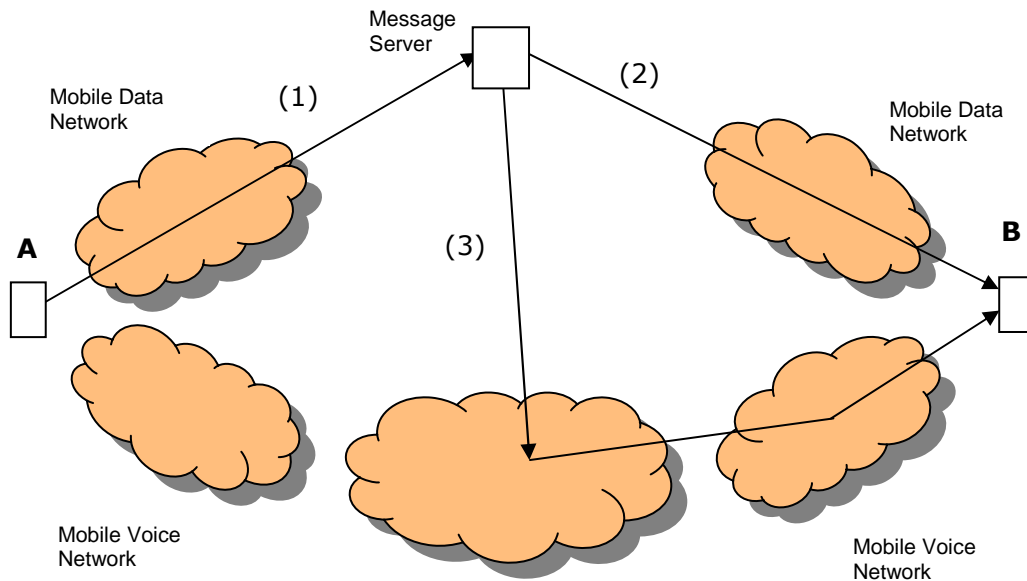


Tutorial: Low Cost IP SMS Text Messages



(1) User A composes a text message in the application on the mobile phone and the application sends it over the phone's data connection to the service's message server for onward delivery to user B

(2) If User B has the same application.

The message server delivers the text message to user B over B's data connection.

To receive it B has to be online with the application running, otherwise the message server has to alert B that there is a message waiting by sending B an unanswerable ping to indicate a waiting message, for example. Alternatively, the service can wait until B starts his application which automatically checks the server for waiting messages.

This data connection/Internet method of sending text messages allows much bigger messages, up to 2048 characters, more than the normal mobile SMS service which allows only 160 characters.

(3) If User B does not have the same application.

The message server delivers it to the international mobile SMS system for delivery over the cellular network to the recipient.

If the system is one that allows bigger messages than standard SMS then the service may send only the first 160 characters, including a message that the application is needed to see the whole message.

User B can reply to a received message as it is a normal SMS message with your mobile phone number but the reply will go to the normal SMS function on your mobile, not the application, and you may thus have two places storing SMS messages on your mobile.