Writing an SMS-capable application using Symbian C++

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Overview

Writing an SMS-capable application in S60

Description

Writing an SMS-capable application is fairly easy given the current example applications available at Nokia Developer. There are two possibilities, depending on the targeted platform. On earlier S60 and S80 devices developers are bound to use a client MTM API, but S60 3rd Edition introduces a higher-level, easier-to-use API in addition.

2nd Edition platforms:

On S60 2nd Edition and Series 80 platforms SMS client applications have to use the SMS Client MTM directly for message sending. On earlier platforms this posed lots of problems for developers as part of the required API was not available on public SDKs. This was, however, corrected in S60 2nd Edition and Series 80 2nd Edition SDKs.

3rd Edition platforms:

On S60 3rd Edition messaging becomes easier than ever thanks to the new SendAs API. This is a wrapper API on top of the messaging client MTMs - and it is easy to use. Using this API your application can gain access not only to SMS messaging but to all supported messaging protocols. S60 3rd Edition supports also the old school way of using the MTMs directly.

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