如何发送及收取短信

简介

我们经常通过短信服务来发送和读取信息，并分析内容。开发者一般更喜欢将其作为一个server功能来完成（甚至不用图形化界面）。

这篇文章讲述了如何在一个没有图形界面的exe服务程序中发送和读取信息。

准备

- 利用程序向导生成一个无界面的程序（如SMSByExe），一般会生成一个基于console的exe工程
- 到下面下载**SmsHandler.zip**:
  - For S60 2nd edition = SMShandler_S60_2nd.zip
  - For S60 3rd edition = SMShandler_S60_3rd.zip
- 解压**SmsHandler.zip**将会得到**SmsHandler.h**和**SmsHandler.cpp**
- 将**SmsHandler.h**复制到你的**/inc**目录.
- 将**SmsHandler.cpp**复制到**/src**目录.
- 编辑你的**.mmp**文件. 将**SmsHandler.cpp**增加到**SOURCE**中.

```
SOURCE SMSHandler.cpp
```

- 编辑你的**.mmp** file. 增加sms链接库和需要的能力.

```
//Libraries included for SMS support-
LIBRARY msgs.lib smcm.lib gsmu.lib mtur.lib
CAPABILITY ReadUserData WriteUserData NetworkServices
```

发送信息

SMSByExe.h

```
#ifndef __SMSBYEXE_H__
#define __SMSBYEXE_H__

//  Include Files

#include <e32base.h>

class CSmsHandler; //forward declaration

//  Function Prototypes

GLDEF_C TInt E32Main();

LOCAL_C void SendSMSL();

CSmsHandler* iSmsHandler;

#endif  // __SMSBYEXE_H__
```

- 打开你的**SMSByExe.cpp**文件.
- 包含**SmsHandler.h**.

```
#include "SMSHandler.h" //Added for SMS Handling
```

SMSByExe.cpp

下面示例代码演示了如何初始化SMSHandler类.

```
//  Include Files

#include "SmsByExe.h"
#include <e32base.h>
#include <e32std.h>
#include "SMSHandler.h"


//  Local Functions
LOCAL_C void MainL()
{
    //
    // add your program code here, example code below
    //
 //This is for initializing SMSHandler
 iSmsHandler = CSmsHandler::NewL();
        SendSMSL();
}
```


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```
LOCAL_C void DoStartL()
{
    // Create active scheduler (to run active objects)
    CActiveScheduler* scheduler = new (ELeave) CActiveScheduler();
    CleanupStack::PushL(scheduler);
    CActiveScheduler::Install(scheduler);

    MainL();

    CActiveScheduler::Start();

    // Delete active scheduler
    CleanupStack::PopAndDestroy(scheduler);
}

LOCAL_C void SendSMSL()
{
 TBuf<128> SMSText,PhoneNumber;
 SMSText.Copy(_L("SMS By An EXE"));
        // Replace the number you wish to send message
 PhoneNumber.Copy(_L("9999999999"));
 iSmsHandler->SendL( PhoneNumber, SMSText) ;
}

//  Global Functions
GLDEF_C TInt E32Main()
{
    // Create cleanup stack
    __UHEAP_MARK;
    CTrapCleanup* cleanup = CTrapCleanup::New();

    // Run application code inside TRAP harness, wait keypress when terminated
    TRAPD(mainError, DoStartL());

    delete cleanup;
    __UHEAP_MARKEND;
    return KErrNone;
}
```

获取信息

- 打开你的**SmsHandler.cpp**（zip中提供）.

SmsHandler.cpp

```
void CSmsHandler::MessageReceivedL( TMsvId aEntryId )
{
 CMsvEntry* serverEntry = iSession->GetEntryL( aEntryId );   // current entry
 CleanupStack::PushL( serverEntry );
 TMsvEntry entry = serverEntry->Entry(); // currently handled message entry

 entry.SetNew( ETrue );
 entry.SetUnread( ETrue );
 entry.SetVisible( ETrue );

 serverEntry->ChangeL( entry );  // commit changes

 //Added to retrieve message body
        // iDescription will have only first 32 characters from the message
 const TDesC& descp = entry.iDescription;
 TBuf8<40> MessageArrived;
 MessageArrived.Copy(descp);

 //Added to retrieve Phone Number of the Sender
 iSmsMtm->SwitchCurrentEntryL(aEntryId);
 iSmsMtm->LoadMessageL();
 CSmsHeader& header = iSmsMtm->SmsHeader();

 TPtrC from = header.FromAddress();
 const TDesC& phoneNumber = from;

 CleanupStack::PopAndDestroy( serverEntry );
}
```

相关链接:

- Sending SMS with RSendAs
- SMS Utilities API
- SMS Receiver
- Reading SMS from Inbox
- Sending SMS in S60 3rd Edition - MTM
- SMS Operations
- How to send an SMS using sockets
- Create Local SMS
- How to Open SMS or MMS Editor

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