xxxxx&credit=xxxxx)**

Parameter	Description
username	Username provided to user to connect to our service
password	Password to the service
cust	The username of your customer account
credit	Total credit to be transferred from your account to customer account.
seqno (Chars 20)	This parameter is to prevent duplicate record sent from your system to our server. Fill in a unique sequence ID/Number from your system, or leave



	blank to skip this feature. We only store this seqno for 24 hours to prevent duplicate record from your system. An error code response 1718 for duplicate record received.
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## 8. SMS Return Code

Following is the list of values return by the server on submission of sms

Return Code	Description
1701: [MSG ID]	Message Sent Successfully
1702	Invalid Username/Password
1703	Internal Server Error
1704	Insufficient Credits
1705	Invalid Mobile Number
1706	Invalid Message
1707	Transfer Credits Successful
1708	Account not existing for Credits Transfer
1709	Invalid Credits Value for Credits Transfer
1718	Duplicate record received

## 9. Delivery Report

[http://\[YourDomain\]/yourPage.asp?MsgId=xxxxx&Status=x](http://[YourDomain]/yourPage.asp?MsgId=xxxxx&Status=x)

Provide us your Web URL, our server will send HTTP GET message to you server with the status of SMS below:

Status Code	Description
6	Deliver Successful
7	Deliver Failed
8	Expired
9	Unknown
10	Rejected