Gammu Manual

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GAMMU PROJECT

1.1 About Gammu

Gammu is library and command line utility for mobile phones. It is released under GNU GPL version 2. It has been initiated by Marcin Wiacek and other people. Originally the code was based on Gnokii and later MyGnokii projects. Gammu was former (up to version 0.58) called MyGnokii2. Currently the project is lead by Michal Čihář with help of many contributors.

1.2 Motivation to fork Gnokii

**Note:** Please note that this is original list of differences written by Marcin when forking Gnokii, so it represents state of the code in that time.

1. **Unicode used almost everywhere.** In MyGnokii and Gnokii with modern phones (they return everything in Unicode) things are converted from Unicode and again to Unicode in other places. No more unnecessary conversions.

2. **Almost everything is structural.** In Gnokii some things are declared in files, not in “main” phone structure. It can make some problems, when will try to support two phones on two serial ports in one application.

3. **in Gammu you can make support for some things without adding source** to “main” phone modules. Very good idea for things, which are available only for few models and for all other will be UNIMPLEMENTED. It includes also some obsolete functions - why should we compile RLP source, when all new better phones have modems built in?

4. Gnokii/MyGnokii has to have some compatibility with previously written source. In Gammu some solutions are reimplemented and done easier.

5. no more reimplementing C libraries in source - see snprintf in gnokii.

6. more OS supported.

7. better sharing source. Less source = smaller application easier to debug.

8. better user friendly interface

9. no more 2 years rewriting source…

10. it’s easier to see, what frames are implemented, what not (in phone modules they’re put line after line).

11. **better compatibility with ANSI C** = no warnings in MS VC 6
12. all locations for user start from 0 (in Gnokii some from 0, some from 1)
13. some things like SMS can be accessed few ways
14. when possible, there are used “constant” locations. I will explain on the example:

   1. save two calendar notes in any Nokia 61xx phone. Call them “reminder” and “call” notes. Reminder will be returned by phone of 1’st location, Call on 2’nd.
   2. Now Reminder will be deleted (for example, from phone keypad). Call will be moved from 2’nd to 1’st.
   3. When will read calendar notes again, have to read all notes again because of changed locations (let’s say, we won’t read Call note again. It will have location 2 in PC. Now you will write new note into phone (for keypad) and it will save in under location 2. When will try to save Call not with location 2, it will overwrite new saved note !).

   This is not good. When for example delete one entry from phonebook, other locations “stays” on their places. These are “constant” locations.
   
   With “constant” locations, when delete one location from PC, don’t have to read full memory from phone.

   etc. etc.

   Of course, some of these things can be in the future in gnokii too…

1.3 Installing Gammu

1.3.1 Prebuilt Binaries for Linux

Many distributions come with prebuilt Gammu binaries, if you can use them, it is definitely the easiest thing. There are also binary packages of latest release built for many distributions available on Gammu home page <https://wammu.eu/gammu/>.

You can usually also find Gammu in your distribution, so unless you need a newer version, just install package from your distribution.

Debian

Gammu packages are included in Debian (testing versions go to experimental and stable to unstable). If you want to build Debian package on your own, you can find packaging in Git repository at https://anonscm.debian.org/git/collab-maint/gammu.git (you can browse it on <https://anonscm.debian.org/git/collab-maint/gammu.git>).

RPM

Gammu packages are included in openSUSE and Fedora. Additionally source tarball contains gammu.spec which you can use for building RPM package.
Slackware

Gammu packages are included in Gentoo. Additionally source tarball contains description-pak which you can use for building Slackware package.

1.3.2 Prebuilt Binaries for Windows

You can download Windows binaries from <https://wammu.eu/gammu/>. For Windows 95, 98 and NT 4.0 you will also need ShFolder DLL, which can be downloaded from Microsoft:


1.3.3 Dependencies

You need CMake from <https://cmake.org/> for compiling Gammu.

Additionally pkg-config <https://www.freedesktop.org/wiki/Software/pkg-config/> is used for detecting available libraries.

1.3.4 Optional Dependencies

Gammu does not require any special libraries at all to build, but you might miss some features. Optional libraries include:

**Bluez-libs**

Required for Bluetooth support on Linux.

See also:
http://www.bluez.org/

**libusb-1.0**

Required for fbususb/dku2 connection support on Linux.

See also:
http://libusb.sourceforge.net/

**libCURL**

Required for new versions notification (see `gammu checkversion`).

See also:
https://curl.haxx.se/libcurl/

1.3. Installing Gammu
libiconv

Used to support more character sets in AT engine.

See also:
https://www.gnu.org/software/libiconv/

Gettext

Localization of strings.

See also:
https://www.gnu.org/software/gettext/

MySQL

Required for MySQL Backend in SMS Daemon.

See also:
https://www.mysql.com/

PostgreSQL

Required for PostgreSQL Backend in SMS Daemon.

See also:
https://www.postgresql.org/

unixODBC

Required for ODBC Backend in SMS Daemon.

Note: Not needed on platforms having native ODBC support such as Microsoft Windows.

See also:
http://www.unixodbc.org/

libdbi

Required for DBI Backend in SMS Daemon.

Note: Required at least version 0.8.2.

See also:
http://libdbi.sourceforge.net/
Python

Gammu has a Python bindings, see `python-gammu`.

See also:
https://www.python.org/

SQLite + libdbi-drivers with SQLite

Needed for testing of SMSD using libdbi driver (libdbd-sqlite3), see `Testing Gammu`.

See also:
https://www.sqlite.org/

`glib`

Currently needed only for `gammu-detect`.

See also:
https://www.gtk.org/

`gudev`

Currently needed only for `gammu-detect`.

See also:
http://gudev.sourceforge.net/

1.3.5 Compiling on Linux/Unix Systems

First install all `Dependencies` and `Optional Dependencies`. Do not forget to install corresponding devel packages as well, they are usually named with `-dev` or `-devel` suffix, depending on your distribution.

For example on Debian or Ubuntu, you can install all optional packages by following command:

```
apt-get install cmake python-dev pkg-config libmysqlclient-dev libpq-dev \
libcurl4-gnutls-dev libusb-1.0-0-dev libdbi0-dev libbluetooth-dev \
libgudev-1.0-dev libglib2.0-dev unixodbc-dev
```

For openSUSE, the installation all optional packages could look like:

```
zypper install libusb-1_0-devel libdbi-devel bluez-devel postgresql-devel \
mysql-devel python-devel libcurl-devel cmake pkgconfig unixODBC-devel \
glib2-devel libgudev-1_0-devel
```
Configure like wrapper

For compatibility reasons, configure like wrapper is provided, if you don’t need much specific tuning, you can use usual set of commands:

```
./configure
make
sudo make install
```

The configure wrapper will create directory build-configure and build all binaries there (nothing is changed in source tree), for example gammu binary is in build-configure/gammu directory.

Using CMake

If you need/want to tweak build a bit more than configure wrapper provides, you have to use CMake directly. For now, only out of source build is supported, so you have to create separate directory for build:

```
mkdir build
cd build
```

Then just configure project:

```
cmake ..
```

Build it:

```
make
```

Test that everything is okay:

```
make test
```

And finally install it:

```
sudo make install
```

You can configure build parameters either by command line (see parameters below), or using TUI - ccmake. Useful cmake parameters:

- `DBUILD_SHARED_LIBS=ON` enables shared library
- `DCMAKE_BUILD_TYPE="Debug"` enables debug build
- `DCMAKE_INSTALL_PREFIX="/usr"` change installation prefix
- `DENABLE_PROTECTION=OFF` disables various compile time protections against buffer overflows and similar attacks

You can also disable support for whole set of phones, e.g.:

- `WITH_NOKIA_SUPPORT=OFF` disables Nokia phones support
- `WITH_BLUETOOTH=OFF` disables Bluetooth support
- `WITH_IRDA=OFF` disables IrDA support
Library search paths

By installing Gammu to non default system paths, you might need to add path where libGammu and other Gammu libraries are installed to `ldconfig` search path.

You can do this by editing `/etc/ld.so.conf` or adding new file to `/etc/ld.so.conf.d/` directory containing path, where Gammu library has been installed. Some examples:

```
# Gammu on 64-bit Fedora installed to /opt/gammu
echo /opt/gammu/lib64 > /etc/ld.so.conf.d/gammu.conf

# Gammu installed to /usr/local
echo /usr/local/lib > /etc/ld.so.conf.d/gammu.conf
```

The similar situation exists with Python modules, if you install in path when your Python interpreter does not search it won’t load newly installed Gammu bindings.

You can also avoid changing ldconfig configuration by installing Gammu to paths where it already searches, for example by:

```
cmake .. -DCMAKE_INSTALL_PREFIX="/usr"
```

1.3.6 Compiling on Microsoft Windows

First install all Dependencies and Optional Dependencies.

CMake is able to generate projects for various tools including Microsoft Visual Studio, Borland toolchains, Cygwin or Mingw32. Just click on CMakeLists.txt in project sources and configure CMake to be able to find optional libraries (see cross compilation section for more information about getting those). The result should be project for your compiler where you should be able to work with it as with any other project.

Compiling using MS Visual C++

You will probably need additional SDKs:

- Microsoft Windows Platform SDK (required especially for Bluetooth). It’s given for free. Below are links to different releases (if you have problems with latest one, use older). They work for various Windows versions, even though Microsoft named them Windows Server 2003 Platform SDK.
- For free Visual C++ Express 2005 you need to set compiler to work with Platform SDK (see description).
- MySQL include/library files from MySQL install package (for MySQL support in SMSD).
- PostgreSQL include/library files from PostgreSQL install package (for PostgreSQL support in SMSD).
- For gettext (internationalization) support, you will need gettext packages from GnuWin32 project.
- As build is now based on CMake, you will need to get it from https://cmake.org/.

After downloading and installing them into your system:

- Now you should be able to execute cmake by clicking on CMakeLists.txt file in Gammu sources, this should pop up dialog with configuration options.
  - You can also start CMakeSetup from start menu and select source directory (just point to it to Gammu sources).
  - Select directory where binaries will be stored, I suggest this is different than source one, eg. append subdirectory build.
— Select compiler you want to use in Build for select.

• In list below, you can tweak paths to some optional libraries and project configuration.

• Then just press Configure button, which will do the hard job. After this, just click OK button to generate Visual Studio project.

• Project files for Visual Studio should be now generated in directory you selected, just open it in Visual Studio and compile :).

  — Project file should be named Gammu.dsw or Gammu.sln depending on what MSVC version you choose.

  — You should see ALL_BUILD target, which builds everything needed, similar to make all on Linux.

• For running testsuite, you need working sh and sed. The easiest way to install them is from MinGW project <http://mingw.org/>.

• I know this guide is incomplete, I don’t have environment to test, you’re welcome to improve it!. Some more information can be found in howtos for other projects using CMake, eg. Blender, SIM, KDE, VTK, ISGTK, ITK, [wxWidgets http://www.wxwidgets.org/wiki/index.php/CMake].

### Compiling using Borland C++

Borland toolchain - you can download compiler at <http://www.codegear.com/downloads/free/cppbuilder>. You need to add c:/Borland/BCC55/Bin to system path (or manually set it when running CMake) and add -Lc:/Borland/BCC55/Lib -Ic:/Borland/BCC55/Include -Lc:/Borland/BCC55/Lib/PSDK to CMAKE_C_FLAGS in CMake (otherwise compilation fails).

### Compiling using Cygwin

This should work pretty much same as on Linux.

### 1.3.7 Compiling on Mac OS X

First install all Dependencies and Optional Dependencies.

Gammu should be compilable on Mac OS X, you need to have installed Developer Tols (version 2.4.1 was tested) and CMake (there is a Mac OS X “Darwin” DMG download). For database support in SMSD, install wanted database, eg. MySQL.

The rest of the compilation should be pretty same as on Linux, see Linux section for more details about compile time options.

If you get some errors while linking with iconv, it is caused by two incompatible iconv libraries available on the system. You can override the library name:

```
cmake -D ICONV_LIBRARIES="/opt/local/lib/libiconv.dylib" .. 
```

Or completely disable iconv support:

```
cmake -DWITH_ICONV=OFF ..
```

To build backward compatible binaries, you need CMake 2.8 or newer. The command line then would look like:

```
cmake -DCMAKE_OSX_ARCHITECTURES="ppc;i386;x86_64" -DCMAKE_OSX_DEPLOYMENT_TARGET=10.4
```
1.3.8 Cross compilation for Windows on Linux

First install all Dependencies and Optional Dependencies into your mingw build environment.

Only cross compilation using CMake has been tested. You need to install MinGW cross tool chain and run time. On Debian you can do it by apt-get install mingw32. Build is then quite simple:

```
mkdir build-win32
cd build-win32
cmake .. -DCMAKE_TOOLCHAIN_FILE=../cmake/Toolchain-mingw32.cmake
make
```

There is also toolchain configuration for Win64 available:

```
mkdir build-win64
cd build-win64
cmake .. -DCMAKE_TOOLCHAIN_FILE=../cmake/Toolchain-mingw64.cmake
make
```

If your MinGW cross compiler binaries are not found automatically, you can specify their different names in cmake/Toolchain-mingw32.cmake.

To build just bare static library without any dependencies, use:

```
cmake .. -DCMAKE_TOOLCHAIN_FILE=../cmake/Toolchain-mingw32.cmake \
   -DBUILD_SHARED_LIBS=OFF \n   -DWITH_MySQL=OFF \n   -DWITH_Postgres=OFF \n   -DWITH_GettextLibs=OFF \n   -DWITH_Iconv=OFF \n   -DWITH_CURL=OFF
```

To be compatible with current Python on Windows, we need to build against matching Microsoft C Runtime library. For Python 2.4 and 2.5 MSVCR71 was used, for Python 2.6 the right one is MSVCR90. To achieve building against different MSVCRT, you need to adjust compiler specifications, example is shown in cmake/mingw.spec, which is used by CMakeLists.txt. You might need to tune it for your environment.

Third party libraries

The easiest way to link with third party libraries is to add path to their installation to cmake/Toolchain-mingw32.cmake or to list these paths in CMAKE_FIND_ROOT_PATH when invoking cmake.

MySQL

You can download MySQL binaries from <http://dev.mysql.com/>, but then need some tweaks:

```
cd mysql/lib/opt
reimp.exe -d libmysql.lib
i586-mingw32msvc-dlltool --kill-at --input-def libmysql.def \n   --dllname libmysql.dll --output-lib libmysql.a
```

reimp.exe is part of mingw-utils and can be run through wine, I didn't try to compile native binary from it.

1.3. Installing Gammu
PostgreSQL

You can download PostgreSQL binaries from <http://www.postgresql.org/>, but then you need to add wldap32.dll library to bin.

Gettext

For Gettext (internationalization support), you need gettext-0.14.4-bin.zip, gettext-0.14.4-dep.zip, gettext-0.14.4-lib.zip from <http://gnuwin32.sourceforge.net/>. Unpack these to same directory.

CURL


1.3.9 Crosscompiling to different platform

To cross compile Gammu to different architecture (or platform) you need to provide CMake toolchain file for that and invoke CMake with it:

```
cmake -DCMAKE_TOOLCHAIN_FILE=~/.Toolchain-eldk-ppc74xx.cmake ..
```

More information on creating that is described in CMake Cross Compiling wiki page. Also distributions like OpenEmbedded usually already come with prepared recipes for CMake.

1.3.10 Advanced Build Options

The build system accepts wide range of options. You can see them all by running GUI version of CMake or by inspecting CMakeCache.txt in build directory.

Limiting set of installed data

By setting following flags you can control which additional parts will be installed:

- INSTALL_GNAPPLET - Install Gnapplet binaries
- INSTALL_MEDIA - Install sample media files
- INSTALL_PHP_EXAMPLES - Install PHP example scripts
- INSTALL_BASH_COMPLETION - Install bash completion script for Gammu
- INSTALL_LSB_INIT - Install LSB compatible init script for Gammu
- INSTALL_DOC - Install documentation
- INSTALL_LOC - Install locales data

For example:

```
cmake -DINSTALL_DOC=OFF
```
Debugging build failures

If there is some build failure (e.g., some dependencies are not correctly detected), please attach CMakeCache.txt, CMakeFiles/CMakeError.log and CMakeFiles/CMakeOutput.log files to the report. It will help diagnose what was detected on the system and possibly fix these errors.

To find out what is going on during compilation, add -DCMAKE_VERBOSE_MAKEFILE=ON to cmake command line or run make with VERBOSE=1:

```
make VERBOSE=1
```

Debugging crashes

To debug program crashes, you might want to build Gammu with -DENABLE_PROTECTION=OFF, otherwise debugging tools are somehow confused with protections GCC makes and produce bogus back traces.

1.3.11 Installing python-gammu

You need to have gammu and libgammu-dev installed for using python-gammu.

```
apt-get install gammu libgammu-dev
pip3 install python-gammu
```

The location of the libraries is discovered using pkg-config, GAMMU_PATH environment variable and falls back to generic locations. In case it does not work, either install pkg-config or set GAMMU_PATH. GAMMU_PATH is recommended when building on Windows.

Compiling python-gammu

Currently python-gammu is distributed as a separate package, which follows Python usual method for building modules - distutils, so use setup.py is placed in the top level directory:

```
./setup.py build
sudo ./setup.py install
```

Running with GAMMU_PATH:

On Linux something like this should work:

```
GAMMU_PATH=/opt/gammu python setup.py build
```

On Windows:

```
SET GAMMU_PATH=\\"C:\\Gammu\\"
python setup.py build
```
1.4 Contributing

We welcome contribution in any area, if you don’t have developer skills, you can always contribute to *Localization* or just donate us money. In case you are interested in fixing some code, please read *Gammu internals* to understand structure of Gammu code. We also maintain list of *wanted skills* where you can find in which areas we currently mostly lack manpower.

1.4.1 Creating Pull Requests

The Gammu project is hosted on Github which uses Git as version control system in the Background.

So start with forking & cloning our Git repository:

```
$ git clone https://github.com/gammu/gammu.git gammu
```

Once you have done that, do some fixes and commit them (see Git tutorial for information how to work with Git).

Once you’re satisfied with your results, you can share your changes as Pull Request with us.

1.5 Localization

Localization uses Gettext po files for both program translations and the documentation. The documentation translation is managed using po4a.

1.5.1 Using Translation

You can set locales you want to use by specifying LANG or LC_* environment variables (on Linux you usually don’t care about this, on Windows just export e.g. `LANG=cs_CZ`).

1.5.2 Improving Translation

If you want to improve existing translation, please visit translation server. For adding new one, you need to contact Michal Čihař and then you will be able to edit it on former mentioned URL.

You can also go ahead with traditional way of creating/updating po files in locale/ folder and then sending updated ones to bug tracker.

1.5.3 Translation Areas

There are several po files to translate:

- **libgammu.po**
  
  Messages used in the Gammu library (see *libGammu*).

- **gammu.po**
  
  Messages used by command line utilities (mostly *Gammu Utility*).

- **docs.po**
  
  Basic documentation shipped within package (eg. README.rst and INSTALL files).
1.6 Testing

Gammu comes with quite big test suite. It covers some basic low level functions, handling replies from the phone and also does testing of command line utilities and SMSD.

See also:
See Testing Gammu for more details.

1.7 Releasing Gammu

1. Ensure that all tests pass on both Linux and Windows.
2. Update changelog and fill in release date in ChangeLog.
4. Run .admin/make-release to verify release build works.
5. (optional) Test created tarballs.
6. Run .admin/make-release branch to make final release.
7. Push created tag to GitHub.
8. Wait for AppVeyor to produce Windows binaries.
9. Import release to the website.

1.8 Coding Style

Please follow coding style when touching Gammu code. We know that there are still some parts which really do not follow it and fixes to that are also welcome.

The coding style is quite similar to what Linux kernel uses, the only major differences are requested block braces and switch indentation.

1. Use indentation, tab is tab and is 8 chars wide.
2. Try to avoid long lines (though there is currently no hard limit on line length).
3. Braces are placed according to K&R:

```c
int function(int x)
{
    body of function
}

do {
    body of do-loop
} while (condition);

if (x == y) {
    ...
} else if (x > y) {
    ...
```

(continues on next page)
4. All blocks should have braces, even if the statements are one liners:

```c
if (a == 2) {
    foo();
}
```

5. There should be no spaces after function names, but there should be space after do/while/if/...
   statements:

```c
while (TRUE) {
    do_something(work, FALSE);
}
```

6. Each operand should have spaces around, no spaces after opening parenthesis or before closing
   parenthesis:

```c
if (((i + 1) == ((j + 2) / 5)) {
    return *bar;
}
```

7. Generally all enums start from 1, not from 0. 0 is used for not set value.

You can use `admin/Gindent` to adjust coding style of your file to match our coding style.

## 1.9 Versioning

There are two types of releases - testing and stable, both having version x.y.z. Stable releases have usually z = 0 or
some small number, while testing ones have z >= 90. Testing releases usually provide latest features, but everything
does not have to be stabilized yet.

## 1.10 Project Documentation

The documentation for Gammu consists of two major parts - The Gammu Manual, which you are currently reading and
comments in the sources, which are partly included in this manual as well.

### 1.10.1 The Gammu Manual

This manual is in written in rst format and built using Sphinx with breathe extension.

To generate the documentation there are various manual-* targets for make. You can build HTML, PDF, PS, HTML-HELP
and Latex versions of it:

```bash
# Generates HTML version of manual in docs/manual/html
make manual-html

# Generates PS version of manual in docs/manual/latex/gammu.ps
```

(continues on next page)
1.10.2 Man pages

The man pages for all commands are generated using Sphinx as well:

```
# Generates HTML version of manual in docs/manual/man
make manual-man
```

However man pages are stored in Git as well, so you should update generated copy on each change:

```
# Updates generated man pages in Git
make update-man
```

1.10.3 Code comments

The code comments in C code should be parseable by Doxygen, what is more or less standard way to document C code.

1.11 Directory structure

1.11.1 libgammu directory

This directory contains sources of Gammu library. You can find all phone communication and data encoding functionality here.

There are following subdirectories:

- **device**
  - drivers for devices such serial ports or irda

- **device/serial**
  - drivers for serial ports

- **device/irda**
  - drivers for infrared over sockets

- **protocol**
  - protocol drivers

- **protocol/nokia**
  - Nokia specific protocols
phone
  phone modules

phone/nokia
  modules for different Nokia phones

misc
  different services. They can be used for any project

service
  different gsm services for logos, ringtones, etc.

1.11.2 gammu directory

Sources of Gammu command line utility. It contains interface to libGammu and some additional functionality as well.

1.11.3 smsd directory

Sources of SMS Daemon as well as all it's service backends.

The services subdirectory contains source code for Backend services.

1.11.4 helper directory

These are some helper functions used either as replacement for functionality missing on some platforms (eg. strftime) or used in more places (message command line processing which is shared between SMSD and Gammu utility).

1.11.5 docs directory

Documentation for both end users and developers as well as SQL scripts for creating SMSD database.

config
  configuration file samples

examples
  examples using libGammu

manual
  sources of The Gammu Manual which you are reading

sql
  SQL scripts to create table structures for SMS Daemon

user
  user documentation like man pages
1.11.6 admin directory

Administrative scripts for updating locales, making release etc.

1.11.7 cmake directory

CMake include files and templates for generated files.

1.11.8 include directory

Public headers for libGammu.

1.11.9 locale directory

Gettext po files for translating Gammu, libGammu and user documentation. See Localization for more information.

1.11.10 tests directory

CTest based test suite for libGammu. See Testing for more information.

1.11.11 utils directory

Various utilities usable with Gammu.

1.11.12 contrib directory

This directory contains various things which might be useful with Gammu. Most of them were contributed by Gammu users.

Note: Please note that that code here might have different license terms than Gammu itself.

Warning: Most of scripts provided here are not actively maintained and might be broken.

bash-completion

Completion script for bash.
conversion
Various scripts for converting data.

init
Init scripts for Gammu SMSD.

media
Sample media files which can be used with Gammu.

perl
Various perl scripts which interface to Gammu or SMSD.

php
Various PHP frontends to SMSD or Gammu directly.

sms
This directory contains SMS default alphabet saved in Unicode text file (charset.txt) and table used for converting chars during saving SMS with default alphabet (convert.txt).

sms-gammu2android
Perl script to convert SMS Backup Format into XML suitable for Android SMS Backup & Restore application.
See also:

smscgi
Simple cgi application gor handling SMS messages (a bit lighter version of SMSD).

sql
Various SQL snippets and triggers useful with SMSD.
testing

Helper scripts for automatic testing or git bisect.

sqlreply

System for automatic replying to SMS messages.

symbian

GNapplet sources and binaries. This comes from Gnokii project, but Gammu includes slightly modified version.

s60

Series60 applet to use with recent Symbian phones.

See also:

Series60 Remote Protocol

win32

Unsupported applications built on top of libGammu.dll on Windows.

1.12 Roadmap for Gammu

There are some major issues which should be addressed in Gammu soon. This list is not sorted at all, but includes bad design decisions made in Gammu past which we would like to fix.

1.12.1 Locations handling

One problem is locations handling, because current scheme (using numbers) really does not match majority of current phones and it should be converted to using path based locations for messages, phonebook, calendar, etc.

1.12.2 Unicode strings

The another major obstacle which is all around Gammu code is own implementation of unicode (UCS-2-BE) strings. This code should be dropped and use some standard library for that. Note that wchar_t is probably not a good choice here as it’s 16-bit on Windows and thus can not store emojis and other supplemental plan unicode chars.
1.12.3 Hardcoded length for strings

Most of the strings have hardcoded length limits. This limitation should be removed and strings allocated on the fly.

1.12.4 Unsigned char mess

In many cases unsigned char is used without any reason.

1.12.5 Extensibility of libGammu

Current way of adding protocol specific functionality from applications using libGammu is broken. Actually only application using this is Gammu utility. This option should be either completely removed or rewritten from scratch not to be dependent on libGammu internals.

1.12.6 Built time configuration

Avoid heavy usage of gsmstate.h header and move the #ifdef...#define...#endif blocks to gammu-config.h. Or rather cleanup them and have only single define for single compile time option.

1.12.7 Config file handling

Drop multiple configurations handling in libGammu, it should provide just API to read some section from Gammurc and possible fall-back logic should be in application.

1.12.8 AT module

There should be simpler way to generate AT command with proper escaping and charset conversion of fields. Something like reverse ATGEN_ParseReply.
2.1 Gammu family

Gammu family consists of several programs and libraries:

- **Gammu Utility**
  Command line utility to talk to the phone. It performs one time operations only.

- **Wammu**
  Graphical interface for Gammu, providing basic functions.

- **gammu-smsd**
  Daemon to receive and send messages using your phone.

- **gammu-smsd-inject**
  Injects outgoing messages into `gammu-smsd` queue.

- **gammu-smsd-monitor**
  Monitors state of Gammu SMS Daemon. It periodically displays information about phone and number of processed messages.

- **gammu-detect**
  Simple utility to detect phones or modems connected to computer.

- **python-gammu**
  Python bindings for Gammu, use it from Python scripts.

- **libGammu**
  Core library, used by all other parts and you can use it directly in your C programs.

2.2 Installing Gammu

On most platforms you can install Gammu from binaries - most Linux distributions ship Gammu and for Windows you can download binaries from [Gammu website](http://www.gammu.org). You can find more detailed instructions (including instructions for compiling from source) in *Installing Gammu*. 
2.3 Starting with Gammu on Linux

First you need to find out device name where your phone/modem is connected. In most cases you can rely on `gammu-detect` to find it (it will also list all serial ports in your systems, where probably nothing is connected).

Generally for most current modems you will end up with `/dev/ttyUSB0`.

The next step is to create configuration file in `~/.gammurc` (see Gammu Configuration File):

```
[gammu]
device = /dev/ttyUSB0
collection = at
```

And you can connect to the phone:

```
$ gammu identify
Device : /dev/ttyUSB0
Manufacturer : Wavecom
Model : MULTIBAND 900E 1800 (MULTIBAND 900E 1800)
Firmware : 641b09gg.Q2403A 1320676 061804 14:38
IMEI : 123456789012345
SIM IMSI : 987654321098765
```

2.4 Starting with Gammu on Windows

First you need to find out device name where your phone/modem is connected. The easiest way is to look into Device manager under Ports (COM & LPT) and lookup correct COM port there.

Generally for most current modems you will end up with something like COM12.

The next step is to create configuration file in `$PROFILE\Application Data\gammurc` (see Gammu Configuration File):

```
[gammu]
device = COM12:
collection = at
```

And you can connect to the phone:

```
C:\Program Files\Gammu 1.33.0\bin> gammu identify
Device : COM12:
Manufacturer : Wavecom
Model : MULTIBAND 900E 1800 (MULTIBAND 900E 1800)
Firmware : 641b09gg.Q2403A 1320676 061804 14:38
IMEI : 123456789012345
SIM IMSI : 987654321098765
```
2.5 Starting with SMSD

Note: Before starting with SMSD, make sure you can connect to your phone using Gammu (see chapters above for guide how to do that).

Once you have configured Gammu, running `gammu-smsd` is pretty easy. You need to decide where you want to store messages (see Service). For this example we will stick with MySQL database, but the instructions are quite similar for any storage service.

Note: You cannot run Gammu and Gammu SMSD at the same time on single device, you can workaround this limitation by suspending SMSD temporarily using `SIGUSR1` and `SIGUSR2` signals (see also Signals and Invoking Gammu and suspending SMSD):

2.5.1 Configuring the storage

First we have to setup the actual storage. With MySQL, we need access to the MySQL server. Now connect as administrative user to the server (usually root), grant privileges to the `smsd` user and create `smsd` database:

```sql
GRANT USAGE ON *.* TO 'smsd'@'localhost' IDENTIFIED BY 'password';
GRANT SELECT, INSERT, UPDATE, DELETE ON `smsd`.* TO 'smsd'@'localhost';
CREATE DATABASE smsd;
```

Once this is ready, you should import the tables structure. It is shipped as `docs/sql/mysql.sql` with Gammu, so all you have to do is to import this file (see Creating tables for MySQL for more details):

```
$ mysql -u root -p password smsd < docs/sql/mysql.sql
```

2.5.2 Configuring SMSD

Now we just have to tell SMSD what service it is supposed to use. This is done in the SMSD configuration file. You can place it anywhere and tell SMSD on startup where it can find it, but on Linux the recommended location for system wide service is `/etc/gammu-smsdrc` (see SMSD Configuration File for more information).

You have to put both modem and storage service configuration into this file:

```conf
[gammu]
device = /dev/ttyUSB0
connection = at

[smsd]
service = SQL
driver = native_mysql
host = localhost
database = smsd
user = smsd
password = password
```
There are many ways to customize SMSD, but the defaults should work fine in most environments. You can find more information on customizing SMSD in *SMSD Configuration File*.

### 2.5.3 Running SMSD

With configuration file ready, you can actually start SMSD. You can do this manually or as a system wide service. For manual startup, just execute it:

```bash
$ gammu-smsd
```

Alternatively you can specify path to the configuration file:

```bash
$ gammu-smsd -c /path/to/gammu-smsdrc
```

The binary packages on Linux usually come with support for starting SMSD as a system wide daemon. With `systemd`, you can start it by:

```bash
$ systemctl start gammu-smsd.service
```

### 2.5.4 Sending message through SMSD

Once SMSD is up and running, you can send some messages using it:

```bash
$ gammu-smsd-inject TEXT 123456 -text "All your base are belong to us"
```

You can find more examples in the `gammu-smsd-inject` documentation: *Examples.*
3.1 General Gammu FAQ

3.1.1 Will Gammu work on my system?

Gammu is known to run on wide range of systems. It can be compiled natively on Linux, Mac OS X, FreeBSD, OpenBSD and Microsoft Windows. It can be probably compiled also elsewhere, but nobody has yet tried. On some platforms however you might lack support for some specific kind of devices (eg. Bluetooth or USB).

See also:
Installing Gammu

3.1.2 How to set sender number in message?

You can quite often see messages sent from textual address or with some other nice looking sender number. However this needs to be done in the GSM network and it is not possible to influence this from the terminal device (phone). Usually it is set by SMSC and some network providers allow you to set this based on some contract. Alternatively you can use their SMS gateways, which also allow this functionality.

See also:
SMS and EMS commands

3.1.3 Can I use Gammu to send MMS?

MMS contains of two parts - the actual MMS data in SMIL format and the SMS containing notification about the data. Gammu can create the notification SMS, where you just need to put URL of the data (use `gammu sendsms MMSINDICATOR` for that). However you need to encode MMS data yourself or use other program to do that.

3.1.4 Can I use Gammu to receive MMS?

MMS contains of two parts - the actual MMS data in SMIL format and the SMS containing notification about the data. Gammu (or SMSD) will receive the notification SMS, where URL to download the MMS content is included. However in most situations the URL is accessible only from the network and APN specific for the MMS messages, so downloading it is a bit tricky and needs to connect using GSM modem to the network using this APN.
3.1.5 Device name always changes on Linux, how to solve that?

You can use udev to assign persistent device name (used as **Device**). You can either use standard persistent names based on serial number (located in `/dev/serial/by-id/`) or define own rules:

```plaintext
ACTION=="add", SUBSYSTEMS=="usb", ATTRS{manufacturer}=="Nokia", KERNEL=="ttyUSB*", ...
→ SYMLINK+="phone"
```

Better is to use vendor and product IDs (you can get them for example using `lsusb`):

```plaintext
ACTION=="add", SUBSYSTEMS=="usb", ATTRS{idVendor}=="xxxx", ATTRS{idProduct}=="yyyy", ...
→ SYMLINK+="phone"
```

If you’re using 3G modem, it’s quite likely that it exposes multiple interfaces and only one of them is good for Gammu usage. In this case you should match against interface number as well:

```plaintext
ACTION=="add", SUBSYSTEMS=="usb", ATTRS{idVendor}=="xxxx", ATTRS{idProduct}=="yyyy", ...
→ ATTRS{bInterfaceNumber}=="00", SYMLINK+="phone"
```

You can match by various attributes, you can figure them using udevadm command:

```plaintext
udevadm info --name=/dev/ttyUSB1 --attribute-walk
```

See also:

Various documentation on creating persistent device names using udev is available online, for example on the Debian wiki or in Writing udev rules document.

3.1.6 Multiple programs using same device cause various errors, how to fix that?

Gammu needs to be the only program using the device, otherwise you will get strange errors from both programs as they will read answer to command sent by something else.

In gammu, it can happen quite early with error message “Phone does not support enabled echo, it can not work with Gammu!”, but it can be spotted later as well, depending on various conditions.

In case you see such behavior, check what other programs are using given device. This can be done using `fuser` tool:

```plaintext
fuser -va /dev/ttyACM0
```

The usual programs involve:

- NetworkManager with ModemManager, you need to disable mobile networking to stop it using the device, disabling the modem connection does not seem to be enough.
- Other Gammu instance, in case you want to interact with modem while SMSD is running see Invoking Gammu and suspending SMSD.
3.1.7 What are free alternatives to Gammu?

It depends on your phone. For Nokia or AT based phones, you can try Gnokii, but Gammu should be superior in most cases. For Symbian phone you can try using Series60-Remote, which works pretty well with S60 phones, though Gammu brings various fixes to their applet.

If you are looking for synchronisation, try using something what supports SyncML to retrieve contacts or calendar from your phone, for example OpenSync or syncEvolution.

3.2 Configuring Gammu FAQ

3.2.1 How to configure 3G/UMTS/... modem or AT capable phone?

As most modems support AT commands, this is pretty easy and you should use `at` Connection. For Device you should use device name as modem appears in your system, for example `/dev/ttyACM0` or `COM7`.

Some modems expose more serial ports and you need to carefully choose the right one - for example only one of them can receive USSD notifications.

**Note:** On Linux, you might have to install `usb-modeswitch` to make your modem actually behave like a modem and not like a disk containing drivers for Windows.

**See also:**

Device name always changes on Linux, how to solve that?, Gammu Configuration File

Example configuration on Linux:

```
[gammu]
device = /dev/ttyACM3
connection = at
```

Example configuration on Windows:

```
[gammu]
device = COM12:
connection = at
```

3.2.2 How to configure Symbian based phone?

The only support for Symbian phones is using applet installed to phone and Bluetooth connection. You should use blues60 Connection and Bluetooth address of phone as Device. On older Symbian phones you will have to use gnapplet and bluerfnapbus connection.

**See also:**

Series60 Remote Protocol, Gammu Configuration File

**Note:** Do not forget to start the applet before trying to connect to the phone.

Example configuration:
device = 11:22:33:44:55:66 # Bluetooth address of your phone
connection = blues60

### 3.2.3 How to configure Nokia phone?

If you have Series 40 (S40) phone, it should work using either Bluetooth or USB cable.

For Bluetooth connection, `bluephonet` _Connection_ is always the right choice with Bluetooth address of phone as _Device_.

For USB cable choosing the right connection type is more tricky and depends on generation of your phone. Newest phones usually work with `dku2` and the older ones with `dlr3` as _Connection_.

Should you have old phone with serial cable (and USB to serial converter), `fbus` _Connection_ is the right one.

See also:

*Gammu Configuration File*

Example configuration for Bluetooth:

```
[gammu]
device = 11:22:33:44:55:66 # Bluetooth address of your phone
connection = bluephonet
```

Example configuration for newer phones:

```
[gammu]
connection = dku2
```

Example configuration for older phones on Linux:

```
[gammu]
device = /dev/ttyACM3
connection = dlr3
```

Example configuration for older phones on Windows:

```
[gammu]
device = COM12:
connection = dlr3
```

### 3.2.4 How to configure phone not listed above?

First check whether your phone is supported. In case it is, it most likely falls into one of above categories.

You can also find additional user experiences in *Gammu Phones Database*.

See also:

*Is my phone supported?, Gammu Configuration File*
3.3 Phone Support FAQ

3.3.1 Is my phone supported?

Generally any phone capable of AT commands or IrMC should be supported. Also any Nokia phone using Nokia OS should work. For Symbian please check separate topic. You can check other user experiences in Gammu Phones Database.

For information how to configure your phone, see Configuring Gammu FAQ.

See also:

Are Nokia phones supported?, Are Symbian phones supported?, Are Android phones supported?, Are Blackberry phones supported?, Are iPhone phones supported?, Configuring Gammu FAQ, Gammu Configuration File

3.3.2 Which phone is best supported?

It really depends on what you expect. If you want to use SMSSD, this topic is covered in separate FAQ (see Which phone is best for SMSSD gateway?). For backing up your contacts or calendar, most of Nokia (S40 or S60) phones should work as well as any other capable of AT commands. Gammu also supports wide range of extensions for Samsung, Motorola, Siemens or Sony-Ericsson phones.

See also:

Which phone is best for SMSSD gateway?

3.3.3 Are Nokia phones supported?

It depends on used operating systems Series40 and older phones should work (see How to configure Nokia phone? for information how to configure them), Symbian based phones are covered in separate topic, check Are Symbian phones supported?.

3.3.4 Are Symbian phones supported?

You need to install applet to the phone to allow Gammu talk to it. For older phones (Symbian 9.0 and older), install gnapplet (see Gnapplet Protocol). Newer phones can use Python based applet called Series60-remote (see Series60 Remote Protocol). This option is supported since Gammu 1.29.90.

See also:

How to configure Symbian based phone?

3.3.5 Are Android phones supported?

Unfortunately no at the moment. Any help in this area is welcome.

See also:

See our issue tracker for more details.
3.3.6 Are Blackberry phones supported?

Unfortunately no at the moment. Any help in this area is welcome.

3.3.7 Are iPhone phones supported?

Unfortunately no at the moment. Any help in this area is welcome.

3.4 SMSD FAQ

3.4.1 Which databases does SMSD support?

SMSD natively supports MySQL and PostgreSQL. However it has also support for libdbi, which provides access to wide range of database engines (eg. SQLite, MS SQL Server, Sybase, Firebird, …). Unfortunately libdbi currently does not work natively on Microsoft Windows, so you can use it only on Unix platforms.

Since version 1.29.92, SMSD can also connect to any ODBC data source, so you should be able to connect to virtually any database engine using this standard.

See also:
SQL Service

3.4.2 Is there some user interface for SMSD?

Yes. You can use some of example interfaces distributed with gammu in contrib directory. Or there is full featured separate interface written in PHP called Kalkun.

3.4.3 Which phone is best for SMSD gateway?

Standard phones usually do not perform good when used long term as a modem. So it’s always better to choose some GSM (GPRS, EDGE, UMTS) terminals/modems, which are designed to be used long for term in connection with computer.

The best option seem to be Siemens modems (eg. ES75/MC35i/MC55i). Slightly cheaper, while still good are modems made by Huawei (eg. E160/E220/E1750/…). We have heard also positive experiences with cheap modems from various Chinese resellers like DealExtreme or Alibaba.

See also:
You can check other user experiences in Gammu Phones Database.
3.4.4 The RunOnReceive script fails, how to fix that?

There can be various reasons why the script you’ve supplied as `RunOnReceive` has failed. You can usually find more information in the debug log (see Reporting Bugs). For example it can look like following:

```plaintext
gammu-smsd[9886]: Starting run on receive: ../received.sh
gammu-smsd[9875]: Process failed with exit status 2
gammu-smsd[9875]: Subprocess output: ../received.sh: 7: ../received.sh: Syntax error:...
   ...end of file unexpected (expecting "then")
```

From here it’s quite easy to diagnose it’s a syntax error in the script causing troubles.

**Note:** If process output is missing from your debug log, you’re using older version, which didn’t support this. Please upgrade to version newer than 1.36.4.

See also:

`RunOnReceive Directive, RunOnReceive`

3.4.5 Why received delivery reports are not matched to sent messages?

This can occasionally happen and can have several reasons.

- If reports are arriving late, you can adjust `DeliveryReportDelay`.
- If reports are coming from different SMSC than you’re using for sending, set `SkipSMSCNumber`.
- If SMSD is unable to match sent message with delivery report, it might be due to missing international prefix in one of the numbers. Generally the best approach is to always send messages to international number (eg. use +32485xxxxxx instead of 0485xxxxxx).

**Note:** If using Gammu 1.36.3 or newer, whenever first two cases happen, you will see hint to adjust the configuration in the log.

3.5 Python-gammu FAQ

3.5.1 Where can I download python-gammu?

The python-gammu project has been merged into Gammu, so you just need to grab Gammu and it includes python-gammu. Binaries for Windows are distributed separately.
3.5.2 How can I use python-gammu?

There are lot of examples shipped with Gammu, you can find them in the examples subdirectory.

See also:

python-gammu, python-gammu Examples
4.1 A taste of python-gammu

Python-gammu allows you to easily access the phone. Following code will connect to phone based on your Gammu configuration (usually stored in ~/.gammurc) and gets network information from it:

```python
import gammu
import sys

# Create state machine object
sm = gammu.StateMachine()

# Read ~/.gammurc
sm.ReadConfig()

# Connect to phone
sm.Init()

# Reads network information from phone
netinfo = sm.GetNetworkInfo()

# Print information
print 'Network name: %s' % netinfo['NetworkName']
print 'Network code: %s' % netinfo['NetworkCode']
print 'LAC: %s' % netinfo['LAC']
print 'CID: %s' % netinfo['CID']
```

4.2 API documentation

4.2.1 gammu – Mobile phone access

This module wraps all python-gammu functionality.
class gammu.StateMachine

StateMachine object, that is used for communication with phone.

Parameters

Locale (str) – What locales to use for gammu error messages, default is auto which does autodetection according to user locales

AddCalendar(Value)

Adds calendar entry.

Parameters

Value (dict) – Calendar entry data, see Calendar Object

Returns

Location of newly created entry

Return type

int

AddCategory(Type, Name)

Adds category to phone.

Parameters

• Type (str) – Type of category to read, one of ToDo, Phonebook
• Name (str) – Category name

Returns

Location of created category

Return type

int

AddFilePart(File)

Adds file part to filesystem.

Parameters

File (dict) – File data, see File Object

Returns

File data for subsequent calls (Finished indicates transfer has been completed)

Return type

dict

AddFolder(ParentFolderID, Name)

Adds folder to filesystem.

Parameters

• ParentFolderID (str) – Folder where to create subfolder
• Name (str) – New folder name

Returns

New folder ID.

Return type

str
AddMemory(Value)
  Adds memory (phonebooks or calls) entry.

  Parameters
  Value (dict) – Memory entry, see Phonebook Object

  Returns
  Location of created entry

  Return type
  int

AddSMS(Value)
  Adds SMS to specified folder.

  Parameters
  Value (dict) – SMS data, see SMS Object

  Returns
  Tuple for location and folder.

  Return type
  tuple

AddSMSFolder(Name)
  Creates SMS folder.

  Parameters
  Name (str) – Name of new folder

  Returns
  None

  Return type
  None

AddToDo(Value)
  Adds ToDo in phone.

  Parameters
  Value (dict) – ToDo data, see Todo Object

  Returns
  Location of created entry

  Return type
  int

AnswerCall(ID, All)
  Accept current incoming call.

  Parameters
  • ID (int) – ID of call
  • All (bool) – Answer all calls? Defaults to True

  Returns
  None

  Return type
  None
CancelAllDiverts()
New in version 1.31.90.
Cancels all call diverts.

Returns
None

Return type
None

CancelCall(ID, All)
Deny current incoming call.

Parameters
• ID (int) – ID of call
• All (bool) – Cancel all calls? Defaults to True

Returns
None

Return type
None

ConferenceCall(ID)
Initiates conference call.

Parameters
ID (int) – ID of call

Returns
None

Return type
None

DeleteAllCalendar()
Deletes all calendar entries.

Returns
None

Return type
None

DeleteAllMemory(Type)
Deletes all memory (phonebooks or calls) entries of specified type.

Parameters
Type (str) – Memory type, one of ME, SM, ON, DC, RC, MC, NT, FD, VM

Returns
None

Return type
None

DeleteAllToDo()
Deletes all todo entries in phone.

Returns
None
DeleteCalendar(\textit{Location})

Deletes calendar entry.

\textbf{Parameters}
\begin{itemize}
  \item \textit{Location} (\textbf{int}) – Calendar entry to delete
\end{itemize}

\textbf{Returns}
None

Return type None

DeleteFile(\textit{FileID})

Deletes file from filesystem.

\textbf{Parameters}
\begin{itemize}
  \item \textit{FileID} (\textbf{str}) – File to delete
\end{itemize}

\textbf{Returns}
None

Return type None

DeleteFolder(\textit{FolderID})

Deletes folder on filesystem.

\textbf{Parameters}
\begin{itemize}
  \item \textit{FolderID} (\textbf{str}) – Folder to delete
\end{itemize}

\textbf{Returns}
None

Return type None

DeleteMemory(\textit{Type}, \textit{Location})

Deletes memory (phonebooks or calls) entry.

\textbf{Parameters}
\begin{itemize}
  \item \textit{Type} (\textbf{str}) – Memory type, one of ME, SM, ON, DC, RC, MC, MT, FD, VM
  \item \textit{Location} (\textbf{int}) – Location of entry to delete
\end{itemize}

\textbf{Returns}
None

Return type None

DeleteSMS(\textit{Folder}, \textit{Location})

Deletes SMS.

\textbf{Parameters}
\begin{itemize}
  \item \textit{Folder} (\textbf{int}) – Folder where to read entry (0 is emulated flat memory)
  \item \textit{Location} (\textbf{int}) – Location of entry to delete
\end{itemize}
**DeleteSMSFolder** (*ID*)
Deletes SMS folder.

**Parameters**

- **ID** (*int*) – Index of folder to delete

**Returns**

None

**Return type**

None

**DeleteToDo** (*Location*)
Deletes ToDo entry in phone.

**Parameters**

- **Location** (*int*) – Location of entry to delete

**Returns**

None

**Return type**

None

**DialService** (*Number*)
Dials number and starts voice call.

**Parameters**

- **Number** (*str*) – Number to dial

**Returns**

None

**Return type**

None

**DialVoice** (*Number, ShowNumber*)
Dials number and starts voice call.

**Parameters**

- **Number** (*str*) – Number to dial
- **ShowNumber** (*bool or None*) – Identifies whether to enable CLIR (None = keep default phone settings). Default is None

**Returns**

None

**Return type**

None
**EnterSecurityCode**(*Type*, *Code*, *NewPIN*)

Enters security code.

**Parameters**

- **Type (str)** – What code to enter, one of PIN, PUK, PIN2, PUK2, Phone.
- **Code (str)** – Code value
- **NewPIN (str)** – New PIN value in case entering PUK

**Returns**

None

**Return type**

None

**GetAlarm**(*Location*)

Reads alarm set in phone.

**Parameters**

- **Location (int)** – Which alarm to read. Many phone support only one alarm. Default is 1.

**Returns**

Alarm dict

**Return type**

dict

**GetBatteryCharge**()

Gets information about battery charge and phone charging state.

**Returns**

Dictionary containing information about battery state (BatteryPercent and ChargeState)

**Return type**

dict

**GetCalendar**(*Location*)

Retrieves calendar entry.

**Parameters**

- **Location (int)** – Calendar entry to read

**Returns**

Dictionary with calendar values, see *Calendar Object*

**Return type**

dict

**GetCalendarStatus**()

Retrieves calendar status (number of used entries).

**Returns**

Dictionary with calendar status (Used)

**Return type**

dict

**GetCallDivert**(*Divert='AllTypes', Type='All*)

New in version 1.31.90.

Gets call diverts.
Parameters

- **Divert** (*Divert Type*) – When to do the divert.
- **Type** (*Call Type*) – What call types to divert.

Returns

List of call diverts.

Return type

*Call Divert Objects*

**GetCategory**(*Type, Location*)

Reads category from phone.

Parameters

- **Type** (*str*) – Type of category to read, one of ToDo, Phonebook
- **Location** (*int*) – Location of category to read

Returns

Category name as *str*

Return type

*str*

**GetCategoryStatus**(*Type*)

Reads category status (number of used entries) from phone.

Parameters

- **Type** (*str*) – Type of category to read, one of ToDo, Phonebook

Returns

Dictionary containing information about category status (Used)

Return type

*dict*

**GetConfig**(*Section*)

Gets specified config section. Configuration consists of all params which can be defined in gammurc config file:

- Model
- DebugLevel
- Device
- Connection
- SyncTime
- LockDevice
- DebugFile
- StartInfo
- UseGlobalDebugFile

Parameters

- **Section** (*int*) – Index of config section to read. Defaults to 0.
Returns
Dictionary containing configuration

Return type
dict

GetDateTime()
Reads date and time from phone.

Returns
Date and time from phone as datetime.datetime object.

Return type
datetime.datetime

GetDisplayStatus()
Acquired display status.

Returns
List of indicators displayed on display

Return type
list

GetFilePart(File)
Gets file part from filesystem.

Parameters
File (dict) – File data, see File Object

Returns
File data for subsequent calls (Finished indicates transfer has been completed), see File Object

Return type
dict

GetFileSystemStatus()
Acquires filesystem status.

Returns
Dictionary containing filesystem status (Used and Free)

Return type
dict

GetFirmware()
Reads firmware information from phone.

Returns
Tuple from version, date and numeric version.

Return type
tuple

GetFolderListing(Folder, Start)
Gets next filename from filesystem folder.

Parameters
• Folder (str) – Folder to list
• Start (bool) – Whether we’re starting listing. Defaults to False.
Returns
File data as dict, see File Object

Return type
dict

GetHardware()

Gets hardware information about device.

Returns
Hardware information as str.

Return type
str

GetIMEI()

Reads IMEI/serial number from phone.

Returns
IMEI of phone as str.

Return type
str

GetLocale()

Gets locale information from phone.

Returns
Dictionary of locale settings. SetLocale() lists them all.

Return type
dict

GetManufactureMonth()

Gets month when device was manufactured.

Returns
Month of manufacture as str.

Return type
str

GetManufacturer()

Reads manufacturer from phone.

Returns
String with manufacturer name

Return type
str

GetMemory(Type, Location)

Reads entry from memory (phonebooks or calls). Which entry should be read is defined in entry.

Parameters
Type (str) – Memory type, one of ME, SM, ON, DC, RC, MC, NT, FD, VM

Returns
Memory entry as dict, see Phonebook Object

Return type
dict
GetMemoryStatus(*Type*)

Gets memory (phonebooks or calls) status (eg. number of used and free entries).

**Parameters**

* **Type** (*str*) – Memory type, one of ME, SM, ON, DC, RC, MC, NT, FD, VM

**Returns**

Dictionary with information about memory (Used and Free)

**Return type**

dict

GetModel()

Reads model from phone.

**Returns**

Tuple containing gammu identification and real model returned by phone.

**Return type**

tuple

GetNetworkInfo()

Gets network information.

**Returns**

Dictionary with information about network (NetworkName, State, NetworkCode, CID and LAC)

**Return type**

dict

GetNextCalendar(*Start, Location*)

Retrieves calendar entry. This is useful for continuous reading of all calendar entries.

**Parameters**

* **Start** (*bool*) – Whether to start. This can not be used together with Location
* **Location** (*int*) – Last read location. This can not be used together with Start

**Returns**

Dictionary with calendar values, see Calendar Object

**Return type**

dict

GetNextFileFolder(*Start*)

Gets next filename from filesystem.

**Parameters**

* **Start** (*bool*) – Whether we’re starting listing. Defaults to False.

**Returns**

File data as dict, see File Object

**Return type**

dict

GetNextMemory(*Type, Start, Location*)

Reads entry from memory (phonebooks or calls). Which entry should be read is defined in entry. This can be easily used for reading all entries.

**Parameters**
• **Type** (*str*) – Memory type, one of ME, SM, ON, DC, RC, MC, MT, FD, VM

• **Start** (*bool*) – Whether to start. This can not be used together with Location

• **Location** (*int*) – Last read location. This can not be used together with Start

**Returns**
Memory entry as dict, see *Phonebook Object*

**Return type**
dict

---

**GetNextRootFolder** *(Folder)*

Gets next root folder from filesystem. Start with empty folder name.

**Parameters**

• **Folder** (*str*) – Previous read folder. Start with empty folder name.

---

**Returns**
Structure with folder information

---

**GetNextSMS** *(Folder, Start, Location)*

Reads next (or first if start set) SMS message. This might be faster for some phones than using `GetSMS()` for each message.

**Parameters**

• **Folder** (*int*) – Folder where to read entry (0 is emulated flat memory)

• **Start** (*bool*) – Whether to start. This can not be used together with Location

• **Location** (*int*) – Location last read entry. This can not be used together with Start

**Returns**
Dictionary with SMS data, see *SMS Object*

**Return type**
dict

---

**GetNextToDo** *(Start, Location)*

Reads ToDo from phone.

**Parameters**

• **Start** (*bool*) – Whether to start. This can not be used together with Location

• **Location** (*int*) – Last read location. This can not be used together with Start

**Returns**
Dictionary with ToDo values, see *Todo Object*

**Return type**
dict

---

**GetOriginalIMEI()**

Gets original IMEI from phone.

**Returns**
Original IMEI of phone as string.

**Return type**
str
GetPPM()

Gets PPM (Post Programmable Memory) from phone.

Returns
PPM as string

Return type
str

GetProductCode()

Gets product code of device.

Returns
Product code as string.

Return type
str

GetSIMIMSI()

Gets SIM IMSI from phone.

Returns
SIM IMSI as string

Return type
str

GetSMS(Folder, Location)

Reads SMS message.

Parameters

- **Folder** *(int)* – Folder where to read entry (0 is emulated flat memory)
- **Location** *(int)* – Location of entry to read

Returns
Dictionary with SMS data, see **SMS Object**

Return type
dict

GetSMSC(Location)

Gets SMS Service Center number and SMS settings.

Parameters

- **Location** *(int)* – Location of entry to read. Defaults to 1

Returns
Dictionary with SMSC information, see **SMSC Object**

Return type
dict

GetSMSFolders()

Returns SMS folders information.

Returns
List of SMS folders.

Return type
list

4.2. API documentation
GetSMSStatus()

Gets information about SMS memory (read/unread/size of memory for both SIM and phone).

Returns

Dictionary with information about phone memory (SIMUnRead, SIMUsed, SIMSize, Phone-UnRead, PhoneUsed, PhoneSize and TemplatesUsed)

ReturnType
dict

GetSecurityStatus()

Queries whether some security code needs to be entered.

Returns

String indicating which code needs to be entered or None if none is needed

ReturnType
str

GetSignalQuality()

Reads signal quality (strength and error rate).

Returns

Dictionary containing information about signal state (SignalStrength, SignalPercent and BitErrorRate)

ReturnType
dict

GetSpeedDial(Location)

Gets speed dial.

Parameters

Location (int) – Location of entry to read

Returns

Dictionary with speed dial (Location, MemoryLocation, MemoryNumberID, MemoryType)

ReturnType
dict

GetToDo(Location)

Reads ToDo from phone.

Parameters

Location (int) – Location of entry to read

Returns

Dictionary with ToDo values, see Todo Object

ReturnType
dict

GetToDoStatus()

Gets status of ToDos (count of used entries).

Returns

Dictionary of status (Used)

ReturnType
dict
HoldCall(ID)
Holds call.

Parameters
ID (int) – ID of call

Returns
None

Return type
None

Init(Replies)
Initialises the connection with phone.

Parameters
Replies (int) – Number of replies to wait for on each request. Defaults to 1. Higher value makes sense only on unreliable links.

Returns
None

Return type
None

PressKey(Key, Press)
Emulates key press.

Parameters
• Key (str) – What key to press
• Press (bool) – Whether to emulate press or release.

Returns
None

Return type
None

ReadConfig(Section, Configuration, Filename)
Reads specified section of gammurc

Parameters
• Section (int) – Index of config section to read. Defaults to 0.
• Configuration (int) – Index where config section will be stored. Defaults to Section.
• Filename (str) – Path to configuration file (otherwise it is autodetected).

Returns
None

Return type
None

ReadDevice(Wait)
Reads data from device. This should be used in busy wait loop in case you are waiting for incoming events on the device.

Parameters
Wait (bool) – Whether to wait, default is not to wait.
Returns
Number of bytes read

Return type
int

Reset(Hard)
Performs phone reset.

Parameters
Hard (bool) – Whether to make hard reset

Returns
None

Return type
None

ResetPhoneSettings(Type)
Resets phone settings.

Parameters
Type (str) – What to reset, one of PHONE, UIF, ALL, DEV, FACTORY

Returns
None

Return type
None

SendDTMF(Number)
Sends DTMF (Dual Tone Multi Frequency) tone.

Parameters
Number (str) – Number to dial

Returns
None

Return type
None

SendFilePart(File)
Sends file part to phone.

Parameters
File (dict) – File data, see File Object

Returns
File data for subsequent calls (Finished indicates transfer has been completed), see File Object

Return type
dict

SendSMS(Value)
Sends SMS.

Parameters
Value (dict) – SMS data, see SMS Object

Returns
Message reference as int
Return type
int

SendSavedSMS(Folder, Location)
Sends SMS saved in phone.

Parameters
• Folder (int) – Folder where to read entry (0 is emulated flat memory)
• Location (int) – Location of entry to send

Returns
Message reference as int

Return type
int

SetAlarm(DateTime, Location, Repeating, Text)
Sets alarm in phone.

Parameters
• DateTime (datetime.datetime) – When should alarm happen.
• Location (int) – Location of alarm to set. Defaults to 1.
• Repeating (bool) – Whether alarm should be repeating. Defaults to True.
• Text (str) – Text to be displayed on alarm. Defaults to empty.

Returns
None

Return type
None

SetAutoNetworkLogin()
Enables network auto login.

Returns
None

Return type
None

SetCalendar(Value)
Sets calendar entry

Parameters
• Value (dict) – Calendar entry data, see Calendar Object

Returns
Location of set entry

Return type
int

SetConfig(Section, Values)
Sets specified config section.

Parameters
• Section (int) – Index of config section to modify
• **Values** (*dict*) – Config values, see *GetConfig()* for description of accepted

**Returns**

None

**Return type**

None

**SetCallDivert** (*Divert*, *Type*, *Number*, *Timeout=0*)

New in version 1.31.90.

Sets call divert.

**Parameters**

• **Divert** (*Divert Type*) – When to do the divert.

• **Type** (*Call Type*) – What call types to divert.

• **Number** (*str*) – Phone number where to divert.

• **Timeout** (*int*) – Optional timeout when divert happens.

**Returns**

None

**Return type**

None

**SetDateTime** (*Date*)

Sets date and time in phone.

**Parameters**

Date (*datetime.datetime*) – Date to set

**Returns**

None

**Return type**

None

**SetDebugFile** (*File*, *Global*)

Sets state machine debug file.

**Parameters**

• **File** (*mixed*) – File where to write debug stuff (as configured by *SetDebugLevel()*). Can be either None for no file, Python file object or filename.

• **Global** (*bool*) – Whether to use global debug structure (overrides File)

**Returns**

None

**Return type**

None

**SetDebugLevel** (*Level*)

Sets state machine debug level according to passed string. You need to configure output file using *SetDebugFile()* to activate it.

**Parameters**

• **Level** (*str*) – name of debug level to use, currently one of: - nothing - text - textall - binary - errors - textdate - textalldate - errorsdate
Returns
None
Return type
None

SetFileAttributes(Filename, ReadOnly, Protected, System, Hidden)
Sets file attributes.

Parameters
- **Filename** (str) – File to modify
- **ReadOnly** (bool) – Whether file is read only. Default to False.
- **Protected** (bool) – Whether file is protected. Default to False.
- **System** (bool) – Whether file is system. Default to False.
- **Hidden** (bool) – Whether file is hidden. Default to False.

Returns
None
Return type
None

SetIncomingCB(Enable)
Gets network information from phone.

Parameters
- **Enable** (bool) – Whether to enable notifications, default is True

Returns
None
Return type
None

SetIncomingCall(Enable)
Activates/deactivates noticing about incoming calls.

Parameters
- **Enable** (bool) – Whether to enable notifications, default is True

Returns
None
Return type
None

SetIncomingCallback(Callback)
Sets callback function which is called whenever any (enabled) incoming event appears. Please note that you have to enable each event type by calling SetIncoming* functions.

The callback function needs to accept three parameters: StateMachine object, event type and it’s data in dictionary.

Parameters
- **Callback** (function) – callback function or None for disabling

Returns
None
SetIncomingSMS(Enable)
Enable/disable notification on incoming SMS.

Parameters
Enable (bool) – Whether to enable notifications, default is True

Returns
None

SetIncomingUSSD(Enable)
Activates/deactivates noticing about incoming USSDs (UnStructured Supplementary Services).

Parameters
Enable (bool) – Whether to enable notifications, default is True

Returns
None

SetLocale(DateSeparator, DateFormat, AMPMTime)
Sets locale of phone.

Parameters
• DateSeparator (str) – Date separator.
• DateFormat (str) – Date format, one of DDMYYYY, MMDDYYYY, YYYYMMDD
• AMPMTime (bool) – Whether to use AM/PM time.

Returns
None

SetMemory(Value)
Sets memory (phonebooks or calls) entry.

Parameters
Value (dict) – Memory entry, see Phonebook Object

Returns
Location of created entry

Return type
int

SetSMS(Value)
Sets SMS.

Parameters
Value (dict) – SMS data, see SMS Object

Returns
Tuple for location and folder.
Return type
tuple

SetSMSC(Value)
Sets SMS Service Center number and SMS settings.

Parameters
Value (dict) – SMSC information, see SMSC Object

Returns
None

Return type
None

SetSpeedDial(Value)
Sets speed dial.

Parameters
Value (dict) – Speed dial data, see GetSpeedDial() for listing.

Returns
None

Return type
None

SetToDo(Value)
Sets ToDo in phone.

Parameters
Value (dict) – ToDo data, see Todo Object

Returns
Location of created entry

Return type
int

SplitCall(ID)
Splits call.

Parameters
ID (int) – ID of call

Returns
None

Return type
None

SwitchCall(ID, Next)
Switches call.

Parameters
ID (int) – ID of call

Returns
None

Return type
None
**Terminate()**
Terminates the connection with phone.

- **Returns**
  None

- **Return type**
  None

**Abort()**
Aborts current operation.

- **Returns**
  None

- **Return type**
  None

**TransferCall(ID, Next)**
Transfers call.

- **Parameters**
  - ID (int) – ID of call

- **Returns**
  None

- **Return type**
  None

**UnholdCall(ID)**
Unholds call.

- **Parameters**
  - ID (int) – ID of call

- **Returns**
  None

- **Return type**
  None

**Generic functions**

- **gammu.Version()**
  Get version information.

  - **Returns**

  - **Return type**
    tuple
Debugging configuration

**gammu.SetDebugFile**(*File*)
Sets global debug file.

**Parameters**

- **File** (*mixed*) – File where to write debug stuff (as configured by `SetDebugLevel()`). Can be either None for no file, Python file object or filename.

**Returns**
None

**Return type**
None

**gammu.SetDebugLevel**(*Level*)
Sets global debug level according to passed string. You need to configure output file using `SetDebugFile()` to activate it.

**Parameters**

- **Level** (*str*) – name of debug level to use, currently one of:
  - nothing
  - text
  - textall
  - binary
  - errors
  - textdate
  - textalldate
  - errorsdate

**Returns**
None

**Return type**
None

Message processing

**gammu.LinkSMS**(*Messages, EMS*)
Links multi part SMS messages.

**Parameters**

- **Messages** (*list*) – List of messages to link, see `SMS Object`
- **EMS** (*bool*) – Whether to detect ems, defaults to True

**Returns**
List of linked messages, see `SMS Object`

**Return type**
list
**gammu**. `SMSCounter(Text, UDH='NoUDH', Coding='Default')`

Calculates number of SMS and free chars in SMS.

**Parameters**
- **Text** (`str`) – Message text
- **UDH** (`str`) – Message UDH
- **Coding** (`str`) – Message coding (eg. Unicode or Default)

**Returns**
Number of messages and number of free chars

**Return type**
tuple

New in version 1.29.90.

**gammu**. `DecodeSMS(Messages, EMS)`

Decodes multi part SMS message.

**Parameters**
- **Messages** (`list`) – Messages to decode, see *SMS Object*
- **EMS** (`bool`) – Whether to use EMS, defaults to True

**Returns**
Multi part message information, see *SMS Info Object*

**Return type**
dict

**gammu**. `EncodeSMS(MessageInfo)`

Encodes multi part SMS message.

**Parameters**
- **MessageInfo** (`dict`) – Description of message, see *SMS Info Object*

**Returns**
List of dictionaries with raw message, see *SMS Object*

**Return type**
dict

**gammu**. `DecodePDU(Data, SMSC=False)`

Parses PDU packet.

**Parameters**
- **Data** (`str`) – PDU data, need to be binary not hex encoded
- **SMSC** (`bool`) – Whether PDU includes SMSC.

**Returns**
Message data, see *SMS Object*

**Return type**
dict

**Example:**
gammu.DecodePDU(
    "0681678968986811000a8152564557550010ff0d3bf67aed5ebbddeb1d7bed06".decode("hex")
)

gammu.EncodePDU(SMS, Layout=Submit)

Creates PDU packet.

Parameters

- **SMS (dict)** – SMS dictionary, see SMS Object
- **Layout (str)** – Layout (one of Submit, Deliver, StatusReport), Submit is default

Returns

Message data

Return type

*str*

New in version 1.27.93.

**Encoding and decoding entries**

**gammu.DecodeVCARD(Text)**

Decodes memory entry v from a string.

Parameters

- **Text (str)** – String to decode

Returns

Memory entry, see Phonebook Object

Return type

*dict*

**gammu.EncodeVCARD(Entry)**

Encodes memory entry to a vCard.

Parameters

- **Entry (dict)** – Memory entry, see Phonebook Object

Returns

String with vCard

Return type

*str*

**gammu.DecodeVCS(Text)**

Decodes todo/calendar entry v from a string.

Parameters

- **Text (str)** – String to decode

Returns

Calendar or todo entry (whatever one was included in string), see Calendar Object, Todo Object

Return type

*dict*
**gammu.DecodeICS** *(Text)*
Decodes todo/calendar entry v from a string.

**Parameters**

- **Text** *(str)* – String to decode

**Returns**

- Calendar or todo entry (whatever one was included in string), see *Calendar Object, Todo Object*

**Return type**

dict

**gammu.EncodeVCALENDAR** *(Entry)*

Encodes calendar entry to a vCalendar.

**Parameters**

- **Entry** *(dict)* – Calendar entry, see *Calendar Object*

**Returns**

- String with vCalendar

**Return type**

str

**gammu.EncodeICALENDAR** *(Entry)*

Encodes calendar entry to a iCalendar.

**Parameters**

- **Entry** *(dict)* – Calendar entry, see *Calendar Object*

**Returns**

- String with iCalendar

**Return type**

str

**gammu.EncodeVTTODO** *(Entry)*

Encodes todo entry to a vTodo.

**Parameters**

- **Entry** *(dict)* – Todo entry, see *Todo Object*

**Returns**

- String with vTodo

**Return type**

str

**gammu.EncodeITTODO** *(Entry)*

Encodes todo entry to a iTodo.

**Parameters**

- **Entry** *(dict)* – Todo entry, see *Todo Object*

**Returns**

- String with vCard

**Return type**

str
Backup reading and writing

**gammu.SaveRingtone**(Filename, Ringtone, Format)

Saves ringtone into file.

**Parameters**

- **Filename** (str) – Name of file where ringtone will be saved
- **Ringtone** (dict) – Ringtone to save
- **Format** (str) – One of ott, mid, rng, imy, wav, rttl

**Returns**

None

**Return type**

None

**gammu.SaveBackup**(Filename, Backup, Format)

Saves backup into file.

**Parameters**

- **Filename** (str) – Name of file to read backup from
- **Backup** (dict) – Backup data, see **ReadBackup()** for description
- **Format** (str) – File format to use (Auto, AutoUnicode, LMB, VCalendar, VCard, LDIF, ICS, Gammu, GammuUnicode, the default is AutoUnicode)

**Returns**

None

**Return type**

None

**gammu.ReadBackup**(Filename, Format)

Reads backup into file.

**Parameters**

- **Filename** (str) – Name of file where backup is stored
- **Format** (str) – File format to use (Auto, AutoUnicode, LMB, VCalendar, VCard, LDIF, ICS, Gammu, GammuUnicode, the default is AutoUnicode)

**Returns**

Dictionary of read entries, it contains following keys, each might be empty:

- IMEI
- Model
- Creator
- PhonePhonebook
- SIMPhonebook
- Calendar
- ToDo
- DateTime
Gammu Manual, Release 1.42.0

Return type
dict
gammu.SaveSMSBackup(Filename, Backup)
Saves SMS backup into file.

Parameters
- **Filename (str)** – Name of file where to save SMS backup
- **Backup (list)** – List of messages to store

Returns
None

Return type
None
gammu.ReadSMSBackup(Filename)
Reads SMS backup into file.

Parameters
- **Filename (str)** – Name of file where SMS backup is stored

Returns
List of messages read from file

Return type
list

Various data
gammu.GSMNetworks
Dictionary with GSM network codes.
gammu.GSMCountries
Dictionary with GSM country codes.

4.2.2 gammu.smsd – SMSD access

SMSD
class gammu.smsd.SMSD(Config)
SMSD main class, that is used for communication with phone.
You don’t need to run the SMS daemon in the python script to control or ask it for status, this can be also done
on separately running instances (gammu-smsd). All you need to do for this is to give same configuration file as
that instance is using. For more infos look into Gammu SMSD Overview.

Parameters
- **Config (string)** – Path to SMSD configuration file.

MainLoop(MaxFailures)
Runs SMS daemon main loop.
Please note that this will run until some serious error occurs or until terminated by Shutdown().
Parameters

MaxFailures (int) – After how many init failures SMSD ends. Defaults to 0, what means never.

Returns

None

Return type

None

Shutdown()

Signals SMS daemon to stop.

Returns

None

Return type

None

GetStatus()

Returns SMSD status.

The following values are set in resulting dictionary:

Client

Client software name.

PhoneID

PhoneID which can be used for multiple SMSD setup.

IMEI

IMEI of currently connected phone.

Sent

Number of sent messages.

Received

Number of received messages.

Failed

Number of failed messages.

BatterPercent

Last battery state as reported by connected phone.

NetworkSignal

Last signal level as reported by connected phone.

Returns

Dict with status values

Return type

dict
**InjectSMS** *(Message)*
Injests SMS message into outgoing messages queue in SMSD.

**Parameters**
- **Message** (list of *SMS Object*) – Message to inject (can be multipart)

**Returns**
- ID of inserted message

**Return type**
- string

### 4.2.3 **gammu.data** – Generic data usable with Gammu

**gammu.data.Connections**
Provides list of connection strings known to Gammu. They can be used for example when giving user a choice of connection string.

**gammu.data.MemoryValueTypes**
Provides list of types of memory entry values.

**gammu.data.CalendarTypes**
Provides list of calendar event types.

**gammu.data.CalendarValueTypes**
Provides list of types of calendar entry values.

**gammu.data_TODOPriorities**
Provides list of todo priorities.

**gammu.data.TODOValueTypes**
Provides list of types of todo entry values.

**gammu.data.InternationalPrefixes**
List of known international prefixes.

**gammu.data.Errors**
Mapping of text representation of errors to gammu error codes. Reverse to *ErrorNumbers*.

**gammu.data.ErrorNumbers**
Mapping of gammu error codes to text representation. Reverse to *Errors*.

### 4.2.4 **gammu.worker** - Asynchronous communication to phone.

Mostly you should use only *GammuWorker* class, others are only helpers which are used by this class.

```python
class gammu_worker.GammuCommand(command, params=None, percentage=100)
    Storage of single command for gammu.

get_command()
    Returns command name.

get_params()
    Returns command params.
```
get_percentage()
    Returns percentage of current task.

class gammu.worker.GammuTask(name, commands)
    Storage of task for gammu.
    get_name()
        Returns task name.
    get_next()
        Returns next command to be executed as GammuCommand.

class gammu.worker.GammuThread(queue, config, callback)
    Thread for phone communication.
    join(timeout=None)
        Terminates thread and waits for it.
    kill()
        Forces thread end without emptying queue.
    run()
        Thread body, which handles phone communication. This should not be used from outside.

class gammu.worker.GammuWorker(callback)
    Wrapper class for asynchronous communication with Gammu. It spawns own thread and then passes all commands to this thread. When task is done, caller is notified via callback.
    abort()
        Aborts any remaining operations.
    configure(config)
        Configures gammu instance according to config.
            Parameters
            config (hash) – Gammu configuration, same as gammu.StateMachine.SetConfig() accepts.
    enqueue(command, params=None, commands=None)
        Enqueues command or task.
            Parameters
            • command (tuple of list of tuples) – Command(s) to execute. Each command is tuple containing function name and it’s parameters.
            • params (tuple or string) – Parameters to command.
            • commands (list of tuples or strings) – List of commands to execute. When this is not none, params are ignored and command is taken as task name.
    enqueue_command(command, params)
        Enqueues command.
            Parameters
            • command (tuple of list of tuples) – Command(s) to execute. Each command is tuple containing function name and it’s parameters.
            • params (tuple or string) – Parameters to command.
enqueue_task(command, commands)
   Enqueues task.

Parameters
   • command (tuple of list of tuples) – Command(s) to execute. Each command is
tuple containing function name and it’s parameters.
   • commands (list of tuples or strings) – List of commands to execute.

initiate()
   Connects to phone.

terminate(timeout=None)
   Terminates phone connection.

exception gammu.worker.InvalidCommand(value)
   Exception indicating invalid command.

gammu.worker.check_worker_command(command)
   Checks whether command is valid.

Parameters
   command (string) – Name of command.

4.2.5 gammu.exception – Gammu exception handling

exception gammu.GSMError
   Generic class as parent for all Gammu exceptions. This is never raised directly, but should be used to catch any
Gammu related exception.

exception gammu.ERR_ABORTED
   Exception corresponding to gammu error ERR_ABORTED. Verbose error description: Operation aborted.

exception gammu.ERR_BADFEATURE
   Exception corresponding to gammu error ERR_BADFEATURE. Verbose error description: Bad feature string
in configuration.

exception gammu.ERR_BUG
   Exception corresponding to gammu error ERR_BUG. Verbose error description: Nobody is perfect, some bug
appeared in protocol implementation. Please contact authors.

exception gammu.ERR_BUSY
   Exception corresponding to gammu error ERR_BUSY. Verbose error description: Command rejected because
device was busy. Wait and restart.

exception gammu.ERR_CANCELED
   Exception corresponding to gammu error ERR_CANCELED. Verbose error description: Transfer was canceled
by phone, maybe you pressed cancel on phone.

exception gammu.ERR_CANTOPENFILE
   Exception corresponding to gammu error ERR_CANTOPENFILE. Verbose error description: Can not open
specified file.

exception gammu.ERR_CORRUPTED
   Exception corresponding to gammu error ERR_CORRUPTED. Verbose error description: Corrupted data re-
turned by phone.
exception gammu.ERR_COULDN'T_CONNECT
Exception corresponding to gammu error ERR_COULDN'T_CONNECT. Verbose error description: Could not connect to the server.

exception gammu.ERR_COULDN'T_RESOLVE
Exception corresponding to gammu error ERR_COULDN'T_RESOLVE. Verbose error description: Could not resolve the host name.

exception gammu.ERR_DATACONVERTED
Exception corresponding to gammu error ERR_DATACONVERTED. Verbose error description: Data were converted.

exception gammu.ERR_DEVICEBUSY
Exception corresponding to gammu error ERR_DEVICEBUSY. Verbose error description: Error opening device, it is already opened by other application.

exception gammu.ERR_DEVICECHANGESPEEDERROR
Exception corresponding to gammu error ERR_DEVICECHANGESPEEDERROR. Verbose error description: Error setting device speed. Maybe speed not supported.

exception gammu.ERR_DEVICEDTRRTSERROR
Exception corresponding to gammu error ERR_DEVICEDTRRTSERROR. Verbose error description: Error setting device DTR or RTS.

exception gammu.ERR_DEVICELOCKED
Exception corresponding to gammu error ERR_DEVICELOCKED. Verbose error description: Error opening device, it is locked.

exception gammu.ERR_DEVICENODRIVER
Exception corresponding to gammu error ERR_DEVICENODRIVER. Verbose error description: Error opening device. No required driver in operating system.

exception gammu.ERR_DEVICENOPERMISSION
Exception corresponding to gammu error ERR_DEVICENOPERMISSION. Verbose error description: Error opening device, you don’t have permissions.

exception gammu.ERR_DEVICENOTEXIST
Exception corresponding to gammu error ERR_DEVICENOTEXIST. Verbose error description: Error opening device, it doesn’t exist.

exception gammu.ERR_DEVICENOTWORK
Exception corresponding to gammu error ERR_DEVICENOTWORK. Verbose error description: Error opening device. Some hardware not connected/wrongly configured.

exception gammu.ERR_DEVICEOPENERROR
Exception corresponding to gammu error ERR_DEVICEOPENERROR. Verbose error description: Error opening device. Unknown, busy or no permissions.

exception gammu.ERR_DEVICEPARITYERROR
Exception corresponding to gammu error ERR_DEVICEPARITYERROR. Verbose error description: Can’t set parity on the device.

exception gammu.ERR_DEVICEREADERERROR
Exception corresponding to gammu error ERR_DEVICEREADERERROR. Verbose error description: Error during reading from the device.
exception gammu. ERR_DEVICEWRITEERROR
Exception corresponding to gammu error ERR_DEVICEWRITEERROR. Verbose error description: Error writing to the device.

exception gammu. ERR_DISABLED
Exception corresponding to gammu error ERR_DISABLED. Verbose error description: Desired functionality has been disabled on compile time.

exception gammu. ERR_EMPTY
Exception corresponding to gammu error ERR_EMPTY. Verbose error description: Empty entry.

exception gammu. ERR_EMPTYSMSC
Exception corresponding to gammu error ERR_EMPTYSMSC. Verbose error description: No SMSC number given. Provide it manually or use the one configured in phone.

exception gammu. ERR_FILEALREADYEXIST
Exception corresponding to gammu error ERR_FILEALREADYEXIST. Verbose error description: File with specified name already exists.

exception gammu. ERR_Filenotexist
Exception corresponding to gammu error ERR_Filenotexist. Verbose error description: File with specified name doesn’t exist.

exception gammu. ERR_FILENOTSUPPORTED
Exception corresponding to gammu error ERR_FILENOTSUPPORTED. Verbose error description: File format not supported by Gammu.

exception gammu. ERR_FOLDERNOTEMPTY
Exception corresponding to gammu error ERR_FOLDERNOTEMPTY. Verbose error description: Folder must be empty.

exception gammu. ERR_FOLDERPART
Exception corresponding to gammu error ERR_FOLDERPART. Verbose error description: Only part of folder has been listed.

exception gammu. ERR_FRAMENOTREQUESTED
Exception corresponding to gammu error ERR_FRAMENOTREQUESTED. Verbose error description: Frame not requested right now. See <https://wammu.eu/support/bugs/> for information how to report it.

exception gammu. ERR_FULL
Exception corresponding to gammu error ERR_FULL. Verbose error description: Memory full.

exception gammu. ERR_GETTING_SMSC
Exception corresponding to gammu error ERR_GETTING_SMSC. Verbose error description: Failed to get SMSC number from phone.

exception gammu. ERR_GNAPPLETWRONG
Exception corresponding to gammu error ERR_GNAPPLETWRONG. Verbose error description: Wrong GNAPPLET version in phone. Use version from currently used Gammu.

exception gammu. ERR_INSIDEPHONEMENU
Exception corresponding to gammu error ERR_INSIDEPHONEMENU. Verbose error description: You’re inside phone menu (maybe editing?). Leave it and try again.

exception gammu. ERR_INSTALL_NOT_FOUND
Exception corresponding to gammu error ERR_INSTALL_NOT_FOUND. Verbose error description: Installation data not found, please consult debug log and/or documentation for more details.
exception gammu.ERR_INVALIDDATA
   Exception corresponding to gammu error ERR_INVALIDDATA. Verbose error description: Invalid data given to phone.

exception gammu.ERR_INVALIDDATETIME
   Exception corresponding to gammu error ERR_INVALIDDATETIME. Verbose error description: Invalid date or time specified.

exception gammu.ERR_INVALIDLOCATION
   Exception corresponding to gammu error ERR_INVALIDLOCATION. Verbose error description: Invalid location. Maybe too high?

exception gammu.ERR_MEMORY
   Exception corresponding to gammu error ERR_MEMORY. Verbose error description: Phone memory error, maybe it is read only.

exception gammu.ERR_MOREMEMORY
   Exception corresponding to gammu error ERR_MOREMEMORY. Verbose error description: More memory required...

exception gammu.ERR_NEEDANOTHERANSWER
   Exception corresponding to gammu error ERR_NEEDANOTHERANSWER. Verbose error description: Phone module need to send another answer frame.

exception gammu.ERR_NETWORK_ERROR
   Exception corresponding to gammu error ERR_NETWORK_ERROR. Verbose error description: Network error.

exception gammu.ERR_NONE
   Exception corresponding to gammu error ERR_NONE. Verbose error description: No error.

exception gammu.ERR_NONE_SECTION
   Exception corresponding to gammu error ERR_NONE_SECTION. Verbose error description: No such section exists.

exception gammu.ERR_NOSERVICE
   Exception corresponding to gammu error ERR_NOSERVICE. Verbose error description: Service configuration is missing.

exception gammu.ERR_NOSIM
   Exception corresponding to gammu error ERR_NOSIM. Verbose error description: Can not access SIM card.

exception gammu.ERR_NOTIMPLEMENTED
   Exception corresponding to gammu error ERR_NOTIMPLEMENTED. Verbose error description: Functionality not implemented. You are welcome to help authors with it.

exception gammu.ERR_NOTRUNNING
   Exception corresponding to gammu error ERR_NOTRUNNING. Verbose error description: Service is not running.

exception gammu.ERR_NOTSUPPORTED
   Exception corresponding to gammu error ERR_NOTSUPPORTED. Verbose error description: Function not supported by phone.
exception gammu.ERR_OTHERCONNECTIONREQUIRED
Exception corresponding to gammu error ERR_OTHERCONNECTIONREQUIRED. Verbose error description: Current connection type doesn’t support called function.

exception gammu.ERR_PERMISSION
Exception corresponding to gammu error ERR_PERMISSION. Verbose error description: Operation not allowed by phone.

exception gammu.ERR_PHONEOFF
Exception corresponding to gammu error ERR_PHONEOFF. Verbose error description: Phone is disabled and connected to charger.

exception gammu.ERR_PHONE_INTERNAL
Exception corresponding to gammu error ERR_PHONE_INTERNAL. Verbose error description: Internal phone error.

exception gammu.ERR_READ_ONLY
Exception corresponding to gammu error ERR_READ_ONLY. Verbose error description: Entry is read only.

exception gammu.ERR_SECURITYERROR
Exception corresponding to gammu error ERR_SECURITYERROR. Verbose error description: Security error. Maybe no PIN?

exception gammu.ERR_SOURCESFILE
Exception corresponding to gammu error ERR_SOURCESFILE. Verbose error description: You have to give file name and not folder name.

exception gammu.ERR_SHOULDBEFOLEDBER
Exception corresponding to gammu error ERR_SHOULDBEFOLEDBER. Verbose error description: You have to give folder name and not file name.

exception gammu.ERR_SOURCESNOTAVAILBE
Exception corresponding to gammu error ERR_SOURCESNOTAVAILBE. Verbose error description: Some functions not available for your system (disabled in config or not implemented).

exception gammu.ERR_SPECIFYCHANNEL
Exception corresponding to gammu error ERR_SPECIFYCHANNEL. Verbose error description: Bluetooth configuration requires channel option.

exception gammu.ERR_TIMEOUT
Exception corresponding to gammu error ERR_TIMEOUT. Verbose error description: No response in specified timeout. Probably phone not connected.

exception gammu.ERR_UNCONFIGURED
Exception corresponding to gammu error ERR_UNCONFIGURED. Verbose error description: Gammu is not configured.

exception gammu.ERR_UNKNOWN
Exception corresponding to gammu error ERR_UNKNOWN. Verbose error description: Unknown error.

exception gammu.ERR_UNKNOWNCONNECTIONTYPESTRING
Exception corresponding to gammu error ERR_UNKNOWNCONNECTIONTYPESTRING. Verbose error description: Unknown connection type string. Check config file.

exception gammu.ERR_UNKNOWNFRADE
Exception corresponding to gammu error ERR_UNKNOWNFRADE. Verbose error description: Unknown frame. See <https://wammu.eu/support/bugs/> for information how to report it.
exception gammu.ERR_UNKNOWNMODELSTRING
Exception corresponding to gammu error ERR_UNKNOWNMODELSTRING. Verbose error description: Unknown model type string. Check config file.

exception gammu.ERR_UNKNOWNRESPONSE
Exception corresponding to gammu error ERR_UNKNOWNRESPONSE. Verbose error description: Unknown response from phone. See <https://wammu.eu/support/bugs/> for information how to report it.

exception gammu.ERR_USING_DEFAULTS
Exception corresponding to gammu error ERR_USING_DEFAULTS. Verbose error description: Using default values.

exception gammu.ERR_WORKINPROGRESS
Exception corresponding to gammu error ERR_WORKINPROGRESS. Verbose error description: Function is currently being implemented. If you want to help, please contact authors.

exception gammu.ERR_WRITING_FILE
Exception corresponding to gammu error ERR_WRITING_FILE. Verbose error description: Error writing file to disk.

exception gammu.ERR_WRONGCRC
Exception corresponding to gammu error ERR_WRONGCRC. Verbose error description: CRC error.

exception gammu.ERR_WRONGFOLDER
Exception corresponding to gammu error ERR_WRONGFOLDER. Verbose error description: Wrong folder used.

4.2.6 Objects

For various (mostly historical) reasons, all objects you get from Gammu are not real objects but rather a dictionaries. This has quite a big impact of usability and will most likely change in the future.

All the objects basically map to C structures, so you might also refer to libGammu chapter.

**SMS Object**

Object describing single SMS message in a way GSM network handles is (140 bytes of data). You can construct it from SMS Info Object using gammu.EncodeSMS() .

Message dictionary can consist of following fields:

- **SMSC**
  SMSC information, see SMSC Object.

- **Number**
  Recipient number, needs to be set for sending.

- **Name**
  Name of the message, does not make any effect on sending, some phones might store it.

- **UDH**
  User defined headers for SMS, see UDH Object.

- **Text**
  Message text
Folder
Folder where the message is stored

Location
Location where the message is stored

InboxFolder
Indication whether folder is an inbox

DeliveryStatus
Message delivery status, used only for received messages

ReplyViaSameSMSC
Flag indicating whether reply using same SMSC is requested

Class
Message class

MessageReference
Message reference number, used mostly to identify delivery reports

ReplaceMessage
Id of message which this message is supposed to replace

RejectDuplicates
Whether to reject duplicates

Memory
Memory where the message is stored

Type
Message type, one of:
• Submit - message to be send
• Deliver - delivered message
• Status_Report - when creating new message this will create submit message with request for delivery report

Coding
Message encoding, one of:
• Unicode_No_Compression - unicode message which can contain any chars, but can be only 70 chars long
• Unicode_Compression - not supported by Gammu and most phones
• Default_No_Compression - message with GSM alphabet only, up to 160 chars long
• Default_Compression - not supported by Gammu and most phones
• 8bit - for binary messages

DateTime
Timestamp when the message was received or sent.
Please note that most phones do no record timestamp of sent messages.

SMSCDateTime
Timestamp when the message was at SMSC.
State
Message state, one of:

- Sent
- UnSent
- Read
- UnRead

Examples:

```python
# Simple message to send, using SMSC from phone
SMS_1 = {
    'Number': '123465',
    'SMSC': {'Location': 1},
    'Text': 'Hello world!',
}

# Class 0 (on display) message using custom SMSC number
SMS_2 = {
    'Number': '123465',
    'SMSC': {'Number': '+420987654321'},
    'Text': 'Hello world!',
    'Class': 0,
}
```

UDH Object

UDH dictionary can consist of following fields:

**ID8bit**
8-bit ID of the message, not required

**ID16bit**
16-bit ID of the message, not required

**PartNumber**
Number of current part

**AllParts**
Count of all message parts

**Type**
UDH type, one of predefined strings:
- NoUDH
- ConcatenatedMessages
- ConcatenatedMessages16bit
- DisableVoice
- DisableFax
- DisableEmail
- EnableVoice
• EnableFax
• EnableEmail
• VoidSMS
• NokiaRingtone
• NokiaRingtoneLong
• NokiaOperatorLogoLong
• NokiaCallerLogo
• NokiaWAP
• NokiaWAPLong
• NokiaCalendarLong
• NokiaProfileLong
• NokiaPhonebookLong
• UserUDH

Text

UDH content

Example:

```python
UDH = {
    "ID8bit": 0xCD,
    "PartNumber": 1,
    "AllParts": 2,
    "Type": "ConcatenatedMessages",
}
```

SMSC Object

SMSC dictionary can consist of following fields:

Location

Location where the SMSC is stored

Number

SMSC number

Name

Name of the SMSC configuration

DefaultNumber

Default recipient number, ignored on most phones

Format

Default message format, one of:

• Text
• Pager
• Fax
• Email

Validity
Default message validity as a string
• NA - validity not available
• Max - maximum validity allowed by network
• nM, nH, nD, nW - period defined in minutes, hours, days or weeks, eg. 3W

Example:

```json
SMSC = {
    "Location": 1,
    "Number": "+420987654321",
    "Format": "Text",
    "Validity": "Max",
}
```

SMS Info Object
Message info dictionary can consist of following fields:

Unicode
Whether to use Unicode for the message.

ReplaceMessage
Id of message which this message is supposed to replace

Unknown
Boolean flag indicating there was some part which Gammu could not decode.

Class
Message class

Entries
Actual message data, see SMS Info Part Object.

Example:

```json
SMSINFO = {
    "Class": 1,
    "Entries": [
        {
            "ID": "Text", "Buffer": "This is a "
        },
        {
            "ID": "Text", "Buffer": "message", "Italic": True
        },
        {
            "ID": "Text", "Buffer": " from "
        },
        {
            "ID": "Text", "Buffer": "Gammu", "Bold": True
        },
    ],
}
```
SMS Info Part Object

Message component can consist of following fields:

**ID**

Identification of the part type:

- **Text**
- **ConcatenatedTextLong** - Concatenated SMS, when longer than 1 SMS.
- **ConcatenatedAutoTextLong** - Concatenated SMS, auto Default/Unicode coding.
- **ConcatenatedTextLong16bit**
- **ConcatenatedAutoTextLong16bit**
- **NokiaProfileLong** - Nokia profile = Name`` Ringtone`` ScreenSaver
- **NokiaPictureImageLong** - Nokia Picture Image + (text)
- **NokiaScreenSaverLong** - Nokia screen saver + (text)
- **NokiaRingtone** - Nokia ringtone - old SM2.0 format` 1 SMS
- **NokiaRingtoneLong** - Nokia ringtone concatenated`` when very long
- **NokiaOperatorLogo** - Nokia 72x14 operator logo` 1 SMS
- **NokiaOperatorLogoLong** - Nokia 72x14 op logo or 78x21 in 2 SMS
- **NokiaCallerLogo** - Nokia 72x14 caller logo` 1 SMS
- **NokiaWAPBookmarkLong** - Nokia WAP bookmark in 1 or 2 SMS
- **NokiaWAPSettingsLong** - Nokia WAP settings in 2 SMS
- **NokiaMMSSettingsLong** - Nokia MMS settings in 2 SMS
- **NokiaVCARD10Long** - Nokia VCARD 1.0 - only name and default number
- **NokiaVCARD21Long** - Nokia VCARD 2.1 - all numbers + text
- **NokiaVTODOLong** - Nokia VCALENDAR 1.0 - can be in few sms
- **VCARD10Long**
- **VCARD21Long**
- **DisableVoice**
- **DisableFax**
- **DisableEmail**
- **EnableVoice**
- **EnableFax**
- **EnableEmail**
- **VoidSMS**
- **EMSSound10** - IMelody 1.0
- **EMSSound12** - IMelody 1.2
- **EMSSonyEricssonSound** - IMelody without header - SonyEricsson extension
• EMSound10Long - IMelody 1.0 with UPI.
• EMSound12Long - IMelody 1.2 with UPI.
• EMSonyEricssonSoundLong - IMelody without header with UPI.
• EMSPredefinedSound
• EMSPredefinedAnimation
• EMSAnimation
• EMSFixedBitmap - Fixed bitmap of size 16x16 or 32x32.
• EMSVariableBitmap
• EMSVariableBitmapLong
• MMSIndicatorLong - MMS message indicator.
• WAPIndicatorLong
• AlcatelMonoBitmapLong - Variable bitmap with black and white colors
• AlcatelMonoAnimationLong - Variable animation with black and white colors
• AlcatelSMSTemplateName
• SiemensFile - Siemens OTA

Left
   Text formatting

Right
   Text formatting

Center
   Text formatting

Large
   Text formatting

Small
   Text formatting

Bold
   Text formatting

Italic
   Text formatting

Underlined
   Text formatting

Strikethrough
   Text formatting

Protected
   Whether message part should be protected (DRM)

Number
   Number to encode in message.

4.2. API documentation
Ringtone
   Ringtone to encode in message.

Bitmap
   Bitmap to encode in message.

Bookmark
   Bookmark to encode in message.

Settings
   Settings to encode in message.

MMSIndicator
   MMS indication to encode in message.

Phonebook
   Phonebook entry to encode in message, see Phonebook Object.

Calendar
   Calendar entry to encode in message, see Calendar Object.

ToDo
   Todo entry to encode in message, see Todo Object.

File
   File to encode in message, see File Object.

Buffer
   String to encode in message.

**Todo Object**

Todo entry is a dictionary consisting of following fields:

**Location**
   Location where the entry is stored

**Type**
   Type of entry, one of:
   - REMINDER - Reminder or Date
   - CALL - Call
   - MEETING - Meeting
   - BIRTHDAY - Birthday or Anniversary or Special Occasion
   - MEMO - Memo or Miscellaneous
   - TRAVEL - Travel
   - VACATION - Vacation
   - T_ATHL - Training - Athletism
   - T_BALL - Training - Ball Games
   - T_CYCL - Training - Cycling
   - T_BUDO - Training - Budo
• T_DANC - Training - Dance
• T_EXTR - Training - Extreme Sports
• T_FOOT - Training - Football
• T_GOLF - Training - Golf
• T_GYM - Training - Gym
• T_HORS - Training - Horse Race
• T_HOCK - Training - Hockey
• T_RACE - Training - Races
• T_RUGB - Training - Rugby
• T_SAIL - Training - Sailing
• T_STRE - Training - Street Games
• T_SWIM - Training - Swimming
• T_TENN - Training - Tennis
• T_TRAV - Training - Travels
• T_WINT - Training - Winter Games
• ALARM - Alarm
• DAILY_ALARM - Alarm repeating each day.

**Priority**

Entry priority, one of:

• High
• Medium
• Low
• None

**Entries**

Actual entries, see *Todo Entries Object*

Example:

```json
TODO = {
  "Type": "MEMO",
  "Entries": [
    {"Type": "END_DATETIME",
     "Value": datetime.datetime.now() + datetime.timedelta(days=1),
    },
    {"Type": "TEXT", "Value": "Buy some milk"},
  ],
}
```
Todo Entries Object

Type

Type of entry, one of:

- **END_DATETIME** - Due date (Date).
- **COMPLETED** - Whether is completed (Number).
- **ALARM_DATETIME** - When should alarm be fired (Date).
- **SILENT_ALARM_DATETIME** - When should silent alarm be fired (Date).
- **TEXT** - Text of to do (Text).
- **DESCRIPTION** - Description of to do (Text).
- **LOCATION** - Location of to do (Text).
- **PRIVATE** - Whether entry is private (Number).
- **CATEGORY** - Category of entry (Number).
- **CONTACTID** - Related contact ID (Number).
- **PHONE** - Number to call (Text).
- **LUID** - IrMC LUID which can be used for synchronisation (Text).
- **LAST_MODIFIED** - Date and time of last modification (Date).
- **START_DATETIME** - Start date (Date).

Value

Actual value, corresponding type to Type field.

Calendar Object

Calendar entry is a dictionary consisting of following fields:

Location

Location where the entry is stored

Type

Type of entry, one of:

- **REminder** - Reminder or Date
- **Call** - Call
- **MEETING** - Meeting
- **BIRTHDAY** - Birthday or Anniversary or Special Occasion
- **MEMO** - Memo or Miscellaneous
- **TRAVEL** - Travel
- **VACATION** - Vacation
- **T_Athl** - Training - Athletism
- **T_BAll** - Training - Ball Games
- **T_CYCL** - Training - Cycling
- T_BUDO - Training - Budo
- T_DANC - Training - Dance
- T_EXTR - Training - Extreme Sports
- T_FOOT - Training - Football
- T_GOLF - Training - Golf
- T_GYM - Training - Gym
- T_HORS - Training - Horse Race
- T_HOCK - Training - Hockey
- T_RACE - Training - Races
- T_RUGB - Training - Rugby
- T_SAIL - Training - Sailing
- T_STRE - Training - Street Games
- T_SWIM - Training - Swimming
- T_TENN - Training - Tennis
- T_TRAV - Training - Travels
- T_WINT - Training - Winter Games
- ALARM - Alarm
- DAILY_ALARM - Alarm repeating each day.

Entries

Actual entries, see Calendar Entries Object

Example:

```python
CAL = {
    "Type": "MEMO",
    "Entries": [
        {
            "Type": "START_DATETIME",
            "Value": datetime.datetime.now()
        },
        {
            "Type": "END_DATETIME",
            "Value": datetime.datetime.now() + datetime.timedelta(days=1)
        },
        {
            "Type": "LOCATION",
            "Value": "Home"
        },
        {
            "Type": "TEXT",
            "Value": "Relax for one day"
        }
    ]
}
```
Calendar Entries Object

Type
Type of entry, one of:
- START_DATETIME - Date and time of event start.
- END_DATETIME - Date and time of event end.
- TONE_ALARM_DATETIME - Alarm date and time.
- SILENT_ALARM_DATETIME - Date and time of silent alarm.
- TEXT - Text.
- DESCRIPTION - Detailed description.
- LOCATION - Location.
- PHONE - Phone number.
- PRIVATE - Whether this entry is private.
- CONTACTID - Related contact id.
- REPEAT_DAYOFWEEK - Repeat each x’th day of week.
- REPEAT_DAY - Repeat each x’th day of month.
- REPEAT_DAYOFYEAR - Repeat each x’th day of year.
- REPEAT_WEEKOFMONTH - Repeat x’th week of month.
- REPEAT_MONTH - Repeat x’th month.
- REPEAT_FREQUENCY - Repeating frequency.
- REPEAT_STARTDATE - Repeating start.
- REPEAT_STOPDATE - Repeating end.
- REPEAT_COUNT - Number of repetitions.
- LUID - IrMC LUID which can be used for synchronisation.
- LAST_MODIFIED - Date and time of last modification.

Value
Actual value, corresponding type to Type field.

Phonebook Object

Phonebook entry is a dictionary consisting of following fields:

Location
Location where the entry is stored

MemoryType
Memory where the message is stored

Entries
Actual entries, see Phonebook Entries Object

Example:
PBK = {
    "Location": 1000,
    "MemoryType": "ME",
    "Entries": [
        {
            "Type": "Number_General", "Value": "+420123456789"},
        {
            "Type": "Text_Name", "Value": "Stojan Jakotyc"},
    ],
}

Phonebook Entries Object

Type
Type of entry, one of:

- **Number_General** - General number. (Text)
- **Number_Mobile** - Mobile number. (Text)
- **Number_Fax** - Fax number. (Text)
- **Number_Pager** - Pager number. (Text)
- **Number_Other** - Other number. (Text)
- **Text_Note** - Note. (Text)
- **Text_Postal** - Complete postal address. (Text)
- **Text_Email** - Email. (Text)
- **Text_Email2** - Second email. (Text)
- **Text_URL** - URL (Text)
- **Date** - Date and time of last call. (Date)
- **Caller_Group** - Caller group. (Number)
- **Text_Name** - Name (Text)
- **Text_LastName** - Last name. (Text)
- **Text_FirstName** - First name. (Text)
- **Text_Company** - Company. (Text)
- **Text_JobTitle** - Job title. (Text)
- **Category** - Category. (Number, if -1 then text)
- **Private** - Whether entry is private. (Number)
- **Text_StreetAddress** - Street address. (Text)
- **Text_City** - City. (Text)
- **Text_State** - State. (Text)
- **Text_Zip** - Zip code. (Text)
- **Text_Country** - Country. (Text)
- **Text_Custom1** - Custom information 1. (Text)
- **Text_Custom2** - Custom information 2. (Text)
• **Text_Custom3** - Custom information 3. (Text)
• **Text_Custom4** - Custom information 4. (Text)
• **RingtoneID** - Ringtone ID. (Number)
• **PictureID** - Picture ID. (Number)
• **Text_UserID** - User ID. (Text)
• **CallLength** - Length of call (Number)
• **Text_LUID** - LUID - Unique Identifier used for synchronisation (Text)
• **LastModified** - Date of last modification (Date)
• **Text_NickName** - Nick name (Text)
• **Text_FormalName** - Formal name (Text)
• **Text_PictureName** - Picture name (on phone filesystem). (Text)
• **PushToTalkID** - Push-to-talk ID (Text)
• **Number_Messaging** - Favorite messaging number. (Text)
• **Photo** - Photo (Picture).
• **SecondName** - Second name. (Text)
• **VOIP** - VOIP address (Text).
• **SIP** - SIP address (Text).
• **DTMF** - DTMF (Text).
• **Video** - Video number. (Text)
• **SWIS** - See What I See address. (Text)
• **WVID** - Wireless Village user ID. (Text)
• **NamePrefix** - Name prefix (Text)
• **NameSuffix** - Name suffix (Text)

**Location**

Location for the field:
• **Unknown** - not define
• **Home** - home
• **Work** - work

**Value**

Actual value, corresponding type to Type field.

**PictureType**

Type of picture which is stored in Value field (only for Picture fields).
**File Object**

File is a dictionary consisting of following fields:

**Used**
Number of bytes used by this file.

**Name**
File name.

**Folder**
Boolean value indicating whether this is a folder.

**Level**
Depth of file on the filesystem.

**Type**
File type, one of:
- Other
- Java_JAR
- Image_JPG
- Image_BMP
- Image_GIF
- Image_PNG
- Image_WBMP
- Video_3GP
- Sound_AMR
- Sound_NRT - DCT4 binary format
- Sound_MIDI
- MMS

**ID_FullName**
Full file name including path.

**Buffer**
Content of the file.

**Modified**
Timestamp of last change

**Protected**
Boolean value indicating whether file is protected (DRM).

**ReadOnly**
Boolean value indicating whether file is read only.

**Hidden**
Boolean value indicating whether file is hidden.

**System**
Boolean value indicating whether file is system.
Pos
Current position of file upload

Finished
Boolean value indicating completed file transfer.

Example:

```python
FILE = {
    "ID_FullName": PATH,
    "Name": os.path.basename(PATH),
    "Buffer": data,
    "Protected": 0,
    "ReadOnly": 0,
    "Hidden": 0,
    "System": 0,
    "Folder": 0,
    "Level": 0,
    "Type": "Other",
    "Finished": 0,
    "Pos": 0,
}
```

**Divert Type**

The divert type can have one of following values:

- **Busy** - Divert when busy.
- **NoAnswer** - Divert when not answered.
- **OutOfReach** - Divert when phone off or no coverage.
- **AllTypes** - Divert all calls without ringing.

**Call Type**

The call type for diverts can have one of following values:

- **Voice** - Voice calls.
- **Fax** - Fax calls.
- **Data** - Data calls.
- **All** - All calls.
Call Divert Objects

**DivertType**
When to do the divert, see *Divert Type*.

**CallType**
What call types to divert, see *Call Type*.

**Number**
Phone number where to divert.

**Timeout**
Timeout after which the divert will happen.

### 4.3 python-gammu Examples

See also:
Many examples are available in /examples directory in the python-gammu git repository.

#### 4.3.1 Sending a message

```python
#!/usr/bin/env python
# Sample script to show how to send SMS
from __future__ import print_function
import gammu
import sys

# Create object for talking with phone
state_machine = gammu.StateMachine()

# Optionally load config file as defined by first parameter
if len(sys.argv) > 2:
    # Read the configuration from given file
    state_machine.ReadConfig(Filename=sys.argv[1])
    # Remove file name from args list
    del sys.argv[1]
else:
    # Read the configuration (~/.gammurc)
    state_machine.ReadConfig()

# Check parameters
if len(sys.argv) != 2:
    print("Usage: sendsms.py [configfile] RECIPIENT_NUMBER")
    sys.exit(1)

# Connect to the phone
state_machine.Init()

# Prepare message data
```

(continues on next page)
We tell that we want to use first SMSC number stored in phone
message = {
    "Text": "python-gammu testing message",
    "SMSC": {
        "Location": 1,
        "Number": sys.argv[1],
    }
}

Actually send the message
state_machine.SendSMS(message)

4.3.2 Sending a long message

#!/usr/bin/env python
# Sample script to show how to send long (multipart) SMS
from __future__ import print_function
import gammu
import sys

# Create object for talking with phone
state_machine = gammu.StateMachine()

# Optionally load config file as defined by first parameter
if len(sys.argv) > 2:
    # Read the configuration from given file
    state_machine.ReadConfig(Filename=sys.argv[1])
    # Remove file name from args list
    del sys.argv[1]
else:
    # Read the configuration (~/.gammurc)
    state_machine.ReadConfig()

# Check parameters
if len(sys.argv) != 2:
    print("Usage: sendlongsms.py [configfile] RECIPIENT_NUMBER")
    sys.exit(1)

# Connect to the phone
state_machine.Init()

# Create SMS info structure
smsinfo = {
    "Class": -1,
    "Unicode": False,
    "Entries": [
        {
            "ID": "ConcatenatedTextLong",
            "Buffer": "Very long python-gammu testing message sent from example python script."
        }
    ]
}
"Very long python-gammu testing message "
"sent from example python script."
"Very long python-gammu testing message "
"sent from example python script."

```
encoded = gammu.EncodeSMS(smsinfo)

# Send messages
for message in encoded:
    # Fill in numbers
    message["SMSC"] = {"Location": 1}
    message["Number"] = sys.argv[1]

    # Actually send the message
    state_machine.SendSMS(message)
```

### 4.3.3 Initiating a voice call

```
#!/usr/bin/env python

from __future__ import print_function
import gammu
import sys

# Create object for talking with phone
state_machine = gammu.StateMachine()

# Read the configuration (~/.gammurc or from command line)
if len(sys.argv) > 2:
    state_machine.ReadConfig(Filename=sys.argv[1])
    del sys.argv[1]
else:
    state_machine.ReadConfig()

# Connect to the phone
state_machine.Init()

# Check whether we have a number to dial
if len(sys.argv) != 2:
    print("Usage: dialvoice.py NUMBER")
    sys.exit(1)

# Dial a number
state_machine.DialVoice(sys.argv[1])
```
4.3.4 Reading calendar from phone

```python
#!/usr/bin/env python
# Example for reading calendar from phone

from __future__ import print_function
import gammu

# Create object for talking with phone
state_machine = gammu.StateMachine()

# Read the configuration (~/.gammurc)
state_machine.ReadConfig()

# Connect to the phone
state_machine.Init()

# Get number of calendar entries
status = state_machine.GetCalendarStatus()

remain = status["Used"]
start = True

while remain > 0:
    # Read the entry
    if start:
        entry = state_machine.GetNextCalendar(Start=True)
        start = False
    else:
        entry = state_machine.GetNextCalendar(Location=entry["Location"])
    remain = remain - 1

    # Display it
    print()
    print("%-20s: %d" % ("Location", entry["Location"]))
    print("%-20s: %s" % ("Type", entry["Type"]))
    for v in entry["Entries"]:
        print("%-20s: %s" % (v["Type"], str(v["Value"])))
```
The libGammu library exposes all Gammu functionality for various phones in standard API. It can be used to do anything with your phone, however for easier tasks you might prefer to use Python and python-gammu.

If you intend to use libGammu in your application, all you should need is to include `<gammu.h>` and then use Gammu functions. You can check docs/examples/ for some small example applications. You don’t need real phone for testing, use Dummy Driver instead.

5.1 Hints for libGammu Novices

This is very short overview of libGammu usage. You will probably need to study libGammu C API to find out what functions you want to use.

5.1.1 Basic library usage

You need to include main header file:

```c
#include <gammu.h>
```

To compile you need to pass flags from pkg-config:

```bash
top-config --cflags gammu
```

To link you need to pass from pkg-config:

```bash
top-config --libs gammu
```

Gammu stores all its data in a `GSM_StateMachine`. This structure is not public, so all you can define is a pointer to it:

```c
GSM_StateMachine *state_machine;
```

You’ll want to check for errors from time to time. Do it using a function something like this with help of `GSM_ErrorString()`:

```c
def check_error(GSM_Error err)
{
    if (err == ERR_NONE) {
        return;
    }
    fprintf(stderr, "Gammu failure: %s\n", GSM_ErrorString(error));
}
```

(continues on next page)
As libGammu does interact with strings in your local encoding, it is good idea to initialize locales subsystem first (otherwise you would get broken non ASCII characters) by calling `GSM_InitLocales()`:

```
GSM_InitLocales(NULL);
```

You first need to allocate a state machine structure using `GSM_AllocStateMachine()`:

```
state_machine = GSM_AllocStateMachine();
```

Now think about the configuration file. To use the default `~/.gammurc`, do this:

```
INI_Section *cfg;
/* Find it */
error = GSM_FindGammuRC(&cfg, NULL);
check_error(error);
/* Read it */
error = GSM_ReadConfig(cfg, GSM_GetConfig(state_machine, 0), 0);
check_error(error);
/* Free allocated memory */
INI_Free(cfg);
/* We care only about first configuration */
GSM_SetConfigNum(s, 1);
```

OK, now initialise the connection (1 means number of replies you want to wait for in case of failure) by `GSM_InitConnection()`:

```
error = GSM_InitConnection(s, 1);
check_error(error);
```

Now you are ready to communicate with the phone, for example you can read manufacturer name by `GSM_GetManufacturer()`:

```
error = GSM_GetManufacturer(s, buffer);
check_error(error);
```

When you’re finished, you need to disconnect and free allocated memory using `GSM_FreeStateMachine()`:

```
error = GSM_TerminateConnection(s);
check_error(error);
/* Free up used memory */
GSM_FreeStateMachine(s);
check_error(error);
```

There are also other `Examples`.  

exit(1); 
}
5.1.2 Compiling the code

To compile program using Gammu library, you need to pass include path to the compiler and library name and search path to the linker. This can be easiest achieved by using `pkg-config`. See following Makefile for example:

```makefile
# Sample Makefile which can be used to build examples shipped with Gammu

CFLAGS=\$(shell pkg-config --cflags --libs gammu-smsd) -Wall
LDFLAGS=\$(shell pkg-config --cflags --libs gammu)

ALL=phone-info sms-send smsd

.PHONY: all clean

all: $(ALL)

clean:
    rm -f $(ALL)

%.c
    $(CC) $< $(CFLAGS) $(LDFLAGS) -o $@
```

5.1.3 Unicode

Gammu stores all strings internally in UCS-2-BE encoding (terminated by two zero bytes). This is used mostly for historical reasons and today the obvious choice would be `wchar_t`. To work with these strings, various functions are provided (`UnicodeLength()`, `DecodeUnicode()`, `EncodeUnicode()`, `CopyUnicodeString()`, etc.).

For printing on console you should use:

```c
printf("%s\n", DecodeUnicodeConsole(unicode_string));
```

For giving string to some GUI toolkit:

```c
printf("%s\n", DecodeUnicodeString(unicode_string));
```

**Note:** These functions differ only on platforms where console uses historically different character set than GUI, what effectively means only Microsoft Windows.

5.1.4 Debugging

You can either enabled debug logging globally or per state machine.

To enable global debugging use:

```c
dbg_info = GSM_GetGlobalDebug();
GSM_SetDebugFileDescriptor(stderr, FALSE, dbg_info);
GSM_SetDebugLevel("textall", dbg_info);
```

For per state machine configuration:
debug_info = GSM_GetDebug(s);
GSM_SetDebugGlobal(FALSE, debug_info);
GSM_SetDebugFileDescriptor(stderr, FALSE, debug_info);
GSM_SetDebugLevel("textall", debug_info);

5.1.5 Waiting for incoming events

If you expect some incoming events, you need to maintain communication with the phone. The best way it can be done is by using `GSM_ReadDevice()`. For example you can use following busy loop:

```c
while (!gshutdown) {
    GSM_ReadDevice(s, TRUE);
}
```

5.2 Examples

All these examples are also available in docs/examples/ directory in Gammu sources.

5.2.1 Getting phone information

```c
#include <gammu.h>
#include <stdlib.h>
#include <stdio.h>

GSM_StateMachine *s;
INI_Section *cfg;
GSM_Error error;
char buffer[100];

/* Function to handle errors */
void error_handler(void)
{
    if (error != ERR_NONE) {
        printf("ERROR: %s\n", GSM_ErrorString(error));
        if (GSM_IsConnected(s))
            GSM_TerminateConnection(s);
        exit(error);
    }
}

int main(int argc UNUSED, char **argv UNUSED)
{
    GSM_Debug_Info *debug_info;

    /*
    * We don't need gettext, but need to set locales so that
    * charset conversion works.
    */
```
GSM_InitLocales(NULL);

    /* Enable global debugging to stderr */
    debug_info = GSM_GetGlobalDebug();
    GSM_SetDebugFileDescriptor(stderr, FALSE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /* Allocates state machine */
    s = GSM_AllocStateMachine();
    if (s == NULL)
        return 3;

    /* Enable state machine debugging to stderr
    * Same could be achieved by just using global debug config.
    */
    debug_info = GSM_GetDebug(s);
    GSM_SetDebugGlobal(FALSE, debug_info);
    GSM_SetDebugFileDescriptor(stderr, FALSE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /* Find configuration file (first command line parameter or
    * defaults)
    */
    error = GSM_FindGammuRC(&cfg, argc == 2 ? argv[1] : NULL);
    error_handler();

    /* Read it */
    error = GSM_ReadConfig(cfg, GSM_GetConfig(s, 0), 0);
    error_handler();

    /* Free config file structures */
    INI_Free(cfg);

    /* We have one valid configuration */
    GSM_SetConfigNum(s, 1);

    /* Connect to phone */
    /* 1 means number of replies you want to wait for */
    error = GSM_InitConnection(s, 1);
    error_handler();

    /* Here you can do some stuff with phone... */

    /* As an example we read some information about phone: */

    /* Manufacturer name */
    error = GSM_GetManufacturer(s, buffer);
    error_handler();
    printf("Manufacturer : %s\n", buffer);

(continued on next page)
/* Model name */
error = GSM_GetModel(s, buffer);
error_handler();
printf("Model : %s (%s)\n",
      GSM_GetModelInfo(s)->model,
      buffer);

/* Terminate connection */
error = GSM_TerminateConnection(s);
error_handler();

/* Free up used memory */
GSM_FreeStateMachine(s);

return 0;
}

5.2.2 Reading SMS message

#include <gammu.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <signal.h>

GSM_StateMachine *s;
INI_Section *cfg;
GSM_Error error;
volatile GSM_Error sms_send_status;
volatile gboolean gshutdown = FALSE;

/* Function to handle errors */
void error_handler(void)
{
    if (error != ERR_NONE) {
        printf("ERROR: %s\n", GSM_ErrorString(error));
        if (GSM_IsConnected(s))
            GSM_TerminateConnection(s);
        exit(error);
    }
}

/* Interrupt signal handler */
void interrupt(int sign)
{
    signal(sign, SIG_IGN);
}
gshutdown = TRUE;
}

int main(int argc UNUSED, char **argv UNUSED)
{
    GSM_Debug_Info *debug_info;
gboolean start;
    GSM_MultiSMSMessage sms;
    int i;

    /* Register signal handler */
signal(SIGINT, interrupt);
signal(SIGTERM, interrupt);

    /* We don't need gettext, but need to set locales so that
     * charset conversion works.
     */
    GSM_InitLocales(NULL);

    /* Enable global debugging to stderr */
    debug_info = GSM_GetGlobalDebug();
    GSM_SetDebugFileDescriptor(stderr, TRUE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /* Allocates state machine */
    s = GSM_AllocStateMachine();
    if (s == NULL)
        return 3;

    /* Enable state machine debugging to stderr
     * Same could be achieved by just using global debug config.
     */
    debug_info = GSM_GetDebug(s);
    GSM_SetDebugGlobal(FALSE, debug_info);
    GSM_SetDebugFileDescriptor(stderr, TRUE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /* Find configuration file (first command line parameter or
     * defaults)
     */
    error = GSM_FindGammuRC(&cfg, argc == 2 ? argv[1] : NULL);
    error_handler();

    /* Read it */
    error = GSM_ReadConfig(cfg, GSM_GetConfig(s, 0), 0);
    error_handler();

    /* Free config file structures */
    INI_Free(cfg);
}
/* We have one valid configuration */
GSM_SetConfigNum(s, 1);

/* Connect to phone */
/* 1 means number of replies you want to wait for */
error = GSM_InitConnection(s, 1);
error_handler();

/* Read all messages */
error = ERR_NONE;
start = TRUE;
sms.Number = 0;
sms.SMS[0].Location = 0;
sms.SMS[0].Folder = 0;
while (error == ERR_NONE && !gshutdown) {
    error = GSM_GetNextSMS(s, &sms, start);
    if (error == ERR_EMPTY) break;
    error_handler();
    start = FALSE;

    /* Now we can do something with the message */
    for (i = 0; i < sms.Number; i++) {
        printf("Location: \%d, Folder: \%d\n",
               sms.SMS[i].Location, sms.SMS[i].Folder);
        printf("Number: \"%s\"\n",
               DecodeUnicodeConsole(sms.SMS[i].Number));
        /*
        * Decoding with GSM_DecodeMultiPartSMS is also an option here,
        * but for simplicity we use this approach which will handle only
        * text messages.
        */
        if (sms.SMS[i].Coding == SMS_Coding_8bit) {
            printf("8-bit message, can not display\n");
        } else {
            printf("Text: \"%s\"\n",
                   DecodeUnicodeConsole(sms.SMS[i].Text));
        }
        printf("\n");
    }

    /* Terminate connection */
    error = GSM_TerminateConnection(s);
    error_handler();

    /* Free up used memory */
    GSM_FreeStateMachine(s);
}
return 0;
5.2.3 Sending SMS message

```c
#include <gammu.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <signal.h>

GSM_StateMachine *s;
INI_Section *cfg;
GSM_Error error;
volatile GSM_Error sms_send_status;
volatile gboolean gshutdown = FALSE;

/* Handler for SMS send reply */
void send_sms_callback (GSM_StateMachine *sm, int status, int MessageReference, void *user_data)
{
    printf("Sent SMS on device: "%s"\n", GSM_GetConfig(sm, -1)->Device);
    if (status==0) {
        printf("..OK");
        sms_send_status = ERR_NONE;
    } else {
        printf("..error %i", status);
        sms_send_status = ERR_UNKNOWN;
    }
    printf(", message reference=%d\n", MessageReference);
}

/* Function to handle errors */
void error_handler(void)
{
    if (error != ERR_NONE) {
        printf("ERROR: %s\n", GSM_ErrorString(error));
        if (GSM_IsConnected(s))
            GSM_TerminateConnection(s);
        exit(error);
    }
}

/* Interrupt signal handler */
void interrupt(int sign)
{
    signal(sign, SIG_IGN);
    gshutdown = TRUE;
}
```

(continues on next page)
```c
int main(int argc UNUSED, char **argv UNUSED)
{
    GSM_SMSMessage sms;
    GSM_SMSC PhoneSMSC;
    char recipient_number[] = "+1234567890";
    char message_text[] = "Sample Gammu message";
    GSM_Debug_Info *debug_info;
    int return_value = 0;

    /* Register signal handler */
    signal(SIGINT, interrupt);
    signal(SIGTERM, interrupt);

    /* We don't need gettext, but need to set locales so that
     * charset conversion works. */
    GSM_InitLocales(NULL);

    /* Enable global debugging to stderr */
    debug_info = GSM_GetGlobalDebug();
    GSM_SetDebugDescriptor(stderr, TRUE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /* Prepare message */
    /* Cleanup the structure */
    memset(&sms, 0, sizeof(sms));
    /* Encode message text */
    EncodeUnicode(sms.Text, message_text, strlen(message_text));
    /* Encode recipient number */
    EncodeUnicode(sms.Number, recipient_number, strlen(recipient_number));
    /* We want to submit message */
    sms.PDU = SMS_Submit;
    /* No UDH, just a plain message */
    sms.UDH.Type = UDH_NoUDH;
    /* We used default coding for text */
    sms.Coding = SMS_Coding_Default_No_Compression;
    /* Class 1 message (normal) */
    sms.Class = 1;

    /* Allocates state machine */
    s = GSM_AllocStateMachine();
    if (s == NULL)
        return 3;

    /* Enable state machine debugging to stderr
     * Same could be achieved by just using global debug config. */
    debug_info = GSM_GetDebug(s);
    GSM_SetDebugGlobal(FALSE, debug_info);
```
GSM_SetDebugFileDescriptor(stderr, TRUE, debug_info);
GSM_SetDebugLevel("textall", debug_info);

/*
 * Find configuration file (first command line parameter or
 * defaults)
 */
error = GSM_FindGammuRC(&cfg, argc == 2 ? argv[1] : NULL);
error_handler();

/* Read it */
error = GSM_ReadConfig(cfg, GSM_GetConfig(s, 0), 0);
error_handler();

/* Free config file structures */
INI_Free(cfg);

/* We have one valid configuration */
GSM_SetConfigNum(s, 1);

/* Connect to phone */
/* 1 means number of replies you want to wait for */
error = GSM_InitConnection(s, 1);
error_handler();

/* Set callback for message sending */
/* This needs to be done after initiating connection */
GSM_SetSendSMSStatusCallback(s, send_sms_callback, NULL);

/* We need to know SMSC number */
PhoneSMSC.Location = 1;
error = GSM_GetSMSC(s, &PhoneSMSC);
error_handler();

/* Set SMSC number in message */
CopyUnicodeString(sms.SMSC.Number, PhoneSMSC.Number);

/* Set flag before calling SendSMS, some phones might give
 * instant response
 */
sms_send_status = ERR_TIMEOUT;

/* Send message */
error = GSM_SendSMS(s, &sms);
error_handler();

/* Wait for network reply */
while (!gshutdown) {
    GSM_ReadDevice(s, TRUE);
    if (sms_send_status == ERR_NONE) {
        /* Message sent OK */
    }
}
return_value = 0;
break;
}
if (sms_send_status != ERR_TIMEOUT) {
/* Message sending failed */
return_value = 100;
break;
}
/* Terminate connection */
error = GSM_TerminateConnection(s);
error_handler();
/* Free up used memory */
GSM_FreeStateMachine(s);
return return_value;

5.2.4 Sending Long SMS message

#include <gammu.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <signal.h>

GSM_StateMachine *s;
INI_Section *cfg;
GSM_Error error;
volatile GSM_Error sms_send_status;
volatile gboolean gshutdown = FALSE;

/* Handler for SMS send reply */
void send_sms_callback (GSM_StateMachine *sm, int status, int MessageReference, void *user_data)
{
    printf("Sent SMS on device: \"%s\"\n", GSM_GetConfig(sm, -1)->Device);
    if (status==0) {
        printf("..OK");
        sms_send_status = ERR_NONE;
    } else {
        printf("..error %i", status);
        sms_send_status = ERR_UNKNOWN;
    }
}
/* Function to handle errors */
void error_handler(void)
{
    if (error != ERR_NONE) {
        printf("ERROR: %s\n", GSM_ErrorString(error));
        if (GSM_IsConnected(s))
            GSM_TerminateConnection(s);
        exit(error);
    }
}

/* Interrupt signal handler */
void interrupt(int sign)
{
    signal(sign, SIG_IGN);
    gshutdown = TRUE;
}

int main(int argc UNUSED, char **argv UNUSED)
{
    GSM_MultiSMSMessage SMS;
    int i;
    GSM_MultiPartSMSInfo SMSInfo;
    GSM_SMSC PhoneSMSC;
    char recipient_number[] = "+1234567890";
    char message_text[] = "Very long example Gammu message to show how to construct concatenated messages using libGammu. Very long example Gammu message to show how to construct concatenated messages using libGammu."
    unsigned char message_unicode[(sizeof(message_text) + 1) * 2];
    GSM_Debug_Info *debug_info;
    int return_value = 0;

    /* Register signal handler */
    signal(SIGINT, interrupt);
    signal(SIGTERM, interrupt);

    /*
    * We don't need gettext, but need to set locales so that
    * charset conversion works.
    */
    GSM_InitLocales(NULL);

    /* Enable global debugging to stderr */
    debug_info = GSM_GetGlobalDebug();
    GSM_SetDebugFileDescriptor(stderr, TRUE, debug_info);
    GSM_SetDebugLevel("textall", debug_info);

    /*
    * Fill in SMS info structure which will be used to generate
    */

    (continues on next page)
GSM_ClearMultiPartSMSInfo(&SMSInfo);
/* Class 1 message (normal) */
SMSInfo.Class = 1;
/* Message will be consist of one part */
SMSInfo.EntriesNum = 1;
/* No unicode */
SMSInfo.UnicodeCoding = FALSE;
/* The part has type long text */
SMSInfo.Entries[0].ID = SMS_ConcatenatedTextLong;
/* Encode message text */
EncodeUnicode(message_unicode, message_text, strlen(message_text));
SMSInfo.Entries[0].Buffer = message_unicode;

printf("%s\n", DecodeUnicodeConsole(SMSInfo.Entries[0].Buffer));

/* Encode message into PDU parts */
error = GSM_EncodeMultiPartSMS(debug_info, &SMSInfo, &SMS);
error_handler();

/* Allocates state machine */
s = GSM_AllocStateMachine();
if (s == NULL)
    return 3;

/* Enable state machine debugging to stderr */
* Same could be achieved by just using global debug config. */
dbg_info = GSM_GetDebug(s);
GSM_SetDebugGlobal(FALSE, dbg_info);
GSM_SetDebugFileDescriptor(stderr, TRUE, dbg_info);
GSM_SetDebugLevel("textall", dbg_info);

/* Find configuration file (first command line parameter or */
* defaults) */
error = GSM_FindGammuRC(&cfg, argc == 2 ? argv[1] : NULL);
error_handler();

/* Read it */
error = GSM_ReadConfig(cfg, GSM_GetConfig(s, 0), 0);
error_handler();

/* Free config file structures */
INI_Free(cfg);

/* We have one valid configuration */
GSM_SetConfigNum(s, 1);
/* Connect to phone */
/* 1 means number of replies you want to wait for */
error = GSM_InitConnection(s, 1);
error_handler();

/* Set callback for message sending */
/* This needs to be done after initiating connection */
GSM_SetSendSMSStatusCallback(s, send_sms_callback, NULL);

/* We need to know SMSC number */
PhoneSMSC.Location = 1;
error = GSM_GetSMSC(s, &PhoneSMSC);
error_handler();

/* Send message parts */
for (i = 0; i < SMS.Number; i++) {
    /* Set SMSC number in message */
    CopyUnicodeString(SMS.SMS[i].SMSC.Number, PhoneSMSC.Number);

    /* Prepare message */
    /* Encode recipient number */
    EncodeUnicode(SMS.SMS[i].Number, recipient_number, strlen(recipient_number));

    /* We want to submit message */
    SMS.SMS[i].PDU = SMS_Submit;

    /*
     * Set flag before calling SendSMS, some phones might give
     * instant response
     */
    sms_send_status = ERR_TIMEOUT;

    /* Send message */
    error = GSM_SendSMS(s, &SMS.SMS[i]);
    error_handler();

    /* Wait for network reply */
    while (!gshutdown) {
        GSM_ReadDevice(s, TRUE);
        if (sms_send_status == ERR_NONE) {
            /* Message sent OK */
            return_value = 0;
            break;
        }
        if (sms_send_status != ERR_TIMEOUT) {
            /* Message sending failed */
            return_value = 100;
            break;
        }
    }
}
/* Terminate connection */
error = GSM_TerminateConnection(s);
error_handler();

/* Free up used memory */
GSM_FreeStateMachine(s);

return return_value;
}

/* Editor configuration */
/* vim: noexpandtab sw=8 ts=8 sts=8 tw=72 */

5.2.5 SMSD example

/* Simple C program to start SMSD without all magic normal gammu-smsd does */
#include <gammu-smsd.h>
#include <assert.h>

int main(int argc UNUSED, char **argv UNUSED)
{
    GSM_SMSDConfig *config;
    GSM_Error error;
    char *config_file = NULL; /* Use default compiled in path */

    /*
     * We don't need gettext, but need to set locales so that
     * charset conversion works.
     */
    GSM_InitLocales(NULL);

    /* Initialize configuration with program name */
    config = SMSD_NewConfig("smsd-example");
    assert(config != NULL);

    /* Read configuration file */
    error = SMSD_ReadConfig(config_file, config, TRUE);
    if (error != ERR_NONE) {
        printf("Failed to read config!\n");
        SMSD_FreeConfig(config);
        return 2;
    }

    /* Start main SMSD loop which processes messages */
    /*
      * This normally never terminates, you need to signal it
      * by SMSD_Shutdown(config); (for example from signal handler)
      * to make it stop.
      */
}
5.2.6 Custom configuration

```c
/* libGammu example to show how to set configuration manually instead */
/* of parsing ~/.gammurc */
#include <gammu.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
GSM_StateMachine *s;
GSM_Error error;
char buffer[100];

/* Function to handle errors */
void error_handler(void)
{
    if (error != ERR_NONE) {
        printf("ERROR: %s\n", GSM_ErrorString(error));
        if (GSM_IsConnected(s))
            GSM_TerminateConnection(s);
        exit(error);
    }
}

int main(int argc, char **argv)
{
    GSM_Debug_Info *debug_info;
    GSM_Config *cfg;

    if (argc != 4) {
        printf("Usage: custom-config DEVICE CONNECTION MODEL\n");
    }

    /* We don't need gettext, but need to set locales so that */
    LINUXCfg_LoadLocales();
    LINUXCfg_LoadSysLocales();
    LINUXCfg_LoadUserLocales();

    cfg = GSM_LoadConfig(NULL);
    LINUXCfg_PrintUsage();
    LINUXCfg_PrintCustomConfig();

    if (argc != 4) {
        printf("Usage: custom-config DEVICE CONNECTION MODEL\n");
    }

    /* We don't need gettext, but need to set locales so that */
    LINUXCfg_LoadLocales();
    LINUXCfg_LoadSysLocales();
    LINUXCfg_LoadUserLocales();

    cfg = GSM_LoadConfig(NULL);
    LINUXCfg_PrintUsage();
    LINUXCfg_PrintCustomConfig();

    if (argc != 4) {
        printf("Usage: custom-config DEVICE CONNECTION MODEL\n");
    }

    return 0;
}
```

(continued on next page)
/* charset conversion works. */
GSM_InitLocales(NULL);

/* Enable global debugging to stderr */
dbg_info = GSM_GetGlobalDebug();
GSM_SetDebugFileDescriptor(stderr, FALSE, dbg_info);
GSM_SetDebugLevel("textall", dbg_info);

/* Allocates state machine */
s = GSM_AllocStateMachine();
if (s == NULL)
    return 3;

/* Enable state machine debugging to same config as global one. */
dbg_info = GSM_GetDebug(s);
GSM_SetDebugGlobal(TRUE, dbg_info);

/* Get pointer to config structure. */
cfg = GSM_GetConfig(s, 0);

/* Set configuration, first freeing old values. */
free(cfg->Device);
    cfg->Device = strdup(argv[1]);
free(cfg->Connection);
    cfg->Connection = strdup(argv[2]);
/* For historical reasons this is not a pointer */
strcpy(cfg->Model, argv[3]);

/* We have one valid configuration */
GSM_SetConfigNum(s, 1);

/* Connect to phone */
/* 1 means number of replies you want to wait for */
error = GSM_InitConnection(s, 1);
    error_handler();

/* Here you can do some stuff with phone... */

/* As an example we read some information about phone: */

/* Manufacturer name */
error = GSM_GetManufacturer(s, buffer);
    error_handler();
    printf("Manufacturer : %s\n", buffer);
/* Model name */
error = GSM_GetModel(s, buffer);
error_handler();
printf("Model : %s (%s)\n",
    GSM_GetModelInfo(s)->model,
    buffer);

/* Terminate connection */
error = GSM_TerminateConnection(s);
error_handler();

/* Free up used memory */
GSM_FreeStateMachine(s);

    return 0;
}

/* Editor configuration */
* vim: noexpandtab sw=8 ts=8 sts=8 tw=72:
 */

5.3 libGammu C API

5.3.1 Backup

_**GSM_Error GSM_ReadSMSBackupFile***(const char *FileName, GSM_SMS_Backup *backup)*

Reads SMS backup file.

**Parameters**

- **FileName** – file name
- **backup** – structure where backup will be stored

**Returns**

Error code

_**GSM_Error GSM_AddSMSBackupFile***(const char *FileName, GSM_SMS_Backup *backup)*

Adds data to SMS backup file.

**Parameters**

- **FileName** – file name
- **backup** – structure holding backup data

**Returns**

Error code

_**void GSM_ClearSMSBackup***(GSM_SMS_Backup *backup)*

Clears SMS backup structure

**Parameters**

- **backup** – structure where backup data will be stored
void GSM_FreeSMSBackup(GSM_SMS_Backup *backup)
Deallocates all members of SMS backup structure

Parameters
• backup – structure where backup data will be stored

GSM_Error GSM_SaveBackupFile(char *FileName, GSM_Backup *Backup, GSM_BackupFormat Format)
Save backup file.

Parameters
• FileName – Name of file (format is detected from it).
• Backup – structure holding backup data
• Format – Backup format.

Returns
Error code

GSM_BackupFormat GSM_GuessBackupFormat(const char *FileName, const gboolean UseUnicode)
Guesses backup format based on filename.

Parameters
• FileName – Name of backup filename.
• UseUnicode – Whether to prefer unicode variant when guessing.

Returns
Backup format on success -1 on error.

GSM_Error GSM_ReadBackupFile(const char *FileName, GSM_Backup *backup, GSM_BackupFormat Format)
Reads data from backup file.

Parameters
• FileName – Name of file (format is detected from it).
• backup – structure where backup data will be stored
• Format – Format of backup. For Gammu backups, unicode subformats are ignored.

Returns
Error code

void GSM_ClearBackup(GSM_Backup *backup)
Clears backup structure

Parameters
• backup – structure where backup data will be stored

void GSM_FreeBackup(GSM_Backup *backup)
Deallocates all members of backup structure

Parameters
• backup – structure where backup data will be stored

void GSM_GetBackupFormatFeatures(GSM_BackupFormat Format, GSM_Backup_Info *info)
Gets information about format features.

Parameters
• **Format** – Format of backup.
• **info** – Output information about backup features.

```c
void GSM_GetBackupFileFeatures(GSM_BackupFormat Format, GSM_Backup_Info *info, GSM_Backup *backup)
```

Gets information about backup data features (resp. which data it contains).

**Parameters**

• **Format** – Format of backup.
• **info** – Output information about backup features.
• **backup** – Backup data to check.

```c
struct GSM_SMS_Backup
```

SMS backup data.

**Public Members**

```c
GSM_SMSMessage *SMS[GSM_BACKUP_MAX_SMS + 1]
```

List of SMS messages.

```c
struct GSM_Backup
```

Backup data.

**Public Members**

```c
char IMEI[GSM_MAX_IMEI_LENGTH]
```

IMEI of phone which has been backed up

```c
char Model[GSM_MAX_MODEL_LENGTH + GSM_MAX_VERSION_LENGTH]
```

Model of phone which has been backed up

```c
char Creator[512]
```

Name of program which created backup

```c
GSM_DateTime DateTime
```

Timestamp of backup

```c
gboolean DateTimeAvailable
```

Whether timestamp is present

```c
char MD5Original[100]
```

Original MD5 of backup from file

```c
char MD5Calculated[100]
```

Calculated MD5 of backup
GSM_MemoryEntry *PhonePhonebook[GSM_BACKUP_MAX_PHONEPHONEBOOK + 1]
  Phone phonebook

GSM_MemoryEntry *SIMPhonebook[GSM_BACKUP_MAX_SIMPHONEBOOK + 1]
  SIM phonebook

GSM_CalendarEntry *Calendar[GSM_MAXCALENDARTODONOTES + 1]
  Calendar

GSM_Bitmap *CallerLogos[GSM_BACKUP_MAX_CALLER + 1]
  Caller logos

GSM_SMSC *SMSC[GSM_BACKUP_MAX_SMSC + 1]
  SMS configuration

GSM_WAPBookmark *WAPBookmark[GSM_BACKUP_MAX_WAPBOOKMARK + 1]
  WAP bookmarks

GSM_MultiWAPSettings *WAPSettings[GSM_BACKUP_MAX_WAPSETTINGS + 1]
  WAP settings

GSM_MultiWAPSettings *MMSSettings[GSM_BACKUP_MAX_MMSSETTINGS + 1]
  MMS settings

GSM_SyncMLSettings *SyncMLSettings[GSM_BACKUP_MAX_SYNCMLSETTINGS + 1]
  SyncMC settings

GSM_ChatSettings *ChatSettings[GSM_BACKUP_MAX_CHATSETTINGS + 1]
  Chat settings

GSM_Ringtone *Ringtone[GSM_BACKUP_MAX_RINGTONES + 1]
  Ringtones

GSM_ToDoEntry *ToDo[GSM_MAXCALENDARTODONOTES + 1]
  To do tasks

GSM_Profile *Profiles[GSM_BACKUP_MAX_PROFILES + 1]
  Profiles

GSM_FMStation *FMStation[GSM_BACKUP_MAX_FMSTATIONS + 1]
  FM stations

GSM_GPRSAccessPoint *GPRSPoint[GSM_BACKUP_MAX_GPRSPOINT + 1]
  GPRS configurations
GSM_NoteEntry *Note[GSM_BACKUP_MAX_NOTE + 1]
  Notes

GSM_Bitmap *StartupLogo
  Startup logo

GSM_Bitmap *OperatorLogo
  Operator logo

enum GSM_BackupFormat
  Backup data.
  
Values:

enumerator GSM_Backup_Auto
  Compatibility with old gboolean used instead of format.
  
  File type is guessed for extension, non unicode format used for Gammu backup.

enumerator GSM_Backup_AutoUnicode
  Compatibility with old gboolean used instead of format.
  
  File type is guessed for extension, unicode format used for Gammu backup.

enumerator GSM_Backup_LMB
  LMB format, compatible with Logo manager, can store phonebooks and logos.

enumerator GSM_Backup_VCalendar
  vCalendar standard, can store todo and calendar entries.

enumerator GSM_Backup_VCard
  vCard standard, can store phone phonebook entries.

enumerator GSM_Backup_LDIF
  LDIF (LDAP Data Interchange Format), can store phone phonebook entries.

enumerator GSM_BackupICS
  iCalendar standard, can store todo and calendar entries.

enumerator GSM_Backup_Gammu
  Gammu own format can store almost anything from phone.
  
  This is ASCII version of the format, Unicode strings are HEX encoded. Use GSM_Backup_GammuUCS2 instead if possible.

enumerator GSM_Backup_GammuUCS2
  Gammu own format can store almost anything from phone.
  
  This is UCS2-BE version of the format.
enumerator `GSM_Backup_VNote`

  vNote standard, can store phone notes.

struct `GSM_Backup_Info`

  Information about supported backup features.

`GSM_BACKUP_MAX_SMS`

  Maximal number of SMSes in backup.

  
  **Todo:**
  
  This should not be hardcoded.

### 5.3.2 Bitmap

`GSM_Error GSM_GetBitmap(GSM_StateMachine *s, GSM_Bitmap *Bitmap)`

  Gets bitmap from phone.

`GSM_Error GSM_SetBitmap(GSM_StateMachine *s, GSM_Bitmap *Bitmap)`

  Sets bitmap in phone.

`void GSM_PrintBitmap(FILE *file, GSM_Bitmap *bitmap)`

  Prints bitmap to file descriptor.

  **Parameters**

  * `file` – Where to print.
  * `bitmap` – Bitmap to print.

`GSM_Error GSM_SaveBitmapFile(char *FileName, GSM_MultiBitmap *bitmap)`

  Saves bitmap to file.

  **Parameters**

  * `FileName` – Where to save.
  * `bitmap` – Bitmap to save.

  **Returns**

  Error code

`GSM_Error GSM_ReadBitmapFile(char *FileName, GSM_MultiBitmap *bitmap)`

  Reads bitmap from file.

  **Parameters**

  * `FileName` – Where to load from.
  * `bitmap` – Pointer where to load bitmap.

  **Returns**

  Error code
gboolean GSM_IsPointBitmap(GSM_Bitmap *bmp, int x, int y)
Checks whether point is set in bitmap.

Parameters
• bmp – Bitmap
• x – Horizontal coordinate.
• y – Vertical coordinate.

Returns
True if point is set.

void GSM_SetPointBitmap(GSM_Bitmap *bmp, int x, int y)
Sets point in bitmap.

Parameters
• bmp – Bitmap
• x – Horizontal coordinate.
• y – Vertical coordinate.

void GSM_ClearPointBitmap(GSM_Bitmap *bmp, int x, int y)
Clears point in bitmap.

Parameters
• bmp – Bitmap
• x – Horizontal coordinate.
• y – Vertical coordinate.

void GSM_ClearBitmap(GSM_Bitmap *bmp)
Clears bitmap.

Parameters
• bmp – Bitmap

enum GSM_BinaryPicture_Types
Binary picture types.

Values:
enumerator PICTURE_BMP
enumerator PICTURE_GIF
enumerator PICTURE_JPG
enumerator PICTURE_ICN
enumerator PICTURE_PNG
struct GSM_BinaryPicture
   Binary picture data.

enum GSM_Bitmap_Types
   Enum to handle all possible bitmaps, which are not saved in various filesystems.
   Values:

   enumerator GSM_None
   enumerator GSM_ColourStartupLogo_ID
      ID of static file in filesystem displayed during startup
   enumerator GSM_StartupLogo
      Static mono bitmap/ID of animated mono bitmap displayed during startup
   enumerator GSM_ColourOperatorLogo_ID
      ID of static file in filesystem displayed instead of operator name
   enumerator GSM_OperatorLogo
      Mono bitmap displayed instead of operator name
   enumerator GSM_ColourWallPaper_ID
      ID of static file in filesystem displayed as wallpaper
   enumerator GSM_CallerGroupLogo
      Mono bitmap assigned to caller group
   enumerator GSM_DealerNote_Text
      Text displayed during startup, which can’t be removed from phone menu
   enumerator GSM_WelcomeNote_Text
      Text displayed during startup
   enumerator GSM_PictureImage
      Image defined in Smart Messaging specification
   enumerator GSM_PictureBinary
      Binary picture (BMP, GIF, etc.)

struct GSM_Bitmap
   Structure for all possible bitmaps, which are not saved in various filesystems
Public Members

GSM_Bitmap_Types Type
For all: bitmap type

unsigned char Location
For caller group logos: number of group For startup logos: number of animated bitmap

unsigned char Text[2 * (GSM_BITMAP_TEXT_LENGTH + 1)]
For dealer/welcome note text: text For caller group logo: name of group For picture images: text assigned to it

gboolean BitmapEnabled
For caller group logo: TRUE, when logo is enabled in group

gboolean DefaultName
For caller group logo: TRUE, when group has default name

gboolean DefaultBitmap
For caller group logo: TRUE, when group has default bitmap

gboolean DefaultRingtone
For caller group logo: TRUE, when group has default ringtone

unsigned char RingtoneID
For caller group logo: ringtone ID. Phone model specific

int PictureID
For caller group logo: picture ID. Phone model specific

unsigned char BitmapPoints[GSM_BITMAP_SIZE]
For mono bitmaps: body of bitmap

size_t BitmapHeight
For mono bitmaps: height specified in pixels

size_t BitmapWidth
For mono bitmaps: width specified in pixels

char NetworkCode[10]
For operator logos: Network operator code

unsigned char Sender[2 * (GSM_MAX_NUMBER_LENGTH + 1)]
For picture images: number of sender
unsigned char ID
  For colour bitmaps: ID

**GSM_BinaryPicture** BinaryPic
  For binary pictures (GIF, BMP, etc.): frame and length

unsigned char Name[2 * (GSM_BITMAP_TEXT_LENGTH + 1)]
  Bitmap name

struct GSM_MultiBitmap
  Structure to handle more than one bitmap

**Public Members**

unsigned char Number
  Number of bitmaps

**GSM_Bitmap** Bitmap[GSM_MAX_MULTI_BITMAP]
  All bitmaps

**GSM_Error** GSM_GetScreenshot**(GSM_StateMachine \*s, GSM_BinaryPicture \*picture)**
  Gets phone screenshot.

  **Parameters**
  - \*s – State machine pointer.
  - \*picture – Structure which will hold data.

### 5.3.3 Calendar

void GSM_CalendarFindDefaultTextTimeAlarmPhone**(GSM_CalendarEntry \*entry, int \*Text, int \*Time, int \*Alarm, int \*Phone, int \*EndTime, int \*Location)**
  Finds index of default entries.

**GSM_Error** GSM_EncodeVTODO**(char \*Buffer, const size_t buff_len, size_t \*Length, const GSM_ToDoEntry \*note, const gboolean header, const GSM_VToDoVersion Version)**
  Encodes vTodo to buffer.

  **Parameters**
  - Buffer – Storage for data.
  - Length – Pointer to current position in data (will be incremented).
  - note – Pointer to encode.
  - header – Whether to include vCalendar header.
  - Version – Format of vTodo to create.
Returns
Error code.

`GSM_Error GSM_EncodeVCALENDAR(char *Buffer, const size_t buff_len, size_t *Length, GSM_CalendarEntry *note, const gboolean header, const GSM_VCalendarVersion Version)`

Encodes vCalendar to buffer.

Parameters
• `Buffer` – Storage for data.
• `Length` – Pointer to current position in data (will be incremented).
• `note` – Note to encode.
• `header` – Whether to include vCalendar header.
• `Version` – Format of vCalendar to create.

Returns
Error code.

`GSM_Error GSM_DecodeVNOTE(char *Buffer, size_t *Pos, GSM_NoteEntry *Note)`

Decodes vNote from buffer.

Parameters
• `Buffer` – Buffer to decode.
• `Pos` – Current position in buffer (will be updated).
• `Note` – Storage for note entry.

Returns
Error code.

`GSM_Error GSM_EncodeVNTFile(char *Buffer, const size_t buff_len, size_t *Length, GSM_NoteEntry *Note)`

Encodes vNote to buffer.

Parameters
• `Buffer` – Storage for data.
• `Length` – Pointer to current position in data (will be incremented).
• `Note` – Note to encode.

Returns
Error code.

`GSM_Error GSM_DecodeVCALENDAR_VTODO(GSM_Debug_Info *di, char *Buffer, size_t *Pos, GSM_CalendarEntry *Calendar, GSM_ToDoEntry *ToDo, GSM_VCalendarVersion CalVer, GSM_VToDoVersion ToDoVer)`

Decodes vCalendar and vTodo buffer.

Parameters
• `di` – Pointer to debugging description.
• `Buffer` – Buffer to decode.
• `Pos` – Current position in buffer (will be updated).
• Calendar – Storage for calendar entry.
• ToDo – Storage for todo entry.
• CalVer – Format of vCalendar.
• ToDoVer – Format of vTodo.

Returns
Error code

gboolean GSM_IsCalendarNoteFromThePast(GSM_CalendarEntry *note)
Detects whether calendar note is in past.

Parameters
• note – Note to check.

Returns
Whether entry is in past.

GSM_Error GSM_GetAlarm(GSM_StateMachine *s, GSM_Alarm *Alarm)
Reads alarm set in phone.

Parameters
• s – State machine pointer.
  • Alarm – Storage for alarm.

Returns
Error code

GSM_Error GSM_SetAlarm(GSM_StateMachine *s, GSM_Alarm *Alarm)
Sets alarm in phone.

Parameters
• s – State machine pointer.
  • Alarm – Alarm to set.

Returns
Error code

GSM_Error GSM_GetToDoStatus(GSM_StateMachine *s, GSM_ToDoStatus *status)
Gets status of ToDos (count of used entries).

Parameters
• s – State machine pointer.
  • status – Storage for todo status.

Returns
Error code

GSM_Error GSM_GetToDo(GSM_StateMachine *s, GSM_ToDoEntry *ToDo)
Reads ToDo from phone.

Parameters
• s – State machine pointer.
  • ToDo – Storage for note.
Returns
Error code

\texttt{GSM\_Error GSM\_GetNextToDo}(\texttt{GSM\_StateMachine *s, GSM\_ToDoEntry *ToDo, gboolean start})
Reads ToDo from phone.

Parameters

- \texttt{s} – State machine pointer.
- \texttt{ToDo} – Storage for note, if start is FALSE, should contain data from previous read (at least position).
- \texttt{start} – Whether we’re doing initial read or continue in reading.

Returns
Error code

\texttt{GSM\_Error GSM\_SetToDo}(\texttt{GSM\_StateMachine *s, GSM\_ToDoEntry *ToDo})
Sets ToDo in phone.

Parameters

- \texttt{s} – State machine pointer.
- \texttt{ToDo} – ToDo to set, should contain valid location.

Returns
Error code

\texttt{GSM\_Error GSM\_AddToDo}(\texttt{GSM\_StateMachine *s, GSM\_ToDoEntry *ToDo})
Adds ToDo in phone.

Parameters

- \texttt{s} – State machine pointer.
- \texttt{ToDo} – ToDo to add.

Returns
Error code

\texttt{GSM\_Error GSM\_DeleteToDo}(\texttt{GSM\_StateMachine *s, GSM\_ToDoEntry *ToDo})
Deletes ToDo entry in phone.

Parameters

- \texttt{s} – State machine pointer.
- \texttt{ToDo} – ToDo to delete, only location is actually used.

Returns
Error code

\texttt{GSM\_Error GSM\_DeleteAllToDo}(\texttt{GSM\_StateMachine *s})
Deletes all todo entries in phone.

Parameters

- \texttt{s} – State machine pointer.

Returns
Error code
GSM Error GSM_GetCalendarStatus (GSM_StateMachine *s, GSM_CalendarStatus *Status)
Retrieves calendar status (number of used entries).

Parameters
• s – State machine pointer.
• Status – Storage for status.

Returns
Error code

GSM Error GSM_GetCalendar (GSM_StateMachine *s, GSM_CalendarEntry *Note)
Retrieves calendar entry.

Parameters
• s – State machine pointer.
• Note – Storage for note.

Returns
Error code

GSM Error GSM_GetNextCalendar (GSM_StateMachine *s, GSM_CalendarEntry *Note, gboolean start)
Retrieves calendar entry. This is useful for continuous reading of all calendar entries.

Parameters
• s – State machine pointer.
• Note – Storage for note, if start is FALSE, should contain data from previous read (at least position).
• start – Whether we’re doing initial read or continue in reading.

Returns
Error code

GSM Error GSM_SetCalendar (GSM_StateMachine *s, GSM_CalendarEntry *Note)
Sets calendar entry

Parameters
• s – State machine pointer.
• Note – New note values, needs to contain valid position.

Returns
Error code

GSM Error GSM_AddCalendar (GSM_StateMachine *s, GSM_CalendarEntry *Note)
Adds calendar entry.

Parameters
• s – State machine pointer.
• Note – Note to add.

Returns
Error code
GSM_Error GSM_DeleteCalendar(GSM_StateMachine *s, GSM_CalendarEntry *Note)
Deletes calendar entry.

Parameters
• s – State machine pointer.
• Note – Note to delete, must contain position.

Returns
Error code

GSM_Error GSM_DeleteAllCalendar(GSM_StateMachine *s)
Deletes all calendar entries.

Parameters
• s – State machine pointer.

Returns
Error code

GSM_Error GSM_GetCalendarSettings(GSM_StateMachine *s, GSM_CalendarSettings *settings)
Reads calendar settings.

Parameters
• s – State machine pointer.
• settings – Storage for settings.

Returns
Error code

GSM_Error GSM_SetCalendarSettings(GSM_StateMachine *s, GSM_CalendarSettings *settings)
Sets calendar settings.

Parameters
• s – State machine pointer.
• settings – New calendar settings.

Returns
Error code

GSM_Error GSM_GetNotesStatus(GSM_StateMachine *s, GSM_ToDoStatus *status)
Retrieves notes status (number of used entries).

Parameters
• s – State machine pointer.
• status – Storage for status.

Returns
Error code

GSM_Error GSM_GetNote(GSM_StateMachine *s, GSM_NoteEntry *Note)
Retrieves notes entry.

Parameters
• s – State machine pointer.
• Note – Storage for note.
Returns
Error code

`GSM_Error GSM_GetNextNote(GSM_StateMachine *s, GSM_NoteEntry *Note, gboolean start)`
Retrieves note entry. This is useful for continuous reading of all notes entries.

Parameters
- `s` – State machine pointer.
- `Note` – Storage for note, if start is FALSE, should contain data from previous read (at least position).
- `start` – Whether we’re doing initial read or continue in reading.

Returns
Error code

`GSM_Error GSM_SetNote(GSM_StateMachine *s, GSM_NoteEntry *Note)`
Sets note entry

Parameters
- `s` – State machine pointer.
- `Note` – New note values, needs to contain valid position.

Returns
Error code

`GSM_Error GSM_AddNote(GSM_StateMachine *s, GSM_NoteEntry *Note)`
Adds note entry.

Parameters
- `s` – State machine pointer.
- `Note` – Note to add.

Returns
Error code

`GSM_Error GSM_DeleteNote(GSM_StateMachine *s, GSM_NoteEntry *Note)`
Deletes note entry.

Parameters
- `s` – State machine pointer.
- `Note` – Note to delete, must contain position.

Returns
Error code

`GSM_Error GSM_DeleteAllNotes(GSM_StateMachine *s)`
Deletes all notes entries.

Parameters
- `s` – State machine pointer.

Returns
Error code
struct GSM_CalendarSettings
    Calendar settings structure.

Public Members

    int StartDay
        Monday = 1, Tuesday = 2,…

    int AutoDelete
        0 = no delete, 1 = after day,…

struct GSM_ToDoStatus
    Status of to do entries.

Public Members

    int Free
        Number of free positions.

    int Used
        Number of used positions.

struct GSM_CalendarStatus
    Structure used for returning calendar status.

Public Members

    int Free
        Number of free positions.

    int Used
        Number of used positions.

enum GSM_CalendarNoteType
    Enum defines types of calendar notes
    Values:

    enumerator GSM_CAL_REMINDER
        Reminder or Date

    enumerator GSM_CAL_CALL
        Call
enumerator GSM_CAL_MEETING
    Meeting

enumerator GSM_CAL_BIRTHDAY
    Birthday or Anniversary or Special Occasion

enumerator GSM_CAL_MEMO
    Memo or Miscellaneous

enumerator GSM_CAL_TRAVEL
    Travel

enumerator GSM_CAL_VACATION
    Vacation

enumerator GSM_CAL_T_ATHL
    Training - Athletism

enumerator GSM_CAL_T_BALL
    Training - Ball Games

enumerator GSM_CAL_T_CYCL
    Training - Cycling

enumerator GSM_CAL_T_BUDO
    Training - Budo

enumerator GSM_CAL_T_DANC
    Training - Dance

enumerator GSM_CAL_T_EXTR
    Training - Extreme Sports

enumerator GSM_CAL_T_FOOT
    Training - Football

enumerator GSM_CAL_T_GOLF
    Training - Golf

enumerator GSM_CAL_T_GYM
    Training - Gym

enumerator GSM_CAL_T_HORS
    Training - Horse Race
enumerator GSM_CAL_T_HOCK
    Training - Hockey

enumerator GSM_CAL_T_RACE
    Training - Races

enumerator GSM_CAL_T_RUGB
    Training - Rugby

enumerator GSM_CAL_T_SAIL
    Training - Sailing

enumerator GSM_CAL_T_STRE
    Training - Street Games

enumerator GSM_CAL_T_SWIM
    Training - Swimming

enumerator GSM_CAL_T_TENN
    Training - Tennis

enumerator GSM_CAL_T_TRAV
    Training - Travels

enumerator GSM_CAL_T_WINT
    Training - Winter Games

enumerator GSM_CAL_ALARM
    Alarm

enumerator GSM_CAL_DAILY_ALARM
    Alarm repeating each day.

enumerator GSM_CAL_SHOPPING
    Shopping

enum GSM_CalendarType
    One value of calendar event.
    Values:

enumerator CAL_START_DATETIME
    Date and time of event start.

enumerator CAL_END_DATETIME
    Date and time of event end.
enumerator CAL_TONE_ALARM_DATETIME
    Alarm date and time.

enumerator CAL_SILENT_ALARM_DATETIME
    Date and time of silent alarm.

enumerator CAL_TEXT
    Text.

enumerator CAL_DESCRIPTION
    Detailed description.

enumerator CAL_LOCATION
    Location.

enumerator CAL_PHONE
    Phone number.

enumerator CAL_PRIVATE
    Whether this entry is private.

enumerator CAL_CONTACTID
    Related contact id.

enumerator CAL_REPEAT_DAYOFWEEK
    Repeat each x’th day of week.

enumerator CAL_REPEAT_DAY
    Repeat each x’th day of month.

enumerator CAL_REPEAT_DAYOFYEAR
    Repeat each x’th day of year.

enumerator CAL_REPEAT_WEEKOFMONTH
    Repeat x’th week of month.

enumerator CAL_REPEAT_MONTH
    Repeat x’th month.

enumerator CAL_REPEAT_FREQUENCY
    Repeating frequency.

enumerator CAL_REPEAT_STARTDATE
    Repeating start.
enumerator CAL_REPEAT_STOPDATE
    Repeating end.

enumerator CAL_REPEAT_COUNT
    Number of repetitions.

enumerator CAL_LUID
    IrMC LUID which can be used for synchronisation.

enumerator CAL_LAST_MODIFIED
    Date and time of last modification.

struct GSM_SubCalendarEntry
    One value of calendar event.

**Public Members**

*GSM_CalendarType* **EntryType**
    Type of value.

*GSM_DateTime* **Date**
    Date and time of value, if applicable.

int **Number**
    Number of value, if applicable.

*GSM_Error* **AddError**
    During adding SubEntry Gammu can return here info, if it was done OK

unsigned char **Text**[(GSM_MAX_CALENDAR_TEXT_LENGTH + 1) * 2]
    Text of value, if applicable.

struct GSM_CalendarEntry
    Calendar note values.

**Public Members**

*GSM_CalendarNoteType* **Type**
    Type of calendar note.

int **Location**
    Location in memory.
int EntriesNum

    Number of entries.

GSM_SubCalendarEntry Entries[GSM_CALENDAR_ENTRIES]

    Values of entries.

enum GSM_ToDoType

    Types of to do values. In parenthesis is member of GSM_SubToDoEntry, where value is stored.

    Values:

    enumerator TODO_END_DATETIME
        Due date (Date).

    enumerator TODO_COMPLETED
        Whether is completed (Number).

    enumerator TODO_ALARM_DATETIME
        When should alarm be fired (Date).

    enumerator TODO_SILENT_ALARM_DATETIME
        When should silent alarm be fired (Date).

    enumerator TODO_TEXT
        Text of to do (Text).

    enumerator TODO_DESCRIPTION
        Description of to do (Text).

    enumerator TODO_LOCATION
        Location of to do (Text).

    enumerator TODO_PRIVATE
        Whether entry is private (Number).

    enumerator TODO_CATEGORY
        Category of entry (Number).

    enumerator TODO_CONTACTID
        Related contact ID (Number).

    enumerator TODO_PHONE
        Number to call (Text).

    enumerator TODO_LUID
        IrMC LUID which can be used for synchronisation (Text).
enumerator TODO_LAST_MODIFIED
    Date and time of last modification (Date).

enumerator TODO_START_DATETIME
    Start date (Date).

enumerator TODO_COMPLETED_DATETIME
    Completed date (Date).

enum GSM_ToDo_Priority
    Priority of to do.
    Values:
    
enumerator GSM_Priority_None

enumerator GSM_Priority_High

enumerator GSM_Priority_Medium

enumerator GSM_Priority_Low

enumerator GSM_Priority_INVALID

struct GSM_SubToDoEntry
    Value of to do entry.

    Public Members

    GSM_ToDoType EntryType
        Type of entry.

    GSM_DateTime Date
        Date of value, if appropriate, see GSM_ToDoType.

    unsigned int Number
        Number of value, if appropriate, see GSM_ToDoType.

    unsigned char Text[(GSM_MAX_TODO_TEXT_LENGTH + 1) * 2]
        Text of value, if appropriate, see GSM_ToDoType.

struct GSM_ToDoEntry
    To do entry.
Public Members

**GSM_CalendarNoteType** *Type*
Type of todo note.

**GSM_ToDo_Priority** *Priority*
Priority of entry.

int **Location**
Location in memory.

int **EntriesNum**
Number of entries.

**GSM_SubToDoEntry** *Entries*[GSM_TODO_ENTRIES]
Values of current entry.

struct **GSM_NoteEntry**
Note entry.

Public Members

int **Location**
Location in memory.

char **Text**[(GSM_MAX_NOTE_TEXT_LENGTH + 1) * 2]
Text of note.

struct **GSM_Alarm**
Alarm values.

Public Members

int **Location**
Location where it is stored.

**GSM_DateTime** *DateTime*
Date and time of alarm.

**gboolean** *Repeating*
Whether it repeats each day.

unsigned char **Text**[(GSM_MAX_CALENDAR_TEXT_LENGTH + 1) * 2]
Text that is shown on display.
enum GSM_VToDoVersion
Format of vTodo.
Values:

enumerator Nokia_VToDo
Format compatible with Nokia - limited subsed of standard.

enumerator SonyEricsson_VToDo
Format compatible with SonyEricsson - complete standard.

enumerator Mozilla_VToDo
Format compatible with Mozilla - iCalendar based.

enum GSM_VCalendarVersion
Format of vCalendar export.
Values:

enumerator Nokia_VCalendar
vCalendar specially hacked for Nokia.

enumerator Siemens_VCalendar
vCalendar specially hacked for Siemens.

enumerator SonyEricsson_VCalendar
Standard vCalendar (which works for Sony-Ericsson phones)

enumerator Mozilla_iCalendar
iCalendar as compatible with Mozilla.

5.3.4 Callback

void GSM_SetIncomingCallCallback(GSM_StateMachine *s, IncomingCallCallback callback, void *user_data)
Sets callback for incoming calls.

Parameters

• s – State machine.
• callback – Pointer to callback function.
• user_data – Second parameter which will be passed to callback.

void GSM_SetIncomingSMSCallback(GSM_StateMachine *s, IncomingSMSCallback callback, void *user_data)
Sets callback for incoming SMSes.

Parameters

• s – State machine.
• callback – Pointer to callback function.
• **user_data** – Second parameter which will be passed to callback.

```c
void GSM_SetIncomingCBCallback(GSM_StateMachine *s, IncomingCBCallback callback, void *user_data)
```

Sets callback for incoming CB.

**Parameters**

- **s** – State machine.
- **callback** – Pointer to callback function.
- **user_data** – Second parameter which will be passed to callback.

```c
void GSM_SetIncomingUSSDCallback(GSM_StateMachine *s, IncomingUSSDCallback callback, void *user_data)
```

Sets callback for incoming USSD.

**Parameters**

- **s** – State machine.
- **callback** – Pointer to callback function.
- **user_data** – Second parameter which will be passed to callback.

```c
void GSM_SetSendSMSStatusCallback(GSM_StateMachine *s, SendSMSStatusCallback callback, void *user_data)
```

Sets callback for sending SMS.

**Parameters**

- **s** – State machine.
- **callback** – Pointer to callback function.
- **user_data** – Second parameter which will be passed to callback.

```c
typedef void (*IncomingCallCallback)(GSM_StateMachine *s, GSM_Call *call, void *user_data)
```

Callback for incoming calls.

```c
typedef void (*IncomingSMSCallback)(GSM_StateMachine *s, GSM_SMSMessage *sms, void *user_data)
```

Callback for incoming SMS.

```c
typedef void (*IncomingCBCallback)(GSM_StateMachine *s, GSM_CBMessage *cb, void *user_data)
```

Callback for incoming cell broadcast.

```c
typedef void (*IncomingUSSDCallback)(GSM_StateMachine *s, GSM_USSDMessage *ussd, void *user_data)
```

Callback for incoming USSD.

```c
typedef void (*SendSMSStatusCallback)(GSM_StateMachine *s, int status, int MessageReference, void *user_data)
```

Callback for sending SMS.
5.3.5 Call

GSM_Error GSM_DialVoice(GSM_StateMachine *s, char *Number, GSM_CallShowNumber ShowNumber)
Dials number and starts voice call.

Parameters
• s – State machine pointer.
• Number – Number to dial.
• ShowNumber – Whether we want to display number on phone.

Returns
Error code

GSM_Error GSM_DialService(GSM_StateMachine *s, char *Number)
Dials service number (usually for USSD).

Parameters
• s – State machine pointer.
• Number – Number to dial.

Returns
Error code

GSM_Error GSM_AnswerCall(GSM_StateMachine *s, int ID, gboolean all)
Accept current incoming call.

Parameters
• s – State machine pointer.
• ID – ID of call.
• all – Whether to handle all call and not only the one specified by ID.

Returns
Error code

GSM_Error GSM_CancelCall(GSM_StateMachine *s, int ID, gboolean all)
Deny current incoming call.

Parameters
• s – State machine pointer.
• ID – ID of call.
• all – Whether to handle all call and not only the one specified by ID.

Returns
Error code

GSM_Error GSM_HoldCall(GSM_StateMachine *s, int ID)
Holds call.

Parameters
• s – State machine pointer.
• ID – ID of call.
Returns
Error code

_GSM_Error GSM_UnholdCall(GSM_StateMachine *s, int ID)_
Unholds call.

Parameters
• s – State machine pointer.
• ID – ID of call.

Returns
Error code

_GSM_Error GSM_ConferenceCall(GSM_StateMachine *s, int ID)_
Initiates conference call.

Parameters
• s – State machine pointer.
• ID – ID of call.

Returns
Error code

_GSM_Error GSM_SplitCall(GSM_StateMachine *s, int ID)_
Splits call.

Parameters
• s – State machine pointer.
• ID – ID of call.

Returns
Error code

_GSM_Error GSM_TransferCall(GSM_StateMachine *s, int ID, gboolean next)_
Transfers call.

Parameters
• s – State machine pointer.
• ID – ID of call.
• next – Switches next call and ignores ID.

Returns
Error code

_GSM_Error GSM_SwitchCall(GSM_StateMachine *s, int ID, gboolean next)_
Switches call.

Parameters
• s – State machine pointer.
• ID – ID of call.
• next – Switches next call and ignores ID.

Returns
Error code
GSM_GetCallDivert

```c
GSM_StateMachine *s, GSM_CallDivert *request, GSM_MultiCallDivert *result)
```

Gets call diverts.

**Parameters**

- `s` – State machine pointer.
- `request` – Which diverts to get.
- `result` – Storage for diversions information.

**Returns**

Error code

GSM_SetCallDivert

```c
GSM_StateMachine *s, GSM_CallDivert *divert)
```

Sets call diverts.

**Parameters**

- `s` – State machine pointer.
- `divert` – Diversions information to set.

**Returns**

Error code

GSM_CancelAllDiverts

```c
GSM_StateMachine *s)
```

Cancels all diverts.

**Parameters**

- `s` – State machine pointer.

**Returns**

Error code

GSM_SetIncomingCall

```c
GSM_StateMachine *s, gboolean enable)
```

Activates/deactivates noticing about incoming calls.

**Parameters**

- `s` – State machine pointer.
- `enable` – Whether to enable notifications.

**Returns**

Error code

GSM_SendDTMF

```c
GSM_StateMachine *s, char *sequence)
```

Sends DTMF (Dual Tone Multi Frequency) tone.

**Parameters**

- `s` – State machine pointer.
- `sequence` – Sequence to press.

**Returns**

Error code

```
enum GSM_CallStatus
```

Enum with status of call.

**Values:**

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enumerator GSM_CALL_IncomingCall
   Somebody calls to us

enumerator GSM_CALL_OutgoingCall
   We call somewhere

enumerator GSM_CALL_CallStart
   Call started

enumerator GSM_CALL_CallEnd
   End of call from unknown side

enumerator GSM_CALL_CallRemoteEnd
   End of call from remote side

enumerator GSM_CALL_CallLocalEnd
   End of call from our side

enumerator GSM_CALL_CallEstablished
   Call established. Waiting for answer or dropping

enumerator GSM_CALL_CallHeld
   Call held

enumerator GSM_CALL_CallResumed
   Call resumed

enumerator GSM_CALL_CallSwitched
   We switch to call

struct GSM_Call
   Call information.

Public Members

GSM_CallStatus Status
   Call status.

int CallID
   Call ID

gboolean CallIDAvailable
   Whether Call ID is available.
int StatusCode
    Status code.

unsigned char PhoneNumber[(GSM_MAX_NUMBER_LENGTH + 1) * 2]
    Remote phone number.

defined GSM_Divert_DivertTypes
    Defines when diversion is active.
    Values:
        enumerator GSM_DIVERT.Busy
            Divert when busy.
        enumerator GSM_DIVERT.NoAnswer
            Divert when not answered.
        enumerator GSM_DIVERT.OutOfReach
            Divert when phone off or no coverage.
        enumerator GSM_DIVERT.AllTypes
            Divert all calls without ringing.

defined GSM_Divert_CallTypes
    Which type of calls should be diverted.
    Values:
        enumerator GSM_DIVERT.VoiceCalls
            Voice calls.
        enumerator GSM_DIVERT.FaxCalls
            Fax calls.
        enumerator GSM_DIVERT.DataCalls
            Data calls.
        enumerator GSM_DIVERT.AllCalls
            All calls.

struct GSM_CallDivert
    Call diversion definition.
Public Members

_GSM_Divert_DivertTypes DivertType
When diversion is active.

_GSM_Divert_CallTypes CallType
Type of call to divert.

unsigned int Timeout
Timeout for diversion.

unsigned char Number[(GSM_MAX_NUMBER_LENGTH + 1) * 2]
Number where to divert.

struct GSM_MultiCallDivert
Multiple call diversions.

enum GSM_CallShowNumber
How to handle number when initiating voice call.

Values:

enumerator GSM_CALL_ShowNumber
  Show number.

enumerator GSM_CALL_HideNumber
  Hide number.

enumerator GSM_CALL_DefaultNumberPresence
  Keep phone default settings.

5.3.6 Category

_GSM_Error GSM_GetCategory(GSM_StateMachine *s, GSM_Category *Category)
Reads category from phone.

Parameters

  • s – State machine pointer.
  • Category – Storage for category, containing its type and location.

Returns

Error code

_GSM_Error GSM_AddCategory(GSM_StateMachine *s, GSM_Category *Category)
Add category to phone.

Parameters

  • s – State machine pointer.
• **Category** – New category, containing its type and location.

**Returns**
Error code

```c
GSM_Error GSM_GetCategoryStatus(GSM_StateMachine *s, GSM_CategoryStatus *Status)
```
Reads category status (number of used entries) from phone.

**Parameters**

- **s** – State machine pointer.
- **Status** – Category status, fill in type before calling.

**Returns**
Error code

enum **GSM_CategoryType**
Type of category

**Values:**

- enumerator **Category_ToDo**
  Todo entry category

- enumerator **Category_Phonebook**
  Phonebook entry category

struct **GSM_Category**
Category entry.

**Public Members**

```c
GSM_CategoryType Type
```
Type of category

int **Location**
Location of category

unsigned char **Name**[(GSM_MAX_CATEGORY_NAME_LENGTH + 1) * 2]
Name of category

struct **GSM_CategoryStatus**
Status of categories.
Public Members

**GSM_CategoryType** Type
Type of category.

int **Used**
Number of used category names.

5.3.7 Date and time

**char *DayOfWeek(unsigned int year, unsigned int month, unsigned int day)**
Returns string for current day of week.

Parameters
• **year** – Year.
• **month** – Month.
• **day** – Day.

Returns
Pointer to static buffer containing day of week string.

**void GSM_GetCurrentDateTime(GSM_DateTime *Date)**
Returns current timestamp.

Parameters
• **Date** – Storage for date time structure.

**time_t Fill_Time_T(GSM_DateTime DT)**
Converts **GSM_DateTime** to time_t.

Parameters
• **DT** – Input timestamp.

Returns
time_t value.

**int GSM_GetLocalTimezoneOffset(void)**
Returns the local timezone offset in seconds. For example 7200 for CEST.

Returns
Timezone offset seconds.

**void Fill_GSM_DateTime(GSM_DateTime *Date, time_t timet)**
Converts time_t to gammu **GSM_DateTime** structure.

Parameters
• **Date** – Storage for date.
• **timet** – Input date.
void GSM_DateTimeFromTimestamp(GSM_DateTime *Date, const char *str)
    Converts string (seconds since epoch) to gammu GSM_DateTime structure.

Parameters
    • Date – Storage for date.
    • str – Input date.

char *OSDateTime(GSM_DateTime dt, gboolean TimeZone)
    Converts timestamp to string according to OS settings.

Parameters
    • dt – Input timestamp.
    • TimeZone – Whether to include time zone.

Returns
    Pointer to static buffer containing string.

char *OSDate(GSM_DateTime dt)
    Converts date from timestamp to string according to OS settings.

Parameters
    • dt – Input timestamp.

Returns
    Pointer to static buffer containing string.

gboolean CheckDate(GSM_DateTime *date)
    Checks whether date is valid. This does not check time, see CheckTime for this.

Parameters
    • date – Structure where to check date.

Returns
    True if date is correct.

gboolean CheckTime(GSM_DateTime *date)
    Checks whether time is valid. This does not check date, see CheckDate for this.

Parameters
    • date – Structure where to check time.

Returns
    True if time is correct.

GSM_Error GSM_GetDateTime(GSM_StateMachine *s, GSM_DateTime *date_time)
    Reads date and time from phone.

Parameters
    • s – State machine pointer.
    • date_time – Storage for date.

Returns
    Error code
**GSM_Error GSM_SetDateTime(GSM_StateMachine *s, GSM_DateTime *date_time)**

Sets date and time in phone.

**Parameters**

- `s` – State machine pointer.
- `date_time` – Date to set.

**Returns**

Error code

```
struct GSM_DateTime
```

Structure used for saving date and time

**Public Members**

```
int Timezone
```

The difference between local time and GMT in seconds

```
int Second
```

Seconds.

```
int Minute
```

Minutes.

```
int Hour
```

Hours.

```
int Day
```

Days.

```
int Month
```

January = 1, February = 2, etc.

```
int Year
```

Complete year number. Not 03, but 2003

```
struct GSM_DeltaTime
```

Structure used for saving relative date and time
**Public Members**

```c
int Timezone
    The difference of timezones in seconds

int Second
    Seconds diff.

int Minute
    Minutes diff.

int Hour
    Hours diff.

int Day
    Days diff.

int Month
    Months diff.

int Year
    Years diff.
```

### 5.3.8 Debug

**GSM_Error GSM_SetDebugFunction(GSM_Log_Function info, void *data, GSM_Debug_Info *privdi)**

Sets logging function.

**Parameters**

- `info` – Function to call.
- `data` – User data to pass as a second parameter to callback.
- `privdi` – Pointer to debug information data.

**Returns**

Error code.

**GSM_Error GSM_SetDebugFile(const char *info, GSM_Debug_Info *privdi)**

Sets debug file.

**Parameters**

- `info` – File path.
- `privdi` – Pointer to debug information data.

**Returns**

Error code.
**GSM_Error** GSM_SetDebugFileDescriptor(FILE *fd, gboolean closable, GSM_Debug_Info *privdi)

Sets debug file.

Parameters
- `fd` – File descriptor.
- `privdi` – Pointer to debug information data.
- `closable` – Whether Gammu can close the file when it is no longer needed for debug output.

Please note that stderr or stdout are never closed.

Returns
Error code.

**GSM_Debug_Info** *GSM_GetGlobalDebug**(void)

Returns global debug settings.

Returns
Pointer to global settings.

**GSM_Debug_Info** *GSM_GetDebug**(GSM_StateMachine *s)

Gets debug information for state machine.

Parameters
- `s` – State machine data

Returns
Debug information.

**GSM_Debug_Info** *GSM_GetDI**(GSM_StateMachine *s)

Returns debug information active for state machine. Please note that it can be either global debug or state machine debug structure, depending on use_global flag. For configuring use GSM_GetDebug.

Parameters
- `s` – State machine data

Returns
Debug information.

**gboolean** GSM_SetDebugLevel(const char *info, GSM_Debug_Info *privdi)

Sets debug level.

Parameters
- `info` – Level as text.
- `privdi` – Pointer to debug information data.

Returns
True on success.

**gboolean** GSM_SetDebugCoding(const char *info, GSM_Debug_Info *privdi)

Sets debug encoding.

Parameters
- `info` – Encoding to set.
- `privdi` – Pointer to debug information data.

Returns
True on success.
gboolean GSM_SetDebugGlobal(gboolean info, GSM_Debug_Info *privdi)

Enables using of global debugging configuration. Makes no effect on global debug configuration.

Parameters
• info – Enable global debug usage.
• privdi – Pointer to debug information data.

Returns
True on success.

void GSM_LogError(GSM_StateMachine *s, const char *message, const GSM_Error err)

Logs error to debug log with additional message.

Parameters
• s – State machine structure pointer.
• message – String to be show in message.
• err – Error code.

int smprintf(GSM_StateMachine *s, const char *format, ...)

Prints string to defined debug log.

Parameters
• s – State machine, where to print.
• format – Format string as for printf.

Returns
Upon successful return, these functions return the number of characters printed (as printf).

typedef struct _GSM_Debug_Info GSM_Debug_Info

Debugging configuration.

5.3.9 Error handling

const char *GSM_ErrorString(GSM_Error e)

Returns text for error.

Parameters
• e – Error code.

Returns
Text (in current locales) describing error

const char *GSM_ErrorName(GSM_Error e)

Returns name for error.

Parameters
• e – Error code.

Returns
Text with error name
enum GSM_Error
    Error types.
    Values:

    enumerator ERR_NONE
        No error

    enumerator ERRDEVICEOPENERROR
        Error during opening device

    enumerator ERR_DEVICELOCKED
        Device locked

    enumerator ERR_DEVICENOTEXIST
        Device does not exist

    enumerator ERR_DEVICENOBUSY
        Device is busy

    enumerator ERR_DEVICENOPERMISION
        No permissions to open device

    enumerator ERR_DEVICENODRIVER
        No driver installed for a device

    enumerator ERR_DEVICENOTWORK
        Device doesn’t seem to be working

    enumerator ERR_DEVICEDTRRTSERROR
        Error during setting DTR/RTS in device

    enumerator ERR DEVICECHANGESPEEDERROR
        10 Error during changing speed in device

    enumerator ERR DEVICEWRITEERROR
        Error during writing device

    enumerator ERR DEVICEREADERROR
        Error during reading device

    enumerator ERR DEVICEPARITYERROR
        Can’t set parity on device

    enumerator ERR_TIMEOUT
        Command timed out
enumerator \texttt{ERR\_FRAMENOTREQUESTED}
Frame handled, but not requested in this moment

enumerator \texttt{ERR\_UNKNOWNRESPONSE}
Response not handled by gammu

enumerator \texttt{ERR\_UNKNOWNFRAME}
Frame not handled by gammu

enumerator \texttt{ERR\_UNKNOWNCONNECTIONTYPESTRING}
Unknown connection type given by user

enumerator \texttt{ERR\_UNKNOWNMODELSTRING}
Unknown model given by user

enumerator \texttt{ERR\_SOURCENOTAVAILABLE}
20 Some functions not compiled in your OS

enumerator \texttt{ERR\_NOTSUPPORTED}
Not supported by phone

enumerator \texttt{ERR\_EMPTY}
Empty entry or transfer end.

enumerator \texttt{ERR\_SECURITYERROR}
Not allowed

enumerator \texttt{ERR\_INVALIDLOCATION}
Too high or too low location...

enumerator \texttt{ERR\_NOTIMPLEMENTED}
Function not implemented

enumerator \texttt{ERR\_FULL}
Memory is full

enumerator \texttt{ERR\_UNKNOWN}
Unknown response from phone

enumerator \texttt{ERR\_CANTOPENFILE}
Error during opening file

enumerator \texttt{ERR\_MOREMEMORY}
More memory required
enumerator **ERR_PERMISSION**
   30 No permission

enumerator **ERR_EMPTYSMSC**
   SMSC number is empty

enumerator **ERR_INSIDEPHONEMENU**
   Inside phone menu - can’t make something

enumerator **ERR_NOTCONNECTED**
   Phone NOT connected - can’t make something

enumerator **ERR_WORKINPROGRESS**
   Work in progress

enumerator **ERR_PHONEOFF**
   Phone is disabled and connected to charger

enumerator **ERR_FILENOTSUPPORTED**
   File format not supported by Gammu

enumerator **ERR_BUG**
   Found bug in implementation or phone

enumerator **ERR_CANCELED**
   Action was canceled by user

enumerator **ERR_NEEDANOTHERANSWER**
   Inside Gammu: phone module need to send another answer frame

enumerator **ERR_OTHERCONNECTIONREQUIRED**
   40 You need other connection for this operation.

enumerator **ERR_WRONGCRC**
   Wrong CRC

enumerator **ERR_INVALIDDATETIME**
   Invalid date/time

enumerator **ERR_MEMORY**
   Phone memory error, maybe it is read only

enumerator **ERR_INVALIDDATA**
   Invalid data given to phone
enumerator ERR_FILEALREADYEXIST
    File with specified name already exist

enumerator ERR_FILENOTEXIST
    File with specified name doesn’t exist

enumerator ERR_SHOULDBEFOLDER
    You have to give folder (not file) name

enumerator ERR_SHOULDBEFILE
    You have to give file (not folder) name

enumerator ERR_NOSIM
    Can not access SIM card

enumerator ERR_GNAPPLETWRONG
    50 Invalid gnapplet version

enumerator ERR_FOLDERPART
    Only part of folders listed

enumerator ERR_FOLDERNOTEMPTY
    Folder is not empty

enumerator ERR_DATA_CONVERTED
    Data were converted

enumerator ERR_UNCONFIGURED
    Gammu is not configured.

enumerator ERR_WRONG_FOLDER
    Wrong folder selected (eg. for SMS).

enumerator ERR_PHONE_INTERNAL
    Internal phone error (phone got crazy).

enumerator ERR_WRITING_FILE
    Could not write to a file (on local filesystem).

enumerator ERR_NONE_SECTION
    No such section exists.

enumerator ERR_USING_DEFAULTS
    Using default values.
enumerator **ERR_CORRUPTED**
   60 Corrupted data returned by phone.

enumerator **ERR_BADFEATURE**
   Bad feature string.

enumerator **ERR_DISABLED**
   Some functions not compiled in your OS

enumerator **ERR_SPECIFYCHANNEL**
   Bluetooth configuration requires channel option.

enumerator **ERR_NOTRUNNING**
   Service is not running.

enumerator **ERR_NOSERVICE**
   Service setup is missing.

enumerator **ERR_BUSY**
   Command failed. Try again.

enumerator **ERR_COULDN'T_CONNECT**
   Can not connect to server.

enumerator **ERR_COULDN'T_RESOLVE**
   Can not resolve host name.

enumerator **ERR_GETTING_SMSC**
   Failed to get SMSC number from phone.

enumerator **ERR_ABORTED**
   70 Operation aborted.

enumerator **ERR_INSTALL_NOT_FOUND**
   Installation data not found.

enumerator **ERR_READ_ONLY**
   Entry is read only.

enumerator **ERR_NETWORK_ERROR**
   Network error.

enumerator **ERR_DB_VERSION**
   Invalid database version.
enumerator **ERR_DB_DRIVER**
   Failed to initialize DB driver.

enumerator **ERR_DB_CONFIG**
   Failed to configure DB driver.

enumerator **ERR_DB_CONNECT**
   Failed to connect to database.

enumerator **ERR_DB_TIMEOUT**
   Database connection timeout.

enumerator **ERR_SQL**
   Error in executing SQL query.

enumerator **ERR_INVALID_OPERATION**
   The operation cannot be performed.

enumerator **ERR_MEMORY_NOT_AVAILABLE**
   The type of memory is not available or has been disabled.

enumerator **ERR_LAST_VALUE**
   Just marker of highest error code, should not be used.

5.3.10 File

**GSM_Error GSM_JADFindData(GSM_File *File, char *Vendor, char *Name, char *JAR, char *Version, int *Size)**

Parses JAD file.

**Parameters**

- **File** – JAD file data.
- **Vendor** – Buffer for vendor name.
- **Name** – Buffer for application name.
- **JAR** – Buffer for JAR URL.
- **Version** – Buffer for version of application.
- **Size** – Pointer to integer to store size.

**Returns**

Error code.

**GSM_Error GSM_ReadFile(const char *FileName, GSM_File *File)**

Reads file from filesystem to **GSM_File** structure.

**Parameters**

- **FileName** – File to read.
- **File** – Storage for data.
Returns
Error code.

\textbf{void GSM_IdentifyFileFormat(GSM\_File *File)}

Identifies file format by checking it's content.

\textbf{Parameters}

- \textit{File} – File data, Type member will be filled in.

\textbf{GSM\_Error GSM\_GetNextFileFolder(GSM\_StateMachine *s, GSM\_File *File, gboolean start)}

Gets next filename from filesystem.

\textbf{Parameters}

- \textit{s} – State machine pointer.
- \textit{File} – File structure where path will be stored, if start is FALSE, it should contain data from previous reading (at least ID).
- \textit{start} – Whether we're starting transfer.

\textbf{Returns}
Error code.

\textbf{GSM\_Error GSM\_GetFolderListing(GSM\_StateMachine *s, GSM\_File *File, gboolean start)}

Gets listing of folder.

\textbf{Parameters}

- \textit{s} – State machine pointer.
- \textit{File} – File structure where path will be stored, if start is FALSE, it should contain data from previous reading (at least ID). On start it should contain path to directory.
- \textit{start} – Whether we're starting transfer.

\textbf{Returns}
Error code.

\textbf{GSM\_Error GSM\_GetNextRootFolder(GSM\_StateMachine *s, GSM\_File *File)}

Gets next root folder.

\textbf{Parameters}

- \textit{s} – State machine pointer.
- \textit{File} – File structure where path will be stored.

\textbf{Returns}
Error code.

\textbf{GSM\_Error GSM\_SetFileAttributes(GSM\_StateMachine *s, GSM\_File *File)}

Sets file system attributes.

\textbf{Parameters}

- \textit{s} – State machine pointer.
- \textit{File} – File structure with path and attributes.

\textbf{Returns}
Error code.
**GSM_Error GSM_GetFilePart**(GSM_StateMachine *s, GSM_File *File, int *Handle, size_t *Size)

Retrieves file part.

**Parameters**
- *s* – State machine pointer.
- *File* – File structure with path, data will be stored here.
- *Size* – Size of transmitted data.
- *Handle* – Handle for saving file, some drivers need this information to be kept between function calls.

**Returns**
Error code, **ERR_EMPTY** after transfer end.

**GSM_Error GSM_AddFilePart**(GSM_StateMachine *s, GSM_File *File, size_t *Pos, int *Handle)

Adds file to filesystem. Call repeatedly until function returns **ERR_EMPTY**.

**Parameters**
- *s* – State machine pointer.
- *File* – File structure and data.
- *Pos* – Position of transmitted data. Should be 0 on start.
- *Handle* – Handle for saving file, some drivers need this information to be kept between function calls.

**Returns**
Error code, **ERR_EMPTY** after transfer end.

**GSM_Error GSM_SendFilePart**(GSM_StateMachine *s, GSM_File *File, size_t *Pos, int *Handle)

Sends file to phone, it’s up to phone to decide what to do with it. It is usually same as when you receive file over Bluetooth from other phone. Use in same way as **GSM_AddFilePart**.

**Parameters**
- *s* – State machine pointer.
- *File* – File structure and data.
- *Pos* – Position of transmitted data. Should be 0 on start.
- *Handle* – Handle for saving file, some drivers need this information to be kept between function calls.

**Returns**
Error code, **ERR_EMPTY** after transfer end.

**GSM_Error GSM_GetFileSystemStatus**(GSM_StateMachine *s, GSM_FileSystemStatus *Status)

Acquires filesystem status.

**Parameters**
- *s* – State machine pointer.
- *Status* – Storage for status information.

**Returns**
Error code.
GSM_Error GSM_DeleteFile(GSM_StateMachine *s, unsigned char *ID)
Deletes file from filesystem.

Parameters
- *s – State machine pointer.
- *ID – ID of folder.

Returns
Error code.

GSM_Error GSM_AddFolder(GSM_StateMachine *s, GSM_File *File)
Adds folder to filesystem.

Parameters
- *s – State machine pointer.
- *File – Structure containing information about new folder (Name and FullName).

Returns
Error code.

GSM_Error GSM_DeleteFolder(GSM_StateMachine *s, unsigned char *ID)
Deletes folder from filesystem.

Parameters
- *s – State machine pointer.
- *ID – ID of folder.

Returns
Error code.

struct GSM_FileSystemStatus
Status of filesystem.

enum GSM_FileType
File type identifier.

Values:
- enumerator GSM_File_Other
- enumerator GSM_File_Java_JAR
- enumerator GSM_File_Image_JPG
- enumerator GSM_File_Image_BMP
- enumerator GSM_File_Image_GIF
- enumerator GSM_File_Image_PNG
enumerator GSM_File_Image_WBMP

enumerator GSM_File_Video_3GP

enumerator GSM_File_Sound_AMR

enumerator GSM_File_Sound_NRT
       DCT4 binary format

enumerator GSM_File_Sound_MIDI

enumerator GSM_File_MMS

enumerator GSM_File_INVALID

struct GSM_File
   Structure for holding file information and data.

   **Public Members**

   size_t Used
       How many bytes are used.

   unsigned char Name[2 * (GSM_MAX_FILENAME_LENGTH + 1)]
       Name in Unicode

   gboolean Folder
       True, when folder

   int Level
       How much file is nested on filesystem.

   GSM_FileType Type
       Type of file.

   unsigned char ID_FullName[2 * (GSM_MAX_FILENAME_ID_LENGTH + 1)]
       ID in Unicode

   unsigned char *Buffer
       Pointer to file data.

   GSM_DateTime Modified
       Last modification date.
** gboolean ModifiedEmpty  
Whether modification date is empty.

** gboolean Protected  
Protected file attribute.

** gboolean ReadOnly  
Read only file attribute.

** gboolean Hidden  
Hidden file attribute.

** gboolean System  
System file attribute.

### 5.3.11 Info

const unsigned char *GSM_GetNetworkName(const char *NetworkCode)  
Find network name from given network code.

const unsigned char *GSM_GetCountryName(const char *CountryCode)  
Find country name from given country code.

const char *GSM_FeatureToString(GSM_Feature feature)  
Converts feature value to string.

** Parameters  
- ** feature ** – GSM_Feature to convert.

** Returns  
Pointer to static string with string for specified feature, NULL on failure.

** GSM_Feature GSM_FeatureFromString(const char *feature)  
Converts feature string to value.

** Parameters  
- ** feature ** – GSM_Feature string to convert.

** Returns  
GSM_Feature value, 0 on failure.

** gboolean GSM_IsPhoneFeatureAvailable(GSM_PhoneModel *model, GSM_Feature feature)  
Checks whether phone supports features.

** Parameters  
- ** model ** – Model information (you can get it using GSM_GetModelInfo).
- ** feature ** – GSM_Feature to check for.

** Returns  
True if phone has defined this feature.
gboolean GSM_AddPhoneFeature(GSM_PhoneModel *model, GSM_Feature feature)
Adds feature to phone configuration.

Parameters
• model – Model information (you can get it using GSM_GetModelInfo).
• feature – GSM_Feature to check for.

Returns
True if phone has defined this feature.

GSM_Error GSM_GetManufacturer(GSM_StateMachine *s, char *value)
Reads manufacturer from phone.

Parameters
• s – State machine pointer.
• value – Pointer where to store manufacturer name

Returns
Error code.

GSM_Error GSM_GetModel(GSM_StateMachine *s, char *value)
Reads model from phone.

Parameters
• s – State machine pointer.
• value – Pointer where to store model name

Returns
Error code.

GSM_PhoneModel *GSM_GetModelInfo(GSM_StateMachine *s)
Reads model info from state machine.

Parameters
• s – State machine pointer.

Returns
Pointer to phone information structure.

GSM_Error GSM_GetFirmware(GSM_StateMachine *s, char *value, char *date, double *num)
Reads firmware information from phone.

Parameters
• s – State machine pointer.
• value – Pointer where to store revision text
• date – Pointer where to store revision date
• num – Pointer where to store revision number

Returns
Error code.

GSM_Error GSM_GetIMEI(GSM_StateMachine *s, char *value)
Reads IMEI/serial number from phone.

Parameters
• **s** – State machine pointer.
• **value** – Pointer where to store IMEI, NULL to ignore.

**Returns**
Error code.

```c
GSM_Error GSM_GetOriginalIMEI(GSM_StateMachine *s, char *value)
```
Gets date and time from phone.

```c
GSM_Error GSM_GetManufactureMonth(GSM_StateMachine *s, char *value)
```
Gets month when device was manufactured.

```c
GSM_Error GSM_GetProductCode(GSM_StateMachine *s, char *value)
```
Gets product code of device.

```c
GSM_Error GSM_GetHardware(GSM_StateMachine *s, char *value)
```
Gets hardware information about device.

```c
GSM_Error GSM_GetPPM(GSM_StateMachine *s, char *value)
```
Gets PPM (Post Programmable Memory) info from phone (in other words for Nokia get, which language pack is in phone)

```c
GSM_Error GSM_GetSIMIMSI(GSM_StateMachine *s, char *IMSI)
```
Gets SIM IMSI from phone.

```c
GSM_Error GSM_GetBatteryCharge(GSM_StateMachine *s, GSM_BatteryCharge *bat)
```
Gets information about battery charge and phone charging state.

```c
GSM_Error GSM_GetSignalQuality(GSM_StateMachine *s, GSM_SignalQuality *sig)
```
Reads signal quality (strength and error rate).

```c
GSM_Error GSM_GetNetworkInfo(GSM_StateMachine *s, GSM_NetworkInfo *netinfo)
```
Gets network information.

```c
GSM_Error GSM_GetDisplayStatus(GSM_StateMachine *s, GSM_DisplayFeatures *features)
```
Acquired display status.

```c
enum GSM_NetworkInfo_State
```
Status of network logging

**Values:**

```c
eenumerator GSM_HomeNetwork
```
Home network for used SIM card.

```c
eenumerator GSM_NoNetwork
```
No network available for used SIM card.

```c
eenumerator GSM_RoamingNetwork
```
SIM card uses roaming.

```c
eenumerator GSM_RegistrationDenied
```
Network registration denied - card blocked or expired or disabled.
enumerator GSM_NetworkStatusUnknown
Unknown network status.

enumerator GSM_RequestingNetwork
Network explicitely requested by user.

enum GSM_GPRS_State
Status of GPRS connection.
Values:

enumerator GSM_GPRS_Detached
GRPS is detached.

enumerator GSM_GPRS_Attached
GRPS is attached.

struct GSM_NetworkInfo
Structure for getting the current network info.

Public Members

c char CID[10]
Cell ID (CID)

c char NetworkCode[10]
GSM network code.

GSM_NetworkInfo_State State
Status of network logging. If phone is not logged into any network, some values are not filled

c char LAC[10]
LAC (Local Area Code).

unsigned char NetworkName[20 * 2]
Name of current network returned from phone (or empty). The buffer needs to have twice the capacity of the longest supported network name to account for decoding.

GSM_GPRS_State GPRS
GPRS state.

c char PacketCID[10]
Cell ID (CID) for packet network
**GSM_NetworkInfo_State** **PacketState**
Status of network logging for packet data. If phone is not logged into any network, some values are not filled.

char **PacketLAC**[10]
LAC (Local Area Code) for packet data.

struct **GSM_SignalQuality**
Information about signal quality, all these should be -1 when unknown.

**Public Members**

int **SignalPercent**
Signal strength in percent.

int **BitErrorRate**
Bit error rate in percent.

enum **GSM_ChargeState**
Power source

Values:

enumerator **GSM_BatteryPowered**
Powered from battery

denumerator **GSM_BatteryConnected**
Powered from AC, battery connected

denumerator **GSM_BatteryCharging**
Powered from AC, battery is charging

denumerator **GSM_BatteryNotConnected**
Powered from AC, no battery

denumerator **GSM_BatteryFull**
Powered from AC, battery is fully charged

denumerator **GSM_PowerFault**
Power failure

enum **GSM_BatteryType**
Power source

Values:
enumerator GSM_BatteryUnknown
    Unknown battery
enumerator GSM_BatteryNiMH
    NiMH battery
enumerator GSM_BatteryLiIon
    Lithium Ion battery
enumerator GSM_BatteryLiPol
    Lithium Polymer battery

struct GSM_BatteryCharge
    Battery status

**Public Members**

int BatteryPercent
    Signal strength in percent, -1 = unknown

*GSM_ChargeState* ChargeState
    Charge state

int BatteryVoltage
    Current battery voltage (in mV).

int ChargeVoltage
    Voltage from charger (in mV)

int ChargeCurrent
    Current from charger (in mA)

int PhoneCurrent
    Phone current consumption (in mA)

int BatteryTemperature
    Battery temperature (in degrees Celsius)

int PhoneTemperature
    Phone temperature (in degrees Celsius)

int BatteryCapacity
    Remaining battery capacity (in mAh)
enum GSM_BatteryType
    BatteryType
    
enum GSM_DisplayFeature
    Display feature
    
Values:

enumerator GSM_CallActive
enumerator GSM_SMSMemoryFull
    blinking envelope
enumerator GSM_FaxCall
enumerator GSM_UnreadSMS
enumerator GSM_DataCall
enumerator GSM_VoiceCall
enumerator GSM_KeypadLocked

struct GSM_DisplayFeatures
    Display features

enum GSM_Feature
    Phone features definition. This is usually used for things, which can not be determined on run time.
    
Values:

enumerator F_CAL33
    Calendar, 3310 style - 10 reminders, Unicode, 3 coding types
enumerator F_CAL52
    Calendar, 5210 style - full Unicode, etc.
enumerator F_CAL82
    Calendar, 8250 style - “normal”, but with Unicode
enumerator F_RING_SM
    Ringtones returned in SM format - 33xx
enumerator F_NORING
    No ringtones
enumerator `F_NOPBKUNICODE`
   No phonebook in Unicode

enumerator `F_NOWAP`
   No WAP

enumerator `F_NOCALLER`
   No caller groups

enumerator `F_NOPICTURE`
   No Picture Images

enumerator `F_NOPICTUREUNI`
   No Picture Images text in Unicode

enumerator `F_NOSTARTUP`
   No startup logo

enumerator `F_NOCALENDAR`
   No calendar

enumerator `F_NOSTARTANI`
   Startup logo is not animated

enumerator `F_POWER_BATT`
   Network and battery level get from netmonitor

enumerator `F_PROFILES33`
   Phone profiles in 3310 style

enumerator `F_PROFILES51`
   Phone profiles in 5110 style

enumerator `F_MAGICBYTES`
   Phone can make authentication with magic bytes

enumerator `F_NODTMF`
   Phone can’t send DTMF

enumerator `F_DISPSTATUS`
   Phone return display status

enumerator `F_NOCALLINFO`
   Phone does not return call info
enumerator `F_DAYMONTH`
   Day and month reversed in pbk, when compare to GSM models

enumerator `F_PBK35`
   Phonebook in 3510 style with ringtones ID

enumerator `F_PBKIMG`
   Phonebook in 7250 style with picture ID

enumerator `F_PBKTONEGAL`
   Phonebook with selecting ringtones from gallery

enumerator `F_PBKSMSLIST`
   Phonebook with SMS list

enumerator `F_PBKUSER`
   Phonebook with user ID

enumerator `F_6230iCALLER`
   Caller groups like in 6230i

enumerator `F_RADIO`
   Phone with FM radio

enumerator `F_TODO63`
   ToDo in 6310 style - 0x55 msg type

enumerator `F_TODO66`
   ToDo in 6610 style - like calendar, with date and other

enumerator `F_NOMIDI`
   No ringtones in MIDI

enumerator `F_BLUETOOTH`
   Bluetooth support

enumerator `F_NOFILESYSTEM`
   No images, ringtones, java saved in special filesystem

enumerator `F_NOMMS`
   No MMS sets in phone

enumerator `F_NOGPRSPPOINT`
   GPRS point are not useable
enumerator `F_CAL35`
  Calendar, 3510 style - Reminder, Call, Birthday

enumerator `F_CAL65`
  Calendar, 6510 style - CBMM, method 3

enumerator `F_WAPMMS_PROXY`
  WAP & MMS settings contains first & second proxy

enumerator `F_CHAT`
  Phone with Chat settings

enumerator `F_SYNCHML`
  Phone with SyncML settings

enumerator `F_FILES2`
  Filesystem version 2

enumerator `F_NOFILE1`
  No filesystem version 1

enumerator `F_6230i_WAP`
  WAP, MMS, etc. settings like in 6230i - unknown now

enumerator `F_PROFILES`
  Profiles support available

enumerator `F_SERIES40_30`
  Series 40 3.0

enumerator `F_SMS_FILES`
  SMS are read from filesystem files like in Series 40 3.0

enumerator `F_3220_MMS`
  MMS storage as in 3320

enumerator `F_VOICETAGS`
  Voice tags available

enumerator `F_CAL62`
  Calendar, 6210 style - Call, Birthday, Memo, Meeting

enumerator `F_NOTES`
  Notes supported
enumerator F_SMSONLYSENT
   Phone supports only sent/unsent messages

enumerator F_BROKENCPBS
   CPBS on some memories can hang phone

enumerator F_M20SMS
   Siemens M20 like SMS handling

enumerator F_SLOWWRITE
   Use slower writing which some phone need

enumerator F_SMSME900
   SMS in ME start from location 900 - case of Sagem

enumerator F_ALCATEL
   Phone supports Alcatel protocol

enumerator F_OBEX
   Phone can switch to OBEX protocol from AT mode

enumerator F_IRMC_LEVEL_2
   Phone supports IrMC level 2 even if it doesn’t report it

enumerator F_MODE22
   Switching to OBEX mode is done using AT+MODE=22

enumerator F_SMS_LOCATION_0
   Locations of SMS memories start from 0

enumerator F_NO_UCS2
   Phone does not support UCS2 even if it reports it.

enumerator F_FORCE_UTF8
   Phone returns strings in utf-8 even if it reports GSM.

enumerator F_SMS_SM
   Phone supports SM storage for SMS even if it does not report so.

enumerator F_SMS_ME
   Phone supports ME storage for SMS even if it does not report so.

enumerator F_XLNK
   Switching to OBEX mode is done using AT+XLNK.
enumerator **F\_SUBMIT\_SIM\_ONLY**
   Submit messages can be saved on SM memory only.

enumerator **F\_PBK\_UNICODE**
   Prefer Unicode for phone book manipulations.

enumerator **F\_SQWE**
   Switching to OBEX mode using AT^SQWE=3.

enumerator **F\_NO\_ATOBEK**
   Do not use OBEX/AT switching even if available.

enumerator **F\_LENGTH\_BYTES**
   Length of text for contact is in bytes and not chars.

enumerator **F\_BROKEN\_CMGL**
   CMGL does not list real locations for CMGR, these should be sequential.

enumerator **F\_EXTRA\_PBK\_FIELD**
   Phonebook has extra numeric field at the end.

enumerator **F\_CKPD\_NO\_UNICODE**
   Key presses can not be in unicode.

enumerator **F\_CPROT**
   OBEX switching using AT+CPROT even if phone does not report it properly.

enumerator **F\_PBKFAVORITEMESSAGE**
   Phonebook with favorite messaging numbers

enumerator **F\_PBKNOPOSTAL**
   No support for postal entry in phonebook.

enumerator **F\_PBK\_ENCODENUMBER**
   Encode number in HEX charset.

enumerator **F\_NO\_CLIP**
   Do not use CLIP (phone hangs on it).

enumerator **F\_ENCODED\_USSD**
   USSD propmts and responses are encoded like PDU in SMS (packed 7-bit GSM encoding).

enumerator **F\_USE\_SMSTEXTMODE**
   Phone has better support for SMS text mode (rather than PDU mode)
enumerator F_CPIN_NO_OK
   Phone does not end CPIN reply with OK/ERROR.

enumerator F_FOUR_DIGIT_YEAR
   Phone require four digit year in time.

enumerator F_SMS_NO_ME
   Phone does not have a phone SMS memory even if it reports so.

enumerator F_SMS_NO_SM
   Phone does not have a SIM SMS memory even if it reports so.

enumerator F_SIEMENS_PBK
   Phone supports Siemens style phonebook even if it does not tell so.

enumerator F_NO_ATSYNCML
   Disable AT+SYNCML probing.

enumerator F_MOBEX
   Phone supports m-obex (usually Samsung phones).

enumerator F_TSSPCSW
   Phone supports m-obex (usually Samsung phones) using AT&TSSPCSW=1.

enumerator FDISABLE_GETNEXT
   Disable GetNext* operations on the dummy phone.

enumerator FDISABLE_GETNEXTSMS
   Disable GetNextSMS operations on the dummy phone.

enumerator FDISABLE_CMGL
   CMGL hangs, so should not be used.

enumerator F_NO_UTF8
   Phone does not support UTF8 even if it reports it.

enumerator F_SAMSUNG_UTF8
   Samsung B2100 in UCS-2 mode provides a garbled UTF-8 instead.

enumerator F_SMS_UTF8_UNICODE
   SMS text is always UTF-8 encoded.

enumerator F_NO_STOP_CUSD
   Avoid forcibly stopping CUSD session.
enumerator `F_READ_SMSTEXTMODE`
   Reading og SMSes in text mode.

enumerator `F_RESET_AFTER_TIMEOUT`
   Reset phone after timeout.

enumerator `F_HUAWEI_INIT`
   Huawei style init.

enumerator `F_ZTE_INIT`
   ZTE style init.

enumerator `F_USSD_GSM_CHARSET`
   Prefer GSM charset for USSD (default is unicode).

enumerator `F_SMS_SR`
   Phone supports SR storage even if it does not report so.

enumerator `F_SMS_NO_SR`
   Phone does not have a SR memory even if it reports so.

enumerator `F_LAST_VALUE`
   Just marker of highest feature code, should not be used.

struct `GSM_PhoneModel`
   Model identification, used for finding phone features.

   Public Members

   const char *`model`
      Model as returned by phone

   const char *`number`
      Identification by Gammu

   const char *`irdamodel`
      Model as used over IrDA

   `GSM_Feature` `features`[GSM_MAX_PHONE_FEATURES + 1]
      List of supported features
5.3.12 INI files

void INI_Free(INI_Section *head)
    Free INI data.

Parameters
    • head – INI section data.

GSM_Error INI_ReadFile(const char *FileName, gboolean Unicode, INI_Section **result)
    Reads INI data.

Parameters
    • FileName – File to read.
    • Unicode – Whether file should be treated like unicode.
    • result – Pointer where file will be read.

Returns
    Error code

INI_Entry *INI_FindLastSectionEntry(INI_Section *file_info, const unsigned char *section, const gboolean Unicode)
    Returns pointer to last INI entry of given section.

Bug:
    Unicode should be part of file_info.

Parameters
    • file_info – File data as returned by INI_ReadFile.
    • section – Section to scan.
    • Unicode – Whether file is unicode.

Returns
    Last entry in section.

unsigned char *INI_GetValue(INI_Section *file_info, const unsigned char *section, const unsigned char *key, const gboolean Unicode)
    Returns value of INI file entry.

Bug:
    Unicode should be part of file_info.

Parameters
    • file_info – File data as returned by INI_ReadFile.
    • section – Section to scan.
    • key – Name of key to read.
    • Unicode – Whether file is unicode.
Returns
Entry value.

int INI_GetInt(INI_Section *cfg, const unsigned char *section, const unsigned char *key, int fallback)
Returns integer value from configuration. The file is automatically handled as not unicode.

Parameters
• cfg – File data as returned by INI_ReadFile.
• section – Section to scan.
• key – Name of key to read.
• fallback – Fallback value.

Returns
Key value or fallback in case of failure.

gboolean INI_GetBool(INI_Section *cfg, const unsigned char *section, const unsigned char *key, gboolean fallback)
Returns boolean value from configuration. The file is automatically handled as not unicode.

Parameters
• cfg – File data as returned by INI_ReadFile.
• section – Section to scan.
• key – Name of key to read.
• fallback – Fallback value.

Returns
Key value or fallback in case of failure.

gboolean GSM_StringToBool(const char *value)
Converts value to boolean.
It just takes the string and checks whether there is true/yes/t/y/1 or false/no/f/n/0.

Parameters
• value – String to parse.

Returns
Boolean value, -1 on failure.

typedef struct _INI_Entry INI_Entry
Private structure holding information INI entry.

typedef struct _INI_Section INI_Section
Private structure holding information INI section.

struct _INI_Entry
Structure used to save value for single key in INI style file

Todo:
This should be probably private.
struct _INI_Section
    Structure used to save section in INI style file

    Todo:
    This should be probably private.

5.3.13 Keys

GSM_Error MakeKeySequence(char *text, GSM_KeyCode *KeyCode, size_t *Length)
    Creates key sequence from string.

    Parameters
    • text – Text to convert.
    • KeyCode – Storage for key codes.
    • Length – Storage for resulting length.

    Returns
    Error code.

GSM_Error GSM_PressKey(GSM_StateMachine *s, GSM_KeyCode Key, gboolean Press)
    Emulates key press or key release.

enum GSM_KeyCode
    Key event identifiers.
    Values:

    enumerator GSM_KEY_NONE

    enumerator GSM_KEY_1

    enumerator GSM_KEY_2

    enumerator GSM_KEY_3

    enumerator GSM_KEY_4

    enumerator GSM_KEY_5

    enumerator GSM_KEY_6

    enumerator GSM_KEY_7

    enumerator GSM_KEY_8
enumerator GSM_KEY_9

enumerator GSM_KEY_0

enumerator GSM_KEY_HASH
    #

enumerator GSM_KEY_ASTERISK
    *

enumerator GSM_KEY_POWER
    Power key.

enumerator GSM_KEY_GREEN
    in some phone ie. N5110 sometimes works identical to POWER

enumerator GSM_KEY_RED
    (c) key in some phone: ie. N5110

enumerator GSM_KEY_INCREASEVOLUME
    Not available in some phones as separate button: ie. N5110

enumerator GSM_KEY_DECREASEVOLUME
    Not available in some phones as separate button: ie. N5110

enumerator GSM_KEY_UP

enumerator GSM_KEY_DOWN

enumerator GSM_KEY_MENU

enumerator GSM_KEY_NAMES
    Not available in some phone: ie. N5110

enumerator GSM_KEY_LEFT
    Left arrow

enumerator GSM_KEY_RIGHT
    Right arrow

enumerator GSM_KEY_SOFT1
    Software key which has assigned meaning on display.
enumerator GSM_KEY_SOFT2
    Software key which has assigned meaning on display.

enumerator GSM_KEY_HEADSET
    Button on headset

enumerator GSM_KEY_JOYSTICK
    Joystick pressed

enumerator GSM_KEY_CAMERA
    Camera button pressed

enumerator GSM_KEY_MEDIA
    Media player button

enumerator GSM_KEY_DESKTOP
    Multi function key, desktop

enumerator GSM_KEY_OPERATOR
    Operator button

enumerator GSM_KEY_RETURN
    Return button

enumerator GSM_KEY_CLEAR
    Clear button

5.3.14 Limits

5.3.15 Memory

GSM_MemoryType GSM_StringToMemoryType(const char *s)
    Converts memory type from string.

    Parameters
    • s – String with memory type.

    Returns
    Parsed memory type or 0 on failure.

GSM_Error GSM_GetMemoryStatus(GSM_StateMachine *s, GSM_MemoryStatus *status)
    Gets memory (phonebooks or calls) status (eg. number of used and free entries).

    Parameters
    • s – State machine pointer.
    • status – Storage for status information, MemoryType has to be set.
Returns
Error code.

_GSM_Error GSM_GetMemory(GSM_StateMachine *s, GSM_MemoryEntry *entry)_
Reads entry from memory (phonebooks or calls). Which entry should be read is defined in entry.

Parameters
- s – State machine pointer.
- entry – Storage for retrieved entry, MemoryType and Location has to be set.

Returns
Error code.

_GSM_Error GSM_GetNextMemory(GSM_StateMachine *s, GSM_MemoryEntry *entry, gboolean start)_
Reads entry from memory (phonebooks or calls). Which entry should be read is defined in entry. This can be easily used for reading all entries.

Parameters
- s – State machine pointer.
- entry – Storage for retrieved entry. MemoryType has to be set for first call (with start set to TRUE), for subsequent calls Location has to stay intact from previous reading.
- start – Whether we should start from beginning.

Returns
Error code.

_GSM_Error GSM_SetMemory(GSM_StateMachine *s, GSM_MemoryEntry *entry)_
Sets memory (phonebooks or calls) entry.

Parameters
- s – State machine pointer.
- entry – Entry to set, Location and MemoryType has to be set.

Returns
Error code.

_GSM_Error GSM_AddMemory(GSM_StateMachine *s, GSM_MemoryEntry *entry)_
Adds memory (phonebooks or calls) entry.

Parameters
- s – State machine pointer.
- entry – Entry to add, Location is ignored, MemoryType has to be set.

Returns
Error code.

_GSM_Error GSM_DeleteMemory(GSM_StateMachine *s, GSM_MemoryEntry *entry)_
Deletes memory (phonebooks or calls) entry.

Parameters
- s – State machine pointer.
- entry – Entry to delete, Location and MemoryType has to be set.

Returns
Error code.
**GSM_DeleteAllMemory**(*GSM_StateMachine *s, GSM_MemoryType MemoryType*)

Deletes all memory (phonebooks or calls) entries of specified type.

**Parameters**
- *s* – State machine pointer.
- **MemoryType** – Where to delete all entries.

**Returns**
Error code.

**GSM_GetSpeedDial**(*GSM_StateMachine *s, GSM_SpeedDial *Speed*)

Gets speed dial.

**Parameters**
- *s* – State machine pointer.
- **Speed** – Storage for speed dial, Location has to be set.

**Returns**
Error code.

**GSM_SetSpeedDial**(*GSM_StateMachine *s, GSM_SpeedDial *Speed*)

Sets speed dial.

**Parameters**
- *s* – State machine pointer.
- **Speed** – Speed dial to set.

**Returns**
Error code.

unsigned char **GSM_PhonebookGetEntryName**(const GSM_MemoryEntry *entry)

Returns name of entry. It might be possibly concatenated from first and last names.

**Parameters**
- **entry** – Entry to process.

**Returns**
Static unicode string containing name.

void **GSM_PhonebookFindDefaultNameNumberGroup**(const GSM_MemoryEntry *entry, int *Name, int *Number, int *Group)

Finds default name, number and group for entry.

**Parameters**
- **entry** – Entry to process.
- **Name** – Output index of name.
- **Number** – Output index of number.
- **Group** – Output index of group.

**GSM_EncodeVCARD**(*GSM_Debug_Info *di, char *Buffer, const size_t buff_len, size_t *Pos, GSM_MemoryEntry *pbk, const gboolean header, const GSM_VCardVersion Version*)

Encodes memory entry to vCard.
Parameters

- **di** – Pointer to debugging description.
- **Buffer** – [out] Buffer to store vCard text.
- **buff_len** – [in] Size of output buffer.
- **Pos** – [inout] Position in output buffer.
- **pbk** – [inout] Phonebook data, AddError will be set on non converted entries.
- **header** – [in] Whether to include vCard header in output.

Returns
Error code.

```c
GSM_Error GSM_DecodeVCARD(GSM_Debug_Info *di, char *Buffer, size_t *Pos,
                           GSM_MemoryEntry *Pbk, const GSM_VCardVersion Version)
```

Decodes memory entry from vCard.

Parameters

- **di** – Pointer to debugging description.
- **Buffer** – [in] Buffer to readCard text.
- **Pos** – [inout] Position in output buffer.
- **Pbk** – [out] Phonebook data read from vCard.

Returns
Error code.

```c
void GSM_FreeMemoryEntry(GSM_MemoryEntry *Entry)
```

Frees any dynamically allocated memory inside memory entry structure.

Parameters

- **Entry** – [in] Pointer to memory entry to process.

enum GSM_MemoryType

Enum defines ID for various phone and SIM memories. Phone modules can translate them to values specific for concrete models. Two letter codes (excluding VM and SL) are from GSM 07.07.

Values:

- **MEM_ME**
  Internal memory of the mobile equipment
- **MEM_SM**
  SIM card memory
- **MEM_ON**
  Own numbers
enumerator MEM_DC
  Dialled calls

enumerator MEM_RC
  Received calls

enumerator MEM_MC
  Missed calls

enumerator MEM_MT
  Combined ME and SIM phonebook

enumerator MEM_FD
  Fixed dial

enumerator MEM_VM
  Voice mailbox

enumerator MEM_SL
  Sent SMS logs

enumerator MEM_QD
  Quick dialing choices.

enumerator MEM_SR
  Status report memory

enumerator MEM_INVALID
  Invalid memory type.

struct GSM_MemoryStatus

  Structure contains info about number of used/free entries in phonebook memory.

Public Members

int MemoryUsed
  Number of used entries

GSM_MemoryType MemoryType
  Memory type

int MemoryFree
  Number of free entries
enum GSM_EntryType

Type of specific phonebook entry. In parenthesis is specified in which member of GSM_SubMemoryEntry value is stored.

Values:

enumerator PBK_Number_General
    General number. (Text)

enumerator PBK_Number_Mobile
    Mobile number. (Text)

enumerator PBK_Number_Fax
    Fax number. (Text)

enumerator PBK_Number_Pager
    Pager number. (Text)

enumerator PBK_Number_Other
    Other number. (Text)

enumerator PBK_Text_Note
    Note. (Text)

enumerator PBK_Text_Postal
    Complete postal address. (Text)

enumerator PBK_Text_Email
    Email. (Text)

enumerator PBK_Text_Email2

enumerator PBK_Text_URL
    URL (Text)

enumerator PBK_Date
    Date and time of last call. (Date)

enumerator PBK_Call_Group
    Caller group. (Number)

enumerator PBK_Text_Name
    Name (Text)

enumerator PBK_Text_LastName
    Last name. (Text)
enumerator PBK_Text.FirstName
   First name. (Text)

enumerator PBK_Text.Company
   Company. (Text)

enumerator PBK_Text.JobTitle
   Job title. (Text)

enumerator PBK_Category
   Category. (Number, if -1 then text)

enumerator PBK_Private
   Whether entry is private. (Number)

enumerator PBK_Text.StreetAddress
   Street address. (Text)

enumerator PBK_Text.City
   City. (Text)

enumerator PBK_Text.State
   State. (Text)

enumerator PBK_Text.Zip
   Zip code. (Text)

enumerator PBK_Text.Country
   Country. (Text)

enumerator PBK_Text.Custom1
   Custom information 1. (Text)

enumerator PBK_Text.Custom2
   Custom information 2. (Text)

enumerator PBK_Text.Custom3
   Custom information 3. (Text)

enumerator PBK_Text.Custom4
   Custom information 4. (Text)

enumerator PBK_RingtoneID
   Ringtone ID. (Number)
enumerator PBK_PictureID
   Picture ID. (Number)

enumerator PBK_Text_UserID
   User ID. (Text)

enumerator PBK_CallLength
   Length of call (Number)

enumerator PBK_Text_LUID
   LUID - Unique Identifier used for synchronisation (Text)

enumerator PBK_LastModified
   Date of last modification (Date)

enumerator PBK_Text_NickName
   Nick name (Text)

enumerator PBK_Text_FormalName
   Formal name (Text)

enumerator PBK_Text_PictureName
   Picture name (on phone filesystem). (Text)

enumerator PBK_PushToTalkID
   Push-to-talk ID (Text)

enumerator PBK_Number_Messaging
   Favorite messaging number. (Text)

enumerator PBK_Photo
   Photo (Picture).

enumerator PBK_Text_SecondName
   Second name. (Text)

enumerator PBK_Text_VOIP
   VOIP address (Text).

enumerator PBK_Text_SIP
   SIP address (Text).

enumerator PBK_Text_DTMF
   DTMF (Text).
enumerator PBK_Number_Video
    Video number. (Text)

enumerator PBK_Text_SWIS
    See What I See address. (Text)

enumerator PBK_Text_WVID
    Wireless Village user ID. (Text)

enumerator PBK_Text_NamePrefix
    Name prefix (Text)

enumerator PBK_Text_NameSuffix
    Name suffix (Text)

enum GSM_EntryLocation
    Location of memory contact.
    Values:

enumerator PBK_Location_Unknown
    No/Unknown location.

enumerator PBK_Location_Home
    Home

enumerator PBK_Location_Work
    Work

struct GSM_SubMemoryEntry
    One value of phonebook memory entry.

Public Members

GSM_EntryType EntryType
    Type of entry.

GSM_EntryLocation Location
    Location for the entry.

GSM_DateTime Date
    Text of entry (if applicable, see GSM_EntryType).

int Number
    Number of entry (if applicable, see GSM_EntryType).
int **VoiceTag**
Voice dialling tag.

**GSM_Error** **AddError**
During adding SubEntry Gammu can return here info, if it was done OK

unsigned char **Text**[(GSM_PHONEBOOK_TEXT_LENGTH + 1) * 2]
Text of entry (if applicable, see **GSM_EntryType**).

**GSM_BinaryPicture** **Picture**
Picture data.

struct **GSM_MemoryEntry**
Structure for saving phonebook entries.

**Public Members**

**GSM_MemoryType** **MemoryType**
Used memory for phonebook entry

int **Location**
Used location for phonebook entry

int **EntriesNum**
Number of SubEntries in Entries table.

**GSM_SubMemoryEntry** **Entries**[GSM_PHONEBOOK_ENTRIES]
Values of SubEntries.

struct **GSM_SpeedDial**
Structure for saving speed dials.

**Public Members**

int **Location**
Number of speed dial: 2,3...8,9

int **MemoryNumberID**
ID of phone number used in phonebook entry

**GSM_MemoryType** **MemoryType**
Memory, where is saved used phonebook entry
int MemoryLocation
Location in memory, where is saved used phonebook entry

eenum GSM_VCardVersion
Types of vCard.

Values:

enumerator Nokia_VCard10
vCard 1.0 hacked for Nokia.

enumerator Nokia_VCard21
vCard 2.1 hacked for Nokia.

enumerator SonyEricsson_VCard10
vCard 1.0 hacked for Sony-Ericsson (should be standard vCard).

enumerator SonyEricsson_VCard21
vCard 2.1 hacked for Sony-Ericsson (should be standard vCard).

enumerator SonyEricsson_VCard21_Phone
vCard 2.1 hacked for Sony-Ericsson (should be standard vCard) from phone (no parsing of location and memory type).

5.3.16 Messages

**GSM_Error GSM_DecodePDUFrame** *(GSM_Debug_Info *di, GSM_SMSMessage *SMS, const unsigned char *buffer, size_t length, size_t *final_pos, gboolean SMSC)*

Decodes PDU data.

Parameters

- **di** – Debug information structure.
- **SMS** – Pointer where to store parsed message.
- **buffer** – PDU data.
- **length** – Length of PDU data.
- **final_pos** – Optional pointer where end position will be stored.
- **SMSC** – Whether PDU includes SMSC data.

**GSM_Error GSM_DecodeSMSFrame** *(GSM_Debug_Info *di, GSM_SMSMessage *SMS, unsigned char *buffer, GSM_SMSMessageLayout Layout)*

Decodes SMS frame.

**GSM_Coding_Type GSM_GetMessageCoding** *(GSM_Debug_Info *di, const char TPDCS)*

Finds out coding type based on TPDCS header byte as defined by GSM 03.38.
Encodes SMS frame.

Decodes SMS frame for status report.

Decodes SMS frame in textual representation.

Decodes UDH header.

Encodes UDH header.

Sets default content for SMS except for changing locations. Use this for clearing structure while keeping location of message.

Parameters

• SMS – Pointer to structure which should be cleaned up.

Sets default content for SMS. Use this for clearing structure.

Parameters

• SMS – Pointer to structure which should be cleaned up.

Decodes Siemens OTA data.

Encodes SMS frame according to layout.

Retrieves

Error code.

Encodes multi part SMS from “readable” format.

Retrieves

Error code.

Decodes multi part SMS to “readable” format.

Clears GSM_MultiPartSMSInfo to default values.
void GSM_FreeMultiPartSMSInfo(GSM_MultiPartSMSInfo *Info)
    Frees any allocated structures inside GSM_MultiPartSMSInfo.

GSM_Error GSM_LinkSMS(GSM_Debug_Info *di, GSM_MultiSMSMessage **INPUT, GSM_MultiSMSMessage **OUTPUT, gboolean ems)
    Links SMS messages according to IDs.
    Returns
    Error code.

GSM_Error GSM_DecodeMMSFileToMultiPart(GSM_Debug_Info *di, GSM_File *file, GSM_EncodedMultiPartMMSInfo *info)
    Decodes MMS data.

GSM_Error GSM_ClearMMSMultiPart(GSM_EncodedMultiPartMMSInfo *info)
    Clears MMS data, used to initialize structure.

GSM_Error GSM_GetSMSC(GSM_StateMachine *s, GSM_SMSC *smsc)
    Gets SMS Service Center number and SMS settings.
    Parameters
    • s – State machine pointer.
    • smsc – [inout] SMSC structure, should contain location.
    Returns
    Error code.

GSM_Error GSM_SetSMSC(GSM_StateMachine *s, GSM_SMSC *smsc)
    Sets SMS Service Center number and SMS settings.
    Parameters
    • s – State machine pointer.
    Returns
    Error code.

GSM_Error GSM_GetSMSStatus(GSM_StateMachine *s, GSM_SMSMemoryStatus *status)
    Gets information about SMS memory (read/unread/size of memory for both SIM and phone).
    Parameters
    • s – State machine pointer.
    • status – [out] Pointer to SMS status structure.
    Returns
    Error code.

GSM_Error GSM_GetSMS(GSM_StateMachine *s, GSM_MultiSMSMessage *sms)
    Reads SMS message.
    Parameters
    • s – State machine pointer.
    • sms – [inout] SMS message data read from phone, location and folder should be set.
    Returns
    Error code.
GSM_GetNextSMS

Reads next (or first if start set) SMS message. This might be faster for some phones than using GSM_GetSMS for each message.

Please note that this commend does not have to mark message as read in phone. To do so, you have to call GSM_GetSMS.

Parameters

- \(s\) – State machine pointer.
- \(sms\) – [inout] SMS message data read from phone, for subsequent reads, location and folder might be used by phone driver to determine reading state.
- \(start\) – [in] Whether we start reading from beginning.

Returns

Error code.

GSM_SetSMS

Sets SMS.

Parameters

- \(s\) – State machine pointer.
- \(sms\) – [in] SMS message data.

Returns

Error code.

GSM_AddSMS

Adds SMS to specified folder.

Parameters

- \(s\) – State machine pointer.
- \(sms\) – [inout] SMS message data, location will be updated.

Returns

Error code.

GSM_DeleteSMS

Deletes SMS.

Parameters

- \(s\) – State machine pointer.
- \(sms\) – [in] SMS structure with SMS location and folder.

Returns

Error code.

GSM_SendSMS

Sends SMS.

Parameters

- \(s\) – State machine pointer.
- \(sms\) – [in] SMS structure with SMS data to send.

Returns

Error code.

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GSM_SendSavedSMS

Sends SMS already saved in phone.

Parameters

- `s` – State machine pointer.
- `Folder` – [in] Folder, where message is stored.
- `Location` – [in] Location, where message is stored.

Returns

Error code.

GSM_SetFastSMSSending

Configures fast SMS sending.

Parameters

- `s` – State machine pointer.

Returns

Error code.

GSM_SetIncomingSMS

Enable/disable notification on incoming SMS.

Parameters

- `s` – State machine pointer.

Returns

Error code.

GSM_SetIncomingCB

Gets network information from phone.

Parameters

- `s` – State machine pointer.

Returns

Error code.

GSM_GetSMSFolders

Returns SMS folders information.

Parameters

- `s` – State machine pointer.
- `folders` – [out] folders Pointer to folders structure, which will be filled in.

Returns

Error code.

GSM_AddSMSFolder

Creates SMS folder.

Parameters
• **s** – State machine pointer.

• **name** – [in] Name of SMS folder which should be created.

**Returns**
Error code.

`GSM_Error GSM_DeleteSMSFolder(GSM_StateMachine *s, int ID)`
Deletes SMS folder.

**Parameters**
• **s** – State machine pointer.

• **ID** – [in] ID of SMS folder to delete.

**Returns**
Error code.

`GSM_Error GSM_GetMMSFolders(GSM_StateMachine *s, GSM_MMSFolders *folders)`
Lists MMS folders.

**Parameters**
• **s** – State machine pointer.

• **folders** – Pointer to structure, where folder information will be stored.

**Returns**
Error code.

`GSM_Error GSM_GetNextMMSFileInfo(GSM_StateMachine *s, unsigned char *FileID, int *MMSFolder, gboolean start)`
Retrieves next part of MMS file information.

**Parameters**
• **s** – State machine pointer.

• **FileID** – [inout] File ID will be stored here, might be used for consequent reads.

• **MMSFolder** – [inout] MMS folder ID will be stored here, might be used for consequent reads.

• **start** – [in] Whether to start reading.

**Returns**
Error code.

`GSM_Error GSM_SetIncomingUSSD(GSM_StateMachine *s, gboolean enable)`
Activates/deactivates noticing about incoming USSDs (UnStructured Supplementary Services).

**Parameters**
• **s** – State machine pointer.

• **enable** – [in] Whether to enable notifications.

**Returns**
Error code.

`void GSM_SMSCounter(GSM_Debug_Info *di, unsigned char *MessageBuffer, GSM_UDH UDHType, GSM_Coding_Type Coding, int *SMSNum, size_t *CharsLeft)`
Calculates number of messages and free chars needed for text.

**Parameters**

• **di** – Debug settings.
• **MessageBuffer** – [in] Actual message text in unicode.
• **UDHType** – [in] UDH type.
• **Coding** – [in] GSM Encoding type.
• **SMSNum** – [out] Number of messages needed to store the text.
• **CharsLeft** – [out] Number of free chars in the message.

```c
enum GSM_MMS_Class
    MMS message class.

    Values:

    enumerator GSM_MMS_None
        None class specified.

    enumerator GSM_MMS_Personal
        Personal message.

    enumerator GSM_MMS_Advertisement
        Advertisement message.

    enumerator GSM_MMS_Info
        Informational message.

    enumerator GSM_MMS_Auto
        Automatic message class.

    enumerator GSM_MMS_INVALID
```

```c
struct GSM_MMSIndicator
    MMS indicator data.

Public Members

    char Address[500]
        Message address (URL for download).

    char Title[200]
        Message title (subject).

    char Sender[200]
        Message sender.
```
size_t MessageSize
    Message size, if 0 it won’t be decoded or was not decoded.

GSM_MMS_Class Class
    Class of a message.

struct GSM_CBMessage
    Structure for Cell Broadcast messages.

Public Members

int Channel
    Channel number.

char Text[300]
    Message text.

denum GSM_USSDStatus
    Status of USSD message.
    Values:
    
    enumerator USSD_Unknown
        Unknown status
    
    enumerator USSD_NoActionNeeded
        No action is needed, maybe network initiated USSD
    
    enumerator USSD_ActionNeeded
        Reply is expected
    
    enumerator USSD_Terminated
        USSD dialog terminated
    
    enumerator USSD_AnotherClient
        Another client replied
    
    enumerator USSD_NotSupported
        Operation not supported
    
    enumerator USSD_Timeout
        Network timeout

struct GSM_USSDMessage
    Structure for USSD messages.

5.3. libGammu C API
Public Members

unsigned char Text[2 * (GSM_MAX_USSD_LENGTH + 1)]
   Message text.

_GSM_USSDStatus Status
   Message status.

struct GSM_SMSMemoryStatus
   Status of SMS memory.

Public Members

int SIMUnRead
   Number of unread messages on SIM.

int SIMUsed
   Number of all saved messages (including unread) on SIM.

int SIMSize
   Number of all possible messages on SIM.

int TemplatesUsed
   Number of used templates (62xx/63xx/7110/etc.).

int PhoneUnRead
   Number of unread messages in phone.

int PhoneUsed
   Number of all saved messages in phone.

int PhoneSize
   Number of all possible messages on phone.

enum GSM_SMSFormat
   Enum defines format of SMS messages. See GSM 03.40 section 9.2.3.9
   Values:

   enumerator SMS_FORMAT_Pager

   enumerator SMS_FORMAT_Fax

   enumerator SMS_FORMAT_Email
enumerator **SMS_FORMAT_Text**

**enum GSM_ViabilityPeriod**
Enum defines some the most often used validity lengths for SMS messages for relative validity format. See GSM 03.40 section 9.2.3.12.1 - it gives more values.

*Values:*

enumerator **SMS_VALID_1_Hour**

enumerator **SMS_VALID_6_Hours**

enumerator **SMS_VALID_1_Day**

enumerator **SMS_VALID_3_Days**

enumerator **SMS_VALID_1_Week**

enumerator **SMS_VALID_Max_Time**

**enum GSM_ViabilityPeriodFormat**
Enum defines format of validity period for SMS messages. See GSM 03.40 section 9.2.3.12

*Values:*

enumerator **SMS_Viability_NotAvailable**

enumerator **SMS_Viability_RelativeFormat**

**struct GSM_SMSValidity**
Structure for validity of SMS messages

**Public Members**

**GSM_ViabilityPeriod Relative**
Value defines period for relative format

**struct GSM_SMSC**
Structure for SMSC (SMS Center) information.
**Public Members**

**int Location**
Number of the SMSC on SIM

**unsigned char Name**[(GSM_MAX_SMSC_NAME_LENGTH + 1) * 2]
Name of the SMSC

**unsigned char Number**[(GSM_MAX_NUMBER_LENGTH + 1) * 2]
SMSC phone number.

**GSM_SMSValidity Validity**
Validity of SMS messages.

**GSM_SMSFormat Format**
Format of sent SMS messages.

**unsigned char DefaultNumber**[(GSM_MAX_NUMBER_LENGTH + 1) * 2]
Default recipient number. In old DCT3 ignored

**enum GSM_SMS_State**
Status of SMS message.
Values:

- enumerator **SMS_Sent**
- enumerator **SMS_UnSent**
- enumerator **SMS_Read**
- enumerator **SMS_UnRead**

**enum GSM_Coding_Type**
Coding type of SMS.
Values:

- enumerator **SMS_Coding_Unicode_No_Compression**
  Unicode
- enumerator **SMS_Coding_Unicode_Compression**
- enumerator **SMS_Coding_Default_No_Compression**
  Default GSM alphabet.
enumerator SMS_Coding_Default_Compression

eenumerator SMS_Coding_8bit
  8-bit.

e num GSM_UDH
  Types of UDH (User Data Header).
  Values:

  enumerator UDH_NoUDH

  enumerator UDH_ConcatenatedMessages
    Linked SMS.

  enumerator UDH_ConcatenatedMessages16bit
    Linked SMS with 16 bit reference.

  enumerator UDH_DisableVoice

  enumerator UDH_DisableFax

  enumerator UDH_DisableEmail

  enumerator UDH_EnableVoice

  enumerator UDH_EnableFax

  enumerator UDH_EnableEmail

  enumerator UDH_VoidSMS

  enumerator UDH_NokiaRingtone

  enumerator UDH_NokiaRingtoneLong

  enumerator UDH_NokiaOperatorLogo

  enumerator UDH_NokiaOperatorLogoLong

  enumerator UDH_NokiaCallerLogo

  enumerator UDH_NokiaWAP
enumerator UDH_NokiaWAPLong

enumerator UDH_NokiaCalendarLong

enumerator UDH_NokiaProfileLong

enumerator UDH_NokiaPhonebookLong

enumerator UDH_UserUDH

enumerator UDH_MMSIndicatorLong

struct GSM_UDHHeader
    Structure for User Data Header.

    Public Members

    **GSM_UDH** Type
    
    UDH type.

    int **Length**
    
    UDH length.

    unsigned char **Text**[GSM_MAX_UDH_LENGTH]
    
    UDH text.

    int **ID8bit**
    
    8-bit ID, when required (-1 otherwise).

    int **ID16bit**
    
    16-bit ID, when required (-1 otherwise).

    int **PartNumber**
    
    Number of current part.

    int AllParts
    
    Total number of parts.

enum GSM_SMSMessageType
    TP-Message-Type-Indicator. See GSM 03.40 section 9.2.3.1.

    Values:
enumerator **SMS_Deliver**

SMS in Inbox.

enumerator **SMS_Status_Report**

Delivery Report

enumerator **SMS_Submit**

SMS for sending or in Outbox

struct **GSM_SMSMessage**

SMS message data.

### Public Members

unsigned char **ReplaceMessage**

Message to be replaced.

gboolean **RejectDuplicates**

Whether to reject duplicates.

**GSM_UDHHeader** **UDH**

UDH (User Data Header)

unsigned char **Number**[(GSM_MAX_NUMBER_LENGTH + 1) * 2]

Sender or recipient number.

**GSM_SMSC** **SMSC**

SMSC (SMS Center)

**GSM_MemoryType** **Memory**

For saved SMS: where exactly it's saved (SIM/phone)

int **Location**

For saved SMS: location of SMS in memory.

int **Folder**

For saved SMS: number of folder, where SMS is saved

gboolean **InboxFolder**

For saved SMS: whether SMS is really in Inbox.

int **Length**

Length of the SMS message.
**GSM_SMS_State**
Status (read/unread/...) of SMS message.

unsigned char **Name**[(GSM_MAX_SMS_NAME_LENGTH + 1) * 2]
Name in Nokia with SMS memory (6210/7110, etc.) Ignored in other.

unsigned char **Text**[(GSM_MAX_SMS_LENGTH + 1) * 2]
Text for SMS.

**GSM_SMSMessage_Type** **PDU**
Type of message.

**GSM_Coding_Type** **Coding**
Type of coding.

**GSM_DateTime** **DateTime**
Date and time, when SMS was saved or sent

**GSM_DateTime** **SMSCTime**
Date of SMSC response in DeliveryReport messages.

unsigned char **DeliveryStatus**
In delivery reports: status.

gboolean **ReplyViaSameSMSC**
Indicates whether “Reply via same center” is set.

signed char **Class**
SMS class (0 is flash SMS, 1 is normal one).

unsigned char **MessageReference**
Message reference.

**Public Members**

unsigned char **Text**
TP-User-Data. GSM 03.40 section 9.2.3.24.

unsigned char **Number**
• In SMS-Deliver: TP-Originating-Address. GSM 03.40 section 9.2.3.7.
• In SMS-Submit: TP-Destination-Address. GSM 03.40 section 9.2.3.8.
• In SMS-Status-Report: TP-Recipient-Address. GSM 03.40 section 9.2.3.14.
unsigned char **SMSCNumber**
SMSC number

unsigned char **TPDCS**
TP-Data-Coding-Scheme. GSM 03.40 section 9.2.3.10. Contains alphabet type, SMS class (and some others)

unsigned char **DateTime**
• For SMS-Submit: TP-Validity-Period. GSM 03.40 section 9.2.3.12.
• For SMS-Status-Report: TP-Discharge Time. GSM 03.40 section 9.2.3.13.

unsigned char **SMSCTime**
TP-Service-Centre-Time-Stamp in SMS-Status-Report. GSM 03.40 section 9.2.3.11.

unsigned char **TPStatus**
TP-Status in SMS-Status-Report. GSM 03.40 section 9.2.3.15.

unsigned char **TPUDL**
TP-User-Data-Length. GSM 03.40 section 9.2.3.16.

unsigned char **TPVP**
TP-Validity Period in SMS-Submit. GSM 03.40 section 9.2.3.12.

unsigned char **firstbyte**
Byte contains in SMS-Deliver:
• TP-Message-Type-Indicator (2 bits) GSM 03.40 section 9.2.3.1
• TP-More-Messages-To-Send (1 bit). GSM 03.40 section 9.2.3.2
• TP-Reply-Path (1 bit). GSM 03.40 section 9.2.3.17
• TP-User-Data-Header-Indicator (1 bit). GSM 03.40 section 9.2.3.23
• TP-Status-Report-Indicator (1 bit). GSM 03.40 section 9.2.3.4
Byte contains in SMS-Submit:
• TP-Message-Type-Indicator (2 bits) GSM 03.40 section 9.2.3.1
• TP-Reject-Duplicates (1 bit). GSM 03.40 section
• TP-Validity-Period-Format (2 bits).GSM 03.40 section 9.2.3.3
• TP-Reply-Path (1 bit). GSM 03.40 section 9.2.3.17
• TP-User-Data-Header-Indicator (1 bit). GSM 03.40 section 9.2.3.23
• TP-Status-Report-Request (1 bit). GSM 03.40 section 9.2.3.5

unsigned char **TPMR**
TP-Message Reference in SMS-Submit. GSM 03.40 section 9.2.3.6
unsigned char **TPPID
    TP-Protocol-Identifier. GSM 03.40 section 9.2.3.9

struct GSM_OneSMSFolder
    Information about SMS folder.

    gboolean InboxFolder
        Whether it is inbox.

    gboolean OutboxFolder
        Whether it is outbox.

    GSM_MemoryType Memory
        Where exactly it’s saved.

    unsigned char Name[(GSM_MAX_SMS_FOLDER_NAME_LEN + 1) * 2]
        Name of the folder

struct GSM_SMSFolders
    List of SMS folders.

    Public Members

    GSM_OneSMSFolder Folder[GSM_MAX_SMS_FOLDERS]
        Array of structures holding information about each folder.

    int Number
        Number of SMS folders.

struct GSM_SiemensOTASMSInfo
    Siemens OTA data.

struct GSM_MultiSMSMessage
    Multiple SMS messages, used for Smart Messaging 3.0/EMS.
**Public Members**

`int Number`
Number of messages.

`GSM_SMSMessage SMS[GSM_MAX_MULTI_SMS]`
Array of SM Ses.

`gboolean Processed`
Boolean flag for processing

struct `GSM_OneMMSFolder`
Information about MMS folder.

**Public Members**

`gboolean InboxFolder`
Whether it is really inbox.

`char Name[(GSM_MAX_MMS_FOLDER_NAME_LEN + 1) * 2]`
Name for MMS folder.

struct `GSM_MMSFolders`
List of MMS folders.

**Public Members**

`unsigned char Number`
Number of MMS folders.

`GSM_OneMMSFolder Folder[GSM_MAX_MMS_FOLDERS]`
Array of structures holding information about each folder.

enum `EncodeMultiPartSMSID`
ID during packing SMS for Smart Messaging 3.0, EMS and other

`Values:`

enumerator `SMS_Text`
1 text SMS.

enumerator `SMS_ConcatenatedTextLong`
Contacened SMS, when longer than 1 SMS.
enumerator **SMS_ConcatenatedAutoTextLong**
   Contacenated SMS, auto Default/Unicode coding.

enumerator **SMS_ConcatenatedTextLong16bit**

enumerator **SMS_ConcatenatedAutoTextLong16bit**

enumerator **SMS_NokiaProfileLong**
   Nokia profile = Name, Ringtone, ScreenSaver

enumerator **SMS_NokiaPictureImageLong**
   Nokia Picture Image + (text)

enumerator **SMS_NokiaScreenSaverLong**
   Nokia screen saver + (text)

enumerator **SMS_NokiaRingtone**
   Nokia ringtone - old SM2.0 format, 1 SMS

enumerator **SMS_NokiaRingtoneLong**
   Nokia ringtone contacenated, when very long

enumerator **SMS_NokiaOperatorLogo**
   Nokia 72x14 operator logo, 1 SMS

enumerator **SMS_NokiaOperatorLogoLong**
   Nokia 72x14 op logo or 78x21 in 2 SMS

enumerator **SMS_NokiaCallerLogo**
   Nokia 72x14 caller logo, 1 SMS

enumerator **SMS_NokiaWAPBookmarkLong**
   Nokia WAP bookmark in 1 or 2 SMS

enumerator **SMS_NokiaWAPSettingsLong**
   Nokia WAP settings in 2 SMS

enumerator **SMS_NokiaMMSSettingsLong**
   Nokia MMS settings in 2 SMS

enumerator **SMS_NokiaVCARD10Long**
   Nokia VCARD 1.0 - only name and default number

enumerator **SMS_NokiaVCARD21Long**
   Nokia VCARD 2.1 - all numbers + text
enumerator **SMS_NokiaVCALENDAR10Long**
   - Nokia VCALENDAR 1.0 - can be in few sms

enumerator **SMS_NokiaVTODOLong**

enumerator **SMS_VCARD10Long**

enumerator **SMS_VCARD21Long**

enumerator **SMS_DisableVoice**

enumerator **SMS_DisableFax**

enumerator **SMS_DisableEmail**

enumerator **SMS_EnableVoice**

enumerator **SMS_EnableFax**

enumerator **SMS_EnableEmail**

enumerator **SMS_VoidSMS**

enumerator **SMS_EMSSound10**
   - IMelody 1.0

enumerator **SMS_EMSSound12**
   - IMelody 1.2

enumerator **SMS_EMSSonyEricssonSound**
   - IMelody without header - SonyEricsson extension

enumerator **SMS_EMSSound10Long**
   - IMelody 1.0 with UPI.

enumerator **SMS_EMSSound12Long**
   - IMelody 1.2 with UPI.

enumerator **SMS_EMSSonyEricssonSoundLong**
   - IMelody without header with UPI.

enumerator **SMS_EMSPredefinedSound**
enumerator SMS_EMSPredefinedAnimation

enumerator SMS_EMSAnimation

enumerator SMS_EMSFixedBitmap
    Fixed bitmap of size 16x16 or 32x32.

enumerator SMS_EMSVariableBitmap

enumerator SMS_EMSVariableBitmapLong

enumerator SMS_MMSIndicatorLong
    MMS message indicator.

enumerator SMS_WAPIndicatorLong

enumerator SMS_AlcatelMonoBitmapLong
    Variable bitmap with black and white colors

enumerator SMS_AlcatelMonoAnimationLong
    Variable animation with black and white colors

enumerator SMS_AlcatelSMSTemplateName

enumerator SMS_SiemensFile
    Siemens OTA

enumerator SMS_USSD

struct GSM_MultiPartSMSEntry
    Entry of multipart SMS.

struct GSM_MultiPartSMSInfo
    Multipart SMS information.

enum MMSAddressType
    MMS address type.
    Values:

    enumerator MMSADDRESS_PHONE

    enumerator MMSADDRESS_UNKNOWN

struct GSM_EncodedMultiPartMMSEntry
    MMS entry.
**Public Members**

unsigned char **ContentType**[400]
   CT in Unicode

unsigned char **SMIL**[400]
   Smil ID in Unicode

struct **GSM_EncodedMultiPartMMSInfo**
   MMS part.

**Public Members**

unsigned char **Source**[200]
   in Unicode

unsigned char **Destination**[200]
   in Unicode

unsigned char **CC**[200]
   in Unicode

unsigned char **Subject**[200]
   in Unicode

unsigned char **ContentType**[400]
   CT in Unicode

unsigned char **MSGType**[50]
   no Unicode

**GSM_EncodedMultiPartMMSEntry Entries**[GSM_MAX_MULTI_MMS]
   Subparts.

5.3.17 Miscellaneous

size_t **GetLine**(FILE *File, char *Line, int count)
   Reads single line from file.

   Parameters
      • **File** – File descriptor to read from.
      • **Line** – Buffer where to store result.
      • **count** – Maximal length of text which can be stored in buffer.
Returns
Length of read line, -1 on error.

const char *GetGammuVersion(void)
Gets Gammu library version.

const char *GetCompiler(void)
Gets compiler which was used to compile Gammu library.

const char *GetOS(void)
Gets host OS.

const char *GetGammuLocalePath(void)
Returns path to Gammu locales.

void GSM_InitLocales(const char *path)
Initializes locales. This sets up things needed for proper string conversion from local charset as well as initializes gettext based translation.

Parameters
• path – Path to gettext translation. If NULL compiled in default is used.

void EncodeHexBin(char *dest, const unsigned char *src, size_t len)
Encodes text to hexadecimal binary representation.

gboolean GSM_IsNewerVersion(const char *latest_version, const char *current_version)
Returns TRUE if firmware version is newer.

Parameters
• latest_version – String containing version (eg. latest available).
• current_version – String containing version (eg. current one).

Returns
True if latest_version > current_version.

5.3.18 Nokia

void NOKIA_GetDefaultCallerGroupName(GSM_Bitmap *Bitmap)
Gets default caller group name.

Parameters
• Bitmap – Storage for default bitmap.

void NOKIA_GetDefaultProfileName(GSM_Profile *Profile)
Gets default profile name.

Parameters
• Profile – Storage for default profile.
5.3.19 Ringtone

_GSM_Error PHONE_RTTLPloyOneNote_(_GSM_StateMachine *s, GSM_RingNote note, gboolean first_)  
Play one note using state machine interface.

_GSM_Error PHONE_Beep_(_GSM_StateMachine *s_)  
Makes phone beek using state machine interface.

_GSM_Error GSM_GetRingtone_(_GSM_StateMachine *s, GSM_Ringtone *Ringtone, gboolean PhoneRingtone_)  
Gets ringtone from phone.

_GSM_Error GSM_SetRingtone_(_GSM_StateMachine *s, GSM_Ringtone *Ringtone, int *maxlength_)  
Sets ringtone in phone.

_GSM_Error GSM_GetRingtonesInfo_(_GSM_StateMachine *s, GSM_AllRingtonesInfo *Info_)  
Acquires ringtone information.

_GSM_Error GSM_DeleteUserRoleingtones_(_GSM_StateMachine *s_)  
Deletes user defined ringtones from phone.

_GSM_Error GSM_PlayTone_(_GSM_StateMachine *s, int Herz, unsigned char Volume, gboolean start_)  
Plays tone.

_GSM_Error GSM_RingtoneConvert_(_GSM_Ringtone *dest, GSM_Ringtone *src, GSM_RingtoneFormat Format_)  

_GSM_Error GSM_ReadRingtoneFile_(_char *FileName, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneFile_(_char *FileName, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneOtt_(_FILE *file, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneMidi_(_FILE *file, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneIMelody_(_FILE *file, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneWav_(_FILE *file, GSM_Ringtone *ringtone_)  

_GSM_Error GSM_SaveRingtoneRttl_(_FILE *file, GSM_Ringtone *ringtone_)  

const unsigned char *GSM_GetRingtoneName_(_const GSM_AllRingtonesInfo *Info, const int ID_)  
Returns ringtone name, NULL if not found.

int GSM_RTTLGetTempo_(_int Beats_)  

enum GSM_RingNoteStyle  
Values:

enumerator NaturalStyle  
Natural style (rest between notes)

everenumerator ContinuousStyle  
Continuous style (no rest between notes)

everenumerator StaccatoStyle  
Staccato style (shorter notes and longer rest period)
enumerator INVALIDStyle

enum GSM_RingNoteNote
  Values:

  enumerator Note_Pause

  enumerator Note_C

  enumerator Note_Cis

  enumerator Note_D

  enumerator Note_Dis

  enumerator Note_E

  enumerator Note_F

  enumerator Note_Fis

  enumerator Note_G

  enumerator Note_Gis

  enumerator Note_A

  enumerator Note_Ais

  enumerator Note_H

  enumerator Note_INVALID

enum GSM_RingNoteDuration
  Values:

  enumerator Duration_Full

  enumerator Duration_1_2

  enumerator Duration_1_4
enumerator Duration_1_8
enumerator Duration_1_16
enumerator Duration_1_32
enumerator Duration_INVALID

enum GSM_RingNoteDurationSpec
  Values:
  enumerator NoSpecialDuration
  enumerator DottedNote
  enumerator DoubleDottedNote
  enumerator Length_2_3
  enumerator DurationSpec_INVALID

enum GSM_RingNoteScale
  Values:
  enumerator Scale_55
       55 Hz for note A
  enumerator Scale_110
       110 Hz for note A
  enumerator Scale_220
  enumerator Scale_440
       first scale for Nokia
  enumerator Scale_880
  enumerator Scale_1760
  enumerator Scale_3520
       last scale for Nokia
  enumerator Scale_7040
enumerator Scale_14080

struct GSM_RingNote

enum GSM_RingCommandType

Values:

enumerator RING_Note

enumerator RING_EnableVibra

enumerator RING_DisableVibra

enumerator RING_EnableLight

enumerator RING_DisableLight

enumerator RING_EnableLED

enumerator RING_DisableLED

enumerator RING_Repeat

struct GSM_RingCommand

struct GSM_NoteRingtone

struct GSM_NokiaBinaryRingtone

struct GSM_BinaryTone

enum GSM_RingtoneFormat

Values:

enumerator RING_NOTETONE

enumerator RING_NOKIABINARY

enumerator RING_MIDI

enumerator RING_MMF

struct GSM_Ringtone

Structure for saving various ringtones formats
Public Members

_GSM_NokiaBinaryRingtone NokiaBinary_

Ringtone saved in one of three formats

_GSM_RingtoneFormat Format_

Ringtone format

unsigned char Name[(GSM_MAX_RINGTONE_NAME_LENGTH + 1) * 2]

Ringtone name

int Location

Ringtone location

struct GSM_RingtoneInfo

Public Members

int Group

Nokia specific

struct GSM_AllRingtonesInfo

5.3.20 Security

_GSM/Error GSM_EnterSecurityCode(GSM_StateMachine *s, GSM_SecurityCode *Code)_

Enters security code (PIN, PUK,...).

_GSM/Error GSM_GetSecurityStatus(GSM_StateMachine *s, GSM_SecurityCodeType *Status)_

Queries whether some security code needs to be entered.

enum GSM_SecurityCodeType

Definition of security codes.

Values:

enumerator SEC_SecurityCode

Security code.

enumerator SEC_Pin

PIN.

enumerator SEC_Pin2

PIN 2.
enumerator SEC_Puk
    PUK.

enumerator SEC_Puk2
    PUK 2.

enumerator SEC_None
    Code not needed.

enumerator SEC_Phone
    Phone code needed.

enumerator SEC_Network
    Network code needed.

struct GSM_SecurityCode
    Security code definition.

Public Members

GSM_SecurityCodeType Type
    Type of the code.

char Code[GSM_SECURITY_CODE_LEN + 1]
    Actual code.

char NewPIN[GSM_SECURITY_CODE_LEN + 1]
    New PIN code.

    Some phones require to set PIN on entering PUK, you can provide it here.

5.3.21 Settings

GSM_Error GSM_GetLocale(GSM_StateMachine *s, GSM_Locale *locale)
    Gets locale from phone.

GSM_Error GSM_SetLocale(GSM_StateMachine *s, GSM_Locale *locale)
    Sets locale of phone.

GSM_Error GSM_GetSyncMLSettings(GSM_StateMachine *s, GSM_SyncMLSettings *settings)
    Acquires SyncML settings.

GSM_Error GSM_SetSyncMLSettings(GSM_StateMachine *s, GSM_SyncMLSettings *settings)
    Changes SyncML settings.

GSM_Error GSM_GetChatSettings(GSM_StateMachine *s, GSM_ChatSettings *settings)
    Acquires chat/presence settings.
Changes chat/presence settings.

Acquires MMS settings.

Changes MMS settings.

Enables network auto login.

Performs phone reset.

Resets phone settings.

Reads profile.

Updates profile.

Reads FM station.

Sets FM station.

Clears defined FM stations.

Gets GPRS access point.

Sets GPRS access point.

```c
struct GSM_SyncMLSettings
enum GSM_ResetSettingsType
    Values:
    enumerator GSM_RESET_PHONESETTINGS
    enumerator GSM_RESET_USERINTERFACE
    enumerator GSM_RESET_USERINTERFACE_PHONESETTINGS
    enumerator GSM_RESET_DEVICE
    enumerator GSM_RESET_FULLFACTORY
```
struct GSM_ChatSettings

enum GSM_Profile_Feat_Value

    Values:

    enumerator PROFILE_KEYPAD_LEVEL1
    enumerator PROFILE_KEYPAD_LEVEL2
    enumerator PROFILE_KEYPAD_LEVEL3
    enumerator PROFILE_KEYPAD_OFF
    enumerator PROFILE_CALLALERT_RINGING
    enumerator PROFILE_CALLALERT_BEEPONCE
    enumerator PROFILE_CALLALERT_OFF
    enumerator PROFILE_CALLALERT_RINGONCE
    enumerator PROFILE_CALLALERT_ASCENDING
    enumerator PROFILE_CALLALERT_CALLERGROUPS
    enumerator PROFILE_VOLUME_LEVEL1
    enumerator PROFILE_VOLUME_LEVEL2
    enumerator PROFILE_VOLUME_LEVEL3
    enumerator PROFILE_VOLUME_LEVEL4
    enumerator PROFILE_VOLUME_LEVEL5
    enumerator PROFILE_MESSAGE_NOTONE
    enumerator PROFILE_MESSAGE_STANDARD
    enumerator PROFILE_MESSAGE_SPECIAL
    enumerator PROFILE_MESSAGE_BEEPONCE
enumerator PROFILE_MESSAGE_ASCENDING
enumerator PROFILE_MESSAGE_PERSONAL
enumerator PROFILE_VIBRATION_OFF
enumerator PROFILE_VIBRATION_ON
enumerator PROFILE_VIBRATION_FIRST
enumerator PROFILE_WARNING_ON
enumerator PROFILE_WARNING_OFF
enumerator PROFILE_AUTOANSWER_ON
enumerator PROFILE_AUTOANSWER_OFF
enumerator PROFILE_LIGHTS_OFF
enumerator PROFILE_LIGHTS_AUTO
enumerator PROFILE_SAVER_ON
enumerator PROFILE_SAVER_OFF
enumerator PROFILE_SAVER_TIMEOUT_5SEC
enumerator PROFILE_SAVER_TIMEOUT_20SEC
enumerator PROFILE_SAVER_TIMEOUT_1MIN
enumerator PROFILE_SAVER_TIMEOUT_2MIN
enumerator PROFILE_SAVER_TIMEOUT_5MIN
enumerator PROFILE_SAVER_TIMEOUT_10MIN

enum GSM_Profile_Feat_ID
    Values:
        enumerator Profile_KeypadTone
enumerator Profile_CallAlert
enumerator Profile_RingtoneVolume
enumerator Profile_MessageTone
enumerator Profile_Vibration
enumerator Profile_WarningTone
enumerator Profile_AutoAnswer
enumerator Profile_Lights
enumerator Profile_ScreenSaverTime
enumerator Profile_ScreenSaver
enumerator Profile_ScreenSaverNumber
enumerator Profile_RingtoneID
enumerator Profile_MessageToneID
enumerator Profile_CallerGroups

struct GSM_Profile
    It contains phone profiles

Public Members

int Location
    Profile number

cchar Name[40 * 2]
    Profile name

gboolean DefaultName
    Is it default name for profile ?

struct GSM_FMStation
struct GSM_GPRSAccessPoint

enum GSM_DateFormat

  Values:

  enumerator GSM_Date_DDMMYYYY
  enumerator GSM_Date_MMDDYYYY
  enumerator GSM_Date_YYYYMMDD
  enumerator GSM_Date_DDMMMYY
  enumerator GSM_Date_MMDDYY
  enumerator GSM_Date_DDMMYY
  enumerator GSM_Date_MMMDDY
  enumerator GSM_Date_YYMMDD
  enumerator GSM_Date_OFF

struct GSM_Locale

struct GSM_Profile_PhoneTableValue

5.3.22 SMSD

_GSM_Error_ SMSD_InjectSMS(GSM_SMSDConfig *Config, GSM_MultiSMSMessage *sms, char *NewID)

Enqueues SMS message in SMS daemon queue.

Parameters

  • _Config_ – SMSD configuration pointer.
  • _sms_ – Message data to send.
  • _NewID_ – Pointer to string where ID of new message will be written. Can be NULL and then it is ignored.

Returns

  Error code

_GSM_Error_ SMSD_GetStatus(GSM_SMSDConfig *Config, GSM_SMSDStatus *status)

Gets SMSD status via shared memory.

Parameters

  • _Config_ – SMSD configuration pointer.
  • _status_ – pointer where status will be copied
Returns
Error code

`GSM_Error SMSD_Shutdown(GSM_SMSDConfig *Config)`
Flags SMSD daemon to terminate itself gracefully.

Parameters
- `Config` – Pointer to SMSD configuration data.

Returns
Error code

`GSM_Error SMSD_ReadConfig(const char *filename, GSM_SMSDConfig *Config, gboolean uselog)`
Reads SMSD configuration.

Parameters
- `filename` – File name of configuration.
- `Config` – Pointer to SMSD configuration data.
- `uselog` – Whether to log errors to configured log.

Returns
Error code

`GSM_Error SMSD_MainLoop(GSM_SMSDConfig *Config, gboolean exit_on_failure, int max_failures)`
Main SMS daemon loop. It connects to phone, scans for messages and sends messages from inbox. Can be interrupted by SMSD_Shutdown.

See also:
- `SMSD_Shutdown`

Parameters
- `Config` – Pointer to SMSD configuration data.
- `exit_on_failure` – Whether failure should lead to terminaton of program.
- `max_failures` – Maximal number of failures after which SMSD will terminate. Use 0 to not terminate on failures.

Returns
Error code

`GSM_SMSDConfig *SMSD_NewConfig(const char *name)`
Creates new SMSD configuration.

Parameters
- `name` – Name of process, will be used for logging. If NULL, gammu-smsd text is used.

Returns
Pointer to SMSD configuration data block.

void `SMSD_FreeConfig(GSM_SMSDConfig *config)`
Frees SMSD configuration.

Parameters
- `config` – Pointer to SMSD configuration data.


```
struct GSM_SMSDStatus

   Status structure, which can be found in shared memory (if supported on platform).

Public Members

   int Version
       Version of this structure (2 for now).

   char PhoneID[SMSD_TEXT_LENGTH + 1]
       PhoneID from configuration.

   char Client[SMSD_TEXT_LENGTH + 1]
       Client software name.

   GSM_BatteryCharge Charge
       Current phone battery state.

   GSM_SignalQuality Network
       Current network state.

   int Received
       Number of received messages.

   int Sent
       Number of sent messages.

   int Failed
       Number of messages which failed to be send.

   char IMEI[GSM_MAX_IMEI_LENGTH + 1]
       Phone IMEI.

   char IMSI[GSM_MAX_INFO_LENGTH + 1]
       SIM IMSI.

   GSM_NetworkInfo NetInfo
       Network information.

typedef struct _GSM_SMSDConfig GSM_SMSDConfig

   SMSD configuration data, these are not expected to be manipulated directly by application.
```
5.3.23 State machine

\texttt{GSM\_Error GSM\_InitConnection\_Log(GSM\_StateMachine \*s, int ReplyNum, GSM\_Log\_Function log\_function, void \*user\_data)}

Initiates connection with custom logging callback.

See also:

\texttt{GSM\_SetDebugFunction}

Parameters

\begin{itemize}
  \item \texttt{s} – State machine data
  \item \texttt{ReplyNum} – Number of replies to await (usually 3).
  \item \texttt{log\_function} – Logging function, see \texttt{GSM\_SetDebugFunction}.
  \item \texttt{user\_data} – User data for logging function, see \texttt{GSM\_SetDebugFunction}.
\end{itemize}

Returns

Error code

\texttt{GSM\_Error GSM\_InitConnection(GSM\_StateMachine \*s, int ReplyNum)}

Initiates connection.

Parameters

\begin{itemize}
  \item \texttt{s} – State machine data
  \item \texttt{ReplyNum} – Number of replies to await (usually 3).
\end{itemize}

Returns

Error code

\texttt{GSM\_Error GSM\_TerminateConnection(GSM\_StateMachine \*s)}

Terminates connection.

Parameters

\begin{itemize}
  \item \texttt{s} – State machine data
\end{itemize}

Returns

Error code

\texttt{GSM\_Error GSM\_AbortOperation(GSM\_StateMachine \*s)}

Aborts current operation.

This is thread safe call to abort any existing operations with the phone.

Parameters

\begin{itemize}
  \item \texttt{s} – State machine data
\end{itemize}

Returns

Error code

\texttt{GSM\_Error GSM\_Install(GSM\_StateMachine \*s, const \*ExtraPath, gboolean Minimal)}

Installs applet required for configured connection to the phone.

Parameters
• `s` – State machine data.
• `ExtraPath` – Extra path where to search for installation data.
• `Minimal` – Whether to do minimal installation (eg. without support libraries), useful for applet updates

**Returns**
Result of operation.

typedef struct _GSM_SateMachine **GSM_StateMachine**
Private structure holding information about phone connection. Should be allocated by `GSM_AllocStateMachine` and freed by `GSM_FreeStateMachine`.

enum **GSM_ConnectionType**
Connection types definitions.

Values:

enumerator `GCT_MBUS2`
enumerator `GCT_FBUS2`
enumerator `GCT_FBUS2DLR3`
enumerator `GCT_DKU2AT`
enumerator `GCT_DKU2PHONET`
enumerator `GCT_DKU5FBUS2`
enumerator `GCT_ARK3116FBUS2`
enumerator `GCT_FBUS2PL2303`
enumerator `GCT_FBUS2BLUE`
enumerator `GCT_FBUS2IRDA`
enumerator `GCT_PHONETBLUE`
enumerator `GCT_AT`
enumerator `GCT_BLUEGNAPBUS`
enumerator `GCT_IRDAOBEX`
enumerator GCT_IRDAGNAPBUS
enumerator GCT_IRDAAT
enumerator GCT_IRDAPHONET
enumerator GCT_BLUEFBUS2
enumerator GCT_BLUEAT
enumerator GCT_BLUEPHONET
enumerator GCT_BLUEOBEX
enumerator GCT_FBUS2USB
enumerator GCT_BLUES60
enumerator GCT_PROXYGNAPBUS
enumerator GCT_PROXYFBUS2
enumerator GCT_PROXYAT
enumerator GCT_PROXYPHONET
enumerator GCT_PROXYOBEX
enumerator GCT_PROXYS60
enumerator GCT_NONE

struct GSM_Config
  Configuration of state machine.

**Public Members**

char Model[50]
  Model from config file

char DebugLevel[50]
  Debug level
char *Device
    Device name from config file

char *Connection
    Connection type as string

gboolean SyncTime
    Synchronize time on startup?

gboolean LockDevice
    Lock device? (Unix)

char *DebugFile
    Name of debug file

gboolean StartInfo
    Display something during start?

gboolean UseGlobalDebugFile
    Should we use global debug file?

char TextReminder[32]
    Text for reminder calendar entry category in local language

char TextMeeting[32]
    Text for meeting calendar entry category in local language

char TextCall[32]
    Text for call calendar entry category in local language

char TextBirthday[32]
    Text for birthday calendar entry category in local language

char TextMemo[32]
    Text for memo calendar entry category in local language

GSM_Feature PhoneFeatures[GSM_MAX_PHONE_FEATURES + 1]
    Phone features override.

int CNMIParams[5]
    Used to override default CNMI arguments for generic AT protocol.

typedef void (*GSM_Log_Function)(const char *text, void *data)
    Callback function for logging.
Param text
   Text to be printed,
   will be also sent (as a separate message).

Param data
   Arbitrary logger data, as passed to GSM_InitConnection_Log.

int GSM_ReadDevice(GSM_StateMachine *s, gboolean waitforreply)
   Attempts to read data from phone. This can be used for getting status of incoming events, which would not be
   found out without polling device.

   Parameters
     • s – State machine data
     • waitforreply – Whether to wait for some event

   Returns
     Number of read bytes

gboolean GSM_IsConnected(GSM_StateMachine *s)
   Detects whether state machine is connected.

   Parameters
     • s – State machine data

   Returns
     Whether phone is connected.

GSM_Error GSM_FindGammuRC(INI_Section **result, const char *force_config)
   Finds and reads gammu configuration file. The search order depends on platform. On POSIX systems it looks
   for ~/.gammurc and then for /etc/gammurc, on Windows for gammurc in Application data folder, then in home
   and last fallback is in current directory.

   Parameters
     • result – Ini file representation
     • force_config – Forcing of custom path instead of autodetected one (if NULL, autodetection is performed).

   Returns
     Error code

GSM_Error GSM_ReadConfig(INI_Section *cfg_info, GSM_Config *cfg, int num)
   Processes gammu configuration.

   See also:
   GSM_FallbackConfig

   Parameters
     • cfg_info – Ini file representation.
     • cfg – Where to store configuration.
     • num – Number of section to read.

   Returns
     Whether we got valid configuration. Especially check for ERR_USING_DEFAULTS.
**GSM_GetConfig** *(GSM_StateMachine *s, int num)*

Gets gammu configuration from state machine. This actually returns pointer to internal configuration storage, so you can use it also for updating existing settings.

**Parameters**
- `s` – State machine data
- `num` – Number of section to read, -1 for currently used.

**Returns**
Pointer to configuration.

**int GSM_GetConfigNum** *(const GSM_StateMachine *s)*

Gets number of active gammu configurations.

**Parameters**
- `s` – State machine data

**Returns**
Number of sections.

**void GSM_SetConfigNum** *(GSM_StateMachine *s, int sections)*

Gets number of active gammu configurations.

**Parameters**
- `s` – State machine data
- `sections` – Number of sections.

**GSM_StateMachine *GSM_AllocStateMachine** *(void)*

Allocates new clean state machine structure. You should free it then by **GSM_FreeStateMachine**.

**Returns**
Pointer to state machine structure.

**void GSM_FreeStateMachine** *(GSM_StateMachine *s)*

Frees state machine structure allocated by **GSM_AllocStateMachine**.

**Parameters**
- `s` – Pointer to state machine structure.

**GSM_ConnectionType GSM_GetUsedConnection** *(GSM_StateMachine *s)*

Gets number of active gammu configurations.

**Parameters**
- `s` – State machine data

**Returns**
Connection type.
5.3.24 Types

typedef int gboolean

gboolean definition, compatible with glib.

5.3.25 Unicode

size_t UnicodeLength (const unsigned char *str)

Returns length of unicode string.

char *DecodeUnicodeString (const unsigned char *src)

Converts string to locale charset.

Returns

Pointer to static string.

char *DecodeUnicodeConsole (const unsigned char *src)

Converts string to console charset.

Returns

Pointer to static string.

void DecodeUnicode (const unsigned char *src, char *dest)

Converts string from unicode to local charset.

void EncodeUnicode (unsigned char *dest, const char *src, size_t len)

Encodes string from local charset to unicode.

void ReadUnicodeFile (unsigned char *Dest, const unsigned char *Source)

Decodes unicode file data with byte order mark (BOM).

void CopyUnicodeString (unsigned char *Dest, const unsigned char *Source)

Copies unicode string.

gboolean EncodeUTF8QuotedPrintable (char *dest, const unsigned char *src)

Encodes string to UTF-8 quoted printable.

void DecodeUTF8QuotedPrintable (unsigned char *dest, const char *src, size_t len)

Decodes UTF-8 quoted printable string.

int EncodeWithUTF8Alphabet (unsigned long src, unsigned char *ret)

Encodes string to UTF-8.

Warning: doxygenfunction: Cannot find function “DecodeWithUTF8Alphabet” in doxygen xml output for project “api” from directory: /home/runner/work/gammu/gammu/build-configure/gammu-doc/xml

gboolean DecodeHexUnicode (unsigned char *dest, const char *src, size_t len)

Decodes string from hex quoted unicode.

void EncodeHexUnicode (char *dest, const unsigned char *src, size_t len)

Encodes string to hex quoted unicode.

gboolean mywstrncmp (const unsigned char *a, const unsigned char *b, int num)

Compares two unicode strings.
unsigned char *mywstrstr(const unsigned char *haystack, const unsigned char *needle)
  Locates unicode substring.

gboolean mywstrncasecmp(const unsigned char *a, const unsigned char *b, int num)
  Compares two unicode strings case insensitive.

gboolean EncodeUTF8(char *dest, const unsigned char *src)
  Encode text to UTF-8.

void DecodeUTF8(unsigned char *dest, const char *src, size_t len)
  Decode text from UTF-8.

gboolean DecodeHexBin(unsigned char *dest, const unsigned char *src, size_t len)
  Decode hex encoded binary text.

Warning: doxygenfunction: Cannot find function “EncodeWithUnicodeAlphabet” in doxygen xml output for project “api” from directory: /home/runner/work/gammu/gammu/build-configure/gammu-doc/xml

Warning: doxygenfunction: Cannot find function “DecodeWithUnicodeAlphabet” in doxygen xml output for project “api” from directory: /home/runner/work/gammu/gammu/build-configure/gammu-doc/xml

5.3.26 WAP

_GSM_Error_ GSM_EncodeURLFile(unsigned char *Buffer, size_t *Length, GSM_WAPBookmark *bookmark)_
  Encodes URL to VBKM file.

  **Parameters**
  - **Buffer** – Storage for text.
  - **Length** – Pointer to storage, will be updated.
  - **bookmark** – Bookmark to encode.

  **Returns**
  Error code.

_GSM_Error_ GSM_GetWAPBookmark(GSM_StateMachine *s, GSM_WAPBookmark *bookmark)_
  Reads WAP bookmark.

  **Parameters**
  - **s** – State machine pointer.
  - **bookmark** – Bookmark storage, need to contain location.

  **Returns**
  Error code

_GSM_Error_ GSM_SetWAPBookmark(GSM_StateMachine *s, GSM_WAPBookmark *bookmark)_
  Sets WAP bookmark.

  **Parameters**
  - **s** – State machine pointer.
  - **bookmark** – Bookmark data.
Returns
Error code

`GSM_Error GSM_DeleteWAPBookmark(GSM_StateMachine *s, GSM_WAPBookmark *bookmark)`
Deletes WAP bookmark.

Parameters
• `s` – State machine pointer.
• `bookmark` – Bookmark data, need to contain location.

Returns
Error code

`GSM_Error GSM_GetWAPSettings(GSM_StateMachine *s, GSM_MultiWAPSettings *settings)`
Acquires WAP settings.

Parameters
• `s` – State machine pointer.
• `settings` – Settings storage.

Returns
Error code

`GSM_Error GSM_SetWAPSettings(GSM_StateMachine *s, GSM_MultiWAPSettings *settings)`
Changes WAP settings.

Parameters
• `s` – State machine pointer.
• `settings` – Settings data.

Returns
Error code

```c
struct GSM_WAPBookmark
WAP bookmark data.
```

**Public Members**

```c
int Location
Location where it is stored.

unsigned char Address[(255 + 1) * 2]
Bookmark URL.

unsigned char Title[(50 + 1) * 2]
Bookmark title.
```

```c
enum WAPSettings_Speed
Connection speed configuration.
```

Values:
enumerator **WAPSETTINGS_SPEED_9600**

enumerator **WAPSETTINGS_SPEED_14400**

enumerator **WAPSETTINGS_SPEED_AUTO**

enum **WAPSettings_Bearer**

  Connection bearer configuration.

  *Values:*

enumerator **WAPSETTINGS_BEARER_SMS**

enumerator **WAPSETTINGS_BEARER_DATA**

enumerator **WAPSETTINGS_BEARER_USSD**

enumerator **WAPSETTINGS_BEARER_GPRS**

struct **GSM_WAPSettings**

  WAP setting.

**Public Members**

cchar **Title**(20 + 1) * 2

  Settings name.

cchar **HomePage**(100 + 1) * 2

  Home page.

**WAPSettings_Bearer** **Bearer**

  Bearer of WAP connection.

gboolean **IsSecurity**

  Secure connection?

gboolean **IsContinuous**

  Is this connection continuous?

gboolean **IsISDNCall**

  Whether is ISDN for data bearer

gboolean **IsNormalAuthentication**

  Whether is normal auth for data bearer
char **Server**
Server for sms bearer.

char **Service**
Service for sms or ussd bearer.

gboolean **IsIP**
Whether is IP, for sms or ussd bearer.

char **Code**
Code for ussd bearer.

char **IPAddress**
IP address for data or gprs.

gboolean **ManualLogin**
Login for data or gprs.

char **DialUp**
Dial up number for data or gprs.

char **User**
User name for data or gprs.

Todo:
Is length okay?

char **Password**
User password for data or gprs.

Todo:
Is length okay?

**WAPSettings_Speed** Speed
Speed settings for data or gprs.

struct **GSM_MultiWAPSettings**
Set of WAP settings.
Public Members

int Location
   Location.

unsigned char Number
   Number of elements in Settings.

GSM_WAPSettings Settings[4]
   Real WAP settings.

gboolean Active
   Whether this configuration is active.

gboolean ReadOnly
   Whether this configuration is read only.

char Proxy[(100 + 1) * 2]
   Proxy server.

int ProxyPort
   Proxy port.

char Proxy2[(100 + 1) * 2]
   Second proxy server.

int Proxy2Port
   Second proxy port.

WAPSettings_Bearer ActiveBearer
   Bearer of current connection.

5.4 Porting from libGammu older than 1.12.0

5.4.1 Rationale for API change

This document describes what you have to change in your code, if you used Gammu older than 1.12.0. This release came with huge changes to API, which has to be done for various reasons:

- ABI stability. - Till now almost every change in internals of any driver lead to ABI change. If we would correctly increase soname on each ABI change, we would be somewhere near 200, what is not something we could be proud of.

- Centralisation of variables cleanup. - Currently all phone drivers have to do some common things in each function. New API allows one to centralize those operations in one place.

- Exposing of internals. - Old API exposed too much of Gammu internals, what could be misused by programmers and could lead to unexpected behaviour when some internals are changed.
5.4.2 Changes you have to do in your code

Below examples expect sm to be state machine structure in your current code, change it to appropriate variable name if it differs.

1. Use pointer to `GSM_StateMachine` instead of it. API now do not expose this structure, so you will get compiler error. You should allocate this pointer by `GSM_AllocStateMachine()` and free by `GSM_FreeStateMachine()`.

2. Change all phone functions from `sm.Phone.Functions->SomeFunction` to `GSM_SomeFunction`. Only functions which results were stored inside state machine structure have changed signature to include results of the operation.

3. All callbacks are set by function `GSM_Set*Callback` instead of directly accessing structure.

4. Some function have been renamed to follow `GSM_*` naming conventions.

As there might be some functions still missing from new API, don’t hesitate to contact author or ask on mailing list if you miss something.

API documentation can be generated using Doxygen (make apidoc in build tree) or Sphinx and is part of this manual.

See also:

`libGammu`
Gammmu project internals are a bit more complicated than required, mostly for historical reasons. Before digging into source code, you should look at Directory structure and Coding Style.

6.1 Reply functions

When phone gives answers, we check if we requested received info and we redirect it to concrete reply function, which will decode it. Different phone answers can go to one reply function let’s say responsible for getting sms status.

Type `GSM_Reply_Function`

Defines reply function for phone driver.

```
GSM_Error (*Function)(GSM_Protocol_Message *msg, GSM_StateMachine *s);
```

Callback on reply match.

- `const unsigned char *msgtype;`  
  String match on the message.

- `const size_t subtypechar;`  
  Position for char match inside reply. If 0, message type is checked.

- `const int subtype;`  
  Match for char/message type check (see above).

- `const GSM_Phone_RequestID requestID;`  
  Match for request ID. this is filled in when calling `GSM_WaitFor()`.

There are three types of answer matching:

6.1.1 Binary

Example:

```
{N6110_ReplySaveSMSMessage, "\x14", 0x03, 0x05, ID_SaveSMSMessage},
```

ID_SaveSMSSMessage request function reply. Frame is type “\x14”, 0x03 char of frame must be 0x05. If yes, we go to N6110_ReplySaveSMSSMessage. Of course, things like frame type are found in protocol (here FBUS, MBUS, etc.) functions. If don’t need anything more than frame type, 0x03,0x05 should be 0x00, 0x00 - it means then, that we check only frame type.
6.1.2 Text

Example:

```c
{ATGEN_ReplyIncomingCallInfo,"+CLIP",0x00,0x00,ID_IncomingFrame},
```

All incoming (not requested in the moment, sent by phone, who likes us - ID_IncomingFrame) responses starting from “+CLIP” will go to the ATGEN_ReplyIncomingCallInfo.

6.1.3 Numeric

Example:

```c
{S60_Reply_Generic, "", 0x00, NUM_QUIT, ID_Terminate },
```

When match string is empty and match char position is zero, matching on message type is performed.

6.1.4 Requests

This is how GSM_Reply_Function is filled. Now how to make phone requests?

Example:

```c
static GSM_Error N6110_GetMemory (GSM_StateMachine *s,
GSM_PhonebookEntry *entry)
{
    unsigned char req[] = {
        N6110_FRAME_HEADER, 0x01,
        0x00, /* memory type */
        0x00, /* location */
        0x00};

    req[4] = NOKIA_GetMemoryType(entry->MemoryType,N6110_MEMORY_TYPES);
    if (req[4]==0xff) return GE_NOTSUPPORTED;

    req[5] = entry->Location;

    s->Phone.Data.Memory=entry;
    dprintf("Getting phonebook entry\n");
    return GSM_WaitFor (s, req, 7, 0x03, 4, ID_GetMemory);
}
```

First we fill `req` according to values in `*entry`. Later set pointer in `s->Phone.Data` (it’s available for reply functions and they set responses exactly to it) and use GSM_WaitFor. It uses s statemachine, sends req frame with length 7, msg type is 0x03, we wait for answer during 4 seconds, request id is ID_GetMemory. GSM_WaitFor internally checks incoming bytes from phone and redirect them to protocol functions. If they found full frame, there is checked GSM_Reply_Function, where is called ReplyFunction or showed debug info, that frame is unknown. If there is ReplyFunction, it has access to `s->Phone.Data` and decodes answer. Returns error or not (and this is value for GSM_WaitFor). If there is no requested answer during time, GSM_WaitFor returns GE_TIMEOUT.
6.2 State Machine

The state machine is core of libGammu operations. It gets the data from the phone and dispatches them through protocol layer to phone drivers.

To see how it operates, following figure shows example of what happens when `GSM_GetModel()` is called from the program:
6.3 Adding support for new phone

This document covers basic information on adding support for new phone into Gammu. It will never cover all details, but will give you basic instructions.

6.3.1 Adding support for new AT commands

The easiest situation is when all you need to support new device is to add support for new AT commands. All the protocol infrastructure is there, you only need to hook new code into right places.

The main code for AT driver is in `libgammu/phone/at/atgen.c`. At the bottom of the file, you can find two arrays, one defining driver interface (GSM_Phone_Functions) and second one defining callbacks (see Reply functions for more detailed description. You will definitely need to define callbacks for newly introduced commands, but the interface for desired functionality might already exist.

Detecting whether command is supported

As Gammu is trying to support as much phones as possible, you should try to make it automatically detect whether connected phone supports the command. This can be done on first invocation of affected operation or on connecting to phone. As we want to avoid lengthy connecting to phone, in most cases you should probe for support on first attempt to use given functionality. The code might look like following:

```
GSM_Error ATGEN_GetFoo(GSM_StateMachine *s) {
    GSM_Phone_ATGENData *Priv = &s->Phone.Data.Priv.ATGEN;

    if (Priv->Foo_XXXX == 0) {
        ATGEN_CheckXXX(s);
    }

    if (Priv->Foo_XXXX == AT_AVAILABLE) {
        /* Perform reading */
    }

    /* Fail with error or fallback to other methods */
    return ERR_NOTSUPPORTED;
}

GSM_Error ATGEN_CheckXXX(GSM_StateMachine *s) {
    GSM_Error error;
    GSM_Phone_ATGENData *Priv = &s->Phone.Data.Priv.ATGEN;

    smprintf(s, "Checking availability of XXXX\n");
    ATGEN_WaitForAutoLen(s, "AT+XXXX=?\r", 0x00, 4, ID_GetProtocol);
    if (error == ERR_NONE) {
        Priv->Foo_XXXX = AT_AVAILABLE;
    } else {
        Priv->Foo_XXXX = AT_NOTAVAILABLE;
    }
    return error;
}
```

(continues on next page)
Alternatively (if detection is not possible), you can use features and phones database (see libgammu/gsmphones.c) or vendor based decision to use some commands.

**Invoking AT command**

The AT commands are invoked using GSM_WaitFor(), or a wrapper ATGEN_WaitForAutoLen(), where you don't have to specify length for text commands and automatically sets error variable.

Generally you need to construct buffer and then invoke it. For some simple functions it is pretty straigh forward:

```c
GSM_Error ATGEN_GetBatteryCharge(GSM_StateMachine *s, GSM_BatteryCharge *bat)
{
    GSM_Error error;

    GSM_ClearBatteryCharge(bat);
    s->Phone.Data.BatteryCharge = bat;
    smprintf(s, "Getting battery charge\n");
    ATGEN_WaitForAutoLen(s, "AT+CBC\r", 0x00, 4, ID_GetBatteryCharge);
    return error;
}
```

As you can see, it is often required to store pointer to data store somewhere, for most data types s->Phone.Data does contain the pointer to do that.

**Parsing reply**

For parsing reply, you should use ATGEN_ParseReply(), which should be able to handle all encoding and parsing magic. You can grab lines from the reply using GetLineString().

The reply function needs to be hooked to the reply functions array, so that it is invoked when reply is received from the phone.

Continuing in above example for getting battery status, the (simplified) function would look like:

```c
GSM_Error ATGEN_ReplyGetBatteryCharge(GSM_Protocol_Message *msg, GSM_StateMachine *s)
{
    GSM_Error error;
    GSM_Phone_ATGENData *Priv = &s->Phone.Data.Priv.ATGEN;
    GSM_BatteryCharge *BatteryCharge = s->Phone.Data.BatteryCharge;
    int bcs = 0, bcl = 0;

    switch (s->Phone.Data.Priv.ATGEN.ReplyState) {
    case AT_Reply_OK:
        smprintf(s, "Battery level received\n");
        error = ATGEN_ParseReply(s,
            GetLineString(msg->Buffer, &Priv->Lines, 2),
            ...,
    ...,
}
```

(continues on next page)
"+CBC: @i, @i",
&bcs, 
&bcl);

BatteryCharge->BatteryPercent = bcl;

switch (bcs) {
    case 0:
        BatteryCharge->ChargeState = GSM_BatteryPowered;
        break;
    case 1:
        BatteryCharge->ChargeState = GSM_BatteryConnected;
        break;
    case 2:
        BatteryCharge->ChargeState = GSM_BatteryCharging;
        break;
    default:
        BatteryCharge->ChargeState = 0;
        smprintf(s, "WARNING: Unknown battery state: %d\n", bcs);
        break;
}
return ERR_NONE;
case AT_Reply_Error:
    smprintf(s, "Can't get battery level\n");
    return ERR_NOTSUPPORTED;
case AT_Reply_CMSError:
    smprintf(s, "Can't get battery level\n");
    return ATGEN_HandleCMSError(s);
case AT_Reply_CMEError:
    return ATGEN_HandleCMEError(s);
default:
    return ERR_UNKNOWNRESPONSE;
}

GSM_Reply_Function ATGENReplyFunctions[] = {

... {ATGEN_ReplyGetBatteryCharge, "AT+CBC", 0x00, 0x00, ID__GetBatteryCharge }
 ...

As you see, all reply function first need to handle which error code did they receive and return appropriate error if needed. Functions ATGEN_HandleCMSError() and ATGEN_HandleCMEError() simplify this, but you might need to customize it by handling some error codes manually (e.g. when phone returns error on empty location).

The rest of the function is just call to ATGEN_ParseReply() and processing parsed data.

6.3. Adding support for new phone
CHAPTER SEVEN

FILE FORMATS USED BY GAMMU

Gammu understands wide range of standard formats as well as introduces own formats for storing some data.

7.1 INI file format

The INI file format is widely used in Gammu, for both configuration (see Gammu Configuration File) and storing data (see Backup Format and SMS Backup Format).

This file use ini file syntax, with comment parts being marked with both ; and #. Sections of config file are identified in square brackets line [this]. All key values are case insensitive.

7.1.1 Examples

You most likely know INI files from other programs, however to illustrate, here is some example:

```plaintext
; comment
[section]
key = value

[another section]
key = longer value

# another comment
```

7.2 SMS Backup Format

The SMS backup format is text file encoded in current encoding of platform where Gammu is running.

This file use ini file syntax, see INI file format.
7.2.1 Sections

The file consists of sections, whose name starts with `SMSBackup`. When creating the backup file, three digits are appended to this text defining order. While reading the backup, any part after `SMSBackup` text is ignored and everything which begins with this is processed. So you can as well give the section name `SMSBackup Foo` and it will be processed.

The number of messages in backup file is currently limited by `GSM_BACKUP_MAX_SMS` (100000 at time of writing this document).

SMSBackup section

Each section interprets one physical SMS message (eg. one message part in case of multipart messages).

Decoded text

For SMS backups created by Gammu, there is a decoded text as a comment just after the section name:

```
[SMSBackup001]
; This is message text
```

The text can be split to more lines if it is too long or of original message included new lines.

Note: This is easiest way to get message text, however also the least reliable one, because it is stored in the comments in the file.

Variables

The following variables can be defined for each SMS:

- **SMSC**
  - Text representation of SMSC number, not used by Gammu if `SMSCUnicode` exists.

- **SMSCUnicode**
  - Hex encoded UCS-2 string with SMSC number.

- **Class**
  - Message class.

- **Sent**
  - Timestamp, when message has been sent.

- **PDU**
  - Message type, one of:
    - Deliver - received message
    - Submit - message to send
    - Status_Report - message to send with delivery report

- **DateTime**
  - Timestamp of message (sent or received).

- **RejectDuplicates**
  - Whether receiver should reject duplicates.
ReplaceMessage
   ID of message to replace.

MessageReference
   Message reference number as generated by network.

State
   State of the message:
   • Read
   • UnRead
   • Sent
   • UnSent

Number
   Recipient number.

Name
   Name of the message.

Length
   Length of message text.

Coding
   Coding of the message:
   • 8bit - binary message
   • Default - GSM encoding, up to 160 chars in message
   • Unicode - Unicode encoding, up to 70 chars in message

Text00... TextNN
   Numbered parts of the message payload.

Folder
   ID of folder where the message was saved.

UDH
   User defined header of the message.

7.2.2 Example

The backup of message can look like following:

```plaintext
[SMSSBackup000]
"#ABCDEFGHIJKLMNOPQRSTUVWXYZ"
#
SMSC = "+4540590000"
SMSCUnicode = 002B003400350034003000350039003000300030
Sent = 20021201T025023
State = UnRead
Number = "+4522706947"
NumberUnicode = 002B0034003500320032003700300036003900340037
Name = ""
NameUnicode =
Text00 = ~
```

(continues on next page)
7.3 Backup Format

The backup format is text file encoded in either ASCII or UCS-2-BE encodings. This file use ini file syntax, see *INI file format*.

7.3.1 Examples

If you will backup settings to Gammu text file, it will be possible to edit it. It’s easy: many things in this file will be written double - once in Unicode, once in ASCII. When you will remove Unicode version Gammu will use ASCII on restore (and you can easy edit ASCII text) and will convert it according to your OS locale. When will be available Unicode version of text, it will be used instead of ASCII (useful with Unicode phones - it isn’t important, what locale is set in computer and no conversion Unicode -> ASCII and ASCII -> Unicode is done).

You can use any editor with regular expressions function to edit backup text file. Examples of such editors can be vim or TextPad which both do support regular expressions.

Remove info about voice tags

Find:

```
^Entry\([0-9][0-9]\)VoiceTag = .*\n```

Replace:

```
<blank>
```

Change all numbers starting from +3620, +3630, +3660, +3670 to +3620

Find:

```
Type = NumberGeneral\nEntry\([0-9][0-9]\)Text = "\+36\(20\|30\|60\|70\)\n```

Replace:

```
Type = NumberMobile\nEntry\1Text = "\+3620
```

Change phone numbers type to mobile for numbers starting from +3620, +3630,… and removing the corresponding TextUnicode line

Find:

```
Find:
```
Replace:

```
Type = NumberGeneral
Entry\([0-9][0-9]\)Text = "\+36\([23670]\)\([79]\)\nEntry\([0-9][0-9]\)TextUnicode = \([79]\)\n```

```
Type = NumberMobile
Entry\1Text = "\+36\2\3\n```

See also:

*Converting file formats*
8.1 Synopsis

On Linux, MacOS X, BSD and other Unix-like systems, the config file is searched in following order:

1. $XDG_CONFIG_HOME/gammu/config
2. ~/.config/gammu/config
3. ~/.gammurc
4. /etc/gammurc

On Microsoft Windows:

1. %PROFILE%\Application Data\gammurc
2. .\gammurc

8.2 Description

Gammu requires configuration to be able to properly talk to your phone. Gammu Utility reads configuration from a config file. It’s location is determined on runtime, see above for search paths.

You can use gammu-config or gammu-detect to generate configuration file or start from Fully documented example.

For hints about configuring your phone, you can check Gammu Phone Database <https://wammu.eu/phones/> to see what user users experienced.

This file use ini file syntax, see INI file format.

Configuration file for gammu can contain several sections - [gammu], [gammu1], [gammuN],… Each section configures one connection setup and in default mode gammu tries all of them in numerical order. You can also specify which configuration section to use by giving it’s number ([gammu] has number 0) as a parameter to Gammu Utility and it will then use only this section.

[gammu]

This section is read by default unless you specify other on command line.
8.2.1 Device connection parameters

Connection
Protocol which will be used to talk to your phone.
For Nokia cables you want to use one of following:

- **fbus**
  serial FBUS connection

- **dlr3**
  DLR-3 and compatible cables

- **dku2**
  DKU-2 and compatible cables

- **dku5**
  DKU-5 and compatible cables

- **mbus**
  serial MBUS connection

If you use some non original cable, you might need to append `-nodtr` (eg. for ARK3116 based cables) or `-nopower`, but Gammu should be able to detect this automatically.

For non-Nokia phones connected using cable you generally want:

- **at**
  generic AT commands based connection

You can optionally specify speed of the connection, eg. `at19200`, but it is not needed for modern USB cables.

For IrDA connections use one of following:

- **irdaphonet**
  Phonet connection for Nokia phones.

- **irdaat**
  AT commands connection for most of phones (this is not supported on Linux).

- **irdaobex**
  OBEX (IrMC or file transfer) connection for most of phones.

- **irdagnapbus**
  GNapplet based connection for Symbian phones, see *Gnapplet Protocol*.

For Bluetooth connection use one of following:

- **bluephonet**
  Phonet connection for Nokia phones.

- **bluebus**
  FBUS connection for Nokia phones.

- **blueat**
  AT commands connection for most of phones.

- **blueobex**
  OBEX (IrMC or file transfer) connection for most of phones.

- **bluerfgnapbus**
  GNapplet based connection for Symbian phones, see *Gnapplet Protocol*. 
**blues60**
Connection to Series60 applet in S60 phones, see *Series60 Remote Protocol*.

New in version 1.29.90.

New in version 1.36.7: Gammu now supports connecting using proxy command.

You can also proxy the connection using shell command, for example to different host. This can be done using proxy connections:

**proxyphonet**
Phonet connection for Nokia phones.

**proxyfbus**
FBUS connection for Nokia phones.

**proxyat**
AT commands connection for most of phones.

**proxyobex**
OBEX (IrMC or file transfer) connection for most of phones.

**proxygnapbus**
GNapplet based connection for Symbian phones, see *Gnapplet Protocol*.

**proxys60**
Connection to Series60 applet in S60 phones, see *Series60 Remote Protocol*.

**Device**
New in version 1.27.95.

Device node or address of phone. It depends on used connection.

For cables or emulated serial ports, you enter device name (for example /dev/ttyS0, /dev/ttyACM0, /dev/ircomm0, /dev/rfcomm0 on Linux, /dev/cuad0 on FreeBSD or COM1: on Windows). The special exception are DKU-2 and DKU-5 cables on Windows, where the device is automatically detected from driver information and this parameters is ignored.

**Note:** Some USB modems expose several interfaces, in such cases Gammu works best with “User” one, you can find more information on <http://www.dd-wrt.com/wiki/index.php/Mobile_Broadband>.

For USB connections (currently only fbususb and dku2 on Linux), you can specify to which USB device Gammu should connect. You can either provide vendor/product IDs or device address on USB:

<table>
<thead>
<tr>
<th>Device</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device = 0x1234:0x5678</td>
<td># Match device by vendor and product id</td>
</tr>
<tr>
<td>Device = 0x1234:-1</td>
<td># Match device by vendor id</td>
</tr>
<tr>
<td>Device = 1.10</td>
<td># Match device by usb bus and device address</td>
</tr>
<tr>
<td>Device = 10</td>
<td># Match device by usb device address</td>
</tr>
<tr>
<td>Device = serial:123456</td>
<td># Match device by serial string</td>
</tr>
</tbody>
</table>

**Note:** On Linux systems, you might lack permissions for some device nodes. You might need to be member of some group (eg. plugdev or dialout) or or add special udev rules to enable you access these devices as non-root.

8.2. Description 249
For Nokia phones you can put following file (also available in sources as contrib/udev/69-gammu-acl.rules) as /etc/udev/rules.d/69-gammu-acl.rules:

```
# udev rule to give users access to USB device to be used by Gammu
#
ACTION="add|change", GOTO="gammu_acl_rules_end"
KERNEL!="ttyACM[0-9]*", GOTO="gammu_acl_rules_end"
SUBSYSTEM!="tty", GOTO="gammu_acl_rules_end"

# Nokia devices
ATTRS{manufacturer}=="Nokia", TAG="uaccess"

# Example for Sony Ericsson J108i Cedar
# ATTRS{idVendor}=="0fce", ATTRS{idProduct}=="d14e", TAG="uaccess"

LABEL="gammu_acl_rules_end"
```

In case your USB device appears as the serial port in the system (eg. /dev/ttyACM0 on Linux or COM5: on Windows), just use same setup as with serial port.

For Bluetooth connection you have to enter Bluetooth address of your phone (you can list Bluetooth devices in range on Linux using `hcitool scan` command). Optionally you can also force Gammu to use specified channel by including channel number after slash.

Before using Gammu, your device should be paired with computer or you should have set up automatic pairing.

For Proxy connections, you need to specify command which should be executed. It is supposed to pass bidirectional communication from Gammu to the device. This can happen for example over network.

For IrDA connections, this parameters is not used at all.

If IrDA does not work on Linux, you might need to bring up the interface and enable discovery (you need to run these commands as root):

```
ip link set dev irda0 up    # Enables irda0 device
sysctl net.irda.discovery=1 # Enables device discovery on IrDA
```

**Note:** Native IrDA is not supported on Linux, you need to setup virtual serial port for it (eg. /dev/ircomm0) and use it same way as cable. This can be usually achieved by loading modules `ircomm-tty` and `irtty-sir`:

```
modprobe ircomm-tty
modprobe irtty-sir
```

**See also:**

*Configuring Gammu FAQ*

**Port**

Deprecated since version 1.27.95: Please use `Device` instead.

Alias for `Device`, kept for backward compatibility.
Model
Do not use this parameter unless really needed! The only use case for this is when Gammu does not know your phone and misdetects it’s features.

The only special case for using model is to force special type of OBEX connection instead of letting Gammu try the best suited for selected operation:

- `obexfs`: force using of file browsing service (file system support)
- `obexirmc`: force using of IrMC service (contacts, calendar and notes support)
- `obexnone`: none service chosen, this has only limited use for sending file (gammu sendfile command)
- `mobex`: m-obex service for Samsung phones

Use_Locking
On Posix systems, you might want to lock serial device when it is being used using UUCP-style lock files. Enabling this option (setting to yes) will make Gammu honor these locks and create it on startup. On most distributions you need additional privileges to use locking (eg. you need to be member of uucp group).

This option has no meaning on Windows.

8.2.2 Connection options

SynchronizeTime
If you want to set time from computer to phone during starting connection.

StartInfo
This option allows one to set, that you want (setting yes) to see message on the phone screen or phone should enable light for a moment during starting connection. Phone will not beep during starting connection with this option. This works only with some Nokia phones.

8.2.3 Debugging options

LogFile
Path to file where information about communication will be stored.

| Note: For most debug levels (excluding errors) the log file is overwritten on each execution. |

LogFormat
Determines what all will be logged to LogFile. Possible values are:

- `nothing`: no debug level
- `text`: transmission dump in text format
- `textall`: all possible info in text format

8.2. Description
textalldate
  all possible info in text format, with time stamp

errors
  errors in text format

errorsdate
  errors in text format, with time stamp

binary
  transmission dump in binary format

For debugging use either textalldate or textall, it contains all needed information to diagnose problems.

Features

Custom features for phone. This can be used as override when values coded in common/gsmphones.c are bad or missing. Consult include/gammu-info.h for possible values (all GSM_Feature values without leading F_ prefix). Please report correct values to Gammu authors.

8.2.4 Locales and character set options

GammuCoding

Forces using specified codepage (for example 1250 will force CP-1250 or utf8 for UTF-8). This should not be needed, Gammu detects it according to your locales.

GammuLoc

Path to directory with localisation files (the directory should contain LANG/LC_MESSAGES/gammu.mo). If gammu is properly installed it should find these files automatically.

8.2.5 Advanced options

Advanced options are used to alter default logic, when using these options the user is responsible for ensuring any settings are correct for the target device and that they produce the desired behaviour.

atgen_setCNMI

For configurations using the generic AT command protocol it is possible to override the default indicators used when a new SMS message is received.

The value for the setting is a comma delimited list of single digits corresponding to the values for the AT+CNMI modem command. If a digit is not provided, or if the provided digit is outside of the acceptable range for the device the default value is used.

For example setting atgen_setcnmi = ,,2 would set the third parameter of the CNMI command to the value 2, leaving the rest of the parameters at default, and atgen_setcnmi = 1,,1 would set the first and fourth parameters respectively.
8.2.6 Other options

DataPath

Additional path where to search for data files. The default path is configured on build time (and defaults to /usr/share/data/gammu on Unix systems). Currently it is used only for searching files to upload to phone using gammu install.

8.3 Examples

There is more complete example available in Gammu documentation, see Gammu Utility.

8.3.1 Connection examples

Gammu configuration for Nokia phone using DLR-3 cable:

```
[gammu]
device = /dev/ttyACM0
connection = dlr3
```

Gammu configuration for Sony-Ericsson phone (or any other AT compatible phone) connected using USB cable:

```
[gammu]
device = /dev/ttyACM0
connection = at
```

Gammu configuration for Sony-Ericsson (or any other AT compatible phone) connected using bluetooth:

```
[gammu]
device = B0:0B:00:00:FA:CE
connection = blueat
```

Gammu configuration for phone which needs to manually adjust Bluetooth channel to use channel 42:

```
[gammu]
device = B0:0B:00:00:FA:CE/42
connection = blueat
```

8.3.2 Working with multiple phones

Gammu can be configured for multiple phones (however only one connection is used at one time, you can choose which one to use with gammu -s parameter). Configuration for phones on three serial ports would look like following:

```
[gammu]
device = /dev/ttyS0
connection = at

[gammu1]
device = /dev/ttyS1
connection = at
```

(continues on next page)
8.3.3 Connecting to remote phone

New in version 1.36.7.

You can connect using Gammu to phone running on different host. This can be achieved using proxy connection, which executes command to forward bi-directional communication with the phone.

```plaintext
[gammu]
device = ssh root@my.router /usr/local/bin/myscript /dev/ttyUSB0
connection = proxyat
```

You can find sample script which can be used on the remote side in contrib/proxy/gammu-backend.

8.3.4 Fully documented example

You can find this sample file as docs/config/gammurc in Gammu sources.

```plaintext
; This is a sample ~/.gammurc file.
; In Unix/Linux copy it into your home directory and name it .gammurc
; or into /etc and name gammurc
; In Win32 copy it into directory with Gammu.exe and name gammurc
; More about parameters later
; Anything behind ; or # is comment.
;----------------------------------------------------------------------------

[gammu]
device = com8:
connection = irdaphonet
; Do not use model configuration unless you really need it
;model = 6110
;synchronizetime = yes
;logfile = gammulog
;logformat = textall
;use_locking = yes
;gammuloc = locfile
;startinfo = yes
;gammucoding = utf8
;usephonedb = yes

[gammu1]
device = com8:
;model = 6110
connection = fbusblue
;synchronizetime = yes
;logfile = gammulog
```

(continues on next page)
;logformat = textall
;use_locking = yes
;gammuloc = locfile
;startinfo = yes
;gammucoding = utf8

; Step 1. Please find required Connection parameter and look into assigned
; with it device type. With some Connection you must set concrete model

;============================================================== cables =====
; New Nokia protocol for FBUS/DAU9P
; Connection "fbus", device type serial
; New Nokia protocol for DLR3/SLR3P
; Connection "fbusdlr3"/"dlr3", device type serial
; New Nokia protocol for DKU2 (and phone with USB converter on phone mainboard
; like 6230)
; Connection "dku2phonet"/"dku2", device type dku2 on Windows
; Connection "fbususb" on Linux
; New Nokia protocol for DKU5 (and phone without USB converter on phone
; mainboard like 5100)
; Connection "dku5fbus"/"dku5", device type dku5
; New Nokia protocol for PL2303 USB cable (and phone without USB converter
; on phone mainboard like 5100)
; Connection "fbuspl2303", device type usb
; Old Nokia protocol for MBUS/DAU9P
; Connection "mbus", device type serial
; Variants:
; You can modify a bit behaviour of connection using additional flags
; specified just after connection name like connection-variant.
; If you're using ARK3116 cable (or any other which does not like dtr
; handling), you might need -nodtr variant of connection, eg. dlr3-nodtr.
; If cable you use is not powered over DTR/RTS, try using -nopower variant of
; connection, eg. fbus-nopower.

;==================================================================================================
; AT commands for DLR3, DKU5 or other AT compatible cable (8 bits, None
; parity, no flow control, 1 stop bit). Used with Nokia, Alcatel, Siemens, etc.
; Connection "at19200"/"at115200"/... device type serial
; AT commands for DKU2 cable
; Connection "dku2at", device type dku2

;==================================================================================================
; OBEX for infrared
; Connection "irdaat", device type irda

;==================================================================================================
; AT commands for infrared. Used with Nokia, Alcatel, Siemens, etc.
; Connection "irdaphonet"/"irda", device type irda

;==================================================================================================
; Nokia protocol with serial device set in BT stack (WidComm, other) from

(continues on next page)
### Adequate Service and Nokia 6210

- Connection "fbusblue", device type serial
- Nokia protocol with serial device set in BT stack (WidComm, other) from adequate service and other Nokia models
- Connection "phonetblue", device type serial

---

### Nokia Protocol for Bluetooth Stack with Nokia 6210

- Connection "bluerffbus", device type BT
- Nokia protocol for Bluetooth stack with DCT4 Nokia models, which don't inform about services correctly (6310i, 6310i with firmware lower than 5.50, 8910,..)
- Connection "bluerfphonet", device type BT
- Nokia protocol for Bluetooth stack with other DCT4 Nokia models
- Connection "bluephonet", device type BT

---

### AT Commands for Bluetooth Stack and 6210 / DCT4 Nokia Models, Which Don't Inform About BT Services Correctly (6310, 6310i with Firmware Lower Than 5.50, 8910,..)

- Connection "bluerfat", device type BT
- AT commands for Bluetooth stack with other phones (Siemens, other Nokia, etc.)
- Connection "blueat", device type BT

---

### OBEX for Bluetooth Stack with DCT4 Nokia Models, Which Don't Inform About BT Services Correctly (6310, 6310i with Firmware Lower Than 5.50, 8910,..)

- Connection "bluerfobex", device type BT
- OBEX for Bluetooth stack with other phones (Siemens, other Nokia, etc.)
- Connection "blueobex", device type BT

---

### Connection "bluerfgnapbus", Device Type BT, Model "gnap"
- Connection "irdagnapbus", device type irda, model "gnap"

### Step 2. According to Device Type from Step 1 and Used OS Set Port Parameter

<table>
<thead>
<tr>
<th>Port Type</th>
<th>&quot;Port&quot; Parameter in Windows/DOS</th>
<th>&quot;Port&quot; Parameter in Linux/Unix</th>
</tr>
</thead>
<tbody>
<tr>
<td>serial</td>
<td>&quot;com*:&quot;</td>
<td>&quot;/dev/ttyS*&quot;</td>
</tr>
<tr>
<td></td>
<td>(example &quot;com1:&quot; )</td>
<td>(example &quot;/dev/ttyS1&quot;)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>or &quot;/dev/tts/**&quot; (with DevFS)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>virtual serial ports like</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&quot;/dev/ircomm*&quot; or &quot;/dev/rfcomm*&quot;</td>
</tr>
<tr>
<td>irda</td>
<td>ignored (can be empty)</td>
<td>ignored (can be empty)</td>
</tr>
<tr>
<td>BT</td>
<td>Bluetooth device address (example &quot;00:11:22:33:44:55&quot;).</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Optionally you can also include channel after slash</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(example &quot;00:11:22:33:44:55/12&quot;). Can be also empty.</td>
<td></td>
</tr>
<tr>
<td>dku2</td>
<td>ignored (can be empty)</td>
<td>/dev/ttyUSB* or /dev/ttyACM*</td>
</tr>
<tr>
<td>dku5</td>
<td>ignored (can be empty)</td>
<td>connection with it not possible</td>
</tr>
<tr>
<td>usb</td>
<td>connection with it not possible</td>
<td>&quot;/dev/ttyUSB*&quot;</td>
</tr>
</tbody>
</table>

(continues on next page)
; Step3. Set other config parameters

; Parameter name | Description
; ----------------|------------------------------------------------------------
; Model | Should not be used unless you have a good reason to do so.
; * | If Gammu doesn't recognize your phone model, put it here.
; * | Example values: "6110", "6150", "6210", "8210"
; SynchronizeTime | if you want to set time from computer to phone during
; * | starting connection. Do not rather use this option when
; * | when to reset phone during connection (in some phones need
; * | to set time again after restart)
; GammuLoc | name of localisation file
; StartInfo | this option allows one to set, that you want (setting "yes")
; * | to see message on the phone screen or phone should enable
; * | light for a moment during starting connection. Phone
; * | WON'T beep during starting connection with this option.
; GammuCoding | forces using specified codepage (in win32 - for example
; * | "1250" will force CP1250) or UTF8 (in Linux - "utf8")
; Logfile | Use, when want to have logfile from communication.
; Logformat | What debug info and format should be used:
; * | "nothing" - no debug level (default)
; * | "text" - transmission dump in text format
; * | "textall" - all possible info in text format
; * | "errors" - errors in text format
; * | "binary" - transmission dump in binary format
; Features | Custom features for phone. This can be used as override
; * | when values coded in common/gsmphones.c are bad or
; * | missing. Consult include/gammu-info.h for possible values
; * | (all Feature values without leading F_ prefix).
; * | Please report correct values to Gammu authors.
; Use_Locking | under Unix/Linux use "yes", if want to lock used device
; * | to prevent using it by other applications. In win32 ignored

; vim: et ts=4 sw=4 sts=4 tw=78 spell spelllang=en_us
CHAPTER NINE

GAMMU UTILITY

9.1 Synopsis

gammu [parameters] <command> [options]

Commands actually indicate which operations should Gammu perform. They can be specified with or without a leading --.

9.2 Description

This program is a tool for mobile phones. Many vendors and phones are supported, for actual listing see Gammu Phones Database.

9.2.1 Options

Parameters before command configure gammu behaviour:

-c, --config <filename>
  name of configuration file (see Gammu Configuration File)

-s, --section <confign>
  section of config file to use, eg. 42

-d, --debug <level>
  debug level (see LogFormat in Gammu Configuration File for possible values)

-f, --debug-file <filename>
  file for logging debug messages

9.2.2 Phone information commands

battery
  Displays information about battery and power source.

getdisplaystatus

getsecuritystatus
  Show, if phone wait for security code (like PIN, PUK, etc.) or not
identify
Show the most important phone data.

monitor [times]
Retrieves phone status and writes it continuously to standard output. Press Ctrl+C to interrupt this command.
If no parameter is given, the program runs until interrupted, otherwise only given number of iterations is performed.

This command outputs almost all information Gammu supports:

- Number of contacts, calendar and todo entries, messages, calls, etc.
- Signal strength.
- Battery state.
- Currently used network.
- Notifications of incoming messages and calls.

9.2.3 Call commands

answer call [id]
Answer incoming call.

cancel call [id]
Cancel incoming call

canceldiverts
Cancel all existing call diverts.

conference call id
Initiates a conference call.

dial voice number [show|hide]
Make voice call from SIM card line set in phone.
show|hide - optional parameter whether to disable call number indication.

divert get|set all|busy|noans|outofreach all|voice|fax|data [number timeout]
Manage or display call diverts.

g et or set
whether to get divert information or to set it.

all or busy or noans or outofreach
condition when apply divert

all or voice or fax or data
call type when apply divert

number
number where to divert

t imeout
timeout when the diversion will happen

g etussd code
Retrieves USSD information - dials a service number and reads response.
holdcall id
   Holds call.

maketerminatedcall number length [show|hide]
   Make voice call from SIM card line set in phone which will be terminated after length seconds.

senddtmf sequence
   Plays DTMF sequence. In some phones available only during calls

splitcall id
   Splits call.

switchcall [id]
   Switches call.

transfercall [id]
   Transfers call.

unholdcall id
   Unholds call.

### 9.2.4 SMS and EMS commands

Sending messages might look a bit complicated on first attempt to use. But be patient, the command line has been written in order to allow almost every usage. See EXAMPLE section for some hints on usage.

There is also an option to use `gammu-smsd` when you want to send or receive more messages and process them automatically.

#### Introduction to SMS formats

Gammu has support for many SMS formats like:

**Nokia Smart Messaging**
   used for monochromatic picture images, downloadable profiles, monochromatic operator logos, monochromatic caller logos and monophonic ringtones

**Linked SMS**
   both with 8 and 16-bit identification numbers in headers

**EMS**
   this is SMS format used for saving monochromatic images, monophonic ringtones, animations, text formatting and others

**MMS notifications**
   contains links where phone should download MMS

**Alcatel logo messages**
   proprietary format for logos

You need to ensure that the target phone supports message type you want to send. Otherwise the phone will not be able to display it or will even crash, because firmware of phone did not expect this possibility.
Encoding chars in SMS text

Text in SMS can be coded using two ways:

GSM Default Alphabet

With *GSM Default Alphabet* you can fit at most 160 chars into single SMS (Gammu doesn’t support compressing such texts according to GSM standards, but it isn’t big limit, because there are no phones supporting them), but they’re from limited set:

- all Latin small and large
- all digits
- some Greek
- some other national
- some symbols like @ ! ” # & / ( ) % * + - , . : ; < > ?
- few others

Unicode

With *Unicode* single SMS can contain at most 70 chars, but these can be any chars including all national and special ones.

**Warning:** Please note, that some older phones might have problems displaying such message.

Conversion

Gammu tries to do the best to handle non ASCII characters in your message. Everything is internally handled in Unicode (the input is converted depending on your locales configuration) and in case message uses Unicode the text will be given as such to the message.

Should the message be sent in GSM Default Alphabet, Gammu will try to convert all characters to keep message readable. Gammu does support multi byte encoding for some characters in GSM Default Alphabet (it is needed for ^ { } \ [ ] ~ ). The characters which are not present in GSM Default Alphabet are transliterated to closest ASCII equivalent (accents are removed). Remaining not known characters are replaced by question mark.

SMS commands

```
addsmsfolder name

deleteallsms folder
    Delete all SMS from specified SMS folder.

deletesms folder start [stop]
    Delete SMS from phone. See description for gammu getsms for info about sms folders naming convention.
    Locations are numerated from 1.
```
displaysms ... (options like in sendsms)
Displays PDU data of encoded SMS messages. It accepts same parameters and behaves same like sendsms.

getallsms -pbk
Get all SMS from phone. In some phones you will have also SMS templates and info about locations used to
save Picture Images. With each sms you will see location. If you want to get such sms from phone alone, use
gammu getsms.

geteachsms -pbk
Similarly to gammu getallsms. Difference is, that links all concatenated sms

getsms folder start [stop]
Get SMS.

Locations are numerated from 1.

Folder 0 means that sms is being read from “flat” memory (all sms from all folders have unique numbers). It’s
sometimes emulated by Gammu. You can use it with all phones.

Other folders like 1, 2, etc. match folders in phone such as Inbox, Outbox, etc. and each sms has unique number
in his folder. Name of folders can depend on your phone (the most often 1="Inbox", 2="Outbox", etc.). This
method is not supported by all phones (for example, not supported by Nokia 3310, 5110, 6110). If work with
your phone, use gammu getsmsfolders to get folders list.

getsmsc [start [stop]]
Get SMSC settings from SIM card.

Locations are numerated from 1.

getsmsfolders
Get names for SMS folders in phone

savesms TYPE [type parameters] [type options] [-folder id] [-unread] [-read] [-unsent] [-sent] [-sender
Saves SMS to phone, see below for TYPE options.

-smscset number
SMSC number will be taken from phone stored SMSC configuration number.
Default: 1

-smscnumber number
SMSC number

-reply
reply SMSC is set

-folder number
save to specified folder.
Folders are numerated from 1.
The most often folder 1 = “Inbox”, 2 = “Outbox”, etc. Use gammu getsmsfolders to get folder list.

-unread
makes message unread. In some phones (like 6210) you won’t see unread sms envelope after
saving such sms. In some phones with internal SMS memory (like 6210) after using it with
folder 1 SIM SMS memory will be used
-read
makes message read. In some phones with internal SMS memory (like 6210) after using it with folder 1 SIM SMS memory will be used

-unsent
makes message unsent

-sent
makes message sent

-smsname name
set message name

-sender number
set sender number (default: Gammu)

-maxsms num
Limit maximum number of messages which will be created. If there are more messages, Gammu will terminate with failure.

Types of messages:

ANIMATION frames file1 file2...
    Save an animation as a SMS. You need to give number of frames and picture for each frame. Each picture can be in any picture format which Gammu supports (B/W bmp, gif, wbmp, nol, nlm...).

BOOKMARK file location
    Read WAP bookmark from file created by gammu backup command and saves in Nokia format as SMS

CALENDAR file location
    Read calendar note from file created by gammu backup command and saves in VCALENDAR 1.0 format as SMS. The location identifies position of calendar item to be read in backup file (usually 1, but can be useful in case the backup contains more items).

CALLER file
    Save caller logo as sms in Nokia (Smart Messaging) format - size 72x14, two colors.

Warning: Please note, that it isn't designed for colour logos available for example in DCT4/TIKU - you need to put bitmap file there inside phone using filesystem commands.

USSD
    Send USSD query instead of SMS.
    New in version 1.38.5.

    Saves EMS sequence. All format specific parameters (like -defsound) can be used few times.
    -text
        adds text
    -unicodefiletext
        adds text from Unicode file
- **defanimation**  
  adds default animation with ID specified by user. ID for different phones are different.

- **animation**  
  adds “frames” frames read from file1, file2, etc.

- **defsound**  
  adds default sound with ID specified by user. ID for different phones are different.

- **tone10**  
  adds IMelody version 1.0 read from RTTL or other compatible file

- **tone10long**  
  IMelody version 1.0 saved in one of few SMS with UPI. Phones compatible with UPI (like Sony-Ericsson phones) will read such ringtone as one

- **tone12**  
  adds IMelody version 1.2 read from RTTL or other compatible file

- **tone12long**  
  IMelody version 1.2 saved in one of few SMS with UPI. Phones compatible with UPI (like Sony-Ericsson phones) will read such ringtone as one

- **toneSE**  
  adds IMelody in “short” form supported by Sony-Ericsson phones

- **toneSElong**  
  add Sony-Ericsson IMelody saved in one or few SMS with UPI

- **variablebitmap**  
  bitmap in any size saved in one SMS

- **variablebitmaplong**  
  bitmap with maximum size 96x128 saved in one or few sms

- **fixedbitmap**  
  bitmap 16x16 or 32x32

- **protected**  
  all ringtones and bitmaps after this parameter (excluding default ringtones and logos) will be “protected” (in phones compatible with ODI like SonyEricsson products it won’t be possible to forward them from phone menu)

- **16bit**  
  Gammu uses SMS headers with 16-bit numbers for saving linking info in SMS (it means less chars available for user in each SMS)

- **format lcrasbiut**  
  last text will be formatted. You can use combinations of chars:
**Character Formatting**

<table>
<thead>
<tr>
<th>Character</th>
<th>Formatting</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>left aligned</td>
</tr>
<tr>
<td>c</td>
<td>centered</td>
</tr>
<tr>
<td>r</td>
<td>right aligned</td>
</tr>
<tr>
<td>a</td>
<td>large font</td>
</tr>
<tr>
<td>s</td>
<td>small font</td>
</tr>
<tr>
<td>b</td>
<td>bold font</td>
</tr>
<tr>
<td>i</td>
<td>italic font</td>
</tr>
<tr>
<td>u</td>
<td>underlined font</td>
</tr>
<tr>
<td>t</td>
<td>strikethrough font</td>
</tr>
</tbody>
</table>

**MMSINDICATOR**  
URL Title Sender  
Creates a MMS indication SMS. It contains URL where the actual MMS payload is stored which needs to be SMIL encoded. The phone usually downloads the MMS data using special APN, which does not count to transmitted data, however there might be limitations which URLs can be accessed.

**MMSSETTINGS**  
file location  
Saves a message with MMS configuration. The configuration will be read from Gammu backup file from given location.

**OPERATOR**  
file [-netcode netcode] [-biglogo]  
Save operator logo as sms in Nokia (Smart Messaging) format - size 72x14 in two colors.  

  `-biglogo`  
  Use 78x21 formatted logo instead of standard 72x14.

**Note:** This isn’t designed for colour logos available for example in newer phones - you need to put bitmap file there inside phone using filesystem commands.

**PICTURE**  
file [-text text] [-unicode] [-alcatelbmmi]  
Read bitmap from 2 colors file (bmp, nlm, nsl, ngs, ngg, nol, wbmp, etc.), format into bitmap in Smart Messaging (72x28, 2 colors, called often Picture Image and saved with text) or Alcatel format and send/save over SMS.

**PROFILE**  
[-name name] [-bitmap bitmap] [-ringtone ringtone]  
Read ringtone (RTTL) format, bitmap (Picture Image size) and name, format into Smart Messaging profile and send/save as SMS.

**Warning:** Please note, that this format is abandoned by Nokia and supported by some (older) devices only like Nokia 3310.

**RINGTONE**  
file [-long] [-scale]  
Read RTTL ringtone from file and save as SMS into SIM/phone memory. Ringtone is saved in Nokia (Smart Messaging) format.  

  `-long`  
  Ringtone is saved using Profile style. It can be longer (and saved in 2 SMS), but decoded only by newer phones (like 33xx)
-scale

Ringtone will have Scale info for each note. It will allow one to edit it correctly later in phone composer (for example, in 33xx)

SMSTEMPLE

[-unicode] [-text text] [-unicodefiletext file] [-defsound ID] [-defanimation ID] ...

Saves a SMS template (for Alcatel phones).

TEXT


Take text from stdin (or command-line if -text specified) and save as text SMS into SIM/phone memory.

-flash

Class 0 SMS (should be displayed after receiving on recipients’ phone display after receiving without entering Inbox)

-length

Specify, how many chars will be read. When use this option and text will be longer than 1 SMS, will be split into more linked SMS

-autolen

Specify, how many chars will be read. When use this option and text will be longer than 1 SMS, will be split into more linked SMS. Coding type (SMS default alphabet/Unicode) is set according to input text

-enablevoice

SMs will set voice mail indicator. Text will be cut to 1 sms.

-disablevoice

SMs will not set voice mail indicator. Text will be cut to 1 sms.

-enablefax

SMs will set fax indicator. Text will be cut to 1 sms.

-disablefax

SMs will not set fax indicator. Text will be cut to 1 sms.

-enableemail

SMs will set email indicator. Text will be cut to 1 sms.

-disableemail

SMs will not set email indicator. Text will be cut to 1 sms.

-voidsms

Many phones after receiving it won’t display anything, only beep, vibrate or turn on light. Text will be cut to 1 sms.

-unicode

SMS will be saved in Unicode format

---

Note: The ~ char in SMS text and -unicode option (Unicode coding required) can cause text of SMS after ~ char blink in some phones (like Nokia 33xx).
-inputunicode

input text is in Unicode.

**Note:** You can create Unicode file using WordPad in Windows (during saving select “Unicode Text Document” format). In Unix can use for example YUdit or vim.

-text

get text from command line instead of stdin.

-textutf8

get text in UTF-8 from command line instead of stdin.

**Note:** Gammu detects your locales and uses by default encoding based on this. Use this option only when you know the input will be in UTF-8 in all cases.

-16bit

Gammu uses SMS headers with 16-bit numbers for saving linking info in SMS (it means less chars available for user in each SMS)

-replacemessages ID

ID can be 1..7. When you will use option and send more single SMS to one recipient with the same ID, each another SMS will replace each previous with the same ID

-replacefile file

File with replacement table in unicode (UCS-2), preferably with byte order mark (BOM). It contains pairs of chars, first one is to replace, second is replacement one. The replacement is done after reading text for the message.

For example replacement 1 (0x0061) with a (0x0031) would be done by file with following content (hex dump, first two bytes is BOM):

```
ff fe 61 00 31 00
```

**TODO** file location

Saves a message with a todo entry. The content will be read from any backup format which Gammu supports and from given location.

**VCARD10|VCARD21** file SM|ME location [-nokia]

Read phonebook entry from file created by gammu backup command and saves in VCARD 1.0 (only name and default number) or VCARD 2.1 (all entry details with all numbers, text and name) format as SMS. The location identifies position of contact item to be read in backup file (usually 1, but can be useful in case the backup contains more items).

**WAPINDICATOR** URL Title

Saves a SMS with a WAP indication for given URL and title.

**WAPSETTINGS** file location DATA|GPRS

Read WAP settings from file created by gammu backup command and saves in Nokia format as SMS

**sendsms** TYPE destination [type parameters] [type options] [-smscset number] [-smscnumber number] [-reply] 

Sends a message to a destination number, most parameters are same as for gammu savesms.
-save
  will also save message which is being sent

-reports
  request delivery report for message

-validity HOUR|6HOURS|DAY|3DAYS|WEEK|MAX
  sets how long will be the message valid (SMSC will discard the message after this time if it could not deliver it).

setsmsc location number
  Set SMSC settings on SIM card. This keeps all SMSC configuration intact, it just changes the SMSC number.
  Locations are numerated from 1.

9.2.5 Memory (phonebooks and calls) commands

Memory types

Gammu recognizes following memory types:

DC
  Dialled calls

MC
  Missed calls

RC
  Received calls

ON
  Own numbers

VM
  voice mailbox

SM
  SIM phonebook

ME
  phone internal phonebook

FD
  fixed dialling

SL
  sent SMS log

Memory commands

deleteallmemory DC|MC|RC|ON|VM|SM|ME|MT|FD|SL
  Deletes all entries from specified memory type.

For memory types description see Memory types.

deleteallmemory DC|MC|RC|ON|VM|SM|ME|MT|FD|SL start [stop]
  Deletes entries in specified range from specified memory type.

For memory types description see Memory types.
getallmemory DC|MC|RC|ON|VM|SM|ME|MT|FD|SL
   Get all memory locations from phone.
   For memory types description see Memory types.
getmemory DC|MC|RC|ON|VM|SM|ME|MT|FD|SL start [stop [-nonempty]]
   Get memory location from phone.
   For memory types description see Memory types.
   Locations are numerated from 1.
getspeeddial start [stop]
   Gets speed dial choices.
searchmemory text
   Scans all memory entries for given text. It performs case insensitive substring lookup. You can interrupt searching by pressing Ctrl+C.

9.2.6 Filesystem commands

Gammu allows one to access phones using native protocol (Nokias) or OBEX. Your phone can also support usb storage, which is handled on the operating system level and Gammu does not use that.

addfile folderID name [-type JAR|BMP|PNG|GIF|JPG|MIDI|WBMP|AMR|3GP|NRT] [-readonly] [-protected] [-system] [-hidden] [-newtime]
   Add file with specified name to folder with specified folder ID.
   -type
       File type was required for filesystem 1 in Nokia phones (current filesystem 2 doesn’t need this).
   -readonly
       Sets the read only attribute.
   -protected
       Sets the protected attribute (file can’t be for example forwarded from phone menu).
   -system
       Sets the system attribute.
   -hidden
       Sets the hidden attribute (file is hidden from phone menu).
   -newtime
       After using it date/time of file modification will be set to moment of uploading.

addfolder parentfolderID name
   Create a folder in phone with specified name in a folder with specified folder ID.

deletefiles fileID
   Delete files with given IDs.

deletefolder name
   Delete folder with given ID.

getfilefolder fileID, fileID
   Retrieve files or all files from folder with given IDs from a phone filesystem.
getfiles fileID, fileID
Retrieve files with given IDs from a phone filesystem.

getfilesystem [-flatall|-flat]
Display info about all folders and files in phone memory/memory card. By default there is tree displayed, you can change it:

- flatall
  there are displayed full file/folder details like ID (first parameter in line)
- flat

Note: In some phones (like N6230) content of some folders (with more files) can be cut (only part of files will be displayed) for example on infrared connection. This is not Gammu issue, but phone firmware problem.

getfilesystemstatus
Display info filesystem status - number of bytes available, used or used by some specific content.

getfolderlisting folderID
Display files and folders available in folder with given folder ID. You can get ID’s using getfilesystem -flatall.

Warning: Please note, that in some phones (like N6230) content of some folders (with more files) can be cut (only part of files will be displayed) for example on infrared connection. This is not Gammu issue, but phone firmware problem.

getrootfolders
Display info about drives available in phone/memory card.

sendfile name
Sends file to a phone. It’s up to phone to decide where to store this file and how to handle it (for example when you send vCard or vCalendar, most of phones will offer you to import it.

setfileattrib folderID [-system] [-readonly] [-hidden] [-protected]

9.2.7 Logo and pictures commands

These options are mainly (there are few exceptions) for monochromatic logos and images available in older phones. Recognized file formats: xpm (only saving), 2-colors bmp, nlm, nsl, ngg, nol, wbmp, gif (for Samsung).

In new models all bitmaps are saved in filesystem and should go into filesystem section

copybitmap inputfile [outputfile [OPERATOR|PICTURE|STARTUP|CALLER]]
Allow one to convert logos files to another. When give ONLY inputfile, output will be written to stdout using ASCII art. When give output file and format, in some file formats (like NLM) will be set indicator informing about logo type to given.

getbitmap TYPE [type options]
Reads bitmap from phone, following types are supported:

CALLER location [file]
Get caller group logo from phone. Locations 1-5.
DEALER
In some models it’s possible to save dealer welcome note – text displayed during enabling phone, which
can’t be edited from phone menu. Here you can get it.

OPERATOR [file]
Get operator logo (picture displayed instead of operator name) from phone.

PICTURE location [file]
Get Picture Image from phone.

STARTUP [file]
Get static startup logo from phone. Allow one to save it in file.

TEXT
Get startup text from phone.

setbitmap TYPE [type options]
Sets bitmap in phone, following types are supported:

CALLER location [file]
Set caller logo.

COLOUROPERATOR [fileID [netcode]]
Sets color operator logo in phone.

COLOURSTARTUP [fileID]

DEALER text
Sets welcome message configured by dealer, which usually can not be changed in phone menus.

OPERATOR [file [netcode]]
Set operator logo in phone. When won’t give file and netcode, operator logo will be removed from phone.
When will give only filename, operator logo will be displayed for your current GSM operator. When you
give additionally network code, it will be displayed for this operator.

PICTURE file location [text]
Sets picture image in phone.

STARTUP file|1|2|3
Set startup logo in phone. It can be static (then you will have to give file name) or one of predefined animated
(only some phones like Nokia 3310 or 3330 supports it, use location 1, 2 or 3 for these).

TEXT text
Sets startup text in phone.

WALLPAPER fileID
Sets wallpaper in phone.
0.8 **Ringtones commands**

Ringtones are mostly supported only for older phones. For recent phones you usually just upload them to some folder in phone filesystem.

There are recognized various file formats by options described below: rttl, binary format created for Gammu, mid (saving), re (reading), ott, communicator, ringtones format found in fkn.pl, wav (saving), ime/imy (saving), rng, mmf (for Samsung).

**copyrington** source destination [RTTL|BINARY]
Copy source rington to destination.

**getphoneringtone** location [file]
Get one of “default” ringtones and saves into file

**getringtone** location [file]
Get rington from phone in RTTL or BINARY format.
Locations are numerated from 1.

**getringtoneslist**

**playringtone** file
Play approximation of rington over phone buzzer. File can be in RTTL or BINARY (Nokia DCT3) format.

**playsavedringtone** number
Play one of built-in ringtones. This option is available for DCT4 phones. For getting ringtones list use **gammu getringtoneslist**.

**setringtone** file [-location location] [-scale] [-name name]
Set rington in phone. When don’t give location, it will be written “with preview” (in phones supporting this feature like 61xx or 6210).

- **-scale**
  Scale information will be added to each note of RTTL rington. It will avoid scale problems available during editing rington in composer from phone menu (for example, in Nokia 33xx).

---

**Note:** When use ~ char in rington name, in some phones (like 33xx) name will blink later in phone menus.

0.9 **Calendar notes commands**

In Nokia 3310, 3315 and 3330 these are named “Reminders” and have some limitations (depending on phone firmware version).

**deletecalendar** start [stop]
Deletes selected calendar entries in phone.

**getallcalendar**
Retrieves all calendar entries from phone.

**getcalendar** start [stop]
Retrieves selected calendar entries from phone.
9.2.10 To do list commands

deletetodo start [stop]
    Deletes selected todo entries in phone.

getalltodo
    Retrieves all todo entries from phone.

gettodo start [stop]
    Retrieves selected todo entries from phone.

9.2.11 Notes commands

getallnotes
    Reads all notes from the phone.

    Note: Not all phones supports this function, especially most Sony Ericsson phones even if they have notes inside phone.

9.2.12 Date, time and alarm commands

getalarm [start]
    Get alarm from phone, if no location is specified, 1 is used.

getdatetime
    Get date and time from phone

setalarm hour minute
    Sets repeating alarm in phone on selected time.

setdatetime [HH:MM[:SS]] [YYYY/MM/DD]
    Set date and time in phone to date and time set in computer. Please note, that this option doesn’t show clock on phone screen. It only set date and time.

    Note: You can make such synchronization each time, when will connect your phone and use Gammu. See SynchronizeTime in Gammu Configuration File for details.

9.2.13 Categories commands

    Note: Categories are supported only on few phones (Alcatel).

addcategory TODO|PHONEBOOK text

getallcategory TODO|PHONEBOOK

getcategory TODO|PHONEBOOK start [stop]
9.2.14 Backing up and restoring commands

**addnew** file [-yes] [-memory ME|SM|..]

Adds data written in file created using `gammu` backup command. All things backed up `gammu` backup can be restored (when made backup to Gammu text file).

Please note that this adds all content of backup file to phone and does not care about current data in the phone (no duplicates are detected).

Use -yes parameter to answer yes to all questions (you want to automatically restore all data).

Use -memory parameter to force usage of defined memory type for storing entries regardless what backup format says.

**addsms** folder file [-yes]

Adds SMSes from file (format like `gammu backupsms` uses) to selected folder in phone.

**backup** file [-yes]

Backup your phone to file. It’s possible to backup (depends on phone and backup format):

- phonebook from SIM and phone memory
- calendar notes
- SMSC settings
- operator logo
- startup (static) logo or startup text
- WAP bookmarks
- WAP settings
- caller logos and groups
- user ringtones

There are various backup formats supported and the backup format is guessed based on file extension:

- `.lmb` - Nokia backup, supports contacts, caller logos and startup logo.
- `.vcs` - vCalendar, supports calendar and todo.
- `.vcf` - vCard, supports contacts.
- `.ldif` - LDAP import, supports contacts.
- `.ics` - iCalendar, supports calendar and todo.
- Any other extension is Gammu backup file and it supports all data mentioned above, see *Backup Format* for more details.

By default this command is interactive and asks which items you want to backup.

Use -yes for answering yes to all questions.
backupsms file [-yes|-all]

Stores all SMSes from phone to file into *SMS Backup Format*.

By default this command is interactive and asks which folders you want to backup and whether you want to remove messages from phone afterwards.

Use -yes for answering yes to all questions (backup all messages and delete them from phone), or -all to just backup all folders while keeping messages in phone.

restore file [-yes]

**Warning:** Please note that restoring deletes all current content in phone. If you want only to add entries to phone, use `gammu addnew`.

Restore settings written in file created using `gammu backup` command.

In some phones restoring calendar notes will not show error, but won’t be done, when phone doesn’t have set clock inside.

restoresms file [-yes]

**Warning:** Please note that this overwrites existing messages in phone (if it supports it).

Restores SMSes from file (format like `gammu backupsms` uses) to selected folder in phone.

savefile TYPE [type options]

Converts between various file formats supported by Gammu, following types are supported:

**BOOKMARK** target.url file location

Converts backup format supported by Gammu to vBookmark file.

**CALENDAR** target.vcs file location

Allows one to convert between various backup formats which gammu supports for calendar events. The file type is guessed (for input file guess is based on extension and file content, for output solely on extension).

**TODO** target.vcs file location

Allows one to convert between various backup formats which gammu supports for todo events. The file type is guessed (for input file guess is based on extension and file content, for output solely on extension).

**VCARD10|VCARD21** target.vcf file SM|ME location

Allows one to convert between various backup formats which gammu supports for phonebook events. The file type is guessed (for input file guess is based on extension and file content, for output solely on extension).

See also:

gammu convertbackup

collectbackup source.file output.file

New in version 1.28.94.

Converts backup between formats supported by Gammu. Unlike `gammu savefile`, this does not give you any options what to convert, it simply takes converts all what can be saved into output file.

See also:

gammu savefile
9.2.15 Nokia specific commands

\textbf{nokiaaddfile TYPE} \[type options\]

Uploads file to phone to specific location for the type:

\textbf{APPLICATION|GAME file [-readonly] [-overwrite] [-overwriteall]}

Install the *.jar/*.jad file pair of a midlet in the application or game menu of the phone. You need to specify filename without the jar/jad suffix, both will be added automatically.

\textbf{-overwrite}

Delete the application’s .jad and .jar files before installing, but doesn’t delete the application data.

\textbf{-overwriteall}

Delete the application (same as -overwrite) and all it’s data.

You can use \texttt{jadmaker} to generate a .jad file from a .jar file.

\textbf{nokiaaddplaylists}

Goes through phone memory and generated playlist for all music files found.

To manually manage playlists:

\begin{verbatim}
gammu addfile a:\predefplaylist filename.m3u
\end{verbatim}

Will add playlist filename.m3u

\begin{verbatim}
gammu getfilesystem
\end{verbatim}

Will get list of all files (including names of files with playlists)

\begin{verbatim}
gammu deletefiles a:\predefplaylist\filename.m3u
\end{verbatim}

Will delete playlist filename.m3u

Format of m3u playlist is easy (standard mp3 playlist):

First line is \#EXTM3U, next lines contain names of files (b:\file1.mp3, b:\folder1\file2.mp3, etc.). File needs to have \texttt{\r
\n} terminated lines. So just run \texttt{unix2dos} on the resulting file before uploading it your your phone.

\textbf{nokiacomposer file}

Show, how to enter RTTL ringtone in composer existing in many Nokia phones (and how should it look like).

\textbf{nokiadebug filename [[v11-22] [,v33-44][...]]

\textbf{nokiadisplayoutput}

\textbf{nokiadisplaytest number}

\textbf{nokiagetadc}

\textbf{nokiagetoperatorname}

6110.c phones have place for name for one GSM network (of course, with flashing it’s possible to change all names, but Gammu is not flasher ;-)). You can get this name using this option.

\textbf{nokiagetpbkfeatures memorytype}
nokiaget9
This option should display T9 dictionary content from DCT4 phones.

nokiagetvoicerecord location
Get voice record from location and save to WAV file. File is coded using GSM 6.10 codec (available for example in win32). Name of file is like name of voice record in phone.

Created WAV files require GSM 6.10 codec to be played. In Win XP it’s included by Microsoft. If you deleted it by accident in this operating system, make such steps:

1. Control Panel
2. Add hardware
3. click Next
4. select “Yes. I have already connected the hardware
5. select “Add a new hardware device
6. select “Install the hardware that I manually select from a list
7. select “Sound, video and game controllers
8. select “Audio codecs
9. select “windows\system32“ directory and file “mmdriver.inf
10. if You will be asked for file msgsm32.acm, it should unpacked from Windows CD
11. now You can be asked if want to install unsigned driver (YES), about select codec configuration (select what you want) and rebooting PC (make it)

nokiamakecamerashoot

nokianetmonitor test
Takes output or set netmonitor for Nokia DCT3 phones.

See also:
For more info about this option, please visit Marcin’s page and read netmonitor manual there.

Note: test 243 enables all tests (after using command `gammu nokianetmonitor 243` in some phones like 6210 or 9210 have to reboot them to see netmonitor menu)

nokianetmonitor36
Reset counters from netmonitor test 36 in Nokia DCT3 phones.

See also:
For more info about this option, please visit Marcin’s page and read netmonitor manual there.

nokiasecuritycode
Get/reset to “12345” security code

nokiaselftests
Perform tests for Nokia DCT3 phones.

Note: EEPROM test can show an error when your phone has an EEPROM in flash (like 82xx/7110/62xx/33xx). The clock test will show an error when the phone doesn’t have an internal battery for the clock (like 3xxx).
**nokiasetlights** keypad|display|torch on|off

**nokiasetoperatorname** [networkcode name]

**nokiasetphonemenus**

Enable all (?) possible menus for DCT3 Nokia phones:

1. ALS (Alternative Line Service) option menu
2. vibra menu for 3210
3. 3315 features in 3310 5.45 and higher
4. two additional games (React and Logic) for 3210 5.31 and higher
5. WellMate menu for 6150
6. NetMonitor

and for DCT4:

1. ALS (Alternative Line Service) option menu
2. Bluetooth, WAP bookmarks and settings menu, … (6310i)
3. GPRS Always Online
4. and others…

**nokiasetvibralevel** level

Set vibra power to “level” (given in percent)

**nokiatuneradio**

**nokiavibratest**

### 9.2.16 Siemens specific commands

**siemensnetmonact** netmon_type

Enables network monitor in Siemens phone. Currently known values for type are 1 for full and 2 for simple mode.

**siemensnetmonitor** test

**siemenssatnetmon**

### 9.2.17 Network commands

**getgprspoint** start [stop]

**listnetworks** [country]

Show names/codes of GSM networks known for Gammu

**networkinfo**

Show information about network status from the phone.

**setautonetworklogin**
9.2.18 WAP settings and bookmarks commands

deletewapbookmark start [stop]
   Delete WAP bookmarks from phone.
   Locations are numerated from 1.
getchatsettings start [stop]
getsyncmmlsettings start [stop]
getwapbookmark start [stop]
   Get WAP bookmarks from phone.
   Locations are numerated from 1.
getwapsettings start [stop]
   Get WAP settings from phone.
   Locations are numerated from 1.

9.2.19 MMS and MMS settings commands

getallmms [-save]
geachmms [-save]
getmmsfolders
getmmssettings start [stop]
readmmsfile file [-save]

9.2.20 FM radio commands

getfmstation start [stop]
   Show info about FM stations in phone

9.2.21 Phone settings commands

getcalendarsettings
   Displays calendar settings like first day of week or automatic deleting of old entries.
getprofile start [stop]
resetphonesettings PHONE|DEV|UIF|ALL|FACTORY

| Warning: | This will delete user data, be careful. |

Reset phone settings.

PHONE
   Clear phone settings.
DEV
Clear device settings.

ALL
Clear user settings.

- removes or set logos to default
- set default phonebook and other menu settings
- clear T9 words,
- clear call register info
- set default profiles settings
- clear user ringtones

UIF
Clear user settings and disables hidden menus.

- changes like after ALL
- disables netmon and PPS (all “hidden” menus)

FACTORY
Reset to factory defaults.

- changes like after UIF
- clear date/time

9.2.22 Dumps decoding commands

Note: These commands are available only if Gammu was compiled with debugging options.

decodebinarydump file [phonemodel]
Decodes a dump made by Gammu with LogFormat set to binary.

decodesniff MBUS2|IRDA file [phonemodel]
Allows one to decode sniffs. See Discovering protocol for more details.

9.2.23 Other commands

entersecuritycode PIN|PUK|PIN2|PUK2|PHONE|NETWORK code [- [newpin [-]]]
Allow one to enter security code from PC. When code is -, it is read from stdin.
In case entering PUK, some phones require you to set new PIN as well.

presskeysequence mMnNpUdD+-123456789*0#gGrR<>[]hHcCjJfFoOmMdD@
Press specified key sequence on phone keyboard

mM
Menu

nN
Names key
reset  SOFT|HARD
Make phone reset:

SOFT
without asking for PIN

HARD
with asking for PIN

Note: Some phones will ask for PIN even with SOFT option.

Warning: Some phones will reset user data on HARD reset.

setpower  ON|OFF
New in version 1.33.90.
Turns off or on the phone.

Note: This is usually required for built in modules in notebooks.

screenshot  filename
Captures phone screenshot and saves it as filename. The extension is automatically appended to filename based on what data phone provides.
9.2.24 Batch mode commands

**batch** [file]

Starts Gammu in a batch mode. In this mode you can issue several commands each on one line. Lines starting with # are treated as comments.

By default, commands are read from standard input, but you can optionally specify a file from where they would be read (special case - means standard input).

9.2.25 Configuration commands

**searchphone** [-debug]

Attempts to search for a connected phone.

**install** [-minimal]

Installs applet for currently configured connection to the phone.

You can configure search path for installation files by `DataPath`.

The -minimal parameter forces installation of applet only without possible support libraries, this can be useful for updates.

9.2.26 Gammu information commands

**checkversion** [STABLE]

Checks whether there is newer Gammu version available online (if Gammu has been compiled with CURL). If you pass additional parameter `STABLE`, only stable versions will be checked.

**features**

Print information about compiled in features.

**help** [topic]

Print help. By default general help is printed, but you can also specify a help category to get more detailed help on some topic.

**version**

Print version information and license.

9.3 Return values

Gammu returns 0 on success. In case of failure non zero code is returned.

1

Out of memory or other critical error.

2

Invalid command line parameters.
Failed to open file specified on command line.

Program was interrupted.

Gammu library version mismatch.

Functionality has been moved. For example to *gammu-smsd*.

Errors codes greater than 100 map to the GSM_Error values increased by 100:

- **101**: No error.
- **102**: Error opening device. Unknown, busy or no permissions.
- **103**: Error opening device, it is locked.
- **104**: Error opening device, it doesn’t exist.
- **105**: Error opening device, it is already opened by other application.
- **106**: Error opening device, you don’t have permissions.
- **107**: Error opening device. No required driver in operating system.
- **108**: Error opening device. Some hardware not connected/wrongly configured.
- **109**: Error setting device DTR or RTS.
- **110**: Error setting device speed. Maybe speed not supported.
- **111**: Error writing to the device.
- **112**: Error during reading from the device.
- **113**: Can’t set parity on the device.
- **114**: No response in specified timeout. Probably phone not connected.
- **115**: Frame not requested right now. See <https://wammu.eu/support/bugs/> for information how to report it.
- **116**: Unknown response from phone. See <https://wammu.eu/support/bugs/> for information how to report it.
- **117**: Unknown frame. See <https://wammu.eu/support/bugs/> for information how to report it.
Unknown connection type string. Check config file.

Unknown model type string. Check config file.

Some functions not available for your system (disabled in config or not implemented).

Function not supported by phone.

Empty entry.

Security error. Maybe no PIN?

Invalid location. Maybe too high?

Functionality not implemented. You are welcome to help authors with it.

Memory full.

Unknown error.

Can not open specified file.

More memory required...

Operation not allowed by phone.

No SMSC number given. Provide it manually or use the one configured in phone.

You’re inside phone menu (maybe editing?). Leave it and try again.

Phone is not connected.

Function is currently being implemented. If you want to help, please contact authors.

Phone is disabled and connected to charger.

File format not supported by Gammu.

Nobody is perfect, some bug appeared in protocol implementation. Please contact authors.

Transfer was canceled by phone, maybe you pressed cancel on phone.
Phone module need to send another answer frame.

Current connection type doesn’t support called function.

CRC error.

Invalid date or time specified.

Phone memory error, maybe it is read only.

Invalid data given to phone.

File with specified name already exists.

File with specified name doesn’t exist.

You have to give folder name and not file name.

You have to give file name and not folder name.

Can not access SIM card.

Wrong GNAPPLET version in phone. Use version from currently used Gammu.

Only part of folder has been listed.

Folder must be empty.

Data were converted.

Gammu is not configured.

Wrong folder used.

Internal phone error.

Error writing file to disk.

No such section exists.

Using default values.
Corrupted data returned by phone.

Bad feature string in configuration.

Desired functionality has been disabled on compile time.

Bluetooth configuration requires channel option.

Service is not running.

Service configuration is missing.

Command rejected because device was busy. Wait and restart.

Could not connect to the server.

Could not resolve the host name.

Failed to get SMSC number from phone.

Operation aborted.

Installation data not found, please consult debug log and/or documentation for more details.

Entry is read only.

## 9.4 Examples

### 9.4.1 Configuration

To check it out, you need to have configuration file for gammu, see *Gammu Configuration File* for more details about it.

### 9.4.2 Sending messages

Note: All messages below are sent to number 123456, replace it with proper destination.

Send text message up to standard 160 chars:

```
echo "All your base are belong to us" | gammu sendsms TEXT 123456
```

or
Send long text message:

```bash
echo "All your base are belong to us" | gammu sendsms TEXT 123456 -len 400
```

or

```bash
gammu sendsms TEXT 123456 -len 400 -text "All your base are belong to us"
```

or

```bash
gammu sendsms EMS 123456 -text "All your base are belong to us"
```

Send some funky message with predefined sound and animation from 2 bitmaps:

```bash
gammu sendsms EMS 123456 -text "Greetings" -defsound 1 -text "from Gammu -tone10 axelf.
txt -animation 2 file1.bmp file2.bmp
```

Send protected message with ringtone:

```bash
gammu sendsms EMS 123456 -protected 2 -variablebitmaplong ala.bmp -toneSElong axelf.txt - toneSE ring.txt
```

### 9.4.3 Retrieving USSD replies

For example for retrieving prepaid card status or retrieving various network info:

```bash
gammu getussd '#555#
```

### 9.4.4 Uploading files to Nokia

Add Alien to applications in your phone (you need to have files Alien.JAD and Alien.JAR in current directory):

```bash
gammu nokiaaddfile APPLICATION Alien
```

Add file.mid to ringtones folder:

```bash
gammu nokiaaddfile TONES file.mid
```

### 9.4.5 Setting operator logo

Set logo for network 230 03 (Vodafone CZ):

```bash
gammu setbitmap OPERATOR ala.bmp "230 03"
```
9.4.6 Converting file formats

The formats conversion can done using `gammu savefile` or `gammu convertbackup` commands.

Convert single entry (at position 260) from Backup Format to vCalendar:

```
gammu savefile CALENDAR output.vcs myCalendar.backup 260
```

Convert first phonebook entry from Backup Format to vCard:

```
gammu savefile VCARD21 output.vcf phone.backup ME 1
```

Convert all contacts from backup to vCard:

```
gammu convertbackup phone.backup output.vcf
```

9.4.7 Reporting bugs

There are definitely many bugs, reporting to author is welcome. Please include some useful information when sending bug reports (especially debug logs, operating system, it's version and phone information are needed).

To generate debug log, enable it in Gammu Configuration File:

```
[gammu]
YOUR CONNECTION SETTINGS
logfile = /tmp/gammu.log
logformat = textall
```

Alternatively you can specify logging on command line:

```
gammu -d textall -f /tmp/gammu.log ...
```

With this settings, Gammu generates /tmp/gammu.log on each connection to phone and stores dump of communication there. You can also find some hints for improving support for your phone in this log.

See <https://wammu.eu/support/bugs/> for more information on reporting bugs.

Please report bugs to Gammu bug tracker.
10.1 Overview

Gammu SMS Daemon is a program that periodically scans GSM modem for received messages, stores them in defined storage and also sends messages enqueued in this storage.

10.1.1 Overall schema

The interactions of SMS Daemon and related components can be seen on following picture.
10.1.2 SMSD operation

The SMSD operation consist of several steps.
Startup

Phone connected?

Yes

Connect to phone

Check for security code

Receive messages

Reset phone if needed

Send messages

Check phone status

Sleep

No

Shutdown requested?

Yes

Termination

No

Receive messages

Reset phone if needed
1. Process command line options.
2. Configure backend service.
3. **Main loop is executed until it is signalled to be terminated.**
   1. Try to connect to phone if not connected.
   2. Check for security code if configured (configured by `CheckSecurity`).
   3. Check for received messages (frequency configured by `ReceiveFrequency`).
   4. Check for reset of the phone if configured (frequency configured by `ResetFrequency`).
   5. Check for messages to send (frequency configured by `CommTimeout`).
   6. Check phone status (frequency configured by `StatusFrequency`).
   7. Sleep for defined time (`LoopSleep`).
4. Backend service is freed.

### 10.2 Usage

This chapter will describe basic ways of using SMSSD. It’s use is not limited to these, but they can give you overview of SMSSD abilities.

#### 10.2.1 Storing Messages in Backend

The standard mode of operating SMSSD. You simply configure backend service, and all received messages will end up in it and any message you put into outbox storage will be sent.

#### 10.2.2 Creating Messages to Send

Creating of messages to send heavily depends on service backend you use. Most of them support `gammu-smsd-inject`, which can be used to construct the message, or you can just insert message manually to the backend storage.

Alternatively you can use `SMSD_InjectSMS()` (from C) or using `gammu.smsd.SMSD.InjectSMS()` (from Python).

#### 10.2.3 Notification about Received Messages

Once SMSSD receives message and stores it in backend service, it can invoke your own program to do any message processing, see `RunOnReceive Directive`.

#### 10.2.4 Monitoring SMSSD Status

You can use `gammu-smsd-monitor` to monitor status of SMSSD. It uses shared memory segment to get current status of running SMSSD.

Alternatively you can get the same functionality from libGammu using `SMSD_GetStatus()` or python-gammu using `gammu.smsd.SMSD.GetStatus()`.
10.2.5 Reporting Bugs


Before reporting a bug, please enable verbose logging in SMSSD configuration by `DebugLevel` and `LogFile`:

```ini
[gammu]
  connection = your connection setting
  port = your port name
  logformat = textalldate

[smsd]
  debuglevel = 255
  logfile = smsd.log
```

and include this verbose log within bug report.

10.3 Program Manuals

10.3.1 gammu-smsd

Synopsis

```
gammu-smsd [OPTION]...
```

Description

This manual page documents briefly the `gammu-smsd` command.

`gammu-smsd` is a program that periodically scans GSM modem for received messages, stores them in defined storage and also sends messages enqueued in this storage.

The daemon can reload configuration file after sending hangup signal (SIGHUP) and properly terminates itself on SIGINT and SIGTERM.

Program accepts following options (please note that long options might be not accepted on some platforms):

- `-h`, `--help`
  Shows help.

- `-v`, `--version`
  Shows version information and compiled in features.

- `-c`, `--config=file`
  Configuration file to use, default is `/etc/gammu-smsdrc`, on Windows there is no default and configuration file path has to be always specified.

  If you run SMSSD as a system daemon (or service), it is recommended to use absolute path to configuration file as startup directory might be different than you expect.

  See `SMSD Configuration File` for configuration file documentation.

- `-p`, `--pid=file`
  Lock file for storing pid, empty for no locking. Not supported on Windows.
-U, --user=user
  Drop daemon privileges to chosen user after starting.

-G, --group=group
  Drop daemon privileges to chosen group after starting.

-d, --daemon
  Daemonize program on startup. Not supported on Windows.

-i, --install-service
  Installs SMSD as a Windows service.

-u, --uninstall-service
  Uninstalls SMSD as a Windows service.

-s, --start-service
  Starts SMSD Windows service.

-k, --stop-service
  Stops SMSD Windows service.

-f, --max-failures=count
  Terminate after defined number of failures. Use 0 to not terminate (this is default).

-X, --suicide=seconds
  Kills itself after number of seconds.

-S, --run-service
  Runs program as SMSD Windows service. This should not be used manually, but only Windows Service manager
  should use this command.

-n, --service-name=name
  Defines name of a Windows service. Each service requires an unique name, so if you want to run several SMSD
  instances, you have to name each service differently. Default is “GammuSMSD”.

-l, --use-log
  Use logging as configured in config file (default).

-L, --no-use-log
  Do not use logging as configured in config file.

-e, --install-event-log
  Installs Windows EventLog description to registry.
  New in version 1.31.90.

-E, --uninstall-event-log
  Uninstalls Windows EventLog description to registry.
  New in version 1.31.90.
Signals

SMSD can be controlled using following POSIX signals (if your platform supports this):

**SIGHUP**
Reload configuration and reconnect to phone.

**SIGINT, SIGTERM**
Gracefully shutdown the daemon.

**SIGALRM**
Used internally for `gammu-smsd -X`

**SIGUSR1**
Suspends SMSD operation, closing connection to phone and database.

**SIGUSR2**
Resumes SMSD operation (after previous suspend).

Changed in version 1.22.91: Added support for SIGHUP.

Changed in version 1.22.95: Added support for SIGALRM.

Changed in version 1.31.90: Added support for SIGUSR1 and SIGUSR2.

Examples

**Linux/Unix Examples**

Start SMSD as a daemon on Linux:

```
gammu-smsd --config /etc/gammu-smsdrc --pid /var/run/gammu-smsd.pid --daemon
```

Start SMSD as a daemon on Linux with reduced privileges:

```
gammu-smsd --config /etc/gammu-smsdrc --pid /var/run/gammu-smsd.pid --daemon --user=\rightarrow\_gammu --group=\rightarrow\_gammu
```

**SMUSD as a system wide daemon**

To use SMSD as a daemon, you might want to use init script which is shipped with Gammu in contrib/init directory. It is not installed by default, either install it manually or check INSTALL file for instructions.

Under Windows 7 you might need to disable UAC (user account control) before you will be able to install SMSD service.

**Windows Service Examples**

Install Gammu SMSD Windows service:

```
gammu-smsd.exe -c c:\Gammu\smsdrc -i
```

Install two instances of SMSD Windows service:
To uninstall a Windows service:

```
gammu-smsd.exe -u
```

**Troubleshooting Windows Service**

If Gammu fails to start as a Windows service (you will usually get “Error 1053: The service did not respond to the start or control request in a timely fashion”), first check your SMSD logs. If they do not contain any useful hint, try starting SMSD manually with exactly same parameters as you installed the service (without -i).

For example the command line can look like:

```
gammu-smsd.exe -c smsdrc
```

You now should be able to get errors from SMSD even if it fails to start as a service.

**Invoking Gammu and suspending SMSD**

As you can not run Gammu and Gammu SMSD at same time on single device, you can workaround this limitation by suspending SMSD temporarily using SIGUSR1 and SIGUSR2 signals (see also *Signals*):

```
SMD_PID=`pidof gammu-smsd`
if [ -z "$SMD_PID" ] ; then
    echo "Failed to figure out SMSD PID!"
else
    kill -SIGUSR1 $SMD_PID
    gammu identify
    kill -SIGUSR2 $SMD_PID
fi
```

Or even create a `gammu-safe` script:

```
#!/bin/bash
SMD_PID=`pidof gammu-smsd`
if [ -z "$SMD_PID" ] ; then
    gammu $@
else
    tty=$(lsof |grep -E "gammu-sms\s+\$SMD_PID\s+.*/dev/tty"|awk '{print $NF}')
    kill -SIGUSR1 $SMD_PID
    while test "$(fuser $ttyfuser $tty 2> /dev/null|xargs)" = $SMD_PID
do
        sleep 1
    done
    sleep 1
    gammu $@
    kill -SIGUSR2 $SMD_PID
    while test "$(fuser $ttyfuser $tty 2> /dev/null|xargs)" != $SMD_PID
```
do
  sleep 1
done
sleep 1
fi

Known Limitations

You cannot use the same phone by more programs at the same time. However, if you did not enable locking in the [gammu] section, it might be able to start the communication with the phone from more programs. In this case, neither of the programs will probably work, see Invoking Gammu and suspending SMSD for workaround.

There is no way to detect that a SMS message is a reply to another by looking at message headers. The only way to achieve this is to add some token to the message and let the user include it in the message on reply.

10.3.2 gammu-smsd-inject

Synopsis

gammu-smsd-inject [OPTION]... MESSAGETYPE RECIPIENT [MESSAGE_PARAMETER]...

Description

This manual page documents briefly the gammu-smsd-inject command.

gammu-smsd-inject is a program that enqueues a message in Gammu SMS Daemon, which will be later sent by the daemon using connected GSM modem.

Support for this program depends on features available in currently used SMSD service backend, however currently it is supported by all of them.

Program accepts following options (please note that long options might be not accepted on some platforms):

- **-h, --help**
  Shows help.

- **-v, --version**
  Shows version information and compiled in features.

- **-c, --config=file**
  Configuration file to use, default is /etc/gammu-smsdrc, on Windows there is no default and configuration file path has to be always specified.

- **-l, --use-log**
  Use logging as configured in config file.

- **-L, --no-use-log**
  Do not use logging as configured in config file (default).

For description of message types and their parameters, please check documentation for gammu savesms.
Examples

To check it out, you need to have configuration file for SMSD, see *SMSD Configuration File* for more details about it.

Inject text message up to standard 160 chars:

```
echo "All your base are belong to us" | gammu-smsd-inject TEXT 123456
```

or

```
gammu-smsd-inject TEXT 123456 -text "All your base are belong to us"
```

Inject unicode text message:

```
gammu-smsd-inject TEXT 123456 -unicode -text "Zkouška sirén"
```

Inject long text message:

```
echo "All your base are belong to us" | gammu-smsd-inject TEXT 123456 -len 400
```

or

```
gammu-smsd-inject TEXT 123456 -len 400 -text "All your base are belong to us"
```

or

```
gammu-smsd-inject EMS 123456 -text "All your base are belong to us"
```

Inject some funky message with predefined sound and animation from 2 bitmaps:

```
gammu-smsd-inject EMS 123456 -text "Greetings" -defsound 1 -text "from Gammu" -tone10␣ ˓→axelf.txt -animation 2 file1.bmp file2.bmp
```

Inject protected message with ringtone:

```
gammu-smsd-inject EMS 123456 -protected 2 -variablebitmaplong ala.bmp -toneSElong axelf.␣ ˓→txt -toneSE ring.txt
```

Inject USSD query:

```
gammu-smsd-inject USSD '*101#'
```

10.3.3 gammu-smsd-monitor

Synopsis

```
gammu-smsd-monitor [OPTION]...
```
Description

This manual page documents briefly the `gammu-smsd-monitor` command.

`gammu-smsd-monitor` is a program that monitors state of Gammu SMS Daemon. It periodically displays information about phone and number of processed messages.

Program accepts following options (please note that long options might be not accepted on some platforms):

- `-h`, `--help`
  Shows help.

- `-v`, `--version`
  Shows version information and compiled in features.

- `-c`, `--config=file`
  Configuration file to use, default is `/etc/gammu-smsdrc`, on Windows there is no default and configuration file path has to be always specified.

- `-n`, `--loops=count`
  Number of loops, by default monitor loops infinitely.

- `-d`, `--delay=seconds`
  Delay between polling SMSD state, default is 20 seconds.

- `-C`, `--csv`
  Print output in comma separated values format:

  ```
  client;phone ID;IMEI;sent;received;failed;battery;signal
  ```

- `-l`, `--use-log`
  Use logging as configured in config file.

- `-L`, `--no-use-log`
  Do not use logging as configured in config file (default).

10.4 SMSD Configuration File

10.4.1 Description

`gammu-smsd` reads configuration from a config file. It's location can be specified on command line, otherwise default path `/etc/gammu-smsdrc` is used.

This file use ini file syntax, see INI file format.

Configuration file of `gammu-smsd` consists of at least two sections - `[gammu]` and `[smsd]`. For SQL Service you can also use `[sql]` and `[tables]`.

The `[gammu]` section is configuration of a phone connection and is same as described in Gammu Configuration File with the only exception that `LogFile` is ignored and common logging for gammu library and SMS daemon is used. However the `LogFormat` directive still configures how much messages gammu emits.

The `[smsd]` section configures SMS daemon itself, which are described in following subsections. First general parameters of SMS daemon are listed and then specific parameters for storage backends.
Gammu Manual, Release 1.42.0

[include_numbers]
List of numbers from which accept messages, see Message filtering.

[exclude_numbers]
List of numbers from which reject messages, see Message filtering.

[include_smsc]
List of SMSC numbers from which accept messages, see Message filtering.

[exclude_smsc]
List of SMSC numbers from which reject messages, see Message filtering.

[sql]
Configure SQL queries used by SQL Service, you usually don’t have to modify them.

See also:
Configurable queries

[tables]
Configure SQL table names used by SQL Service, you usually don’t have to modify them.

See also:
Tables

10.4.2 General parameters of SMS daemon

Service
SMSSD service to use, one of following choices:

FILES
Stores messages in files, see Files backend for details.

NULL
Does not store messages at all, see Null Backend for details.

SQL
Stores messages in SQL database, see SQL Service for details, choose database type to use by Driver.

New in version 1.28.93.

MYSQL
Deprecated since version 1.28.93: Use Service = SQL and Driver = native_mysql instead.
Compatibility option for older configuration files, stores messages in MySQL database, see MySQL Backend for details.

PGSQL
Deprecated since version 1.28.93: Use Service = SQL and Driver = native_pgsq1 instead.
Compatibility option for older configuration files, stores messages in PostgreSQL database, see PostgreSQL Backend for details.

DBI
Deprecated since version 1.28.93: Use Service = SQL and Driver = DBI driver instead.
Compatibility option for older configuration files, stores messages in any database supported by libdbi, see DBI Backend for details.
**Note:** Availability of backends depends on platform and compile time configuration.

**PIN**
PIN for SIM card. This is optional, but you should set it if your phone after power on requires PIN.

**NetworkCode**
Network personalisation password. This is optional, but some phones require it after power on.

**PhoneCode**
Phone lock password. This is optional, but some phones require it after power on.

**LogFile**
File where SMSSD actions are being logged. You can also use special value `syslog` which will send all messages to syslog daemon. On Windows another special value `eventlog` exists, which will send logs to Windows Event Log.

If you run SMSSD as a system daemon (or service), it is recommended to use absolute path to log file as startup directory might be different than you expect.

Default is to provide no logging.

**Note:** For logging to Windows Event Log, it is recommended to install Event Log source by invoking `gammu-smssd -e` (this is automatically done during installation of Gammu).

**LogFacility**
Facility to use on logging backends which support it (currently only syslog). One of following choices:

- **DAEMON** (default)
- **USER**
- **LOCAL0**
- **LOCAL1**
- **LOCAL2**
- **LOCAL3**
- **LOCAL4**
- **LOCAL5**
- **LOCAL6**
- **LOCAL7**

New in version 1.30.91.

**DebugLevel**
Debug level for SMSSD. The integer value should be sum of all flags you want to enable.

- 1 enables basic debugging information
- 2 enables logging of SQL queries of service backends
- 4 enables logging of gammu debug information
Generally to get as much debug information as possible, use 255.
Default is 0, what should mean no extra information.

**CommTimeout**
How many seconds should SMSC wait after there is no message in outbox before scanning it again.
Default is 30.

**SendTimeout**
Shows how many seconds SMSC should wait for network answer during sending sms. If nothing happen during this time, sms will be resent.
Default is 30.

**MaxRetries**
How many times will SMSC try to resend message if sending fails. This is tracked per message and currently supported only with SQL backends.
Default is 1.

**RetryTimeout**
How long to wait before resending failed message (needs to be enabled by MaxRetries).
Is used in update_retries.
Default is 600.

**ReceiveFrequency**
The number of seconds between testing for received SMSes, when the phone is busy sending SMSes. Normally a test for received SMSes is done every CommTimeout seconds and after each sent SMS.
Default is 15.

**StatusFrequency**
The number of seconds between refreshing phone status (battery, signal) stored in shared memory and possibly in service backends. Use 0 to disable.
You might want to increase this for higher throughput.
Default is 60.

**LoopSleep**
The number of seconds how long will SMSC sleep before checking for some activity. Please note that setting this to higher value than 1 will have effects to other time based configurations, because they will be effectively rounded to multiply of this value.
Setting this to 0 disables sleeping. Please note this might cause Gammu to consume quite a lot of CPU power as it will effectively do busy loop.
This sleep is utilized only if the main loop (sending and receiving messages) takes less than defined time. For example if you set LoopSleep to 5 seconds and sending messages take 10 seconds, no sleep will be done in the iteration which is sending messages. Also the sleep time is lowered by the already processed time.
Default is 1.

**MultipartTimeout**
The number of seconds how long will SMSC wait for all parts of multipart message. If all parts won’t arrive in time, parts will be processed as separate messages.
Default is 600 (10 minutes).
**CheckSecurity**
Whether to check if phone wants to enter PIN.
Default is 1 (enabled).

**HangupCalls**
New in version 1.34.0.
Whether to automatically hangup any incoming calls.
Default is 0 (disabled).

**CheckBattery**
Whether to check phone battery state periodically.
Default is 1 (enabled).

**CheckSignal**
Whether to check signal level periodically.
Default is 1 (enabled).

**CheckNetwork**
New in version 1.37.90.
Whether to check network status periodically.
If phone is reported to be not on the network, SMSD tries to power it on.
Default is 1 (enabled).

**ResetFrequency**
The number of seconds between performing a preventive soft reset in order to minimize the cases of hanging phones e.g. Nokia 5110 will sometimes freeze to a state when only after unmounting the battery the phone will be functional again.
Default is 0 (not used).

**HardResetFrequency**
New in version 1.28.92.

**Warning:** For some phones hard reset means deleting all data in it. Use `ResetFrequency` instead, unless you know what you are doing.

The number of seconds between performing a preventive hard reset in order to minimize the cases of hanging phones.
Default is 0 (not used).

**DeliveryReport**
Whether delivery reports should be used, one of no, log, sms.

- **log**
  one line log entry,

- **sms**
  store in inbox as a received SMS

- **no**
  no delivery reports
Default is no.

**DeliveryReportDelay**
Delay in seconds how long is still delivery report considered valid. This depends on brokenness of your network (delivery report should have same timestamp as sent message). Increase this if delivery reports are not paired with sent messages.
Default is 600 (10 minutes).

**PhoneID**
String with info about phone used for sending/receiving. This can be useful if you want to run several SMS daemons (see *Multiple modems*).
When you set PhoneID, all messages (including injected ones) will be marked by this string (stored as SenderID in the database) and it allows more SMS daemons to share a single database.
SMSD daemon will in such case send *outbox* messages only with matching or empty SenderID.
This option has actually no effect with *Files backend*.

**SMSC**
New in version 1.36.2.
SMSC number to use for sending messages if not specified in the message (see options of `gammu-smsd-inject`).
In most cases you don’t need this settings as Gammu tries to read correct SMSC from phone, but sometimes this fails (try `gammu getsmsc`).

**RunOnReceive**
Executes a program after receiving message.
This parameter is executed through shell, so you might need to escape some special characters and you can include any number of parameters. Additionally parameters with identifiers of received messages are appended to the command line. The identifiers depend on used service backend, typically it is ID of inserted row for database backends or file name for file based backends.
Gammu SMSD waits for the script to terminate. If you make some time consuming there, it will make SMSD not receive new messages. However to limit breakage from this situation, the waiting time is limited to two minutes. After this time SMSD will continue in normal operation and might execute your script again.
The process has available lot of information about received message in environment, check *RunOnReceive Directive* for more details.

**RunOnFailure**
New in version 1.28.93.
Executes a program on failure.
This can be used to proactively react on some failures or to interactively detect failure of sending message.
The program will receive optional parameter, which can currently be either INIT (meaning failure during phone initialization) or message ID, which would indicate error while sending the message.

**Note:** The environment with message (as is in *RunOnReceive*) is not passed to the command.

**RunOnSent**
New in version 1.36.4.
Executes a program after sending message.
The program will receive optional parameter a message ID and environment with message details as described in RunOnReceive Directive.

**RunOnIncomingCall**

New in version 1.38.5.

Executes a program after cancelling incoming call.

The program will receive a parameter with a phone number of the call. This requires HangupCalls to be enabled.

**IncludeNumbersFile**

File with list of numbers which are accepted by SMSD. The file contains one number per line, blank lines are ignored. The file is read at startup and is reread only when configuration is being reread. See Message filtering for details.

**ExcludeNumbersFile**

File with list of numbers which are not accepted by SMSD. The file contains one number per line, blank lines are ignored. The file is read at startup and is reread only when configuration is being reread. See Message filtering for details.

**IncludeSMSCFile**

File with list of SMSC numbers which are accepted by SMSD. The file contains one number per line, blank lines are ignored. The file is read at startup and is reread only when configuration is being reread. See Message filtering for details.

**ExcludeSMSCFile**

File with list of SMSC numbers which are not accepted by SMSD. The file contains one number per line, blank lines are ignored. The file is read at startup and is reread only when configuration is being reread. See Message filtering for details.

**BackendRetries**

How many times will SMSD backend retry operation.

The implementation on different backends is different, for database backends it generally means how many times it will try to reconnect to the server.

Default is 10.

**Send**

New in version 1.28.91.

Whether to enable sending of messages.

Default is True.

**Receive**

New in version 1.28.91.

Whether to enable receiving of messages.

Default is True.
10.4.3 Database backends options

All DBI, ODBC, MYSQL and PGSQL backends (see MySQL Backend, ODBC Backend, PostgreSQL Backend, DBI Backend for their documentation) supports same options for configuring connection to a database:

**User**
User name used for connection to a database.

**Password**
Password used for connection to a database.

**Host**
Database server address. It can also contain port or socket path after semicolon, for example `localhost:/path/to/socket` or `127.0.0.1:8000`. For ODBC this is used as Data source name.

**Note:** Some database servers differentiate usage of `localhost` (to use local socket) and `127.0.0.1` (to use locat TCP/IP connection). Please make sure your SMSD settings match the database server ones.

New in version 1.28.92.

**PC**
Depreciated since version 1.28.92: Please use **Host** instead.

Synonym for **Host**, kept for backwards compatibility.

**Database**
Name of database (or schema) to use and where SMSD can find it's tables.

Please note that you should create tables in this database before using gammu-smsd. SQL files for creating needed tables are included in documentation for individual database backends: MySQL Backend, ODBC Backend, PostgreSQL Backend, DBI Backend

**SkipSMSCNumber**
When you send sms from some SMS centers you can have delivery reports from other SMSC number. You can set here number of this SMSC used by you and Gammu will not check it's number during assigning reports to sent SMS.

**Driver**
SQL driver to use, Gammu supports several native drivers and generic interface using ODBC and DBI. Availability of the backends depends on compile time options.

Available drivers:

- **odbc**
  Connects to the database using ODBC, see ODBC Backend.

- **native_mysql**
  Stores messages in MySQL database, see MySQL Backend for details.

- **native_pgsql**
  Stores messages in PostgreSQL database, see PostgreSQL Backend for details.

- **db2, firebird, freetds, ingres, mysql, mysqli, oracle, pgsq, sqlite, sqlite3**
  Stores messages using DBI library in given backend. You need to have installed appropriate DBI driver to make it work. See DBI Backend for details.
SQL

SQL dialect to use. This is specially useful with ODBC Backend where SMSD does not know which server it is actually talking to.

Possible values:

- `mysql` - MySQL
- `pgsql` - PostgreSQL
- `sqlite` - SQLite
- `mssql` - Microsoft SQL Server
- `sybase` - Sybase
- `access` - Microsoft Access
- `oracle` - Oracle
- `odbc` - Generic ODBC

New in version 1.28.93.

See also:

You can also completely customize SQL queries used as described in SQL Queries.

DriversPath

Path, where DBI drivers are stored, this usually does not have to be set if you have properly installed drivers.

DBDir

Database directory for some (currently only sqlite) DBI drivers. Set here path where sqlite database files are stored.

Files backend options

The FILES backend accepts following configuration options. See Files backend for more detailed service backend description. Please note that all path should contain trailing path separator (/ on Unix systems):

**InboxPath**

Where the received SMSes are stored.

Default is current directory.

**OutboxPath**

Where SMSes to be sent should be placed.

Default is current directory.

**SentSMSPath**

Where the transmitted SMSes are placed, if same as OutboxPath transmitted messages are deleted.

Default is to delete transmitted messages.

**ErrorSMSPath**

Where SMSes with error in transmission is placed.

Default is same as SentSMSPath.
**InboxFormat**

The format in which the SMS will be stored: `detail`, `unicode`, `standard`.

- **detail**
  format used for message backup by *Gammu Utility*, see *SMS Backup Format*.

- **unicode**
  message text stored in unicode (UTF-16)

- **standard**
  message text stored in system charset

The `standard` and `unicode` settings do not apply for 8-bit messages, which are always written raw as they are received with extension `.bin`.

Default is `unicode`.

**Note:** In `detail` format, all message parts are stored into single file, for all others each message part is saved separately.

**OutboxFormat**

The format in which messages created by *gammu-smsd-inject* will be stored, it accepts same values as InboxFormat.

Default is `detail` if Gammu is compiled in with backup functions, `unicode` otherwise.

**TransmitFormat**

The format for transmitting the SMS: `auto`, `unicode`, `7bit`.

This option is used only if `OutboxFormat` is not set to `detail`. In such case encoding specified in the message is used (you can specify it to *gammu-smsd-inject*).

Default is `auto`.

### 10.4.4 Message filtering

SMSD allows one to process only limited subset of incoming messages. You can define filters for sender number in `[include_numbers]` and `[exclude_numbers]` sections or using `IncludeNumbersFile` and `ExcludeNumbersFile` directives.

If `[include_numbers]` section exists, all values (keys are ignored) from it are used as allowed phone numbers and no other message is processed. On the other side, in `[exclude_numbers]` you can specify numbers which you want to skip.

Lists from both sources are merged together. If there is any number in include list, only include list is used and only messages in this list are being accepted. If include list is empty, exclude list can be used to ignore messages from some numbers. If both lists are empty, all messages are accepted.

Similar filtering rules can be used for SMSC number filtering, they just use different set of configuration options - `[include_smsc]` and `[exclude_smsc]` sections or `IncludeSMSCFile` and `ExcludeSMSCFile` directives.
10.4.5 Examples

There is more complete example available in Gammu documentation. Please note that for simplicity following examples do not include \texttt{[gammu]} section, you can look into \textit{Gammu Configuration File} for some examples how it can look like.

Files service

SMSD configuration file for FILES backend could look like:

\begin{verbatim}
[smsd]
Service = files
PIN = 1234
LogFile = syslog
InboxPath = /var/spool/sms/inbox/
OutboxPath = /var/spool/sms/outbox/
SentSMSPath = /var/spool/sms/sent/
ErrorSMSPath = /var/spool/sms/error/
\end{verbatim}

MySQL service

If you want to use MYSQL backend, you will need something like this:

\begin{verbatim}
[smsd]
Service = sql
Driver = native_mysql
PIN = 1234
LogFile = syslog
User = smsd
Password = smsd
PC = localhost
Database = smsd
\end{verbatim}

DBI service using SQLite

For \textit{DBI Backend} backend, in this particular case SQLite:

\begin{verbatim}
[smsd]
Service = sql
Driver = sqlite3
DBDir = /var/lib/sqlite3
Database = smsd.db
\end{verbatim}
ODBC service using MySQL

For ODBC Backend backend, in this particular case using DSN smsd server:

```
[smsd]
Service = sql
Driver = odbc
Host = smsd
```

The DSN definition (in ~/.odbc.ini on UNIX) for using MySQL server would look like:

```
[smsd]
Description = MySQL
Driver = MySQL
Server = 127.0.0.1
Database = smsd
Port =
Socket =
Option =
Stmt =

[smsdsuse]
Driver = MySQL ODBC 3.51.27r695 Driver
DATABASE = smsd
SERVER = 127.0.0.1
```

Numbers filtering

Process only messages from 123456 number:

```
[include_numbers]
number1 = 123456
```

Do not process messages from evil number 666:

```
[exclude_numbers]
number1 = 666
```

Debugging

Enabling debugging:

```
[smsd]
dbglevel = 255
logfile = smsd.log
```
Multiple modems

You can run any number of SMSD instances and they can even share same backend database. For routing the messages, you need to set different PhoneID for each instance and set SenderID column in outbox table.

Following example shows configuration for two modems, but you can have any number of SMSD instances. The only limitation is performance of your hardware, especially if all modems are connected using USB.

Configuration for first SMSD:

```ini
[gammu]
device = /dev/ttyACM0
connection = at

[smsd]
Service = sql
Driver = native_mysql
PIN = 1234
LogFile = syslog
User = smsd
Password = smsd
PC = localhost
Database = smsd
PhoneID = first
```

Configuration for second SMSD:

```ini
[gammu]
device = /dev/ttyACM1
connection = at

[smsd]
Service = sql
Driver = native_mysql
PIN = 1234
LogFile = syslog
User = smsd
Password = smsd
PC = localhost
Database = smsd
PhoneID = second
```

You can then start two separate instances of SMSD:

```
gammu-smsd -c /path/to/first-smsdrc
gammu-smsd -c /path/to/second-smsdrc
```
10.5 RunOnReceive Directive

10.5.1 Description

Gammu SMSD can be configured by `RunOnReceive` directive (see *SMSD Configuration File* for details) to run defined program after receiving every message. It can receive single message or more messages, which are parts of one multipart message.

This parameter is executed through shell, so you might need to escape some special characters and you can include any number of parameters. Additionally parameters with identifiers of received messages are appended to the command line. The identifiers depend on used service backend, typically it is ID of inserted row for database backends or file name for file based backends.

Gammu SMSD waits for the script to terminate. If you make some time consuming there, it will make SMSD not receive new messages. However to limit breakage from this situation, the waiting time is limited to two minutes. After this time SMSD will continue in normal operation and might execute your script again.

**Note:** All input and output file descriptors are closed when this program is invoked, so you have to ensure to open files on your own.

10.5.2 Environment

New in version 1.28.0.

Program is executed with environment which contains lot of information about the message. You can use it together with NULL service (see *Null Backend*) to implement completely own processing of messages.

**Global variables**

- **SMS_MESSAGES**
  Number of physical messages received.

- **DECODED_PARTS**
  Number of decoded message parts.

- **PHONE_ID**
  New in version 1.38.2.
  Value of `PhoneID`. Useful when running multiple instances (see *Multiple modems*).

**Per message variables**

The variables further described as `SMS_1_...` are generated for each physical message, where 1 is replaced by current number of message.

- **SMS_1_CLASS**
  Class of message.

- **SMS_1_NUMBER**
  Sender number.
SMS_1_TEXT
Message text. Text is not available for 8-bit binary messages.

SMS_1_REFERENCE
New in version 1.38.5.
Message Reference. If delivery status received, this variable contains TPMR of original message

Per part variables

The variables further described as DECODED_1 ... are generated for each message part, where 1 is replaced by current number of part. Set are only those variables whose content is present in the message.

DECODED_1_TEXT
Decoded long message text.

DECODED_1_MMS_SENDER
Sender of MMS indication message.

DECODED_1_MMS_TITLE
Title of MMS indication message.

DECODED_1_MMS_ADDRESS
Address (URL) of MMS from MMS indication message.

See also:
Can I use Gammu to receive MMS?

DECODED_1_MMS_SIZE
Size of MMS as specified in MMS indication message.

10.5.3 Examples

Activating RunOnReceive

To activate this feature you need to set RunOnReceive in the SMSD Configuration File.

```
[smsd]
RunOnReceive = /path/to/script.sh
```

Processing messages from the files backend

Following script (if used as RunOnReceive handler) passes message data to other program. This works only with the Files backend.

```
#!/bin/sh
INBOX=/path/to/smsd/inbox
PROGRAM=/bin/cat
for ID in "$@" ; do
  $PROGRAM < $INBOX/$ID
done
```

10.5. RunOnReceive Directive
Invoking commands based on message text

Following script (if used as RunOnReceive handler) executes given programs based on message text.

```bash
#!/bin/sh

# Check for sender number
if [ ""$SMS_1_NUMBER" != "+420\123456789" ] ; then
  exit
fi

# Handle commands
case ""$SMS_1_TEXT" in
  "DMS A")
    /usr/bin/dms-a
  ;;
  "DMS B")
    /usr/bin/dms-b
  ;;
esac
```

Passing message text to program

Following script (if used as RunOnReceive handler) passes message text and sender to external program.

```bash
#!/bin/sh
PROGRAM=/bin/echo
for i in `seq $SMS_MESSAGES` ; do
  eval "$PROGRAM "\${SMS_${i}_NUMBER}" "\${SMS_${i}_TEXT}""
done
```

Passing MMS indication parameters to external program

Following script (if used as RunOnReceive handler) will write information about each received MMS indication to the log file. Just replace echo command with your own program to do custom processing.

```bash
#!/bin/sh
if [ $DECODED_PARTS -eq 0 ] ; then
  # No decoded parts, nothing to process
  exit
fi
if [ "$DECODED_1_MMS_ADDRESS" ] ; then
  eval "echo "$DECODED_1_MMS_ADDRESS" "$DECODED_1_MMS_SENDER" "$DECODED_1_MMS_TITLE" >> /tmp/˓→smsd-mms.log"
fi
```
Processing message text in Python

Following script (if used as RunOnReceive handler) written in Python will concatenate all text from received message:

```python
#!/usr/bin/env python

import os
import sys

numparts = int(os.environ['DECODED_PARTS'])

text = ""
# Are there any decoded parts?
if numparts == 0:
    text = os.environ['SMS_1_TEXT']
# Get all text parts
else:
    for i in range(1, numparts + 1):
        varname = "DECODED_%d_TEXT" % i
        if varname in os.environ:
            text = text + os.environ[varname]

# Do something with the text
print("Number {} have sent text: {}".format(os.environ['SMS_1_NUMBER'], text))
```

10.6 Backend services

The backend service is used to store messages (both incoming and queue of outgoing ones).

10.6.1 Files backend

Description

FILES backend stores all data on a filesystem in folders defined by configuration (see SMSD Configuration File for description of configuration options).

Receiving of messages

Received messages are stored in a folder defined by configuration. The filename will be \texttt{IN\_date\_time\_serial\_sender\_sequence\_number\_sequence.\_ext}, for example \texttt{IN20021130\_021531\_00\_+4540900931640979\_00.txt}.

Explanation of fields:

\texttt{<date>}

date in format \texttt{YYYYMMDD}

\texttt{<time>}

time in format \texttt{HHMMSS}

\texttt{<sender>}

sender number
<serial>
order of a message (in case more messages were received at same time), in format NN

<sequence>
part of the message for multipart messages, in format NN

<ext>
txt for text message, 8-bit messages are stored with bin extension, smsbackup for SMS Backup Format

The content of the file is content of the message and the format is defined by configuration directive InboxFormat (see SMSD Configuration File).

Transmitting of messages

Transmitted messages are read from a folder defined by configuration. The filename should be one of the following formats:

- OUT<recipient>..<ext>
- OUT<priority>_<recipient>_<serial>..<ext>
- OUT<priority><date>_<time>_<serial>_<recipient>_<note>..<ext>

Explanation of fields:

<recipient>
recipient number where to send message

<priority>
an alphabetic character (A-Z) A = highest priority

<ext>
txt for normal text SMS, smsbackup for SMS Backup Format

<note>
any arbitrary text which is ignored

For text messages, you can additionally append flags to extension:

- d
delivery report requested

- f
flash SMS

- b
WAP bookmark as name,URL

Other fields are same as for received messages.

For example OUTG20040620_193810_123_+4512345678_xpq.txtdf is a flash text SMS requesting delivery reports.

SMSes will be transmitted sequentially based on the file name. The contents of the file is the SMS to be transmitted (in Unicode or standard character set).

The contents of the file is the SMS to be transmitted (in Unicode or standard character set), for WAP bookmarks it is split on as Name,URL, for text messages whole file content is used.

Please note that if file is not in Unicode, encoding is detected based on locales, which do not have to be configured if SMSSD is running from init script. If this is your case, please add locales definition to init script.
10.6.2 SQL Service

Description

SQL service stores all its data in database. It can use one of these SQL backends (configuration option Driver in smsd section):

- native_mysql for MySQL Backend
- native_pgsql for PostgreSQL Backend
- odbc for ODBC Backend
- drivers supported by DBI for DBI Backend, which include:
  - sqlite3 - for SQLite 3
  - mysql - for MySQL
  - pgsql - for PostgreSQL
  - freetds - for MS SQL Server or Sybase

SQL connection parameters

Common for all backends:

- **User** - user connecting to database
- **Password** - password for connecting to database
- **Host** - database host or data source name
- **Database** - database name
- **Driver** - native_mysql, native_pgsql, odbc or DBI one
- **SQL** - SQL dialect to use

Specific for DBI:

- **DriversPath** - path to DBI drivers
- **DBDir** - sqlite/sqlite3 directory with database

See also:

The variables are fully described in Gammu Configuration File documentation.

Tables

New in version 1.37.1.

You can customize name of all tables in the [tables]. The SQL queries will reflect this, so it’s enough to change table name in this section.

- **gammu**
  - Name of the *gammu* table.

- **inbox**
  - Name of the *inbox* table.
sentitems
   Name of the sentitems table.

outbox
   Name of the outbox table.

outbox_multipart
   Name of the outbox_multipart table.

phones
   Name of the phones table.

You can change any table name using these:

[tabs]
inbox = special_inbox

SQL Queries

Almost all queries are configurable. You can edit them in [sql] section. There are several variables used in SQL queries. We can separate them into three groups:

- phone specific, which can be used in every query, see Phone Specific Parameters
- SMS specific, which can be used in queries which works with SMS messages, see SMS Specific Parameters
- query specific, which are numeric and are specific only for given query (or set of queries), see Configurable queries

Phone Specific Parameters

%I
   IMEI of phone

%S
   SIM IMSI

%P
   PHONE ID (hostname)

%N
   client name (eg. Gammu 1.12.3)

%O
   network code

%M
   network name
### SMS Specific Parameters

- `%R` remote number
- `%C` delivery datetime
- `%e` delivery status on receiving or status error on sending
- `%t` message reference
- `%d` receiving datetime for received sms
- `%E` encoded text of SMS
- `%c` SMS coding (ie 8bit or UnicodeNoCompression)
- `%F` sms centre number
- `%u` UDH header
- `%x` class
- `%T` decoded SMS text
- `%A` CreatorID of SMS (sending sms)
- `%V` relative validity

### Configurable queries

All configurable queries can be set in [sql] section. Sequence of rows in selects are mandatory.

All default queries noted here are noted for MySQL. Actual time and time addition are selected for default queries during initialization.

**delete_phone**

Deletes phone from database.

Default value:

```
DELETE FROM phones WHERE IMEI = %I
```

**insert_phone**

Inserts phone to database.

Default value:

1 Sender number for received messages (insert to inbox or delivery notifications), destination otherwise.
INSERT INTO phones (IMEI, ID, Send, Receive, InsertIntoDB, TimeOut, Client, Battery, Signal)
VALUES (%I, %P, %1, %2, NOW(), (NOW() + INTERVAL 10 SECOND) + 0, %N, -1, -1)

Query specific parameters:

%1 enable send (yes or no) - configuration option Send

%2 enable receive (yes or no) - configuration option Receive

save_inbox_sms_select
Select message for update delivery status.
Default value:

SELECT ID, Status, SendingDateTime, DeliveryDateTime, SMSCNumber FROM sentitems
WHERE DeliveryDateTime IS NULL AND SenderID = %P AND TPMR = %t
AND DestinationNumber = %R

save_inbox_sms_update_delivered
Update message delivery status if message was delivered.
Default value:

UPDATE sentitems SET DeliveryDateTime = %C, Status = %1, StatusError = %e WHERE ID = %2
AND TPMR = %t

Query specific parameters:

%1 delivery status returned by GSM network

%2 ID of message

save_inbox_sms_update
Update message if there is a delivery error.
Default value:

UPDATE sentitems SET Status = %1, StatusError = %e WHERE ID = %2 AND TPMR = %t

Query specific parameters:

%1 delivery status returned by GSM network

%2 ID of message

save_inbox_sms_insert
Insert received message.
Default value:

INSERT INTO inbox (ReceivingDateTime, Text, SenderNumber, Coding, SMSCNumber, UDH, Class, TextDecoded, RecipientID) VALUES (%d, %E, %R, %c, %F, %u, %x, %T, %P)
**update_received**

Update statistics after receiving message.

Default value:

```sql
UPDATE phones SET Received = Received + 1 WHERE IMEI = %I
```

**refresh_send_status**

Update messages in outbox.

Default value:

```sql
UPDATE outbox SET SendingTimeOut = (NOW() + INTERVAL 60 SECOND) + 0
WHERE ID = %1 AND (SendingTimeOut < NOW() OR SendingTimeOut IS NULL)
```

The default query calculates sending timeout based on *LoopSleep* value.

Query specific parameters:

%1

ID of message

**find_outbox_sms_id**

Find sms messages for sending.

Default value:

```sql
SELECT ID, InsertIntoDB, SendingDateTime, SenderID FROM outbox
WHERE SendingDateTime < NOW() AND SendingTimeOut < NOW() AND
SendBefore >= CURTIME() AND SendAfter <= CURTIME() AND
( SenderID is NULL OR SenderID = '' OR SenderID = %P ) ORDER BY InsertIntoDB ASC

LIMIT %1
```

Query specific parameters:

%1

limit of sms messages sended in one walk in loop

**find_outbox_body**

Select body of message.

Default value:

```sql
SELECT Text, Coding, UDH, Class, TextDecoded, ID, DestinationNumber, MultiPart,
RelativeValidity, DeliveryReport, CreatorID FROM outbox WHERE ID=%1
```

Query specific parameters:

%1

ID of message

**find_outbox_multipart**

Select remaining parts of sms message.

Default value:

```sql
SELECT Text, Coding, UDH, Class, TextDecoded, ID, SequencePosition FROM outbox_multipart WHERE ID=%1 AND SequencePosition=%2
```

Query specific parameters:
%1
  ID of message
%2
  Number of multipart message

delete_outbox
  Remove messages from outbox after their successful send.
  Default value:
  ```sql
  DELETE FROM outbox WHERE ID=%1
  ```
  Query specific parameters:
  %1
    ID of message

delete_outbox_multipart
  Remove messages from outbox_multipart after their successful send.
  Default value:
  ```sql
  DELETE FROM outbox_multipart WHERE ID=%1
  ```
  Query specific parameters:
  %1
    ID of message

create_outbox
  Create message (insert to outbox).
  Default value:
  ```sql
  INSERT INTO outbox (CreatorID, SenderID, DeliveryReport, MultiPart, InsertIntoDB, Text, DestinationNumber, RelativeValidity, Coding, UDH, Class, TextDecoded) VALUES (%1, %P, %2, %3, NOW(), %E, %R, %V, %c, %u, %x, %T)
  ```
  Query specific parameters:
  %1
    creator of message
  %2
    delivery status report - yes/default
  %3
    multipart - FALSE/TRUE
  %4
    Part (part number)
  %5
    ID of message

create_outbox_multipart
  Create message remaining parts.
  Default value:
INSERT INTO outbox_multipart (SequencePosition, Text, Coding, UDH, Class, TextDecoded, ID) VALUES (%4, %E, %c, %u, %x, %T, %5)

Query specific parameters:

%1 creator of message
%2 delivery status report - yes/default
%3 multipart - FALSE/TRUE
%4 Part (part number)
%5 ID of message

**add_sent_info**

Insert to sentitems.

Default value:

```
INSERT INTO sentitems (CreatorID, ID, SequencePosition, Status, SendingDateTime, SMSCNumber, TPMR, SenderID, Text, DestinationNumber, Coding, UDH, Class, TextDecoded, InsertIntoDB, RelativeValidity)
VALUES (%A, %1, %2, %3, NOW(), %F, %4, %P, %E, %R, %c, %u, %x, %T, %5, %V)
```

Query specific parameters:

%1 ID of sms message
%2 part number (for multipart sms)
%3 message state (SendingError, Error, SendingOK, SendingOKNoReport)
%4 message reference (TPMR)
%5 time when inserted in db

**update_sent**

Update sent statistics after sending message.

Default value:

```
UPDATE phones SET Sent = Sent + 1 WHERE IMEI = %I
```

**refresh_phone_status**

Update phone status (battery, signal).

Default value:

```
UPDATE phones SET TimeOut = (NOW() + INTERVAL 10 SECOND) + 0,
Battery = %1, Signal = %2 WHERE IMEI = %I
```
Query specific parameters:

%1  battery percent
%2  signal percent

**update_retries**

Update number of retries for outbox message. The interval can be configured by `RetryTimeout`.

```sql
UPDATE outbox SET SendngTimeOut = (NOW() + INTERVAL 600 SECOND) + 0,
Retries = %2 WHERE ID = %1
```

Query specific parameters:

%1  message ID
%2  number of retries

## 10.6.3 MySQL Backend

**Description**

MySQL backend stores all data in a MySQL database server, which parameters are defined by configuration (see SMSD Configuration File for description of configuration options).

For tables description see SMSD Database Structure.

This backend is based on SQL Service.

**Configuration**

Before running `gammu-smsd` you need to create necessary tables in the database, which is described below.

The configuration file then can look like:

```
[smsd]
service = sql
driver = native_mysql
host = localhost
```

See also:

SMSD Configuration File
Privileges

The user accessing the database does not need much privileges, the following privileges should be enough:

```
GRANT USAGE ON *.* TO 'smsd'@'localhost' IDENTIFIED BY 'password';
GRANT SELECT, INSERT, UPDATE, DELETE ON `smsd`.* TO 'smsd'@'localhost';
CREATE DATABASE smsd;
```

**Note:** For creating the SQL tables you need more privileges, especially for creating triggers, which are used for some functionality.

Creating tables for MySQL

Depending on MySQL version and settings please choose best fitting script to create tables:

- mysql.sql, requires MySQL 5.6.5 or newer
- mysql-legacy.sql supports legacy MySQL versions, but requires neither of `NO_ZERO_DATE`, `ANSI` or `STRICT` modes to be set in the server

SQL script mysql.sql for creating tables in MySQL database:

```
--
-- Database for Gammu SMSD
--
-- In case you get errors about not supported charset, please
-- replace utf8mb4 with utf8.

-- --------------------------------------------------------
--
-- Table structure for table `gammu`
--

CREATE TABLE `gammu` (
    `Version` integer NOT NULL default '0' PRIMARY KEY
) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

--
-- Dumping data for table `gammu`
--

INSERT INTO `gammu` (`Version`) VALUES (17);

-- --------------------------------------------------------

--
-- Table structure for table `inbox`
--

```
CREATE TABLE `inbox` (  `UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  `ReceivingDateTime` timestamp NOT NULL default CURRENT_TIMESTAMP,  `Text` text NOT NULL,  `SenderNumber` varchar(20) NOT NULL default '',  `Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  `UDH` text NOT NULL,  `SMSCNumber` varchar(20) NOT NULL default '',  `Class` integer NOT NULL default '-1',  `TextDecoded` text NOT NULL,  `ID` integer unsigned NOT NULL auto_increment,  `RecipientID` text NOT NULL,  `Processed` enum('false','true') NOT NULL default 'false',  `Status` integer NOT NULL default '-1',  PRIMARY KEY `ID` (`ID`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4 AUTO_INCREMENT=1 ;

-- Dumping data for table `inbox`
--

-- Table structure for table `outbox`
--

CREATE TABLE `outbox` (  `UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  `InsertIntoDB` timestamp NOT NULL default CURRENT_TIMESTAMP,  `SendingDateTime` timestamp NOT NULL default CURRENT_TIMESTAMP,  `SendBefore` time NOT NULL DEFAULT '23:59:59',  `SendAfter` time NOT NULL DEFAULT '00:00:00',  `Text` text,  `DestinationNumber` varchar(20) NOT NULL default '',  `Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  `UDH` text,  `Class` integer default '-1',  `TextDecoded` text NOT NULL,  `ID` integer unsigned NOT NULL auto_increment,  `Processed` enum('false','true') default 'false',  `RelativeValidity` integer default '-1',  `SenderID` varchar(255),  `MultiPart` enum('false','true') NOT NULL default 'false',  `SenderID` varchar(255),  `DeliveryTimeOut` timestamp NULL default CURRENT_TIMESTAMP,  `DeliveryReport` enum('default','yes','no') default 'default',  `CreatorID` text NOT NULL,  `Retries` int(3) default 0,  `Priority` integer default 0,  `Status` enum('SendingOK','SendingOKNoReport','SendingError','DeliveryOK',

(continues on next page)
CREATE TABLE `outbox_multipart` (  
    `Text` `text`,  
    `Coding` `enum`('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  
    `UDH` `text`,  
    `Class` `integer` default '-1',  
    `TextDecoded` `text`,  
    `ID` `integer` unsigned NOT NULL default '0',  
    `SequencePosition` `integer` NOT NULL default '1',  
    `Status` `enum`('SendingOK','SendingOKNoReport','SendingError','DeliveryOK', 'DeliveryFailed','DeliveryPending','DeliveryUnknown','Error','Reserved') NOT NULL default 'Reserved',  
    `StatusCode` `integer` NOT NULL default '-1',  
    PRIMARY KEY (`ID`, `SequencePosition`)  
) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

CREATE INDEX outbox_date ON outbox(SendingDateTime, SendingTimeOut);
CREATE INDEX outbox_sender ON outbox(SenderID(250));

-- Dumping data for table `outbox`
--

-- Table structure for table `outbox_multipart`
--

CREATE TABLE `outbox_multipart` (  
    `Text` `text`,  
    `Coding` `enum`('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  
    `UDH` `text`,  
    `Class` `integer` default '-1',  
    `TextDecoded` `text`,  
    `ID` `integer` unsigned NOT NULL default '0',  
    `SequencePosition` `integer` NOT NULL default '1',  
    `Status` `enum`('SendingOK','SendingOKNoReport','SendingError','DeliveryOK', 'DeliveryFailed','DeliveryPending','DeliveryUnknown','Error','Reserved') NOT NULL default 'Reserved',  
    `StatusCode` `integer` NOT NULL default '-1',  
    PRIMARY KEY (`ID`, `SequencePosition`)  
) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

CREATE INDEX outbox_date ON outbox(SendingDateTime, SendingTimeOut);
CREATE INDEX outbox_sender ON outbox(SenderID(250));

-- Dumping data for table `outbox_multipart`
--

-- Table structure for table `phones`
--

CREATE TABLE `phones` (  
    `ID` `text` NOT NULL,  
    `UpdatedInDB` `timestamp` NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  
    `InsertIntoDB` `timestamp` NOT NULL default CURRENT_TIMESTAMP,  
    `TimeOut` `timestamp` NOT NULL default CURRENT_TIMESTAMP,  
    `Send` `enum`('yes','no') NOT NULL default 'no',

(continues on next page)
`Receive` enum('yes','no') NOT NULL default 'no',
`IMEI` varchar(35) NOT NULL,
`IMSI` varchar(35) NOT NULL,
`NetCode` varchar(10) default 'ERROR',
`NetName` varchar(35) default 'ERROR',
`Client` text NOT NULL,
`Battery` integer NOT NULL DEFAULT -1,
`Signal` integer NOT NULL DEFAULT -1,
`Sent` int NOT NULL DEFAULT 0,
`Received` int NOT NULL DEFAULT 0,
PRIMARY KEY (`IMEI`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

--
-- Dumping data for table `phones`
--

CREATE TABLE `sentitems` (  
  `UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  
  `InsertIntoDB` timestamp NOT NULL default CURRENT_TIMESTAMP,  
  `SendingDateTime` timestamp NOT NULL default CURRENT_TIMESTAMP,  
  `DeliveryDateTime` timestamp NULL,  
  `Text` text NOT NULL,  
  `DestinationNumber` varchar(20) NOT NULL default '',  
  `Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  
  `UDH` text NOT NULL,  
  `SMSCNumber` varchar(20) NOT NULL default '',  
  `Class` integer NOT NULL default '-1',  
  `TextDecoded` text NOT NULL,  
  `ID` integer unsigned NOT NULL default '0',  
  `SenderID` varchar(255) NOT NULL,  
  `SequencePosition` integer NOT NULL default '1',  
  `Status` enum('SendingOK','SendingOKNoReport','SendingError','DeliveryOK','DeliveryFailed','DeliveryPending','DeliveryUnknown','Error') NOT NULL default 'SendingOK',  
  `StatusError` integer NOT NULL default '-1',  
  `TPMR` integer NOT NULL default '-1',  
  `RelativeValidity` integer NOT NULL default '-1',  
  `CreatorID` text NOT NULL,  
  `StatusCode` integer NOT NULL default '-1',  
  PRIMARY KEY (`ID`,`SequencePosition`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

CREATE INDEX sentitems_date ON sentitems(DeliveryDateTime);
CREATE INDEX sentitems_tpmr ON sentitems(TPMR);

(continues on next page)
CREATE INDEX `sentitems_dest` ON `sentitems`(DestinationNumber);
CREATE INDEX `sentitems_sender` ON `sentitems`(SenderID(250));

-- Dumping data for table `sentitems`
--

Note: You can find the script in docs/sql/mysql.sql as well.

SQL script mysql-legacy.sql for creating tables in MySQL database:

```
--
-- Database for Gammu SMSD
--
-- In case you get errors about not supported charset, please
-- replace utf8mb4 with utf8.
--
-- Table structure for table `gammu`
--

CREATE TABLE `gammu`
(`Version` integer NOT NULL default '0' PRIMARY KEY)
ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

-- Dumping data for table `gammu`
--

INSERT INTO `gammu` (`Version`) VALUES (17);

-- Table structure for table `inbox`
--

CREATE TABLE `inbox`
(`UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,
`ReceivingDateTime` timestamp NOT NULL default '0000-00-00 00:00:00',
`Text` text NOT NULL,
`SenderNumber` varchar(20) NOT NULL default '',
`Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',
`UDH` text NOT NULL,
`SMSCNumber` varchar(20) NOT NULL default '',
`Class` integer NOT NULL default '-1',
`TextDecoded` text NOT NULL,
`ID` integer unsigned NOT NULL auto_increment,
```
The `outbox` table is defined as follows:

```sql
CREATE TABLE `outbox` (  
`UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  
`InsertIntoDB` timestamp NOT NULL default '0000-00-00 00:00:00',  
`SendingDateTime` timestamp NOT NULL default '0000-00-00 00:00:00',  
`SendBefore` time NOT NULL DEFAULT '23:59:59',  
`SendAfter` time NOT NULL DEFAULT '00:00:00',  
`Text` text,  
`DestinationNumber` varchar(20) NOT NULL default '',  
`Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  
`UDH` text,  
`Class` integer default '-1',  
`TextDecoded` text NOT NULL,  
`ID` integer unsigned NOT NULL auto_increment,  
`MultiPart` enum('false','true') default 'false',  
`RelativeValidity` integer default '-1',  
`SenderId` varchar(255),  
`SendingTimeOut` timestamp NULL default '0000-00-00 00:00:00',  
`DeliveryReport` enum('default','yes','no') default 'default',  
`CreatorID` text NOT NULL,  
'Retries' int(3) default 0,  
'Priority' integer default 0,  
>Status` enum('SendingOK','SendingOKNoReport','SendingError','DeliveryOK',  
'DeliveryFailed','DeliveryPending','DeliveryUnknown','Error','Reserved') NOT NULL,  
'default 'Reserved',  
'StatusCode' integer NOT NULL default '-1',  
PRIMARY KEY `ID` (`ID`)  
) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;
```

Indexes are created for `SendingDateTime`, `SendingTimeOut`, and `SenderId`.
CREATE TABLE `outbox_multipart` (  `Text` text,  `Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',  `UDH` text,  `Class` integer default '-1',  `TextDecoded` text,  `ID` integer unsigned NOT NULL default '0',  `SequencePosition` integer NOT NULL default '1',  `Status` enum('SendingOK','SendingOKNoReport','SendingError','DeliveryOK','DeliveryFailed','DeliveryPending','DeliveryUnknown','Error','Reserved') NOT NULL default 'Reserved',  `StatusCode` integer NOT NULL default '-1',  PRIMARY KEY (`ID`, `SequencePosition`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

CREATE TABLE `phones` (  `ID` text NOT NULL,  `UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,  `InsertIntoDB` timestamp NOT NULL default '0000-00-00 00:00:00',  `TimeOut` timestamp NOT NULL default '0000-00-00 00:00:00',  `Send` enum('yes','no') NOT NULL default 'no',  `Receive` enum('yes','no') NOT NULL default 'no',  `IMEI` varchar(35) NOT NULL,  `IMSI` varchar(35) NOT NULL,  `NetCode` varchar(10) default 'ERROR',  `NetName` varchar(35) default 'ERROR',  `Client` text NOT NULL,  `Battery` integer NOT NULL DEFAULT -1,  `Signal` integer NOT NULL DEFAULT -1,  `Sent` int NOT NULL DEFAULT 0,  `Received` int NOT NULL DEFAULT 0,  PRIMARY KEY (`IMEI`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;
-- Dumping data for table `phones`

-- Table structure for table `sentitems`

CREATE TABLE `sentitems` (
  `UpdatedInDB` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,
  `InsertIntoDB` timestamp NOT NULL default '0000-00-00 00:00:00',
  `SendingDateTime` timestamp NOT NULL default '0000-00-00 00:00:00',
  `DeliveryDateTime` timestamp NULL,
  `Text` text NOT NULL,
  `DestinationNumber` varchar(20) NOT NULL default '',
  `Coding` enum('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression','Unicode_Compression') NOT NULL default 'Default_No_Compression',
  `UDH` text NOT NULL,
  `SMSCNumber` varchar(20) NOT NULL default '',
  `Class` integer NOT NULL default '-1',
  `TextDecoded` text NOT NULL,
  `ID` integer unsigned NOT NULL default '0',
  `SenderID` varchar(255) NOT NULL,
  `SequencePosition` integer NOT NULL default '1',
  `Status` enum('SendingOK','SendingOKNoReport','SendingError','DeliveryOK','DeliveryFailed','DeliveryPending','DeliveryUnknown','Error') NOT NULL default 'SendingOK',
  `StatusError` integer NOT NULL default '-1',
  `TPMR` integer NOT NULL default '-1',
  `RelativeValidity` integer NOT NULL default '-1',
  `CreatorID` text NOT NULL,
  `StatusCode` integer NOT NULL default '-1',
  PRIMARY KEY ('ID', `SequencePosition`) ) ENGINE=MyISAM DEFAULT CHARSET=utf8mb4;

CREATE INDEX `sentitems_date` ON `sentitems`(DeliveryDateTime);
CREATE INDEX `sentitems_tpmr` ON `sentitems`(TPMR);
CREATE INDEX `sentitems_dest` ON `sentitems`(DestinationNumber);
CREATE INDEX `sentitems_sender` ON `sentitems`(SenderId(250));

-- Dumping data for table `sentitems`

-- Triggers for setting default timestamps

(continues on next page)
DELIMITER //

CREATE TRIGGER inbox_timestamp BEFORE INSERT ON inbox
FOR EACH ROW
BEGIN
  IF NEW.ReceivingDateTime = '0000-00-00 00:00:00' THEN
    SET NEW.ReceivingDateTime = CURRENT_TIMESTAMP();
  END IF;
END;//

CREATE TRIGGER outbox_timestamp BEFORE INSERT ON outbox
FOR EACH ROW
BEGIN
  IF NEW.InsertIntoDB = '0000-00-00 00:00:00' THEN
    SET NEW.InsertIntoDB = CURRENT_TIMESTAMP();
  END IF;
  IF NEW.SendingDateTime = '0000-00-00 00:00:00' THEN
    SET NEW.SendingDateTime = CURRENT_TIMESTAMP();
  END IF;
  IF NEW.SendingTimeOut = '0000-00-00 00:00:00' THEN
    SET NEW.SendingTimeOut = CURRENT_TIMESTAMP();
  END IF;
END;//

CREATE TRIGGER phones_timestamp BEFORE INSERT ON phones
FOR EACH ROW
BEGIN
  IF NEW.InsertIntoDB = '0000-00-00 00:00:00' THEN
    SET NEW.InsertIntoDB = CURRENT_TIMESTAMP();
  END IF;
  IF NEW.TimeOut = '0000-00-00 00:00:00' THEN
    SET NEW.TimeOut = CURRENT_TIMESTAMP();
  END IF;
END;//

CREATE TRIGGER sentitems_timestamp BEFORE INSERT ON sentitems
FOR EACH ROW
BEGIN
  IF NEW.InsertIntoDB = '0000-00-00 00:00:00' THEN
    SET NEW.InsertIntoDB = CURRENT_TIMESTAMP();
  END IF;
  IF NEW.SendingDateTime = '0000-00-00 00:00:00' THEN
    SET NEW.SendingDateTime = CURRENT_TIMESTAMP();
  END IF;
END;//

DELIMITER ;

Note: You can find the script in docs/sql/mysql-legacy.sql as well.
Upgrading tables

The easiest way to upgrade database structure is to backup old one and start with creating new one based on example above.

For upgrading existing database, you can use changes described in *History of database structure* and then manually update Version field in `gammu` table.

### 10.6.4 PostgreSQL Backend

**Description**

PGSQL backend stores all data in a PostgreSQL database server, which parameters are defined by configuration (see *SMSD Configuration File* for description of configuration options).

For tables description see *SMSD Database Structure*.

This backend is based on *SQL Service*.

**Configuration**

Before running `gammu-smsd` you need to create necessary tables in the database, which is described below.

The configuration file then can look like:

```ini
[smsd]
service = sql
driver = native_pgsql
host = localhost
```

See also:

*SMSD Configuration File*

**Creating tables for PostgreSQL**

SQL script for creating tables in PostgreSQL database:

```sql
--
-- Database: "smsd"
--
-- CREATE USER "smsd" WITH NOCREATEDB NOCREATERUSER;
-- CREATE DATABASE "smsd" WITH OWNER = "smsd" ENCODING = 'UTF8';
-- \connect "smsd" "smsd"
-- COMMENT ON DATABASE "smsd" IS 'Gammu SMSD Database';

-- --------------------------------------------------------
--
-- Function declaration for updating timestamps
--
CREATE EXTENSION IF NOT EXISTS plpgsql;
CREATE OR REPLACE FUNCTION update_timestamp() RETURNS trigger AS $update_timestamp$
BEGIN
```

(continues on next page)
NEW."UpdatedInDB" := LOCALTIMESTAMP(0);
RETURN NEW;
END;
$update_timestamp$ LANGUAGE plpgsql;

-- Sequence declarations for tables' primary keys
--
--CREATE SEQUENCE inbox_ID_seq;
--CREATE SEQUENCE outbox_ID_seq;
--CREATE SEQUENCE outbox_multipart_ID_seq;
--CREATE SEQUENCE sentitems_ID_seq;
--
-- Index declarations for tables' primary keys
--
--CREATE UNIQUE INDEX inbox_pkey ON inbox USING btree ("ID");
--CREATE UNIQUE INDEX outbox_pkey ON outbox USING btree ("ID");
--CREATE UNIQUE INDEX outbox_multipart_pkey ON outbox_multipart USING btree ("ID");
--CREATE UNIQUE INDEX sentitems_pkey ON sentitems USING btree ("ID");
--
-- Table structure for table "gammu"
--
CREATE TABLE gammu (  "Version" smallint NOT NULL DEFAULT '0' PRIMARY KEY );

-- Dumping data for table "gammu"
--
INSERT INTO gammu ("Version") VALUES (17);
--
-- Table structure for table "inbox"
--

CREATE TABLE inbox (  
    "UpdatedInDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  
    "ReceivingDateTime" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  
    "Text" text NOT NULL,  
    "SenderNumber" varchar(20) NOT NULL DEFAULT '',  
    "Coding" varchar(255) NOT NULL DEFAULT 'Default_No_Compression',  
    "UDH" text NOT NULL,  
    "SMSCNumber" varchar(20) NOT NULL DEFAULT '',  
    "Class" integer NOT NULL DEFAULT '-1',  
    "TextDecoded" text NOT NULL DEFAULT '',  
    "ID" serial PRIMARY KEY,  
    "RecipientID" text NOT NULL,  
    "Processed" boolean NOT NULL DEFAULT false,  
    "Status" integer NOT NULL DEFAULT '-1',  
    CHECK ("Coding" IN ('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression', Unicode_Compression'))
);

-- Dumping data for table "inbox"
--

-- --------------------------------------------------------

-- Create trigger for table "inbox"
--

CREATE TRIGGER update_timestamp BEFORE UPDATE ON inbox FOR EACH ROW EXECUTE PROCEDURE update_timestamp();

-- --------------------------------------------------------

-- Table structure for table "outbox"
--

CREATE TABLE outbox (  
    "UpdatedInDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  
    "InsertIntoDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  
    "SendingDateTime" timestamp NOT NULL DEFAULT LOCALTIMESTAMP(0),  
    "SendBefore" time NOT NULL DEFAULT '23:59:59',  
    "SendAfter" time NOT NULL DEFAULT '00:00:00',  
    "Text" text,  
    "DestinationNumber" varchar(20) NOT NULL DEFAULT '',  
    "Coding" varchar(255) NOT NULL DEFAULT 'Default_No_Compression',  
    "UDH" text,  
    "Class" integer DEFAULT '-1',  
    (continues on next page)
"TextDecoded" text NOT NULL DEFAULT '',
"ID" serial PRIMARY KEY,
"MultiPart" boolean NOT NULL DEFAULT 'false',
"RelativeValidity" integer DEFAULT '-1',
"SenderID" varchar(255),
"SendingTimeOut" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),
"DeliveryReport" varchar(10) DEFAULT 'default',
"CreatorID" text NOT NULL,
"Retries" integer DEFAULT 0,
"Priority" integer DEFAULT 0,
"Status" varchar(255) NOT NULL DEFAULT 'Reserved',
"StatusCode" integer NOT NULL DEFAULT '-1',
CHECK ("Coding" IN ('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression', 'Unicode_Compression')),
CHECK ("DeliveryReport" IN ('default', 'yes', 'no')),
CHECK ("Status" IN ('SendingOK', 'SendingOKNoReport', 'SendingError', 'DeliveryOK', 'DeliveryFailed', 'DeliveryPending', 'DeliveryUnknown', 'Error', 'Reserved'))
);
CREATE INDEX outbox_date ON outbox("SendingDateTime", "SendingTimeOut");
CREATE INDEX outbox_sender ON outbox("SenderID");

--
-- Dumping data for table "outbox"
--
-- --------------------------------------------------------
-- Table structure for table "outbox_multipart"
--
CREATE TABLE outbox_multipart ("Text" text,
  "Coding" varchar(255) NOT NULL DEFAULT 'Default_No_Compression',
  "UDH" text,
  "Class" integer DEFAULT '-1',
  "TextDecoded" text DEFAULT NULL,
  "ID" serial,
  "SequencePosition" integer NOT NULL DEFAULT '1',
  (continues on next page)
"Status" varchar(255) NOT NULL DEFAULT 'Reserved',
"StatusCode" integer NOT NULL DEFAULT '-1',
PRIMARY KEY ("ID", "SequencePosition"),
CHECK ("Coding" IN
  ('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression',
  'Unicode_Compression')),
CHECK ("Status" IN
  ('SendingOK', 'SendingOKNoReport', 'SendingError', 'DeliveryOK', 'DeliveryFailed',
  'DeliveryPending',
  'DeliveryUnknown', 'Error', 'Reserved'))
);

--
-- Dumping data for table "outbox_multipart"
--

-- --------------------------------------------------------
-- Table structure for table "phones"
--
CREATE TABLE phones ("ID" text NOT NULL,
  "UpdatedInDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),
  "InsertIntoDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),
  "TimeOut" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),
  "Send" boolean NOT NULL DEFAULT 'no',
  "Receive" boolean NOT NULL DEFAULT 'no',
  "IMEI" varchar(35) PRIMARY KEY NOT NULL,
  "IMSI" varchar(35) NOT NULL,
  "NetCode" varchar(10) DEFAULT 'ERROR',
  "NetName" varchar(35) DEFAULT 'ERROR',
  "Client" text NOT NULL,
  "Battery" integer NOT NULL DEFAULT -1,
  "Signal" integer NOT NULL DEFAULT -1,
  "Sent" integer NOT NULL DEFAULT 0,
  "Received" integer NOT NULL DEFAULT 0
);

--
-- Dumping data for table "phones"
--

-- --------------------------------------------------------
-- Create trigger for table "phones"
--
CREATE TRIGGER update_timestamp BEFORE UPDATE ON phones FOR EACH ROW EXECUTE PROCEDURE...
--- update_timestamp();

-- --------------------------------------------------------
--
-- Table structure for table "sentitems"
--
CREATE TABLE sentitems (  "UpdatedInDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  "InsertIntoDB" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  "SendingDateTime" timestamp(0) WITHOUT time zone NOT NULL DEFAULT LOCALTIMESTAMP(0),  "DeliveryDateTime" timestamp(0) WITHOUT time zone NULL,  "Text" text NOT NULL,  "DestinationNumber" varchar(20) NOT NULL DEFAULT '',  "Coding" varchar(255) NOT NULL DEFAULT 'Default_No_Compression',  "UDH" text NOT NULL,  "SMSCNumber" varchar(20) NOT NULL DEFAULT '',  "Class" integer NOT NULL DEFAULT '-1',  "TextDecoded" text NOT NULL DEFAULT '',  "ID" serial,  "SenderId" varchar(255) NOT NULL,  "SequencePosition" integer NOT NULL DEFAULT '1',  "Status" varchar(255) NOT NULL DEFAULT 'SendingOK',  "StatusError" integer NOT NULL DEFAULT '-1',  "TPMR" integer NOT NULL DEFAULT '-1',  "RelativeValidity" integer NOT NULL DEFAULT '-1',  "CreatorID" text NOT NULL,  "StatusCode" integer NOT NULL DEFAULT '-1',  CHECK ("Status" IN ('SendingOK', 'SendingOKNoReport', 'SendingError', 'DeliveryOK', 'DeliveryFailed',  'DeliveryPending', 'DeliveryUnknown', 'Error')),  CHECK ("Coding" IN ('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression',  'Unicode_Compression'))),  PRIMARY KEY ("ID", "SequencePosition")
);

CREATE INDEX sentitems_date ON sentitems("DeliveryDateTime");
CREATE INDEX sentitems_tpmr ON sentitems("TPMR");
CREATE INDEX sentitems_dest ON sentitems("DestinationNumber");
CREATE INDEX sentitems_sender ON sentitems("SenderId");

--
-- Dumping data for table "sentitems"
--
-- --------------------------------------------------------

-- Create trigger for table "sentitems"

(continues on next page)
**CREATE TRIGGER update_timestamp BEFORE UPDATE ON sentitems FOR EACH ROW EXECUTE PROCEDURE update_timestamp();**

**Note:** You can find the script in docs/sql/pgsql.sql as well.

### Upgrading tables

The easiest way to upgrade database structure is to backup old one and start with creating new one based on example above.

For upgrading existing database, you can use changes described in *History of database structure* and then manually update Version field in `gammu` table.

### 10.6.5 DBI Backend

**Description**

DBI backend stores all data in any database supported by libdbi, which parameters are defined by configuration (see *SMSD Configuration File* for description of configuration options).

For tables description see *SMSD Database Structure*.

This backend is based on *SQL Service*.

**Note:** The DBI driver is currently not supported on Windows because libdbi library does not support this platform.

**Configuration**

Before running `gammu-smsd` you need to create necessary tables in the database. You can use examples given in database specific backends parts of this manual to do that.

The configuration file then can look like:

```markdown
[smsd]
service = sql
driver = DBI_DRIVER
host = localhost
```

**See also:** *SMSD Configuration File*
Supported drivers

For complete list of drivers for libdbi see libdbi-drivers project. The drivers for example include:

- `sqlite3` - for SQLite 3
- `mysql` - for MySQL
- `pgsql` - for PostgreSQL
- `freetds` - for MS SQL Server or Sybase

Creating tables for SQLite

SQL script for creating tables in SQLite database:

```sql
CREATE TABLE gammu (  
    Version INTEGER NOT NULL DEFAULT '0' PRIMARY KEY
);  
INSERT INTO gammu (Version) VALUES (17);

CREATE TABLE inbox (  
    UpdatedInDB NUMERIC NOT NULL DEFAULT (datetime('now')),  
    ReceivingDateTime NUMERIC NOT NULL DEFAULT (datetime('now')),  
    Text TEXT NOT NULL,  
    SenderNumber TEXT NOT NULL DEFAULT '',  
    Coding TEXT NOT NULL DEFAULT 'Default_No_Compression',  
    UDH TEXT NOT NULL,  
    SMSCNumber TEXT NOT NULL DEFAULT '',  
    Class INTEGER NOT NULL DEFAULT '-1',  
    TextDecoded TEXT NOT NULL DEFAULT '',  
    ID INTEGER PRIMARY KEY AUTOINCREMENT,  
    RecipientID TEXT NOT NULL,  
    Processed TEXT NOT NULL DEFAULT 'false',  
    Status INTEGER NOT NULL DEFAULT '-1',  
    CHECK (Coding IN  
    ('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression', 
    → 'Unicode_Compression'))
);  

CREATE TRIGGER update_inbox_time UPDATE ON inbox  
BEGIN  
    UPDATE inbox SET UpdatedInDB = datetime('now') WHERE ID = old.ID;  
END;

CREATE TABLE outbox (  
    UpdatedInDB NUMERIC NOT NULL DEFAULT (datetime('now')),  
    InsertIntoDB NUMERIC NOT NULL DEFAULT (datetime('now')),  
    SendingDateTime NUMERIC NOT NULL DEFAULT (datetime('now')),  
    SendBefore time NOT NULL DEFAULT '23:59:59',  
    SendAfter time NOT NULL DEFAULT '00:00:00',  
    Text TEXT,  
    DestinationNumber TEXT NOT NULL DEFAULT '',  
    Coding TEXT NOT NULL DEFAULT 'Default_No_Compression',
    (continues on next page)
```
UDH TEXT,
Class INTEGER DEFAULT '-1',
TextDecoded TEXT NOT NULL DEFAULT '',
ID INTEGER PRIMARY KEY AUTOINCREMENT,
MultiPart TEXT NOT NULL DEFAULT 'false',
RelativeValidity INTEGER DEFAULT '-1',
SenderID TEXT,
SendingTimeOut NUMERIC NOT NULL DEFAULT (datetime('now')),
DeliveryReport TEXT DEFAULT 'default',
CreatorID TEXT NOT NULL,
Retries INTEGER DEFAULT '0',
Priority INTEGER DEFAULT '0',
Status TEXT NOT NULL DEFAULT 'Reserved',
StatusCode INTEGER NOT NULL DEFAULT '-1',
CHECK (Coding IN ('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression',
                   'Unicode_Compression')),
CHECK (DeliveryReport IN ('default','yes','no')),
CHECK (Status IN ('SendingOK','SendingOKNoReport','SendingError','DeliveryOK','DeliveryFailed',
                    'DeliveryPending','DeliveryUnknown','Error','Reserved')));
CREATE INDEX outbox_date ON outbox(SendingDateTime, SendingTimeOut);
CREATE INDEX outbox_sender ON outbox(SenderID);

CREATE TRIGGER update_outbox_time UPDATE ON outbox
BEGIN
  UPDATE outbox SET UpdatedInDB = datetime('now') WHERE ID = old.ID;
END;

CREATE TABLE outbox_multipart (  
  Text TEXT,
  Coding TEXT NOT NULL DEFAULT 'Default_No_Compression',
  UDH TEXT,
  Class INTEGER DEFAULT '-1',
  TextDecoded TEXT DEFAULT NULL,
  ID INTEGER,
  SequencePosition INTEGER NOT NULL DEFAULT '1',
  Status TEXT NOT NULL DEFAULT 'Reserved',
  StatusCode INTEGER NOT NULL DEFAULT '-1',
  CHECK (Coding IN ('Default_No_Compression','Unicode_No_Compression','8bit','Default_Compression',
                     'Unicode_Compression')),
  CHECK (Status IN ('SendingOK','SendingOKNoReport','SendingError','DeliveryOK','DeliveryFailed',
                    'DeliveryPending','DeliveryUnknown','Error','Reserved')),
  PRIMARY KEY (ID, SequencePosition)
);
CREATE TABLE phones (  
  ID TEXT NOT NULL,
  UpdatedInDB NUMERIC NOT NULL DEFAULT (datetime('now')),
  InsertIntoDB NUMERIC NOT NULL DEFAULT (datetime('now')),
  TimeOut NUMERIC NOT NULL DEFAULT (datetime('now')),
  Send TEXT NOT NULL DEFAULT 'no',
  Receive TEXT NOT NULL DEFAULT 'no',
  IMEI TEXT PRIMARY KEY NOT NULL,
  IMSI TEXT NOT NULL,
  NetCode TEXT DEFAULT 'ERROR',
  NetName TEXT DEFAULT 'ERROR',
  Client TEXT NOT NULL,
  Battery INTEGER NOT NULL DEFAULT -1,
  Signal INTEGER NOT NULL DEFAULT -1,
  Sent INTEGER NOT NULL DEFAULT 0,
  Received INTEGER NOT NULL DEFAULT 0
);

CREATE TRIGGER update_phones_time UPDATE ON phones
BEGIN
  UPDATE phones SET UpdatedInDB = datetime('now') WHERE IMEI = old.IMEI;
END;

CREATE TABLE sentitems (  
  UpdatedInDB NUMERIC NOT NULL DEFAULT (datetime('now')),
  InsertIntoDB NUMERIC NOT NULL DEFAULT (datetime('now')),
  SendingDateTime NUMERIC NOT NULL DEFAULT (datetime('now')),
  DeliveryDateTime NUMERIC NULL,
  Text TEXT NOT NULL,
  DestinationNumber TEXT NOT NULL DEFAULT '',
  Coding TEXT NOT NULL DEFAULT 'Default_No_Compression',
  UDH TEXT NOT NULL,
  SMSCNumber TEXT NOT NULL DEFAULT '',
  Class INTEGER NOT NULL DEFAULT '-1',
  TextDecoded TEXT NOT NULL DEFAULT '',
  ID INTEGER,
  SenderID TEXT NOT NULL,
  SequencePosition INTEGER NOT NULL DEFAULT '1',
  Status TEXT NOT NULL DEFAULT 'SendingOK',
  StatusError INTEGER NOT NULL DEFAULT '-1',
  TPMR INTEGER NOT NULL DEFAULT '-1',
  RelativeValidity INTEGER NOT NULL DEFAULT '-1',
  CreatorID TEXT NOT NULL,
  StatusCode INTEGER NOT NULL DEFAULT '-1',
  CHECK (Status IN
  ('SendingOK', 'SendingOKNoReport', 'SendingError', 'DeliveryOK', 'DeliveryFailed',
      'DeliveryPending',
      'DeliveryUnknown', 'Error')),
  CHECK (Coding IN
  ('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression',
      'Unicode_Compression')),
  PRIMARY KEY (ID, SequencePosition)
);
CREATE INDEX sentitems_date ON sentitems(DeliveryDateTime);
CREATE INDEX sentitems_tpmr ON sentitems(TPMR);
CREATE INDEX sentitems_dest ON sentitems(DestinationNumber);
CREATE INDEX sentitems_sender ON sentitems(SenderID);

CREATE TRIGGER update_sentitems_time UPDATE ON sentitems
BEGIN
    UPDATE sentitems SET UpdatedInDB = datetime('now') WHERE ID = old.ID;
END;

Note: You can find the script in docs/sql/sqlite.sql as well. There are also scripts for other databases in same folder.

Upgrading tables

The easiest way to upgrade database structure is to backup old one and start with creating new one based on example above.

For upgrading existing database, you can use changes described in History of database structure and then manually update Version field in gammu table.

10.6.6 ODBC Backend

Description

New in version 1.29.92.

ODBC backend stores all data in any database supported by ODBC, which parameters are defined by configuration (see SMSD Configuration File for description of configuration options).

For tables description see SMSD Database Structure.

This backend is based on SQL Service.

Supported drivers

On Microsoft Windows, Gammu uses native ODBC, on other platforms, unixODBC can be used.
Limitations

Due to limits of the ODBC interface, Gammu can not reliably detect which SQL engine it is connected to.
In most cases this can be solved by setting `SQL` setting to correct dialect.
If that fails, you can also tweak the SQL queries to work in used SQL server, see `SQL Queries` for more details. Still you should set `SQL` to closest matching SQL dialect.

Configuration

Before running `gammu-smsd` you need to create necessary tables in the database. You can use examples given in database specific backends parts of this manual to do that.
You specify data source name (DSN) as `Host` in `SMSD Configuration File`. The data source is configured depending on your platform.

**Note:** Please remember that SMSD might be running in different context than your user (separate account on Linux or as as service on Windows), so the ODBC DSN needs to be configured as system wide in this case (system DSN on Windows or in global configuration on Linux).

On Microsoft Windows, you can find instructions on Microsoft website: [https://support.microsoft.com/kb/305599](https://support.microsoft.com/kb/305599)

Creating tables

Prior to starting SMSD you have to create tables it will use. Gammu ships SQL scripts for several databases to do that:

- Creating tables for MySQL
- Creating tables for PostgreSQL
- Creating tables for SQLite

Example

Example configuration:

```ini
[smsd]
  service = sql
  driver = odbc
  host = dsn_of_your_database
  sql = sql_variant_to_use
  user = username
  password = password
```

See also:

`SMSD Configuration File`
10.6.7 Null Backend

Description

NULL backend does not store data at all. It could be useful in case you don’t want to store messages at all and you want to process them in RunOnReceive handler.

Configuration

The configuration file then can look like:

```
[smsd]
Service = null
RunOnReceive = /usr/local/bin/process-sms
```

See also:

SMSD Configuration File

10.6.8 SMSD Database Structure

The backends themselves are described in their sections, this document describes general database structure and required tables.

More SMS daemons can share single database. If you do not specify PhoneID in their configuration, all are treated equally and you have no guarantee which one sends outgoing message. If you configure PhoneID and use it when inserting message to the outbox table (gammu-smsd-inject does this), each SMS daemon will have separate outbox queue. See also Multiple modems.

Note: SQL scripts to create all needed tables for most databases are included in Gammu documentation docs/sql.

Receiving of messages

Received messages are stored in inbox table.

Transmitting of messages

Transmitted messages are read from table outbox and possible subsequent parts of the same message from outbox_multipart.

Description of tables

gammu

Table holding single field Version - version of a database schema. See History of database structure for details what has changed.
inbox

Table where received messages will be stored.

Fields description:

UpdatedInDB (timestamp)
  when somebody (daemon, user, etc.) updated it

ReceivingDateTime (timestamp)
  when SMS was received

Text (text)
  encoded SMS text (for all SMS)

SenderNumber (varchar(20))
  decoded SMS sender number

Coding (enum('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression', 'Unicode_Compression'))
  SMS text coding

UDH (text)
  encoded User Data Header text

SMSCNumber (varchar(20))
  decoded SMSC number

Class (integer)
  SMS class or -1 (0 is flash SMS, 1 is normal one, 127 is USSD)

TextDecoded (varchar(160))
  decoded SMS text (for Default Alphabet/Unicode SMS)

ID (integer unsigned)
  SMS identificator (for using with external applications)

RecipientID (text)
  which Gammu daemon has added it

Processed (enum('false', 'true'))
  you can use for marking, whether SMS was processed or not

Status (integer)
  Status of incoming message. Currently only used for Class 127 (USSD) messages with following meaning:
  1
    Unknown status.
  2
    No action is needed, maybe network initiated USSD.
  3
    Reply is expected.
  4
    USSD dialog terminated.
  5
    Another client replied.
  6
    Operation not supported.
Network timeout.
New in version 1.38.5.

**outbox**

Messages enqueued for sending should be placed in this table. If message is multipart, subsequent parts are stored in table `outbox_multipart`.

Fields description:

**UpdatedInDB (timestamp)**
when somebody (daemon, user, etc.) updated it

**InsertIntoDB (timestamp)**
when message was inserted into database

**SendingDateTime (timestamp)**
set it to some value, when want to force sending after some planned time

**SendBefore (time)**
Send message before specified time, can be used to limit messages from being sent in night. Default value is 23:59:59
New in version 1.29.90.

**SendAfter (time)**
Send message after specified time, can be used to limit messages from being sent in night. Default value is 00:00:00
New in version 1.29.90.

**Text (text)**
SMS text encoded using hex values in proper coding. If you want to use TextDecoded field, keep this NULL (or empty).

**DestinationNumber (varchar(20))**
recipient number

**Coding (enum('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression', 'Unicode_Compression'))**
SMS text coding

**UDH (text)**
User Data Header encoded using hex values which will be used for constructing the message. Without this, message will be sent as plain text.

**Class (integer)**
SMS class or -1 (0 is normal SMS, 1 is flash one, 127 is USSD)

**TextDecoded (varchar(160))**
SMS text in “human readable” form

**ID (integer unsigned)**
SMS/SMS sequence ID
Please note that this number has to be unique also for sentitems table, so reusing message IDs might not be a good idea.

**MultiPart (enum('false','true'))**
info, whether there are more SMS from this sequence in outbox_multipart
RelativeValidity (integer)
   SMS relative validity like encoded using GSM specs

SenderID (text)
   which SMSD instance should send this one sequence, see PhoneID and Multiple modems. If blank, first SMSD
   who sees this message first will process it.

SendingTimeOut (timestamp)
   used by SMSD instance for own targets

DeliveryReport (enum('default','yes','no'))
   when default is used, Delivery Report is used or not according to SMSD instance settings; yes forces Delivery
   Report.

CreatorID (text)
   identification of program created the message

Retries (integer)
   number of attempted retries when sending this message

Priority (integer)
   priority of message, messages with higher priority are processed first

   Status of message sending. SendingError means that phone failed to send the message, Error indicates some
   other error while processing message.

   SendingOK
   Message has been sent, waiting for delivery report.

   SendingOKNoReport
   Message has been sent without asking for delivery report.

   SendingError
   Sending has failed.

   DeliveryOK
   Delivery report arrived and reported success.

   DeliveryFailed
   Delivery report arrived and reports failure.

   DeliveryPending
   Delivery report announced pending deliver.

   DeliveryUnknown
   Delivery report reported unknown status.

   Error
   Some other error happened during sending (usually bug in SMSD).

   Reserved
   Initial value, meaning the status has not been set.

   New in version 1.38.5.

StatusCode (integer)
   GSM status code

   New in version 1.38.5.
outbox_multipart

Data for outgoing multipart messages.

Fields description:

**ID (integer unsigned)**
the same meaning as values in outbox table

**Text (text)**
the same meaning as values in outbox table

**Coding (enum(‘Default_No_Compression’, ‘Unicode_No_Compression’, ‘8bit’, ‘Default_Compression’, ‘Unicode_Compression’))**
the same meaning as values in outbox table

**UDH (text)**
the same meaning as values in outbox table

**Class (integer)**
the same meaning as values in outbox table

**TextDecoded (varchar(160))**
the same meaning as values in outbox table

**ID (integer unsigned)**
the same meaning as values in outbox table

**SequencePosition (integer)**
info, what is SMS number in SMS sequence (start at 2, first part is in outbox table).

Status of message sending. SendingError means that phone failed to send the message, Error indicates some other error while processing message.

**SendingOK**
Message has been sent, waiting for delivery report.

**SendingOKNoReport**
Message has been sent without asking for delivery report.

**SendingError**
Sending has failed.

**DeliveryOK**
Delivery report arrived and reported success.

**DeliveryFailed**
Delivery report arrived and reports failure.

**DeliveryPending**
Delivery report announced pending deliver.

**DeliveryUnknown**
Delivery report reported unknown status.

**Error**
Some other error happened during sending (usually bug in SMSTD).

**Reserved**
Initial value, meaning the status has not been set.

New in version 1.38.5.
**StatusCode (integer)**  
GSM status code  
New in version 1.38.5.

**phones**

Information about connected phones. This table is periodically refreshed and you can get information such as battery or signal level from here.

Fields description:

- **ID (text)**  
  PhoneID value

- **UpdatedInDB (timestamp)**  
  when this record has been updated

- **InsertIntoDB (timestamp)**  
  when this record has been created (when phone has been connected)

- **TimeOut (timestamp)**  
  when this record expires

- **Send (boolean)**  
  indicates whether SMSD is sending messages, depends on configuration directive Send

- **Receive (boolean)**  
  indicates whether SMSD is receiving messages, depends on configuration directive Receive

- **IMEI (text)**  
  IMEI of phone

- **IMSI (text)**  
  SIM IMSI

- **Client (text)**  
  client name, usually string Gammu with version

- **Battery (integer)**  
  battery level in percent (or -1 if unknown)

- **Signal (integer)**  
  signal level in percent (or -1 if unknown)

- **Sent (integer)**  
  Number of sent SMS messages (SMSD does not reset this counter, so it might overflow).

- **Received (integer)**  
  Number of received SMS messages (SMSD does not reset this counter, so it might overflow).
sentitems

Log of sent messages (and unsent ones with error code). Also if delivery reports are enabled, message state is updated after receiving delivery report.

Fields description:

UpdatedInDB (timestamp)
when somebody (daemon, user, etc.) updated it

InsertedIntoDB (timestamp)
when message was inserted into database

SendingDateTime (timestamp)
when message has been sent

DeliveryDateTime (timestamp)
Time of receiving delivery report (if it has been enabled).

Status (enum('SendingOK', 'SendingOKNoReport', 'SendingError', 'DeliveryOK', 'DeliveryFailed', 'DeliveryPending', 'DeliveryUnknown', 'Error'))
Status of message sending. SendingError means that phone failed to send the message, Error indicates some other error while processing message.

SendingOK
Message has been sent, waiting for delivery report.

SendingOKNoReport
Message has been sent without asking for delivery report.

SendingError
Sending has failed.

DeliveryOK
Delivery report arrived and reported success.

DeliveryFailed
Delivery report arrived and reports failure.

DeliveryPending
Delivery report announced pending deliver.

DeliveryUnknown
Delivery report reported unknown status.

Error
Some other error happened during sending (usually bug in SMSD).

StatusError (integer)
Status of delivery from delivery report message, codes are defined in GSM specification 03.40 section 9.2.3.15 (TP-Status).

Text (text)
SMS text encoded using hex values

DestinationNumber (varchar(20))
decoded destination number for SMS

Coding (enum('Default_No_Compression', 'Unicode_No_Compression', '8bit', 'Default_Compression', 'Unicode_Compression'))
SMS text coding
UDH (text)
User Data Header encoded using hex values

SMSCNumber (varchar(20))
decoded number of SMSC, which sent SMS

Class (integer)
    SMS class or -1 (0 is normal SMS, 1 is flash one, 127 is USSD)

TextDecoded (varchar(160))
    SMS text in “human readable” form

ID (integer unsigned)
    SMS ID

SenderID (text)
    which SMSD instance sent this one sequence, see PhoneID

SequencePosition (integer)
    SMS number in SMS sequence

TPMR (integer)
    Message Reference like in GSM specs

RelativeValidity (integer)
    SMS relative validity like encoded using GSM specs

CreatorID (text)
    copied from CreatorID from outbox table

StatusCode (integer)
    GSM status code
    New in version 1.38.5.

History of database structure

Note: Testing versions (see Versioning) do not have to keep same table structure as final releases. Below mentioned versions are for informational purposes only, you should always use stable versions in production environment.

History of schema versions:

17
    • Added Status field to outbox and outbox_multipart.
    • Added StatusCode field to sentitems, outbox and outbox_multipart.
    • Added Status field to inbox.

Changed in version 1.38.5.

16
    • Removed unused daemons, pbk and pbk_groups tables.
    • Added primary key to the gammu table.
    • Added Priority field to the outbox.
    • Added IMSI field to the phones.

Changed in version 1.37.90.
15 Added **Retries** field to the *outbox*.
   Changed in version 1.36.7.

14 Added **NetCode** and **NetName** fields.
   Changed in version 1.34.0.

13 Added **SendBefore** and **SendAfter** fields.
   Changed in version 1.29.90.
   Also PostgreSQL fields are now case sensitive (same as other backends).
   Changed in version 1.29.93.

12 the changes only affect MySQL structure changing default values for timestamps from **0000-00-00 00:00:00**
   to `CURRENT_TIMESTAMP()` by using triggers, to update to this version, just execute triggers definition at the end
   of SQL file.
   Changed in version 1.28.94.

11 all fields for storing message text are no longer limited to 160 chars, but are arbitrary length text fields.
   Changed in version 1.25.92.

10 **DeliveryDateTime** is now NULL when message is not delivered, added several indexes
   Changed in version 1.22.95.

9 added sent/received counters to phones table
   Changed in version 1.22.93.

8 Signal and battery state are now stored in database.
   Changed in version 1.20.94.

7 Added **CreatorID** to several tables.
   Changed in version 1.07.00.

6 Many fields in outbox can now be NULL.
   Changed in version 1.06.00.

5 Introduced daemons table and various other changes.
   Changed in version 1.03.00.

3 Introduced phones table and various other changes.
   Changed in version 0.98.0.
Examples

Creating tables

SQL scripts to create all needed tables for most databases are included in Gammu documentation docs/sql. For example to create SQLite tables, issue following command:

```
sqlite3 smsd.db < docs/sql/sqlite.sql
```

Injecting a message using SQL

To send a message, you can either use `gammu-smsd-inject`, which does all the magic for you, or you can insert the message manually. The simplest example is short text message:

```
INSERT INTO outbox (DestinationNumber, TextDecoded, CreatorID, Coding)
VALUES ('800123465', 'This is a SQL test message', 'Program', 'Default_No_Compression');
```

Please note usage of `TextDecoded` field, for `Text` field, you would have to hex encode the unicode text:

```
INSERT INTO outbox (DestinationNumber, Text, CreatorID, Coding)
VALUES ('800123465',
  "0054006800690073002000690073002000530051004c002000740065007300740020006d006500730073006100670065",
  'Program',
  'Default_No_Compression');
```
Injecting long message using SQL

Inserting multipart messages is a bit more tricky, you need to construct also UDH header and store it hexadecimally written into UDH field. Unless you have a good reason to do this manually, use `gammu-smsd-inject`, C library (`SMSD_InjectSMS()`) or Python library (`gammu.smsd.SMSD.InjectSMS()`).

For long text message, the UDH starts with `050003` followed by byte as a message reference (you can put any hex value there, but it should be different for each message, D3 in following example), byte for number of messages (`02` in example, it should be unique for each message you send to same phone number) and byte for number of current message (`01` for first message, `02` for second, etc.).

In most cases, the multipart message has to be class 1.

For example long text message of two parts could look like following:

```sql
INSERT INTO
  outbox (CreatorID, MultiPart, DestinationNumber, UDH, TextDecoded, Coding, Class)
VALUES ('Gammu 1.23.91', 'true', '123465', '050003D30201', 'Mquqirip ya konej eqnju rejropcejor hugiyydewl tfej nrupxujob xuemymiyliralj. Te...
  tvyjuh qaxumur ibevoiws zuucoz tdygu gelum L ejqigqesykl kya jdytbez', 'Default_No_Compression', 1)

INSERT INTO
  outbox_multipart (SequencePosition, UDH, Class, TextDecoded, ID, Coding, Class)
VALUES (2, '050003D30202', 'u xewz qisubevumxyzk ufuyelyzc. Nse xobq dfolizygqysj t bvowsyhyhyemim...
  ovutpapeaempye giuwbib.', <ID_OF_INSERTED_RECORD_IN_OUBOX_TABLE>, 'Default_No_Compression', 1)
```

Note: Adding UDH means that you have less space for text, in above example you can use only 153 characters in
10.7 Developer documentation

10.7.1 Backend services

The backend service is responsible for storing received messages and giving the SMHD core messages to send. It is solely up to them how the message will be stored, for example currently Gammu includes backends to store messages on filesystem (Files backend), various databases (MySQL Backend, PostgreSQL Backend, DBI Backend) or backend which does not store anything at all (Null Backend).

Backend interface

Each backend service needs to support several operations, which are exported in GSM_SMSDService structure:

```c
GSM_Error GSM_SMSDService::Init (GSM_SMSDConfig *Config)

Initializes internal state, connect to backend storage.

Parameters
• Config – Pointer to SMSD configuration data

Returns
Error code.
```

```c
GSM_Error GSM_SMSDService::Free (GSM_SMSDConfig *Config)

Freeing internal data, disconnect from backend storage.

Parameters
• Config – Pointer to SMSD configuration data

Returns
Error code.
```

```c
GSM_Error GSM_SMSDService::InitAfterConnect (GSM_SMSDConfig *Config)

Optional hook called after SMSD is connected to phone, can be used for storing information about phone in backend.

Parameters
• Config – Pointer to SMSD configuration data

Returns
Error code.
```

```c
GSM_Error GSM_SMSDService::SaveInboxSMS (GSM_MultiSMSMessage *sms, GSM_SMSDConfig *Config, char **Locations)

Saves message into inbox.

Parameters
• sms – Message data to save
• Config – Pointer to SMSD configuration data
• Locations – Newly allocation pointer to string with IDs identifying saved messages.
```
Returns
Error code.

GSM_Error GSM_SMSDService::FindOutboxSMS (GSM_MultiSMSMessage *sms,
GSM_SMSDConfig *Config, char *ID)
Finds message in outbox suitable for sending.

Parameters
- • sms – Found outbox message will be stored here
- • Config – Pointer to SMSD configuration data
- • ID – Identification of found message will be stored here, this should be unique for different message, so that repeated attempts to send same message can be detected by SMSD core. Empty string avoids this check.

Returns
Error code.

GSM_Error GSM_SMSDService::MoveSMS (GSM_MultiSMSMessage *sms,
GSM_SMSDConfig *Config, char *ID, gboolean alwaysDelete, gboolean sent)
Moves sent message from outbox to sent items.

Parameters
- • sms – Message which should be moved, backend usually can get it by ID as well.
- • Config – Pointer to SMSD configuration data.
- • ID – Identification of message to be moved.
- • alwaysDelete – Whether to delete message from outbox even if moving fails.
- • sent – Whether message was sent (TRUE) or there was a failure (FALSE).

Returns
Error code.

GSM_Error GSM_SMSDService::CreateOutboxSMS (GSM_MultiSMSMessage *sms,
GSM_SMSDConfig *Config, char *NewID)
Saves message into outbox queue.

Parameters
- • sms – Message data to save
- • Config – Pointer to SMSD configuration data
- • NewID – ID of created message will be stored here.

Returns
Error code.

GSM_Error GSM_SMSDService::AddSentSMSInfo (GSM_MultiSMSMessage *sms,
GSM_SMSDConfig *Config, char *ID, int Part, GSM_SMSDSendingError err, int TPMR)
Logs information about sent message (eg. delivery report).

Parameters
- • sms – Message which should be moved, backend usually can get it by ID as well.
- • Config – Pointer to SMSD configuration data
- • ID – Identification of message to be marked.
• **Part** – Part of the message which is being processed.
• **err** – Status of sending message.
• **TPMR** – Message reference if available (*TPMR*).

**Returns**
Error code.

```cpp
GSM_Error GSM_SMSDService::RefreshSendStatus (GSM_SMSDConfig *Config, char *ID)
```
Updates sending status in service backend.

**Parameters**
- **Config** – Pointer to SMSD configuration data
- **ID** – Identification of message to be marked.

**Returns**
Error code.

```cpp
GSM_Error GSM_SMSDService::RefreshPhoneStatus (GSM_SMSDConfig *Config)
```
Updates information about phone in database (network status, battery, etc.).

**Parameters**
- **Config** – Pointer to SMSD configuration data

**Returns**
Error code.

```cpp
GSM_Error GSM_SMSDService::ReadConfiguration (GSM_SMSDConfig *Config)
```
Reads configuration specific for this backend.

**Parameters**
- **Config** – Pointer to SMSD configuration data

**Returns**
Error code.

### Message ID

You might have noticed that message ID is often used in the API. The primary reason for this is that it is usually easier for backend to handle message just by its internal identification instead of handling message data from `GSM_MultiSMSMessage`.

If the backend does not use any IDs internally, it really does not have to provide them, with only exception of `GSM_SMSDService::FindOutboxSMS()`, where ID is used for detection of repeated sending of same message.

The lifetime of ID for sent message:
- `GSM_SMSDService::CreateOutboxSMS()` or direct manipulation with backend storage creates new ID
- `GSM_SMSDService::FindOutboxSMS()` returns ID of message to process
- `GSM_SMSDService::AddSentSMSInfo()` and `GSM_SMSDService::RefreshSendStatus()` are then notified using this ID about sending of the message
- `GSM_SMSDService::MoveSMS()` then moves the message based on ID to sent items

The lifetime of ID for incoming messages:
- `GSM_SMSDService::SaveInboxSMS()` generates the message
• RunOnReceive Directive uses this ID

10.7.2 Message Sending Workflow

- new message
- manually created SMS
- CreateOutboxSMS
- message in storage
- FindOutboxSMS
- check duplicates
- GSM_SendSMS
- Error
- Too many retries
- RefreshSendStatus
- Sending
- Timeout
- AddSentSMSInfo(ERROR)
- AddSentSMSInfo(OK)
- MoveSMS(noforce, OK)
- Error
- MoveSMS(force, ERR)
- error sending message
- message sent
10.7.3 Message Receiving Workflow

received message

GSM_GetNextSMS

SMSD_VaidMessage

Not valid

ignored message

GSM_LinkSMS

SMSD_CheckMultipart

Not all parts

waiting message

SaveInboxSMS

Locations are passed here

SMSD_RunOnReceive

Error

GSM_DeleteSMS

Error

failed message

processed message
11.1 gammu-detect

New in version 1.28.95.

11.1.1 Synopsis

```
gammu-detect [OPTIONS]
```

11.1.2 Description

Script to detect available devices, which might be suitable for Gammu Utility.

**Note:** This program lists all devices, which might be suitable, it does not do any probing on devices them self.

Currently it supports following devices:

- USB devices using udev
- Serial ports using udev
- Serial ports on Windows
- Bluetooth devices using Bluez

**Note:** Supported devices depend on platform you are using and compiled in features. You can find out what is actually compiled in by running `gammu-detect -v`.

This program follows the usual GNU command line syntax, with long options starting with two dashes (```). A summary of options is included below.

- `-h, --help`
  Show summary of options.

- `-d, --debug`
  Show debugging output for detecting devices.

- `-v, --version`
  Show version information and compiled in features.
-u, --no-udev
Disables scanning of udev.

-b, --no-bluez
Disables scanning using Bluez.

-w, --no-win32-serial
Disables scanning of Windows serial ports.

11.1.3 Output

The output of `gammu-detect` is configuration file for Gammu (see *Gammu Configuration File*) with configuration section for every device which might be used with *Gammu Utility*.

**Note:** You can choose which section to use in *Gammu Utility* by `gammu -s`.

When invoked as `gammu-detect -d`, also all examined devices are listed as comments in the output.

11.1.4 Example

```plaintext
; Configuration file generated by gammu-detect.
; Please check The Gammu Manual for more information.

[gammu]
device = /dev/ttyACM0
name = Nokia E52
connection = at

[gammu1]
device = /dev/ttyACM1
name = Nokia E52
connection = at

[gammu2]
device = /dev/ttyS0
name = Phone on serial port 0
connection = at

[gammu3]
device = /dev/ttyS1
name = Phone on serial port 1
connection = at

[gammu4]
device = /dev/ttyS2
name = Phone on serial port 2
connection = at

[gammu5]
device = /dev/ttyS3
```
name = Phone on serial port 3
connection = at

[gammu6]
device = 5C:57:C8:BB:BB:BB
name = Nokia E52
connection = bluephonet

11.2 gammu-config

11.2.1 Synopsis

```
gammu-config [-f|--force] [-c|--config CONFIG]
```

11.2.2 Description

Script to help configuring *Gammu Utility*.

This program follows the usual GNU command line syntax, with long options starting with two dashes (-). A summary of options is included below.

- **-h,** `--help`
  Show summary of options.

- **-f,** `--force`
  Force configuring even if config already exists.

- **-c,** `--config CONFIG`
  Define which configuration file to use.

11.3 jadmaker

11.3.1 Synopsis

```
jadmaker [-f|--force] [-u|--url URL] <filename.jar>...
```

11.3.2 Description

Script to generate JAD file from JAR file.

This program follows the usual GNU command line syntax, with long options starting with two dashes (-). A summary of options is included below.

- **-h,** `--help`
  Show summary of options.
-f, --force
   Force rewriting of JAD file even if exists.
-u, --url URL
   Define URL to be included in JAD file.
12.1 Gammu Testsuite

Gammu comes with quite big test suite. It covers some basic low level functions, handling replies from the phone and also does testing of command line utilities and SMSD.

12.1.1 Running the tests

You can run the test suite this using `make test`. CMake build system uses for testing CTest, which also includes option to connect to dashboard and submit test results there, so that they can be reviewed and fixed by others. To participate in this testing, you need just to run `make Experimental` which also does submission to the dashboard.

There are some more options for testing:

`make test`

Runs testsuite with no uploading of results.

`make Experimental`

Runs testsuite and uploads results to the dashboard.

`make ExperimentalMemCheck`

This checks memory accesses using valgrind during tests and submits report. You need to do this after `make Experimental` and you can submit results using `make ExperimentalSubmit`.

Coverage reports

To get test coverage reports, you need to configure project using `cmake -DCOVERAGE=ON`

Nightly testing

Currently several machines do compile and test Gammu every night. If you want to take part of this, just ensure that your machine executes test suite every night (preferably after 3:00 CET). You can select either `make Nightly` to do regular testing or `make NightlyMemoryCheck` to test with valgrind. Also you can enable coverage tests as described above.

Running single test

You can run single test by directly calling `ctest`:

```
cetest -R test-name
```

Adding `-V` runs it in verbose mode with all test output:
12.1.2 Collecting results

The tests are ran daily on several platforms and you can find the results on Travis.

The coverage reports are at Coveralls.

12.1.3 Testing of SMSD

SMSD tests are performed using Dummy Driver and uses file backend and sqlite database by default. For this you need Gammu compiled with libdbi, have installed sqlite driver for libdbi and have sqlite3 binary available on the system.

Testing of additional database backends must be enabled separately:

MySQL_TESTING: you need to have setup MySQL server with database where SMSD can play.

PSQL_TESTING you need to have setup PostgreSQL server with database where SMSD can play.

12.1.4 Testing of command line utility

Gammu command line tests are performed using Dummy Driver where required. It covers most of command line interface, but some parts need to be explicitly enabled:

ONLINE_TESTING: enable testing of features which require internet access

12.1.5 Testing of Python interface

Python module tests are performed using Dummy Driver where required. It does also cover testing of SMSD interface, which is done using libdbi(sqlite) driver.

12.1.6 Testing of reply functions

The tests directory contains various tests which do inject data into reply functions and check their response.

12.1.7 Testing of data parsing

The tests directory contains various tests which just try to parse various file formats supported by libGammu.
12.1.8 Configuration of the test suite

You can pass various parameters to configure the test suite:

**Programs used for testing**

**SH_BIN**
Path to the `sh` program

**BASH_BIN**
Path to the `bash` program

**SQLITE_BIN**
Path to the `sqlite3` program

**SED_BIN**
Path to the `sed` program

**MYSQL_BIN**
Path to the `mysql` program

**PSQL_BIN**
Path to the `psql` program

**Limiting testsuite**

**ONLINE_TESTING**
Enable testing of parts which use remote servers, requires connection to interned

**PSQL_TESTING**
Enable testing of PostgreSQL SMSD backend, requires configured PostgreSQL database

**MYSQL_TESTING**
Enable testing of MySQL SMSD backend, requires configured MySQL database

**Database backends configuration**

**PSQL_HOST**
Host to use for PostgreSQL tests (default: `127.0.0.1`)

**PSQL_DATABASE**
Database to use for PostgreSQL tests (default: `smsd`)

**PSQL_USER**
User to use for PostgreSQL tests (default: `smsd`)

**PSQL_PASSWORD**
Password to use for PostgreSQL tests (default: `smsd`)

**MYSQL_HOST**
Host to use for MySQL tests (default: `127.0.0.1`)

**MYSQL_DATABASE**
Database to use for MySQL tests (default: `smsd`)

**MYSQL_USER**
User to use for MySQL tests (default: `smsd`)

12.1. Gammu Testsuite
**MYSQL_PASSWORD**

Password to use for MySQL tests (default: smsd)

**ODBC_DSN**

ODBC DSN to use for ODBC tests (default: smsd). Currently needs to point to MySQL database.

## 12.2 Dummy Driver

New in version 1.22.93.

The dummy driver in Gammu emulates all operations on filesystem. It is used by Gammu Testsuite, but it is also very helpful for application developers, because they can test the functionality without using real phone and avoiding risk of corrupting data in the phone.

### 12.2.1 Filesystem structure

The dummy driver emulates all phone functionality on filesystem. The `Device` configuration directive sets top level directory, where all data are stored.

This directory contains file `operations.log`, where are logged operations which do not modify any data in the dummy phone (eg. sending message).

#### Messages

Messages are stored in `sms/<FOLDER>` directories (`<FOLDER>` is in range 1-5) in Gammu native smsbackup format.

#### Phonebook

Phonebook (and calls registers) are stored in `pbk/<MEMORY>` (<MEMORY> is type of memory like ME or SM) directories in vCard format.

#### Notes

Notes are stored in `note` directory in vNote format.

#### Calendar

Calendar entries are stored in `calendar` directory in vCalendar format.

#### Todo

Todo entries are stored in `todo` directory in vCalendar format.
Filesystem

Filesystem is stored in $fs$ directory. You can create another subdirectories there.

12.2.2 Other features

By specifying Features you can configure some specific behavior:

**DISABLE_GETNEXT**

Makes the dummy driver fail all GetNext* calls as not supported (with exception of GetNextSMS* and GetNextFile*).

**DISABLE_GETNEXTSMS**

Makes the dummy driver fail all GetNextSMS* calls as not supported.

12.2.3 Examples

To use dummy driver, you need something like following in ~/.gammurc:

```ini
[gammu]
model = dummy
connection = none
device = /path/to/directory/
```

For disabling GetNext* functions within dummy driver, you need something like following in ~/.gammurc:

```ini
[gammu]
model = dummy
connection = none
features = DISABLE_GETNEXT
device = /path/to/directory/
```
13.1 Discovering protocol

You need to get a communication dump to be able to understand protocol or discover new commands. As most vendors provide some software for Windows, all following sections assume you do the sniffing on Windows.

13.1.1 USB

For USB there exist various tools to dump USB communication. The dumps can be later analyzed and used to discover protocol details or unknown commands. One of the best free tools available currently is UsbSnoop.

In directory contrib/usbsnoop in Gammu sources you can find some tools to decode the output.

13.1.2 Serial port

Download Portmon, which allows one to capture bytes sent and received by ready binary software.

If you have log saved by PortMon and protocol is the same to “old” Nokia protocols, can use Gammu to decode it. It’s simple:

```
gammu --decodesniff MBUS2 file 6210 > log
```

saves in log decoded MBUS2 dump session. There is used phone module for 6210 and have you have debug info about 6210 specific frames (you don’t have to add model). Dump file for --decodesniff and MBUS should be specific:

1. without bytes sent to phone (in Portmon you set it here: “Edit”, “Filter/Highlight”)
2. in Hex format (“Options”, “Show Hex”)
3. without Date & Time (“Options”, “Show Time” & “Clock Time”)

13.1.3 Infrared

First of all you need two computers with IrDA. One running linux, that will sniff and one running windows, which will communicate with the phone and whatever software you want (Nokia, Logomanager, Oxygen Phone Manager). Then you have to get the software from http://www.dev-thomynet.de/nokworld/noktrace/

You have to disable IrDA services on the linux machine and eventually you have to change the default port the ‘irda_intercept’ program is sniffing from (default ttyS1). On the windows machine you should decrease the maximum transmission speed to 9600bps if possible, because the intercept program doesn’t seem to handle speed changes. (9600 is for searching devices in range and then the highest possible speed is chosen) If it isn’t possible you have to change the default bitrate in intercept source code, too. Then you won’t see anything until the windows machine and
the phone start transmitting data, which isn’t too bad. At least here in my setup I could sniff the data coming from phone and sent to it in one go, like that:

```
win ------------------> Nokia
machine <----------------- phone
     ^^                  
    | |                   
    sniffing             
    device
```

You get a raw data file (.trc) from the intercept program, which you can then decode to hex with the second program from the above mentioned page. You should possibly be able to use Marcin’s magnokii for decoding the trc files, too, but it didn’t work for me so I just figured things out from the hex files. In the hex files you should look for primary frames with 00 01 00 in it, because this is the FBUS header which is in every valuable frame sent to phone. It’s not really joy to do that, but if it brings support for a new phone it’s worth it :-)

### 13.2 Nokia protocols

Document describing protocol used in Nokia phones.

The data provided is for information purposes only. Some of the frames might be hazardous to your phone. Be careful!!!

We do not take any responsibility or liability for damages, etc.

Last update 23.06.2003

Assembled by Balazs Nagy <js@iksz.hu> Alfred R. Nurnberger <arnu@flosys.com> Hugh Blemings <Hugh.Blemings@vsb.com.au> Mike Bradley <mike@trumpington.st> Odinokov Serge < serge@takas.lt > Pavel Janik <Pavel@Janik.cz> Pawel Kot <pikot@linuxnews.pl> Marcin Wiacek <Marcin@MWiacek.com> Jens Bennfors <jens.bennfors@ing.hj.se> Michael Hund <michael@drhund.de> Jay Bertrand <jay.bertrand@libertysurf.fr> <arnu@venia.net> Andrew Kozin Pavel Machek <pavel@ucw.cz> Diego Betancor <dbetancor@duocom.net> ... and other members of gnokii mailing list and authors of some WWW pages.

**Note:** this information isn’t (and can’t be) complete. If you know anything about features not listed here or you noticed a bug in this list, please notify us via e-mail. Thank you.

### 13.2.1 Frame format for MBUS version 1

Request from Computer/Answer from Phone:

```
{ DestDEV, SrcDEV, FrameLength, MsgType, {block}, id, ChkSum }
```

where DestDEV, SrcDEV:

- 0x00: phone
- 0xf8: PC (wakeup msg)
- 0xe4: PC (normal msg)

FrameLength: length of data frame. Maximal 0x78. Longer frames are divided into smaller.

MsgType: see List

{block}: main frame

id: request identity number 1..n, incremented after the request is accepted

ChkSum: XOR on frame's all numbers
Ack from Phone:

\[
\{ \text{DestDEV}, 0x00, \text{FrameLength}, \text{MsgType}, \{\text{block}\}, \text{id}, \text{ChkSum} \}
\]

where DestDEV: taken from original request packet
FrameLength: 0x7f, when DestDEV = 0xe4
0x7e, when DestDEV = 0xf8
MsgType: see List. Present only, when DestDEV = 0xf8
\{block\}: main frame. Present only, when DestDEV = 0xf8
id: request identity number 1..?, corresponding to the original request packet id
the request is accepted
ChkSum: XOR on frame's all numbers

Update: description above according to the http://www.gadgets.demon.co.uk/nokia21xx/protocol.html.

**Pavel Machek** <pavel@ucw.cz> wrote:

0x7e is actually registration acknowledge. Both have nothing to do with DestDEV, except that special device needs to be used for registration.

Ack from Computer:

\[
\{ 0x00, \text{SrcDEV}, 0x7f, \text{id}, \text{ChkSum} \}
\]

where SrcDEV: taken from response packet
id: request identity number 1..?, corresponding to the response packet id
the request is accepted
ChkSum: XOR on frame's all numbers

**Port settings:**

Speed 9600 bps, Bits 8, ParityOdd, Stop Bits 1, DTR and RTS logic 0

In the MBUS bus, the phone has only one connector for transmission and reception.

Because of this characteristics of the phone connector, every time that the PC writes into the phone it is writing as well into its own Rx. So every time the PC sends info into the phone it finds that same information in its own Rx buffers, like a mirror copy. This should be discarded.

The communications is made like an old cb radio, only one talking at a time. Many transmission are made this way:

- \(<\text{computer sends request}>\)
- \(<\text{phone sends ack}>\)
- \(<\text{phone sends response}>\)
- \(<\text{computer sends ack}>\)

Some frames are sent from phone without asking for them

You have to implement collision protocol. IE. you should listen for what you are transmitting, and if it does not come back, you have collision.

You should wait for bus to be free for 3 milliseconds before normal message, and for 2.5 milliseconds before acknowledge. You should wait for acknowledge for 200 milliseconds, then retransmit.
13.2.2 Frame format for FBUS version 1

All frames:

\{ FrameID, FrameLength, MsgType, \{block\}, SeqNo, ChkSum \}

where FrameID:
- 0x01 Command frame from computer to Nokia
- 0x02 ??? - Data call frame from computer to Nokia - ???
- 0x03 Data call frame from Nokia to computer
- 0x04 Command frame from Nokia to computer

FrameLength: \{block\} + 2

MsgType: see List

SeqNum: Sequence number of command in case where direction is from ME to computer, the sequence number is counting from 0x30 to 0x37 and resetting back to 0x30. When direction is from computer to ME, sequence number counts from 0x08 to 0x0f and resets back to ...

It may not be required to be this way. Sequence numbers are used in acknowledging commands.

ChkSum1: CRC = 0;
for \( i = 0; i < (2 + \text{CMD\_LEN}); i++ \)
CRC ^= frame[i];

13.2.3 Frame format for FBUS version 2/Direct IRDA

All frames:

\{ FrameID, DestDEV, SrcDEV, MsgType, 0x00, FrameLength, \{block\}, FramesToGo, SeqNo, PaddingByte?, ChkSum1, ChkSum2 \}

where FrameID:
- 0x1c: IR / FBUS
- 0x1e: Serial / FBUS

DestDev, SrcDev:
- 0x00: mobile phone
- 0x0c: TE (FBUS) [eg. PC]

MsgType: see List

FrameLength: \{block\} + 2 (+ 1 if PaddingByte exists)

FramesToGo: 0x01 means the last frame

SeqNo:
- [0xXY]
  - X: 4: first block
  - 0: continuing block
  - Y: sequence number

PaddingByte: 0x00 if_FRAMELength would be an odd number anyways it doesn't exists

ChkSum1: XOR on frame's odd numbers
ChkSum2?: XOR on frame's even numbers
13.2.4 Frame format for MBUS version 2

Cable:

{ FrameID, DestDEV, SrcDEV, MsgType, FrameLengthLo, FrameLengthHI, {block}, 
  SeqNo, ChkSum }

where FrameID: 0x1f: Serial / M2BUS
DestDev, SrcDev: 0x00: mobile phone
  0x1d: TE (M2BUS)
  0x10: TE (M2BUS) (Service Software ?)
  0x94: Carkit?
  0x48: DLR3 cable?
  0xF8: unknown target?
  0xFF: global target?
MsgType: see List
FrameLength: {block}
SeqNo: sequence number
ChkSum: XOR on frame's all numbers

Please note that M2BUS has only one checksum: XOR on frame[FrameID..SeqNo]

Ack:

{ FrameID, DestDEV, SrcDEV, 0x7f, Id_SeqNo, ChkSum }

where Id_SeqNo: Is the sequence number that you are
  acknowledging (from the other part).

Frame format for Infrared:

{ FrameID, DestDEV, SrcDEV, MsgType, FrameLengthLo, FrameLengthHi, {block}}

where FrameID: 0x14
DestDev, SrcDev: 0x00: mobile phone
  0x0c: TE [eg. PC]
MsgType: see List
FrameLength: {block}

Frame format for Bluetooth:

{ FrameID, DestDEV, SrcDEV, MsgType, FrameLengthLo, FrameLengthHi, {block} }

where FrameID: 0x19
DestDev, SrcDev: 0x00: mobile phone
  0x10: TE [eg. PC]
MsgType: see List
FrameLength: {block}

Frames list format:

hex: Short description
  x msg desc  { ... }
  0xXX -> one byte
  0xXXXYY -> two bytes (== 0xXX, 0xYY)

(continues on next page)
where hex: message type
inka: s=send (eg. to mobile), r=receive
{ ... }: data after 0x00, 0x01 header
{+... }: raw data (without header)

13.2.5 Misc (about MBUS version 2)

0x4E commands

(sent from a 5160i TDMA / 6160i TDMA / 6185 CDMA or 7110 GSM phone to the uC in the DLR-3 cable)

DLR-3 req:
1F 48 00 4E 00 02 01 XX SQ CS

frame sent from the phone to the DLR-3 cable (after 15kOhm resistor detected betw. XMIC (3) and DGND (9).) DSR,DCD,CTS flow control data is coded into the 2nd databyte

XX:
- bit.0=/CTS
- bit.1=/DCD
- bit.2=CMD/DATA
- bit.3=DSR
- bit.4-7=0

0x78 / 0x79 commands

(used by handsfree carkit) Works also on GSM phones (5110 / 6110 / etc)

These commands are used by the Nokia Carkits to switch the phone audio path to XMiC and XEAR, turn the phone on/off according to the car ignition, and control the PA loudspeaker amplifier in the carkit and the car radio mute output which silences the car radio during a call

mute status tone:

1F 04 00 78 00 04 01 02 0E 00 SQ CS
status indication = disable carkit audio amplifier (no audio / no tone)

mute status tone:

1F 04 00 78 00 04 01 02 0E 03 SQ CS
status indication = enable carkit audio amplifier (audio / tone present)

mute status call:

1F 04 00 78 00 04 01 02 07 00 SQ CS
status indication = disable radio mute output (no call)

mute status call:

1F 04 00 78 00 04 01 02 07 01 SQ CS
status indication = enable radio mute output (call active)

enable ???:
status indication = enable ???. sent to HFU-2 on power on byte 9 (07,08,0E) seems to be a pointer to a memory location, byte 10 is the data at this memory location.

response from HFU:

1F 00 04 78 00 03 02 01 03 SQ CS
response message from HFU-2 (use unknown)

go HF and IGN on:

1F 00 04 79 00 05 02 01 01 63 00 SQ CS
enables carkit mode + turns phone on + req. mute status

go HF and IGN off:

1F 00 04 79 00 05 02 01 01 61 00 SQ CS
enables carkit mode + powers phone off (1 min delay) + req. mute status

ext. HS Offhk:

1F 00 04 79 00 05 02 01 01 23 00 SQ CS
enables carkit mode + external handset lifted (OFF-Hook)

ext. HS Onhk:

1F 00 04 79 00 05 02 01 01 63 00 SQ CS
enables carkit mode + external handset put back (ON-Hook) Ignition and Hook are coded into one byte
  • bit.0 = 0: on power on 1: when in operation
  • bit.1 = IGNITION STATUS
  • bit.2 = x can be 1 or 0
  • bit.3 = 0
  • bit.4 = 0
  • bit.5 = 1
  • bit.6 = Hook (inverted)
  • bit.7 = 0

HFU-2 version:

1F 00 04 79 00 12 02 01 02 06 00 56 20 30 36 2E 30 30 0A 48 46 55 32 00 SQ CS

for HFU-2:

1F 04 00 DA 00 02 00 02 SQ CS
function unknown - sent from Nokia phone to HFU-2 mute output (call active)

0xD0 commands

init:

1F 00 1D D0 00 01 04 SQ CS
sent by the Service Software or HFU-2 on startup

init resp:

1F 1D 00 D0 00 01 05 SQ CS
response from phone to above frame
13.3 Nokia S40 filesystem SMS format

This text is work in progress and does not claim to be correct or accurate. It is solely based on Gammu dumps received from users. Analysed by Michal Cihar \(<michal@cihar.com>\).

13.3.1 File structure

- 176 bytes header
  - at offset 7 is length of PDU data
  - at offset 94 is stored remote number in unicode
  - rest is not known
- PDU data (without SMSC)
  - here can be sometimes also some failure block, which is not known yet
- structured data header: 0x01 0x00 <LEN>, where <LEN> is length of rest
- structured blocks:
  Block: <TYPE = byte> <LENGTH = word> <DATA ...>

13.3.2 Blocks

0x01
  Unknown x00 / x01 (maybe received / sent)

0x02
  SMSC number, ASCII

0x03
  Text, unicode

0x04
  Sender, unicode

0x05
  Recipient, unicode

0x06
  Unknown x00x00x00x00

0x07
  Unknown x00

0x08
  Unknown x02 / x00

0x09
  Unknown x00x00x00x00

0x0a
  Unknown x00

0x0b
  Unknown x00
0x0c
  Unknown, several values (maybe message reference per number)

0x0d
  Unknown x00x00

0x0e
  Unknown x00x00

0x0f
  Unknown x00x00

0x22
  Unknown x00

0x23
  Unknown x00x00x00x00

0x24
  Unknown x00

0x26
  Unknown x00

0x27
  Unknown x00

0x2a
  Unknown x00

0x2b
  some text (Sender?), unicode

To test:
  • multiple recipients sms

13.4 Nokia 6110

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The data provided is for information purposes only. Some of the frames might be hazardous to your phone. Be careful!!! We do not take any responsibility or liability for damages, etc.

Note: this information isn’t (and can’t be) complete. If you know anything about features not listed here or you noticed a bug in this list, please notify us via e-mail. Thank you.

Document describing frames used in GSM/PCN Nokia 6110 and derivatives (Nokia 6130, 6150, 6190, 5110, 5130, 5150, 5190, 3210, 3310)

Correct format is FBUS version 2/Direct IRDA/MBUS version 2 (see nokia.txt for protocol details):

List:
0x00: Monitoring values
  r monitoring value {+0x01, 0x01, block... }
  where block: 0x5e, 0x05, 0x7a(?), 0xd0(?), 0x85(?), 0x02, percentHI, percentLO
  Battery percent level
  0x5e, 0x0c, 0x52(?), 0x4b(?), 0x6f(?), 0x02, voltageHI, voltageLO
  Battery standby voltage

0x01: Call Information
  s Make call { 0x0001, "number", type, block }
  where type:
  0x01 - data call
  0x05 - voice call
  block:
  data call (non digital lines):
  0x02, 0x01, 0x05, 0x81, 0x01, 0x00, 0x00, 0x01, 0x02, 0x0a,
  0x07, 0xa2, 0x88, 0x81, 0x21, 0x15, 0x63, 0xa8, 0x00, 0x00
  data call (digital lines):
  0x02, 0x01, 0x05, 0x81, 0x01, 0x00, 0x00, 0x01, 0x02, 0x0a,
  0x07, 0xa1, 0x88, 0x89, 0x21, 0x15, 0x63, 0xa0, 0x00, 0x06,
  0x88, 0x90, 0x21, 0x48, 0x40, 0xbb
  voice call:
  0x01, 0x01, 0x05, 0x81/0x00, sendnum, 0x00, 0x00, 0x01
  where:
  sendnum (own number sending):
  0x01: preset (depends on network)
  0x03: on
  0x02: off

  r Call going msg { 0x0002 }
  r Call in progress { 0x0003, seqnr }
  r Remote end hang up { 0x0004, seqnr, ?, error (like in netmon in 39) }
  r incoming call alert { 0x0005, seqnr, numlen, "number", namelen, "name" }
  s Answer call part 2 { 0x0006, seqnr, 0x00 }
  r answered call { 0x0007, seqnr }
  s Hang up { 0x0008, seqnr, 0x85 }
  r terminated call { 0x0009, seqnr }
  r call msg { 0x000a, seqnr }
  r call held { 0x0023, seqnr, 0x01 }
  r call resumed { 0x0025, seqnr, 0x01 }
  r Send DTMF/voice call { 0x0040 }
  s Answer call part 1 { 0x0042, 0x05, 0x01, 0x07, 0xa2, 0x88, 0x81, 0x21, 0x15, 0x63, 0xa8,
  ...0x00, 0x00,
  0x07, 0xa3, 0xb8, 0x81, 0x20, 0x15, 0x63, 0x80 }
  s Sent after issuing { 0x0042, 0x05, 0x81, 0x07, 0xa1, 0x88, 0x89, 0x21, 0x15, 0x63, 0xa0,
  ...0x00, 0x06,
  data call (digital lines) 0x88, 0x90, 0x21, 0x48, 0x40, 0xbb, 0x07, 0xa3,
  0xb8, 0x81, 0x20, 0x15, 0x63, 0x80 }
  s Sent after issuing { 0x0042, 0x05, 0x01, 0x07, 0xa2, 0xc8, 0x81, 0x21, 0x15, 0x63, 0xa8,
  ...0x00, 0x00,
  data call (non digital lines) 0x07, 0xa3, 0xb8, 0x81, 0x20, 0x15, 0x63, 0x80,
  0x01, 0x60 }
  s Send DTMF { 0x0050, length, {ascii codes for DTMF}, 0x01 }

Note:
to make data call (non digital lines):
   1. send "Make call" for non digital lines
2. send "Sent after issuing data call (non digital lines)"

to make data call (digital lines):
   1. send "Answer call part 1"
   2. send "Make call" for digital lines

3. send "Sent after issuing data call (digital lines)"
to answer call:
   1. send "Answer call part 1"
   2. send "Answer call part 2"

0x02: SMS handling

s Send SMS message { 0x0001, 0x02, 0x00 (SEND REQUEST), ... }

r Message sent { 0x0002 }

r Send failed { 0x0003, ?, ?, error (like in netmon in 65) }

s Get SMS message { 0x0007, 0x02, location, 0x01, 0x64 }

s Initiate connection { 0x000d, 0x00, 0x00, 0x02 }

r Initiate ACK { 0x000e, 0x01 }

r SMS message received { 0x0010, ....... } (whole message)

s Set CellBroadcast { 0x0020, 0x01, 0x01, 0x00, 0x00, 0x01, 0x01 }
for enable cell broadcast?
   0x00, 0x00, 0x00, 0x00, 0x00, 0x00 }
for disable cell broadcast?

r Set CellBroadcast OK { 0x0021, 0x01 }

r Read CellBroadcast { 0x0023, ?, ?, ? , channel, ?, message... ? }

s Set SMS center { 0x0030, 0x64, priority, checksum?, 0?, format,
   validity, {DefaultRecipient no.}[12],
   {SMSC center no.}[12], {SMSC name}, 0x00 }
where tel.no.[12]: {len, type, {number(BCD)}}

   type: 0x81: normal
       0x91: + (international)
   0xd0: alphanumeric

   format: 0x00: text
      0x22: fax
      0x24: voice
      0x25: ERMES
      0x26: paging
      0x31: X.400
      0x32: email

   validity: 0x0b: 1 hour
       0x47: 6 hours
       0xa7: 24 hours
       0xa9: 72 hours
       0xad: 1 week
       0xff: max.time

r Set SMS center OK { 0x0031 }

r Set SMS center error { 0x0032, reason }

s Get SMS center { 0x0033, 0x64, priority }

r SMS center received { 0x0034, priority, checksum?, format, 0x00?,
   validity, {DefaultRecipient no.}[12],
   {SMS center no.}[12], {SMSC name}, 0x00 }
   tel.no[12]: {len, type, {number(BCD)}}

(continues on next page)
where priority, checksum, type, validity, tel.no.[12]: see 0x02/0x0030

r SMS center error recv { 0x0035, reason }

0x03: Phonebook functions
s Get mem location { 0x0001, memtype, location, 0 }
where memory:
   0x01: telephone and SIM phonebook (in one)
   0x02: telephone phonebook
   0x03: SIM phonebook
   0x04: SIM fixdialling-phonebook (?)
   0x05: Own numbers
   0x07: Dialed numbers
   0x08: Missed calls
   0x09: Received calls
   0x0b: voice mailbox (location not important)

r mem location recvd { 0x0002, 0x00, namelen,"name", numlen,"number", groupID, 0x01?, yearLO, yearHI, month, day, hour, minute, sec. }
Note: in 3310 all entries have null name ("feature" of bug ?)

r mem loc error recvd { 0x0003, errtype }
where errtype:
   0x7d: invalid memory type
   0x74: empty location ?

s Set mem location { 0x0004, memtype, location, namelen,"Name", numlen,"number", groupID }

r mem set OK { 0x0005 }

r mem set error { 0x0006, errtype }
where errtype: 0x7d: name is too long

s Mem status request { 0x0007, memtype }

r Mem status recvd { 0x0008, memtype, free, used }

r Mem status error recv { 0x0009, errtype }
where errtype: 0x6f: mem status error
   0x7d: invalid memory type
   0x8d: waiting for pin

s Get caller group data { 0x0010, groupID }

r Get caller group data { 0x0011, groupID, size, "Name", ringtoneID, graphic_on?1:0, lenHI, lenLO, OTABitmap (72x14 logo) }

r Get call.group error { 0x0012, reason }
where reason: 0x7d: invalid location

s Set caller group data { 0x0013, groupID, size, "Name", ringtoneID, graphic_on?1:0, lenHI, lenLO, OTABitmap (72x14 logo) }

r Set caller group OK { 0x0014 }

r Set call.group error { 0x0015, reason }
where reason: 0x7d: invalid location

s Get speed dial { 0x0016, index(1-9) }

r Get speed dial OK { 0x0017, mem.type, location }
where mem.type: 0x02: ME (== 0 if not stored)
   0x03: SIM
   location: memory location (== 0 if not stored)

r Get speed dial error { 0x0018 }

s Set speed dial { 0x0019, index(1-9), mem.type, location }

r Set speed dial OK { 0x001a }

(continues on next page)
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(continued from previous page)

r Set speed dial error { 0x001b }
0x04: Phone Status
s Phone status { 0x0001 }
r Phone status { 0x0002, mode, signal str, ???, pwr, batt.level }
where mode: 1: registered within the network
2: call in progress
3: waiting for pin
4: powered off
pwr: 1: AC/DC
2: battery
s Request Phone ID { 0x0003 }
r RequestPhone ID { 0x0004, 0x01,"NOKIA""imei", 0, "model", 0, "prod.code", 0, "HW", 0, "firmware", 0x00, 0x01 }
0x05: Profile settings
s Set profile feature { 0x0010, 1, nr, feature, a, 1 }
where nr: see 0x05/0x0013
feature: see 0x05/0x0014
a: see 0x05/0x0014
r Set profile feat. OK { 0x0011, 1 }
s Get profile feature { 0x0013, 1, nr, feature, 1 }
where nr is profile number (general=0, silent, meeting, outdoor, pager, car, headset=6)
feature: see 0x05/0x0014
r Get profile feature { 0x0014, 1, nr, feature, 4, a, b, c, d, 1 }

Note: Settings num 0x00 .. 0x09 can be assigned separately to each profile (0x00 .. 0x05), but rest are common to all profiles.

6110

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>keypad notes</td>
<td>0xff=off, 0x00=level 1, 0x01=level 2, 0x02=level 3</td>
</tr>
<tr>
<td>0x01</td>
<td>lights (only in car profile)</td>
<td>0x00=off, 0x??=on</td>
</tr>
<tr>
<td>0x02</td>
<td>incoming call alert</td>
<td>1=ringing, 2=beep</td>
</tr>
<tr>
<td>0x03</td>
<td>ringing tone ID</td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>ringing volume</td>
<td></td>
</tr>
<tr>
<td>0x05</td>
<td>message alert tone</td>
<td>0=no tone,</td>
</tr>
<tr>
<td>0x06</td>
<td>vibration</td>
<td>0=off, 1=on</td>
</tr>
<tr>
<td>0x07</td>
<td>warning and game tones</td>
<td>0xff=off, 0x04=on</td>
</tr>
<tr>
<td>0x08</td>
<td>incoming caller groups</td>
<td>1=family, 2=VIP,</td>
</tr>
<tr>
<td>0x12</td>
<td>ring ring, 0x13=low, etc.</td>
<td></td>
</tr>
<tr>
<td>0x13</td>
<td>(maybe 0x01)</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>6=ascending,</td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>caller groups (see feature #0x08)</td>
<td>for original 6110:</td>
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<td>0xff=off, 0x00=level 1, 0x01=level 2, 0x02=level 3</td>
</tr>
<tr>
<td>0x01</td>
<td>incoming call alert</td>
<td>1=ringing, 2=beep, 3=unknown, 4=off, 5=ring once, 6=ascending</td>
</tr>
<tr>
<td>0x02</td>
<td>ringing tone ID</td>
<td>level 1 (0x06)</td>
</tr>
<tr>
<td>0x03</td>
<td>ringing volume</td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>message alert tone</td>
<td>0=no tone, 1=standard, 2=special, 3=beep once, 4=ascending</td>
</tr>
<tr>
<td>0x05</td>
<td>vibration</td>
<td>0=off, 1=on, 2=vibrate first</td>
</tr>
<tr>
<td>0x06</td>
<td>warning tones</td>
<td>0xff=off, 0x04=on</td>
</tr>
<tr>
<td>0x07</td>
<td>screen saver</td>
<td>1=on, 0=off</td>
</tr>
<tr>
<td><strong>0x08</strong></td>
<td>Screen saver -&gt; Timeout 0x00=5 sec, 0x01=20 sec,...</td>
<td></td>
</tr>
<tr>
<td><strong>0x09</strong></td>
<td>Screen saver -&gt; Screen saver 0x00 ... 0x0d =...</td>
<td></td>
</tr>
<tr>
<td><strong>0x0a</strong></td>
<td>Number of picture image 0x00=??? 0x01=???</td>
<td></td>
</tr>
<tr>
<td><strong>0x16</strong></td>
<td>???: 0x00=??? 0x01=???</td>
<td></td>
</tr>
<tr>
<td><strong>0x17</strong></td>
<td>Memory in use (Nokia 3330): 0x00=Phone, 0x01=Manual</td>
<td></td>
</tr>
<tr>
<td><strong>0x19</strong></td>
<td>Automatic redial: 0x00=Off, 0x01=On</td>
<td></td>
</tr>
<tr>
<td><strong>0x1a</strong></td>
<td>Speed dialling: 0x00=Off, 0x01=On</td>
<td></td>
</tr>
<tr>
<td><strong>0x1b</strong></td>
<td>Own number sending: 0x00=Set by network, 0x01=Own, 0x02=Off</td>
<td></td>
</tr>
<tr>
<td><strong>0x1c</strong></td>
<td>Cell info display: 0x00=Off</td>
<td></td>
</tr>
<tr>
<td><strong>0x1d</strong></td>
<td>Type of view: 0x00=Name list, 0x01=Name, number, 0x02=Large font</td>
<td></td>
</tr>
<tr>
<td><strong>0x1e</strong></td>
<td>Language: 0x00=English, 0x07=Dansk, 0x08=Svenska, 0x09=Suomi, 0x0c=Turcke, 0x0e=Norsk, 0x10=Automatic</td>
<td></td>
</tr>
<tr>
<td><strong>0x32</strong></td>
<td>Reboots ME (3330)</td>
<td></td>
</tr>
<tr>
<td><strong>0x20</strong></td>
<td>Reply via same centre: 0x00=No, 0x01=Yes</td>
<td></td>
</tr>
<tr>
<td><strong>0x21</strong></td>
<td>Delivery reports: 0x00=No, 0x01=Yes</td>
<td></td>
</tr>
<tr>
<td><strong>0x22</strong></td>
<td>Show/Hide clock: 0x00=Show, 0x01=Hide</td>
<td></td>
</tr>
<tr>
<td><strong>0x23</strong></td>
<td>Time format: 0x00=24-hour, 0x01=12-hour</td>
<td></td>
</tr>
<tr>
<td><strong>0x24</strong></td>
<td>Select profile: 0x00=General, 0x01=... 0x05=rest of them</td>
<td></td>
</tr>
<tr>
<td><strong>0x25</strong></td>
<td>???: Read only? (N3330)</td>
<td></td>
</tr>
<tr>
<td><strong>0x26</strong></td>
<td>Confirm SIM service actions: 0x00=Not asked, 0x01=Asks</td>
<td></td>
</tr>
<tr>
<td><strong>0x27</strong></td>
<td>T9 Dictionary: 0x00=Off, 0x01=On</td>
<td></td>
</tr>
<tr>
<td><strong>0x28</strong></td>
<td>Messages -&gt; Character support: 0x00=Automatic, 0x01=Manual</td>
<td></td>
</tr>
<tr>
<td><strong>0x29</strong></td>
<td>Startup logo settings: 0x00=Your own, 0x02=Draft HUMAN, 0x03=Itineris</td>
<td></td>
</tr>
<tr>
<td><strong>0x2a</strong></td>
<td>???: 0x00=??? 0x01=???</td>
<td></td>
</tr>
<tr>
<td><strong>0x2b</strong></td>
<td>???: 0x00=??? 0x01=???</td>
<td></td>
</tr>
<tr>
<td><strong>0x2c</strong></td>
<td>???: Read only? (N3330)</td>
<td></td>
</tr>
<tr>
<td><strong>0x2d</strong></td>
<td>Auto update of date and time: 0x00=Off, 0x01=On</td>
<td></td>
</tr>
</tbody>
</table>

(continues on next page)
0x01=Confirm first, 0x02=On

s Get welcome message { 0x0016 }

r Get welcome message { 0x0017, no.of blocks, { block } * }

where block: { id, {blockspecific} }

id: 1: startup logo { y, x, picture (coding?) }
2: welcome note { len, "message" }
3: operator msg { len, "message" }

s Set welcome message { 0x0018, no.of blocks, { block } * }

where block: see 0x05/0x0017

r Set welcome OK { 0x0019, 0x01 }

s Get profile name { 0x001a, nr }

where nr: see 0x05/0x0013

r Profile name { 0x001b, 1, 1, 3, flen, nr, len, {text} }

where nr: see 0x05/0x0013

len: text length
flen len + len(nr, len) = len + 2

Note: in Nokia 3310 name is in Unicode

s ??? { 0x001c }

r ??? { 0x001d, 0x93 }

s Set oplogo { 0x0030, location, MCC1, MCC2, MNC, lenhi=0x00, lenlo=0x82, ...

OTABitmap }

r Set oplogo OK { 0x0031 }

r Set oplogo error { 0x0032, reason }

where reason: 0x7d invalid location

s Get oplogo { 0x0033, location }

where location: 1 (doesn't seem to matter)

r Get oplogo { 0x0034, location, MCC1, MCC2, MNC, lenhi=0x00, lenlo=0x82, ...

OTABitmap }

r Get oplogo error { 0x0035, reason }

where reason: 0x7d invalid location

s Set ringtone { 0x0036, location, 0x00, 0x78, ringtone packed according to ...

SM2.0 }

r Set ringtone OK { 0x0037 }

r Set ringtone error { 0x0038, reason }

where reason=0x7d, when not supported location

s Get services settings { 0x0080, setting (2 bytes) }

where: setting: 0x02,0x00=Nokia access number 1
0x02,0x01=Operator access number 1
0x01,0x00=Personal bookmark 1 settings (name ...

only ?)

0x01,0x01=?
0x02,0x02=?

r Get services sett.OK { 0x0081, .... }

r Get services sett.err { 0x0082, 0x7b }

0x06: Calling line restriction/Call forwarding etc

r Get call divert { 0x0001, 0x02, x, 0x00, divtype, 0x02, calltype, y, z, 0x0b, ...

number, 0x00...0x00, timeout (byte 45) }

s Set call divert { 0x0001, 0x03, 0x00, divtype, calltype, 0x01, number(packed, ...

like in SMS), 0x00 ... 0x00, length of number (byte 29), 0x00 ... 0x00, timeout ...

(byte 52), 0x00, 0x00, 0x00}
NOTE: msglen=0x37

where timeout:
  0x00: not set
  0x05: 5 second
  0x0a: 10 second
  0x0f: 15 second
  0x14: 20 second
  0x19: 25 second
  0x1e: 30 second

where divtype:
  0x02: all diverts for all call types
  Found only, when deactivate all diverts for all call types

--types (with call type 0x00)

  0x15: all calls
  0x43: when busy
  0x3d: when not answered
  0x3e: if not reached

--calltype:
  0x00: all calls (data, voice, fax)
  0x0b: voice calls
  0x0d: fax calls
  0x19: data calls

s Deactivate calldiverts{ 0x0001, 0x04, 0x00, divtype, calltype, 0x00 }
  where divtype, calltype: see above

r Deactivate calldiverts{ 0x0002, 0x04, 0x00, divtype, 0x02, calltype, data }

s Get call diverts { 0x0001, 0x05, 0x00, divtype, calltype, 0x00 }
  where divtype, calltype: see above

r Get call diverts ok { 0x0002, 0x05, 0x00, divtype, 0x02, calltype, data }
  where divtype, calltype: see above

data: { 0x01, 0x00 } - isn't active
  { 0x02, 0x01, number(packed like in SMS), 0x00, 0x00..., timeout

0x07:

s ???
  { 0x0022, ? (1&2 sounds OK) }

r ??? OK
  { 0x0023, ?,? ,? } 

r ??? error
  { 0x0024, reason }

s ???
  { 0x0025, ??? }

r ??? OK
  { 0x0026, ??? }

r ??? error
  { 0x0027, reason }

0x08: Security codes

s Change code
  { 0x0004, code, "current", 0x00, "new", 0x00 }
  where code: 1: security code (5 chars)
  2: PIN (4 chars)
  3: PIN2 (4 chars)
  4: PUK (8 chars)
  5: PUK2 (8 chars)

s Status request
  { 0x0007, 0x01 }

r pin recvd
  { 0x0008, accepted }
  where accepted: 0x0c (or 0x06): OK
  code: waiting for (0x08/0x0004) code
s entering code \{ 0x000a, code, "code", 0x00 \}
where code: see 0x08/0x0004

0x09: SIM login
  r login \{ 0x0080 \}
  r logout \{ 0x0081 \}

0x0a: Network status
  s Key duplication on/off \{ 0x0044, on? 0x01: 0x02 \}
  s get used network \{ 0x0070 \}
  r network registration \{ 0x0071, ?,?,?,length,netstatus,netsel,cellIDH,cellIDL,lacH,
lacl,netcode,netcode,netcode \}

0x0c: Keys
  s Get key assignments \{ 0x0040, 0x01 \}
  r Get key assignments \{ 0x0041, \{key '1'\}, 0x00, \{key '2'\} ... \{key '0'\}, 0,0,0,
\{symbols\}, 0 \}
where \{key '0'\} => ' ', '0'

  s Press key \{ 0x0042, press: 0x01; release: 0x02, button, 0x01 \}
where button: 0x01 - 0x09: 1-9
  \{0x0a\}: 0
  \{0x0b\}: #
  \{0x0c\}: *
  \{0x0d\}: Power
  \{0x0e\}: Pick up phone
  \{0x0f\}: Hang
  \{0x10\}: Volume +
  \{0x11\}: Volume -
  \{0x17\}: Up
  \{0x18\}: Down
  \{0x19\}: Menu
  \{0x1a\}: Names
  \{0x1b\} onwards: don't know but they do produce
  a beep and light up the keypad as if
  a key had been pressed.
  r Press key ack \{ 0x0043, press/release/error(0x05) \}
  s ??? \{ 0x0044 \}
  r ??? ack \{ 0x0045, 0x01 \}

0x0d: Status
  r Display \{ 0x0050, 0x01, y, x, len, "string"\}(unicode) \}
  s Status request \{ 0x0051 \}
  r Status \{ 0x0052, no. of byte pairs, \{byte pair\} \}
where \{byte pair\}: \{cmd, 1:off 2:on\}
cmd: 1: call in progress
  2: ???
  3: have unread sms
  4: voice call active
  5: fax call active
  6: data call active
  7: key lock active
  8: is SMS storage full

  s Display status \{ 0x0053, 1:on 2:off \}
(will send displayed messages with x,y coordinates)
  r Display status ack \{ 0x0054, 1 \}

0x11: Phone clock & alarm
s set date and time { 0x0060, 1,1,7,yearh,yearl,month,mday,hour,min,0x00 }
r date and time set { 0x0061 }
s get date and time { 0x0062 }
r date and time recvd { 0x0063,date_set?,time_set?,?,?,yearh,yearl,month,mday,hour,˓→min,second }

where: date_set & time_set==0x01 - set
       0x00 - not set, ?,?,?,yearh,yearl,month,mday,
       hour,min,second
not available in frame
s set alarm { 0x006b, 1,32,3,0x02(on-off),hour,min,0x00 }
r alarm set { 0x006c }
s get alarm { 0x006d }
r alarm received { 0x006e,?,?,?,?,alrm(==2:on),hour,min }

0x12: Connect to NBS port (61xx only ?)
s Send {+0x0c, 0x01, UDH header, data}
    (without 0,1 header -- for oplogo, cli, ringtone etc upload)
where: UDH header = 0x06, 0x05, 0x04,destporth,destportl,srcporth,
    srcportl

0x13: Calendar notes
s Write calendar note { 0x0064, 0x01, 0x10, length, type, yearH, yearL, month, day,
    → hour, timezone,
    alarm?(alarm yearH, yearL, month, day, hour, timezone): (0,
    →0,0,0,0,0),
    textlen, "text" }
    r Write cal.note report { 0x0065, return }
    where return: 0x01: ok
           0x73: failure
0x81: calendar functions busy. Exit Calendar menu and try again
s Calendar notes set { 0x0066... }
r Calendar note recvd { 0x0067, 0x01, ?, length, type, yrH,yrL,mon,day,hr,tz,alrm␣
    →yrH,yrL,mon,day,hr,tz,textlen, "text" }
r Cal.note recvd error { 0x0067, err }
    where err: 0x93: not available
    (0x01: OK)
    other: error
s Delete cal.note { 0x0068, location }
r Del. cal.note report { 0x0069, err }
    where err: 0x01: OK
           0x93: cannot delete

0x14: SMS funcns
s Write SMS to SIM { 0x0004, .... }
s Mark SMS as read { 0x0007, 0x02, location, 0x00, 0x64 }
r SMS message frame rcv { 0x0008,subtype,?,num,?,BCD(smscenter)...} 20->type, 22->
    →status
    where type: 0x06: delivery report
        status: 0x00: delivered
        0x30: pending
        0x46: failed
        0x09: reading failed
        subtype: 0x02: invalid mem type
        0x07: empty SMS location
        0x0c: no access to memory (no PIN in card, etc.)

(continues on next page)
s Delete SMS message { 0x000a, 0x02, location }
r Delete OK { 0x000b }
s SMS status request { 0x0036, 0x64 }
r SMS status { 0x0037,?,?,?,?,?,,msgnumber,unread }
r SMS status error { 0x0038 }

0x3f: WAP
s Enable WAP frames { 0x0000}
r Enable WAP frames { 0x0002, 0x01}
s ?? { 0x0003}
r ?? { 0x0004}
s Get WAP bookmark { 0x0006, 0x00, location} where location: 0 - 14
r Get WAP bookmark { 0x0007, 0x00, name_len, name(unicode),
url_len, url(unicode), 0x01,0x80,0x00[7]}
r Get WAP bookmark err { 0x0008, error } where error:
  0x00(?)invalid position
  0x01 user inside "Bookmarks" menu. Must leave it
  0x02 invalid/too high/empty location
s Set WAP bookmark { 0x0009, 0xff, 0xff, name_len, name(unicode),
url_len, url(unicode), 0x01,0x80,0x00[7] } Note: bookmark is added to the first free location.
r Set WAP bookmark OK {+0x01, 0x36, 0x0a, block }
where block:
  0x0a, location_of_just_written_bookmark(?),
  0x00, next_free_location(?)
r Set WAP bookmark err {+0x01, 0x36, 0x0b, error } where error:
  0x04 - memory is full
  0x01 - we are in the bookmark menu
  0x00 - unknown reason for now ;(

? s Delete WAP bookmark { 0x000c, 0x00, location }
where: location = 0-14
? r Delete WAP bookmark OK{ 0x000d }
? r Delete WAP bookmark err{ 0x000e, 0x02 }
s ?? { 0x000f}
r ?? { 0x0010, 0x00}
s Get WAP settings 1 { 0x0015, location} where location: 0x00 - 0x05
r Get WAP settings 1 OK { 0x0016, title length, title (Unicode), URL length,
...URL(Unicode),con_type, ???[6 bytes],location, ???[5 bytes],security,...} where:
  con_type: 0x00 - temporary
  0x01 - continuous
  location: when use "Get WAP settings 2 frame", must give it
  security: 0x00 = no, 0x01 = yes

(continues on next page)
r Get WAP settings 1 err{ 0x0017, error }
   where error:
     0x01 user inside "Settings" menu. Must leave it
     0x02 invalid/too high/empty location

s Get WAP settings 2 { 0x001b, location}
   where location: 0x00 - 0x1d (you get it in "Get WAP settings 1" frame)

r Get WAP settings 2 OK { 0x001c, type, frame...}
   where type : 0x00 - SMS bearer
   frame:
     service_num_len, service_num (Unicode),
     0x01 - data bearer
     frame:
       auth, call_type, call_speed, ?, IP len, IP
     (Unicode), dialup len, dialup (Unicode),
     user len, user (Unicode), password len,
     password (Unicode)
   where auth: 0x00 - normal, 0x01 - secure
     call_type: 0x00 - analogue, 0x01 - ISDN
   0x02 - USSD bearer
     frame: type, service number len/IP len, service num (Unicode)/IP
     (Unicode), service code len,
     service code (Unicode)
   where type: 0x01 - service number, 0x00 - IP

r Get WAP settings 2 err{ 0x001d, error}
   where: error=0x05

0x40: Security commands
s ??? {+0x00, 0x00, 0x07, 0x11, 0x00, 0x10, 0x00, 0x00}
   This frame hangs phone (N3310 4.02). Meaning unknown!

s Open simlock 1 { 0x02, 0x03, 0x1f, 0x11, 0x01, 0x01, 0x10, 0x00}

r Open simlock 1 { 0x02 }

s ???(N6150) { 0x08, 0x00 }

r ???(N6150) { 0x08 }

s Enable extended cmds { 0x64, cmd}
   where cmd: 0x00: off
   0x01: on
   0x02: enter service mode ?
   0x03: reset (doesn’t ask for PIN again)
   0x04: reset (PIN is requested)
   In 5110 makes reset without PIN
   0x06: CONTACT SERVICE!!! Don’t try it!

s Reset phone settings { 0x65, value, 0x00 }
   where value: 0x08 - reset UI (User Interface) settings
   0x38 - reset UI, SCM and call counters
   0x40 - reset test 36 in netmonitor

r Reset phone settings { 0x65, 0x00 }

s Get IMEI { 0x66 }

r Get IMEI { 0x66, 0x01, IMEI, 0x00}
s (ACD Readings)?(N6150 { 0x68 }
r (ACD Readings)?(N6150 { 0x68, ... }
s Get Product Profile
  Settings { 0x6a}
r Get Product Profile
  Settings { 0x6a, 4bytes with Product Profile Settings }
s Set Product Profile
  Settings { 0x6b, 4bytes with Product Profile Settings }
r Set Product Profile
  Settings OK ? { 0x6b }
s Get code { 0x6e, code }
  where code: see 0x08/0x0004 (only sec.code is allowed)
r Get code { 0x6e, code, allowed, allowed? (sec code (text)) }
  where code: see 0x08/0x0004
  allowed: 0: no
  1: yes
s Set code { 0x6f, code, sec code(text), 0x00 }
  where code: see 0x08/0x0004
s Start monitoring { 0x70, block }
  where block(N6150):
    0x7f,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
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    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
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    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
    0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
s Close simlock { 0x82, 0x01, locknumber, 0x00, 0x00, locksinfo(lock1,4,2,3),
    0x00 }  
where locknumber: 1,2,4,8

r Close simlock { 0x82, the rest like in 0x40/0x8a }

s Get simlock info { 0x8a, 0x00 }

r Get simlock info { 0x8a, 0x00, 0x01, lockstype, locksclosed, 0x00, 0x00, ...
   locksinfo(lock1,4,2,3), counter1,counter2,counter4,counter4,0x00 }
where: lockstype: bit1,bit2,bit3,bit4 - if set, selected

lock is user lock
locks closed: bit1,bit2,bit3,bit4 - if set, selected

lock is closed

s Set downloaded OpName { 0x8b, 0x00, MCC1, MCC2, MNC, Name, 0x00 }

r Set downloaded OpName { 0x8b, 0x00, 0x01 }

s Get downloaded OpName { 0x8c, 0x00 }

r Get downloaded OpName { 0x8c, 0x00, 0x01, MCC1, MCC2, MNC, Name, 0x00,...}

s Buzzer pitch { 0x8f, volume, hzLO, hzHI }
if volume and hz is 0, it's off

r Buzzer pitch { 0x8f}

s ACD Readings ? { 0x91, parameter?(0x02,0x03,0x04,0x05,0x07) }

r ACD Readings ? { 0x91, parameter?, value? }

s Sleep mode test { 0x92, 0x00, 0x00, howlong(2 bytes), enable }
where: enable == 0x01 - enable after test
   0x00 - don't enable after test

howlong (ms) = 0x07, 0xd0 = 2000

s ???(N6150) { 0x98, 0x00 }

r ???(N6150) { 0x98, 0x00, 0x04 }

s Get bin ringtone { 0x9e, location }
where: location=0,1,etc.

r Get bin ringtone { 0x9e, location, error, contents... }
where location=0,1,etc.
   error=0x0a, ringtone NOT available
   0x00, OK

s Set bin ringtone { 0xa0, location, 0x00, contenst... }
where: location=0,1,etc.
   error=0x0a, ringtone NOT set
   0x00, ringtone set OK

r Get MSid { 0xb5, 0x01, 0x2f, msid, 0x25 }

s Get info about phone { 0xc8, 0x01 }

r Get info about phone { 0xc8, 0x01, 0x00, "V ", "firmware", 0x0a, "firmware date", ...
   0x0a, "model", 0x0a, "(c) NMP.", 0x00 }

s Get MCU SW Checksum { 0xc8, 0x02 }

r Get MCU SW Checksum { 0xc8, 0x02, 0x00, checksum (4 bytes),0x00 }

s DPS External SW { 0xc7, 0x03 }

r DPS External SW { 0xc7, 0x03, 0x00, string,0x00 }

s Get HW { 0xc8, 0x05 }

r Get HW { 0xc8, 0x05, 0x00, HW version (4 bytes), 0x00 }

s Get "Made" Date { 0xc8, 0x05 }

r Get "Made" Date { 0xc8, 0x05, 0x00, date(4 bytes), 0x00 }

s Get DSP Internal SW { 0xc8, 0x09 }
r Get DSP Internal SW { 0xc8, 0x09, 0x00, version (1 bytes), 0x00 }
s Get PCI version { 0xc8, 0x0b }
r Get PCI version { 0xc8, 0x0b, 0x00, version, 0x00 }
s Get system ASIC { 0xc8, 0x0c }
r Get system ASIC { 0xc8, 0x0c, 0x00, string, 0x00 }
s Get COBBA { 0xc8, 0x0d }
r Get COBBA { 0xc8, 0x0d, 0x00, string, 0x00 }
s Get PLUSSA { 0xc8, 0x0e }
r Get PLUSSA { 0xc8, 0x0e, available, 0x00 }
    where available: 0x01: not available
s Get CCONT { 0xc8, 0x0f }
r Get CCONT { 0xc8, 0x0f, available, 0x00 }
    where available: 0x01: not available
s Get PPM version { 0xc8, 0x10 }
r Get PPM version { 0xc8, 0x10, 0x00, "V ", "firmware", 0x0a, "firmware date", →
  ...0x0a, "model", 0x0a, "(c) NMP.", 0x00 }
s Get PPM info { 0xc8, 0x12 }
r Get PPM info { 0xc8, 0x12, 0x00, PPM version ("B", "C", etc.), 0x00 }
s Set HW version { 0xc9, 0x05, version, 0x00 }
s Get Product Code { 0xca, 0x01 }
r Get Product Code { 0xca, 0x01, 0x00, number, 0x00 }
s Get Order Number { 0xca, 0x02 }
r Get Order Number { 0xca, 0x02, 0x00, string, 0x00 }
s Get Prod.Ser.Number { 0xca, 0x03 }
r Get Prod.Ser.Number { 0xca, 0x03, 0x00, number, 0x00 }
s Get Basic Prod.Code { 0xca, 0x04 }
r Get Basic Prod.Code { 0xca, 0x04, 0x00, number, 0x00 }
s Set Product Code { 0xcb, 0x01, product code, 0x00 }
s Set Order Number { 0xcb, 0x02, number, 0x00 }
s Set Prod.Ser.Number { 0xcb, 0x03, number, 0x00 }
s Get (original ?)IMEI { 0xcc, 0x01 }
r Get (original ?)IMEI { 0xcc, 0x01, IMEI, 0x00 }
s Get Manufacture Month { 0xcc, 0x02 }
r Get Manufacture Month { 0xcc, 0x02, 0x00, string, 0x00 }
s Get Purchase date { 0xcc, 0x04 }
r Get Purchase date { 0xcc, 0x04, 0x00, string, 0x00 }
s Set "Made" date { 0xcd, 0x02, string, 0x00 }
s Make "all" phone tests{ 0xce,0x1d,0xfe,0x23,0x00,0x00}
s Make one phone test { 0xce,0x1d,num1,num2,num3,num4}
    Where num1-num4: 0x02,0x00,0x00,0x00; 0x04,0x00,0x00,0x00; 0x08,0x00,0x00,0x00; 0x10,0x00,0x00,0x00; 0x20,0x00,0x00,0x00; 0x40,0x00,0x00,0x00; 0x80,0x00,0x00,0x00; 0x00,0x01,0x00,0x00; 0x00,0x02,0x00,0x00; 0x00,0x04,0x00,0x00; - "Power off"
    No test for "Security data"
    No test for "Security data"
    No test for "Security data"
    No test for "Security data"
0x00, 0x40, 0x00, 0x00;
0x00, 0x80, 0x00, 0x00;
0x00, 0x00, 0x01, 0x00;
....
0x00, 0x00, 0x10, 0x00;

s Result of phone tests { 0xcf }

r Result of phone tests { 0xcf, number of tests, results of next tests }

s ??? { 0xd1 }

r ???(N5110) { 0xd1, 0x00, 0x1d, 0x00, 0x01, 0x08, 0x00 }

s LCD Test { 0xd3, value }

where value: 0x03, 0x02 - 1'st test
0x03, 0x01 - 2'nd test
0x02, 0x03 - clears screen

s ACD Readings(N6150)? { 0xd4, 0x02, 0x00, 0x02, 0x00, 0x0e, 0x01 }

r ACD Readings(N6150)? { 0xd4, 0x02, 0x00, 0x02, 0x00, 0x0e, 0x01, ? }  

s Get EEPROM { 0xd4, 0x02, 0x00, 0xa0, locationLo, locationHi, numofbytes... }

where: numofbytes - how many bytes to read

Note: Works ONLY in MBUS

r Get EEPROM { 0xd4, 0x02, 0x00, 0xa0, locationLo, locationHi, numofbytes, 

contest... }  

where numofbytes - how many bytes available

contest - bytes with contests (if numofbytes != 0)

0x41: Snake game ?

0x47:

s Get Picture Image { 0x0001, location }

r Get Picture Image when contains sender number

{ 0x0002, location, number(like in SMS), 0x00, len, text, 

-0x00, width, height, 0x01, bitmap }

NOTE:  

Supports only 0x81 and 0x91 coding (NOT alphanumeric numbers!)

in sender without sender number

{ 0x0002, location, 0x00, 0x00, 0x00, len, text, 0x00, width, 

- height, 0x01, bitmap }

s Set Picture Image { 0x0003, frame...}

where frame: see 0x47/0x0002

r Get/Set PictureImageOK{ 0x0004 }

r Set Picture Image err { 0x0005, error? }  

where error=0x74 - wrong location ?

0x64:

s Phone ID request { 0x0010 }

r Phone ID recvd { 0x0011, "NOKIA", "imei", 0, "model", 0, "prod.code", 0, "HW 

-", 0, "firmware", magic bytes x 4 ... }

s Accessory connection { 0x0012, 16x0x00, 'NOKIA&NOKIA accessory', 3x0x00 } (45... 

bytes)

0x7f: Acknowledge(FBUS/IRDA){+type, seq }  

Acknowledge(MBUS)...  

0xd0:

r Power on message seq1 {+04 }

r Power on message seq1 {+05 }

0xd1:
s Get HW&SW version { 0x0003, 0x00 }  
0xd2:  
r Get HW&SW version { 0x0003 "V " "firmware
" "firmware date
" "model
" "(c) NMP."
}  
0xda: ? (during playing 2 player snake)  
0xf0:  
s Send RLP frame {+0x00, 0xd9, ... }  
0xf4: Power on message seq 2

### 13.5 Nokia 6510

Assembled by Markus Plail <plail@web.de> Marcin Wiacek <Marcin@MWiacek.com> <tibor.harsszegi@essnet.se> ... and other members of gnokii mailing list and authors of some WWW pages.

Heavily based on nk7110.txt.

The data provided is for information purposes only. Some of the frames might be hazardous to your phone. Be careful!!! We do not take any responsibility or liability for damages, etc.

**Note:** this information isn’t (and can’t be) complete. If you know anything about features not listed here or you noticed a bug in this list, please notify us via e-mail. Thank you.

Document describing frames used in GSM Nokia 6510 and derivatives (?)

Correct format is FBUS version 2/Infrared/MBUS version 2 (see nokia.txt for protocol details):

<table>
<thead>
<tr>
<th>0x00: Connect to NBS port ?</th>
</tr>
</thead>
<tbody>
<tr>
<td>r Set ringtone {+,...,ringtone packed according to SM2.0}</td>
</tr>
</tbody>
</table>

```
switch (message[3]) {
    case 0x02:
        dprintf("Call established, remote phone is ringing.\n");
        dprintf("Call ID: %i\n", message[4]);
        break;
    case 0x03:
        dprintf("Call complete.\n");
        dprintf("Call ID: %i\n", message[4]);
        dprintf("Call Mode: %i\n", message[5]);
        dummy = malloc(message[6] + 1);
        DecodeUnicode(dummy, message + 7, message[6]);
        dprintf("Number: %s\n", dummy);
        break;
    case 0x04:
        dprintf("Hangup!\n");
        dprintf("Call ID: %i\n", message[4]);
        dprintf("Cause Type: %i\n", message[5]);
        dprintf("Cause ID: %i\n", message[6]);
        break;
    case 0x05:
        ...
```
dprintf("Incoming call:\n");
dprintf("Call ID: %i\n", message[4]);
dprintf("Call Mode: %i\n", message[5]);
dummy = malloc(message[6] + 1);
DecodeUnicode(dummy, message + 7, message[6]);
dprintf("From: %s\n", dummy);
break;

case 0x07:
dprintf("Call answer initiated.\n");
dprintf("Call ID: %i\n", message[4]);
break;

case 0x09:
dprintf("Call released.\n");
dprintf("Call ID: %i\n", message[4]);
break;

case 0x0a:
dprintf("Call is being released.\n");
dprintf("Call ID: %i\n", message[4]);
break;

case 0x0b:
    /* No idea what this is about! */
    break;

case 0x0c:
    if (message[4] == 0x01)
        dprintf("Audio enabled\n");
    else
        dprintf("Audio disabled\n");
    break;

case 0x53:
dprintf("Outgoing call:\n");
dprintf("Call ID: %i\n", message[4]);
dprintf("Call Mode: %i\n", message[5]);
dummy = malloc(message[6] + 1);
DecodeUnicode(dummy, message + 7, message[6]);
dprintf("To: %s\n", dummy);
break;

0x02: SMS HANDLING
s Send SMS
    { 0x02, 0x00, 0x00, 0x00, 0x55, 0x55,
        0x01 (1 big block), 0x02 (submit), length (big block),
        type, reference, PID, DCS, 0x00, # blocks,
        blocks... }

r Send SMS
    { 0x03, 0x00, 0x01, 0x0c, 0x08, 0x00, 0x00, 0xdb, 0x55, 0x55,
    \0x00 }

s Get SMSC
    { 0x14, 0x01, 0x00 }

r Get SMSC
    { 0x15, format, 0x01, 0x0b, 0x28, # of SMSC, 0xf8, 0x00,\n    \0x55, #blocks,
    blocks ...}
0x03: PHONEBOOK HANDLING

s Get memory status  { 0x03, 0x01, memory type, 0x55, 0x55, 0x55, 0x00}
    where: memory type - see 0x03/0x07

r Get memory status  { 0x04, 0x00, location, 0x00[7], 0x01, 0x10, 0x00, 0x00, ...
    0x0c,
        total_low, total_high, used_low, used_high, 0x01,
    0x00, 0x00}

s Read memory      { 0x07, 0x01, 0x01, 0x00, 0x01, 0x02, memory type, 0x00, 0x00, 0x00, 0x00, location_low, location_high, 0x00, 0x00};

where MT: memory type
  0x01: (256) Dialled numbers
  0x02: (512) Missed calls
  0x03: (768) Received calls
  0x05: (500) telephone phonebook
  0x06: (160) SIM phonebook
  0x07: (10/0)
  0x08: (1/0)
  0x09: (4) voice mailbox
  0x0e: (10) speed dials
  0x10: (5) caller groups

r Read memory      { 0x08, 0x00, 0x01, code, 0x00, 0x00, z, xH, xL, yH, yL, 0x00[7], no.of ...
    blocks, { block } * }

where if code==0x0f && xH==0x34 - phonebook location not found

    y: location
    z: generic block size
    block: {id, 0, 0, blocksize, block no., {contents}, 0x00}
        id: 0x04 pointer to another memory location { 0xff?, yH, ...
        yL, xL,0x00[3] }
            0x07 name {len, (unicode)},
            0x08 email
            0x09 postal
            0x0a note {len, (unicode)}
            0x0b number {type, 0x00[3], len, (unicode)}
            0x0c ringtone {ringtone no., 0, 0}

0x13 date for a called list (DC, RC, etc.)
    0x1b caller group graphic {width, height, 0, 0 ...
    {bitmap}}
        0x1c caller group on? {(1: yes, 0: no), 0, 0}
        0x1e caller group number {number, 0, 0}
    type: 0x0a: General,
          0x03: Mobile (office ?),
          0x06: Work,
          0x04: Fax,
          0x02: Home (mobile ?)
s Set mem location { 0x0b, 0x00, 0x01, 0x00, 0x00, 0x00, z, 0x02, memory type, yH, yL, 0x00[7], no.of blocks, { block }[no.of blocks] }

r Set mem location { 0x0c, 0?, 1?, code, 0?, 0?, z?, 0?, yH, yL, xL }

where code:
  0x3d - wrong entry type

0x08: SECURITY

s Get status { 0x11, 0x00 }  
r Get status { 0x12, status, }  

where status:
  0x01: waiting for Security Code  
  0x07:  
  0x02: waiting for PIN  
  0x03: waiting for PUK  
  0x05: PIN ok, SIM ok  
  0x06: No input status  
  0x16: No SIM  
  0x1A: SIM rejected!

s Enter PIN { 0x07, 0x02, code, 0x00}  
r Enter PIN { return code, reason }  

where:
  return code: 0x08 = success  
  0x09 = failure  
  reason: 0x06 = PIN wrong

0x0a: NETSTATUS

s Get Info { 0x00, 0x00 }  
r Get Info { 0x01, 0x00, # blocks, 0x00, length, 0x02, status, length, operator name\(→\)unicode, 0x09, length, LAC, LAC, 0x00, 0x00, CellID, CellID, \(→\)NetworkCode (3 octets), ... }  

s Get RF Level { 0x0b, 0x00, 0x02, 0x00, 0x00, 0x00 }  
r GET RF Level { 0x0c, 0x00, 0x01, 0x04, 0x04, level, 0x5f }  

s Get operator logo { 0x23, 0x00, 0x00, 0x55, 0x55, 0x55 }  
r Get operator logo { 0x24, 0x00, 0x01, 0x00, 0x00, 0x00, 0x02, 0x0c, 0x08, netcode (3 octets), 0x02, 0x00, 0x00, 0x00, 0x1a, size, width, height, logo size (2 octets), logo size (2 octets), \(→\)logo }  

0x10: SUBSCRIBE

s Subscribe Channel { 0x10, # channels, message types... }
\texttt{0x13 CALENDAR}

- **s Add meeting note** { 0x01, body like in subtype 0x1a...}
  
- **r Add meeting note** { 0x02, location (2 bytes), status (2 bytes)}

- **s Add call note** { 0x03, body like in subtype 0x1a...}
  
- **r Add call note** { 0x04, location (2 bytes), status (2 bytes)}

- **s Add birthday note** { 0x05, body like in subtype 0x1a...}
  
- **r Add birthday note** { 0x06, location (2 bytes), status (2 bytes)}

- **s Add reminder note** { 0x07, body like in subtype 0x1a...}
  
- **r Add reminder note** { 0x08, location (2 bytes), status (2 bytes)}

- **s Delete calendar note** { 0x0b, location (2 bytes) }
  
- **r Delete calendar note** { 0x0c, location (2 bytes), ?, ?, ?, ? }

- **s Get calendar note** { 0x19, location (2 bytes) }
  
- **r Calendar note recvd** { 0x1a, location (2 bytes), entry type, 0x00, year (2 bytes), →Month, Day, block}

  where: entry type - 0x01 - Meeting, 0x02 - Call, 0x04 - Birthday, 0x08 - Reminder

  block: for Meeting:{hour,minute,alarm (two bytes), recurrence (two bytes),len,0x00,string(unicode)}

  where alarm=Number of minutes before the time of the meeting

  that the alarm should be triggered:
  For meetings with "No alarm"=0xFFFF (-1).
  For "On time"=0x0000 half an hour=0x001E, and so on.
  Recurrence=in hours, between future occurrences of this meeting.

  If there is no repeat, this value is...

  0x0000. The special value 0xffff means 1 Year!

  for Call:{Hour,Minute,Alarm (as above), Recurrence (as above),namelen,numberlen,

  name(unicode),number(unicode)}

  for Reminder:{Recurrence (as above),len,0x00,string(unicode)}

  for Birthday:{byte1,byte2,alarm(4 bytes), recurrence (as above),len,0x00,

  string(unicode),yearofbirth,alarmtype,len,string(unicode)}

  byte1 and byte2 may vary (???)..

  Usually are 0x00 both (but not always)

  In Birthday, the Year in the common part, usually contains a strange year.

  So, don't consider it as Year of note, neither year of BirthDay (for Year of below).

  Birthday use the value described below.

  where alarm=32-bit integer that is the number...
of seconds between the desired alarm time and 11:59:58pm on the birthday. For "No Alarm", the value is $0x0000FFFF$ (65535).

YearOfBirthday=used instead of the one in the common part of the entry (see above) but only when reading birthday entries.

For storing entries, this field does not exist.

AlarmType: $0x00$ - Tone, $0x01$ - Silent

? s??? { 0x0021 }
? r??? { 0x0022, 0x5A, 0x00 }
? s??? { 0x0025 }
? r??? { 0x0026, 0x04, 0x00 }
? s { 0x0029 }
? r { 0x002A, 0x04, 0x00 }

s Get first free pos { 0x0031 }
r Get first free pos { 0x0032, location (2bytes) }

s Get notes info { 0x003a, 0xFF, 0xFE}
r Get notes info { 0x003b, how many notes used (2 bytes), 0x01, 0x07, { two bytes with location for each note} *}

s Get first free pos { 0x0031 }
r Get first free pos { 0x0032, location (2bytes) }

s Get notes info { 0x003a, 0xFF, 0xFE}
r Get notes info { 0x003b, how many notes used (2 bytes), 0x01, 0x07, { two bytes with location for each note} *}

? s Get calendar note?? { 0x003E, location (2 bytes) }
? r Get calendar note?? { 0x003F, location (2bytes), ... }

$0x14$: FOLDER/PICTURE SMS HANDLING

s Get SMS Status { 0x08, 0x00, 0x01 }
r Get SMS Status { 0x09, 0x00, #blocks, type, length, blocknumber, a (2 octets), b (2 octets), c (2 octets), 0x00, 0x55 , type, length, blocknumber, d (2 octets), e (2 octets), f (2 octets), $0x01, 0x55$ }

where:

a - max. number of messages in phone memory
b - Number of used messages in phone memory. These are messages manually moved from the other folders. Picture messages are saved here.
c - Number of unread messages in phone memory. Probably only smart messages.
d - max. number of messages on SIM
e - Number of used messages in SIM memory. These are
either received messages or saved into Outbox/Inbox.
Note that you *can't* save message into this memory
using 'Move' option. Picture messages are not here.
f - Number of unread messages in SIM memory

s Get SMS from folder { 0x02, memory, folderID, location, location, 0x01, 0x00 }
where:
memory - 0x01 for SIM, 0x02 for phone (SIM only for IN/OUTBOX
folderID - see 0x14/0x017B
r Get SMS from folder { 0x03, 0x00, 0x01, memory, folderID, locationH, locationL,␣
...0x55, 0x55, 0x55, 0x01 (on big block), type, length of big block,
[date/time1], [date/time2], # blocks,
type, length, data...
... }

s Delete SMS { 0x04, memory, folderID, location, location, 0x0F, 0x55 }
r Delete SMS { 0x05 }

s Get folder status { 0x0c, memory, folderID, 0x0F, 0x55, 0x55, 0x55, 0x55}
where: folderID - see 0x14/0x017B
r Get folder status { 0x0d, 0x00, length, number of entries (2 bytes),
entry1number (2 bytes), entry2number(2 bytes), ..., 0x55[ ]

s Get message info { 0x0e, memory, folderID, location, location, 0x55, 0x55 }
where: type = 0x00 - MT
0x01 - delivery report
0x02 - MO
0x08 - picture message
where: status=0x01 - received/read
0x03 - received/unread
0x05 - stored/sent
0x07 - stored/not sent

s Get folder names { 0x12, 0x00, 0x00}
r Get folder names { 0x13, 0x00, number of strings, 0x01, 0x28, folderID,␣
...length, 0x00, name1, 0x00, 0x55[40-length(name1)], 01 28, folderID, length, 0x00, name2, 0x00,␣
...0x55[dito] ...

where: folderID = 0x02 - Inbox
0x03 - Outbox
0x04 - Archive
0x05 - Templates
0x06 - first "My folders"
0x07 - second "My folders"
0x08 - third -"
and so on
0x15:
s ??? {+0x00, 0x06, 0x00, 0x01, 0x01, 0x00 }
r ??? {+0x06, ',', 0x00, 'd', 0x00, 0x00 }
s ??? {+0x00, 0x06, 0x00, 0x02, 0x00, 0x00 }
r ??? {+0x06, '.', 0x00, 'e', '?', '? }

0x17: BATTERY
s Get battery level { 0x0a, 0x02, 0x00 }
r Get battery level { 0x0b, 0x01, 0x01, 0x16, level, 0x07, 0x05 }
where: level: 1-7 (as in phone display)

0x19: CLOCK
s Get ????? {0x01,...}
r Get ????? {0x02,...}
s Get date { 0x0a, 0x00, 0x00 }
r Get date { 0x0b, 0x00, 0x02 (blocks),
0x01 (type), 0x0c (length), 0x01, 0x03, year (2 octets),
month, day, hour, minute, second, 0x04,
0x04, 0x04, 0x01, 0x00 }
s Get ????? {0x0c, 0x00, 0x00 }
r Get ????? {0x0d...}
s Get ????? {0x11,...}
r Get ????? {0x12,...}

0x1b: IDENTIFY
s Get IMEI {+0x00, 0x01, 0x01, 0x00, 'A', 0x00, 0x00, 0x00 }
r Get IMEI { 0x01, 0x00, 0x01, 'A', 0x14, 0x00, 0x10,
{IMEI(ASCII)}, 0x00 }
s Get IMEI {+0x00, 0x03, 0x01, 0x00, 'D', 0x00, 0x00, 0x00 }
r Get IMEI { 0x01, 0x02, 0x00, 'I', 0x0c, 0x00, 0x05,
HW(4 bytes), 0x00, 0x00, 0x00, 0x00 }
s Get HW version {+0x00, 0x03, 0x02, 0x07, 0x00, 0x02 }
r Get HW version { 0x08, 0x00, 0x01, 'I', 0x0c, 0x00, 0x05,
"firmware date"
"model\n" "(c) NMP.", 0x0a, 0x43, 0x00, 0x00, 0x00 }
s Get product code {+0x00, 0x03, 0x04, 0x0b, 0x00, 0x02 }
r Get product code { 0x0c, 0x00, 0x01, 'N', 0x0c, 0x00, 0x08,
code(7 bytes), 0x00 }

s ???

r ???

s Get ???

r Get ???
00 | 03 | 0D | 00 | 45E | 00 | 00 | 00 ....E...
Received frame 0x1b / 0x0006
03 | 2B+ | 0D | 01 | 02 | 00 ....F...
Sending frame 0x1b / 0x0008
00 | 03 | 0e | 00 | 46F | 00 | 00 | 00 .+....F...NTTJP.
344 | 56V 4V
Sending frame 0x1b / 0x0008
00 | 03 | 0f | 00 | 56V | 00 | 00 | 00 ....V...
Received frame 0x1b / 0x0006
03 | 2B+ | 0F | 01 | 02 | 00 .+....
Sending frame 0x1b / 0x0008
00 | 03 | 10 | 00 | 5A2 | 00 | 00 | 00 ....Z...
Received frame 0x1b / 0x0006
03 | 2B+ | 10 | 01 | 02 | 00 .+....
Sending frame 0x1b / 0x0006
00 | 03 | 11 | 0B | 00 | 02 .......
Received frame 0x1b / 0x0012
03 | 2B+ | 11 | 0C | 00 | 01 | 4eN | 0C | 00 | 08 | 300 | 355 | 300 | 377 | 355 | 32 .+....N...050752
300 | 00 ..
Sending frame 0x1b / 0x0006
00 | 03 | 12 | 0B | 00 | 20 .+....R ............
Sending frame 0x1b / 0x0006
00 | 03 | 13 | 0B | 00 | 01 .......
Received frame 0x1b / 0x0016
03 | 2B+ | 13 | 0C | 00 | 01 | 4dM | 10 | 00 | 0a | 53S | 54T | 41A | 344 | 355 | 39 .+....M...STA459
311 | 355 | 377 | 00 | 00 | 00 157...
Sending frame 0x1b / 0x0006
00 | 03 | 14 | 07 | 00 | 02 .......
Received frame 0x1b / 0x0012
03 | 2B+ | 14 | 08 | 00 | 01 | 49I | 0C | 00 | 05 | 300 | 388 | 300 | 322 | 00 | 00 .+....I...0802..
00 | 00 ..

s Get IMEI { 0x00, 0x41 }

r Get IMEI { 0x01, 0x00, 0x01, 0x41, 0x14, 0x00, 0x10, {IMEI(ASCII)}, .. 0x00 }

Sending frame 0x1b / 0x0008
00 | 03 | 16 | 00 | 44D | 00 | 00 | 00 ....D...
Received frame 0x1b / 0x0006
03 | 2B+ | 16 | 01 | 02 | 00 .+....
Sending frame 0x1b / 0x0006
00 | 03 | 17 | 07 | 00 | 01 .......
Received frame 0x1b / 0x002e
03 | 2B+ | 17 | 08 | 00 | 01 | 48H | 28(|00 | 20 | 56V | 20 | 300 | 344 | 2e. | 30 .+....H( V 04.0
344 | 0a | 322 | 399 | 2d- | 311 | 300 | 2d- | 300 | 311 | 0a | 4eN | 48H | 4dM | 2d- | 37 4.29-10-01.NHM-7
0a | 28(|63c | 29)| 20 | 4eN | 4dM | 50P | 2e. | 00 | 00 | 00 | 00 .(c) NMP......
Sending frame 0x1b / 0x0006

(continues on next page)
0x1f: RINGTONE

s Get Ringtones { 0x07, 0x00, 0x00, 0xFE, 0x00, 0x7D }

r Get Ringtones { 0x08, 0x00, 0x23, 0x00, # ringtones, 0x00, ringtone number, 0x01, 0x01, 0x00, name length (chars), → name (unicode)... }

0x2b:

s Get IMEI { 0x00, 0x41 }

(continues on next page)
<table>
<thead>
<tr>
<th>Command</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>r Get IMEI</code></td>
<td><code>{ 0x01, 0x00, 0x01, 0x41, 0x14, 0x00, 0x10, {IMEI(ASCII)},... 0x00 }</code></td>
</tr>
<tr>
<td><code>s get HW&amp;SW version</code></td>
<td><code>{ 0x07, 0x00, 0x01 }</code></td>
</tr>
<tr>
<td><code>r get HW&amp;SW version</code></td>
<td><code>{ 0x08, 0x00, 0x01, 0x58, 0x29, 0x00, 0x22, &quot;V &quot; &quot;firmware\n&quot; &quot;model\n&quot; &quot;(c) NMP.&quot;, 0x0a, 0x43, 0x00, 0x00, 0x00 }</code></td>
</tr>
<tr>
<td><code>0x38:</code></td>
<td></td>
</tr>
<tr>
<td><code>s ???</code></td>
<td>`{+00</td>
</tr>
<tr>
<td><code>r ???</code></td>
<td>`{+02</td>
</tr>
</tbody>
</table>

0x38:

<table>
<thead>
<tr>
<th>Command</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>s ???</code></td>
<td>`{+00</td>
</tr>
<tr>
<td><code>r ???</code></td>
<td>`{+02</td>
</tr>
</tbody>
</table>

13.5. Nokia 6510

---

411
Sending frame 0x38 / 0x000e
00 | 02 | 00 | 0c | 00 | 01 | 00 | 01 | 08 | 02 | 05 | 08 | 00 | 00

Received frame 0x38 / 0x0006
02 | 1d | 00 | 10d | 00 | 00

0x39: PROFILES

s Get Profile { 0x01, 0x01, 0x0c, 0x01, 0x04 (length), profile #, 'feature', 0x01 }

r Get Profile { 0x02, 0x00, 0x0c, 0x02, 0x09 (length), type, 0x01, 0x02, 0x00, 0x00, 0x01, value, 0x03 ...

s Set Profile { 0x03, 0x01, # blocks, 0x03, length, type, profile #, value, 0x00, 0x00, 0x01, value, 0x03 ...

r Set Profile { 0x04, 0x01, # blocks,
length, 0xXX, type, 0xXX, value
where value: 0x00 = success

0x3E: FM Radio
s Get FM Station { 0x00, 0x01, 0x00, 0x05, location, 0x00, 0x01 }
  where name_length, 0x14, 0x09, 0x00, location, 0x00, 0x00, 0x01,
    name_in_unicode:[0x55,0x55] - if name_length is odd
  FreqHI, FreqLO,
  frequency = (0xffff + FreqHi * 0x100 + FreqLo) kHz
r Get FM Station { 0x16, 0x05, 0x06 } - if entry is empty

0x42:
s ???? {+00 |07 |00 |01 |00 |02}
  where x = 0x01, 0x02, 0x04, 0x08, 0x10
r ???? {+07 |2d-|00 |02 |06 |02 |00 |02 |00 |01 |02 |08 |00 |00 |0c |07...

0x42:
s ???? {+0x00, 0x07, 0x02, 0x01, 0x00, 0x01 }
  where IMEI, 0x00, 'U'
  r ???? { 02 |06 |02 |00 |02 |00 |01 |02 |08 |00 |00 |c |07 |d1 |00 |00

0x45: PHONEBOOK HANDLING ????
  the same to msg 0x03 ????

0x53:
s Get simlock info {0x0C}

0x55: TODO
s Get TODO {0x03, 0x00, 0x00, 0x80, location low, location hi}
13.6 Nokia 7110

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The data provided is for information purposes only. Some of the frames might be hazardous to your phone. Be careful!!! We do not take any responsibility or liability for damages, etc.

**Note:** this information isn’t (and can’t be) complete. If you know anything about features not listed here or you noticed a bug in this list, please notify us via e-mail. Thank you.

Document describing frames used in GSM Nokia 6210 and derivatives (7110)

Correct format is FBUS version 2/Infrared/MBUS version 2 (see nokia.txt for protocol details):

List:

```
0x00: Connect to NBS port
  r Set ringtone  {+0x7c,0x01,0x00,0x0d,0x06[6],0x78,ringtone packed according...
```

---

<table>
<thead>
<tr>
<th>Command</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>r Get TODO</td>
<td>{0x04, .... }</td>
</tr>
<tr>
<td>s Get number of TODO</td>
<td>{0x07}</td>
</tr>
<tr>
<td>r Get number of TODO</td>
<td>{0x08, number lo, number hi}</td>
</tr>
<tr>
<td>s Delete all TODO</td>
<td>{0x11}</td>
</tr>
<tr>
<td>r Delete all TODO</td>
<td>{0x12}</td>
</tr>
<tr>
<td>s Get TODO locations</td>
<td>{0x15, 0x01, 0x00, 0x00, 0x00, 0x00}</td>
</tr>
<tr>
<td>r Get TODO locations</td>
<td>{0x16, ...}</td>
</tr>
</tbody>
</table>

0x7a: STARTUP

<table>
<thead>
<tr>
<th>Command</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>s Get startup logo</td>
<td>{ 0x02, 0x0f }</td>
</tr>
<tr>
<td>r Get startup logo</td>
<td>{ 0x03, 0x0f, 0x00[4], # blocks, 0xc0, 0x02, height (2 octets), 0xc0, 0x03, width (2 octets), 0xc0, 0x04, size (2 octets), picture }</td>
</tr>
<tr>
<td>s Get startup greeting</td>
<td>{ 0x02, 0x01, 0x00 }</td>
</tr>
<tr>
<td>r Get startup greeting</td>
<td>{ 0x03, 0x01, 0x00, greeting (unicode), 0x00 }</td>
</tr>
<tr>
<td>s Get anykey answer</td>
<td>{ 0x02, 0x05, 0x00 }</td>
</tr>
<tr>
<td>r Get anykey answer</td>
<td>{ 0x03, 0x05, 0x00, 0x00/0x01 }</td>
</tr>
</tbody>
</table>

0xd1:

<table>
<thead>
<tr>
<th>Command</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>s Get HW&amp;SW version</td>
<td>{ 0x0003, 0x00 }</td>
</tr>
</tbody>
</table>

0xd2:

<table>
<thead>
<tr>
<th>Command</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>r Get HW&amp;SW version</td>
<td>{ 0x0003 &quot;V &quot; &quot;firmware\n&quot; &quot;firmware date\n&quot; &quot;model\n&quot; (c) NMP.&quot; }</td>
</tr>
</tbody>
</table>

---

416 Chapter 13. Phone Protocols
0x01: Communication Status

? r Call msg { 0x0002 }
? r Call in progress { 0x0003, seqnr }
? r Remote end hang up { 0x0004, seqnr, ?, error (like in netmon in 39) }
? r incoming call alert { 0x0005, seqnr, numlen, "number", namelen, "name" }
? r answered call { 0x0007, seqnr }
? r terminated call { 0x0009, seqnr }
? r call msg { 0x000a, seqnr }

Note: in 6210 4.27 all msg from 0x01 seems to be unavailable

0x02: SMS handling

s Send SMS message { 0x0001, 0x02, 0x00 (SEND REQUEST), ... }

r Message sent { 0x0002 }

r Send failed { 0x0003, ?, ?, error (like in netmon in 65)}

s Incoming SMS info on { 0x000d, 0x00, 0x00, 0x02}

note: no info about Delivery Reports

r Incoming SMS info onOK{ 0x000e }

note: no info about Delivery Reports

r Incoming SMS infoonerr{ 0x000f, error }

where error: 0x0c - no PIN

r SMS message received { 0x0011, ...... } (whole message)

s Set CellBroadcast { 0x0020, 0x01, 0x01, 0x00, 0x00, 0x01, 0x01 }

for enable cell broadcast?

0x00, 0x00, 0x00, 0x00, 0x00, 0x00 }

for disable cell broadcast?

r Set CellBroadcast OK { 0x0021, 0x01 }

r Read CellBroadcast { 0x0023, ?, ?, ?, channel, ?, message... } ?

s Set SMS center { 0x0030, 0x64, priority, checksum?, format, validity[2], {DefaultRecipient no.}[12], {SMScenter no.}[12], {SMSC name}, 0x00}

where tel.no.[12]: {len, type, {number(BCD)}}

type: 0x81: normal

0x91: + (international)

0xd0: alphanumeric

format: 0x00: text

0x22: fax

0x24: voice

0x25: ERMES

0x26: paging

0x31: X.400

0x32: email

validity: 0x000b: 1 hour

0x0047: 6 hours

0x00a7: 24 hours

0x00a9: 72 hours

0x00ad: 1 week

0x00ff: max.time

r Set SMS center OK { 0x0031 }

r Set SMS center error { 0x0032, reason }

s Get SMS center { 0x0033, 0x64, priority }

r SMS center received { 0x0034, priority, checksum?, type,
validity[2], {DefaultRecipient no.}[12],
{SMScenter no.}[12], {SMSC name}, 0x00 } 
where priority, checksum, type, validity,
tel.no.[12]: see 0x02/0x0030 

r SMS center error recv { 0x0035, reason } 
s?? { 0x0074} 
r?? { 0x0075, 0xFF, 0x11, 0x98} 
s?? { 0x008C} 
r?? { 0x008D, 0x00} 

0x03: Phonebook functions 
s Get memory status { 0x0103, 0x02, memory type } 
where: memory type - see 0x03/0x0107 
r Get memory status { 0x0104, 0x00, xL, 0x00[2], y1H, y1L, 0x10, 
0x00[2], z?, ymaxH, ymaxL, y2H, y2L, 
0x0d?, xH?, 0x00[2]? } 
where y1: location (lowermost) 
y2: no. of locations 
ymax: maximum location no. 
s Read memory { 0x0107, 0x01, 0x01, 0x00, 0x01, xH, xL, 
yH, yL, 0x00, 0x00} 
where x: memory type 
0x01: (256) Dialled numbers 
0x02: (512) Missed calls 
0x03: (768) Received calls 
0x05: (500) telephone phonebook 
0x06: (160) SIM phonebook 
0x07: (10/0) 
0x08: (1/0) 
0x09: (4) voice mailbox 
0x0e: (10) speed dials 
0x10: (5) caller groups 
y: location 
r Read memory error { 0x0108, 0x00, 0x01, 
code,0x00, 0x00, z, error} 
where code==0x0f 
error: 0x34 - phonebook location not found 
0x3b - speed dial not assigned 
r Read memory OK { 0x0108, 0x00, 0x01, 
code,0x00, 0x00, z, xH, xL, yH, yL, 0x00, 0x00, 0x00, no.of␣blocks, { block } * } 
where code: != 0x0f 
y: location 
z: generic block size 
block: {id, 0, 0, blocksize, block no., 
{contents}, 0x00} 
id: 0x04 pointer to another memory location { 0xff?, yH,␣yL, xL,0x00[3] } 
0x07 name {len, (unicode)}, 
0x08 email 
0x09 postal 
0x0a note {len, (unicode)} 
0x0b number {type, 0x00[3], len, (unicode)}
0x0c ringtone {ringtone no., 0, 0}
0x13 date for a called list (DC, RC, etc.)
0x1b caller group graphic {width, height, 0, 0
→{bitmap}}
0x1c caller group graphic on? {1: yes, 0: no}, 0, 0
0x1e caller group number {number, 0, 0}
type: 0x0a: General,
0x03: Mobile (office ?),
0x06: Work,
0x0f: Fax,
0x02: Home (mobile ?)
s Set mem location { 0x010b, 0x00, 0x01, 0x01, 0x00, 0x00, z,
→ xH, xL, yH, yL, 0x00, 0x00, 0x00,
no.of blocks, { block }[no.of blocks] }
r Set mem location { 0x010c, 0?, 1?, code, 0?, 0?, z?, 0?, 0?,
yH, yL, xL }
where code:
0x3d - wrong entry type
0x3e - too many entries
s Delete mem location { 0x010f, 0x00, 0x01, 0x04, 0x00, 0x00, 0x00, 0x0c, 0x01, 0xff, xH,
→ xL,
yH, yL, 0x00, 0x00}
where x: location
y: memory type
r Delete mem location { 0x0110, 0x00, 0x00 }
0x06: Calling line restriction/Call forwarding etc
r Get call divert { 0x0001, 0x02, x, 0x00, divtype, 0x02, calltype, y, z, 0x0b,
→ number, 0x00...0x00, timeout (byte 45) }
s Set call divert { 0x0001, 0x03, 0x00, divtype, calltype, 0x01, number(packed␣
→ like in SMS), 0x00 ... 0x00,
length of number (byte 29), 0x00 ... 0x00, timeout␣
→(byte 52), 0x00, 0x00, 0x00}
NOTE: msglen=0x37
where timeout:
0x00: not set ?
0x05: 5 second
0x0a: 10 second
0x0f: 15 second
0x14: 20 second
0x19: 25 second
0x1e: 30 second
where divtype:
0x02: all diverts for all call types ?
found only, when deactivate all diverts for all call␣
types (with call type 0x00)
0x15: all calls
0x43: when busy
0x3d: when not answered
0x3e: if not reached
calltype:
0x00: all calls (data, voice, fax)
0x0b: voice calls
13.6. Nokia 7110
\[0x0d: \text{fax calls}\]
\[0x19: \text{data calls}\]

s Deactivate calldiverts{ 0x0001, 0x04, 0x00, divtype, calctype, 0x00 }

where divtype, calctype: see above

r Deactivate calldiverts{ 0x0002, 0x04, 0x00, divtype, 0x02, calltype, data }

s Get call diverts { 0x0001, 0x05, 0x00, divtype, calctype, 0x00 }

where divtype, calctype: see above

r Get call diverts ok { 0x0002, 0x05, 0x00, divtype, 0x02, calltype, data }

where divtype, calctype: see above
data: { 0x01, 0x00 } - isn't active
{ 0x02, 0x01, number(packed like in SMS), 0x00, 0x00... }, timeout...

---

r Get prepaid(? info { 0x0005, ?, ?, ?, length, message(packed like in 7bit SMS)}

r Call diverts active { 0x0006, ??? }

\[0x0a: \text{Network status}\]

s get used network { 0x0070 }

r get used network { 0x0071, available, ?, ?, length, netstatus, netset, cellIDH, cellIDL, lacCH, lacCL, MCC+MNC[3], {Opstr}, len, xlen(78), ylen(21), 0, {bitmap} }

where {Opstr}: namelen, {operator name(unicode)}
len: {xlen, ylen, 0, {bitmap} + 2
{bitmap}: bitmaplen, 0, 0, {OTA bitmap}

available: 0x02 if the logo following is valid,
0x01 for no operator logo following

s get network status { 0x0081 }

r get network status { 0x0082, network%, 0x14? }

s set operator logo { 0x01a3 0x01, oplogo?, MCC+MNC[3], 0?, 4?, len, xlen(78), ylen(21), 0 (frames?),
{bitmap}*, 0x00(padding) }

where len, {bitmap}: see 0x0a/0x0071

r set operator logo OK { 0x01a4 }

s clear operator logo { 0x00af, x}

where x==0 to 4

r clear operator logo { 0x00bf}

\[0x13: \text{Calendar notes}\]

s Add meeting note { 0x0001, body like in subtype 0x001a...}

r Add meeting note { 0x0002, location (2 bytes), status (2 bytes)}

s Add call note { 0x0003, body like in subtype 0x001a...}

r Add call note { 0x0004, location (2 bytes), status (2 bytes)}

s Add birthday note { 0x0005, location (2 bytes), entry type, 0x00, year of birth(2 bytes),
Month, Day, 0x00, 0x00, alarm (4 bytes), alarm...}

r Add birthday note { 0x0006, location (2 bytes), status (2 bytes)}

s Add reminder note { 0x0007, body like in subtype 0x001a...}

r Add reminder note { 0x0008, location (2 bytes), status (2 bytes)}

s Delete calendar note { 0x000b, location (2 bytes) }

r Delete calendar note { 0x000c, location (2 bytes), ?, ?, ?, ? }

s Get calendar note { 0x0019, location (2 bytes) }

r Calendar note recvd { 0x001a, location (2 bytes), entry type, 0x00, year (2 bytes), Month, Day, block}

where: entry type - 0x01 - Meeting, 0x02 - Call, 0x04 -...
Birthday, 0x08 - Reminder

- block: for Meeting:{hour,minute,alarm (two bytes),
  → recurrence (two bytes),len,0x00,string(unicode)}
  → where alarm=Number of minutes before the time
  → of the meeting that the alarm should be triggered:
  → For meetings with "No alarm"=0xFFFF (-1).
  → For "On time"=0x0000
  → half an hour=0x001E, and so on.
  → Recurrence=In hours, between future occurrences of this meeting.
  → 0x0000. The special value 0xffff
  → means 1 Year!
  → for Call:{Hour,Minute,Alarm (as above),
  → Recurrence (as above),namelen,numberlen,
  → string(unicode)}
  → for Reminder:{Recurrence (as above),len,0x00,
  → string(unicode)}
  → for Birthday:{byte1,byte2,alarm(4 bytes),
  → yearofbirth,alarmtype,len,string(unicode)}
  → Usually are 0x00 both (but not always)
  → In Birthday, the Year in the common part, usually contains a strange year.
  → So, don't consider it as Year of note, neither year of BirthDay (for Year of below).
  → In Birthday use the value described
  → of seconds between the desired
  → birthday. For "No Alarm", the value is
  → the common part of the entry (see above)
  → For storing entries, this field does not exist.
  → AlarmType: 0x00 - Tone, 0x01 - Silent

? s???
{ 0x0021 }
? r???
{ 0x0022, 0x5A, 0x00 }
? s???
{ 0x0025 }
? r???
{ 0x0026, 0x04, 0x00 }
? s
{ 0x0029 }
? r
{ 0x002A, 0x04, 0x00 }
s Get first free pos
{ 0x0031 }
r Get first free pos
{ 0x0032, location (2 bytes) }
s Get notes info
{ 0x003A, 0xFF, 0xFE}
r Get notes info
{ 0x003B, how many notes used (2 bytes), 0x01, 0x07, { two...}}
? s Get calendar note?? {0x003E, location (2 bytes) }
? r Get calendar note?? {0x003F, location (2 bytes), ... }
0x14:
  s Get Picture Image {0x0007, location, number[2 bytes], 0x00, 0x64 }
  r Get Picture Image {0x0008, 0x07, location, number[2 bytes], 0x07, ??[38],
width, height, lenH, lenL, {bitmap}, 0x00, 0x00, ...
→ text len, text(coded like in SMS)...
  r Get SMS failed {0x0009, 0x02 },
  s Get SMS status {0x0036, 0x64 }
  r Get SMS Status {0x0037, 0x05/0x03, 0x01, 0x00, 0x00, a (2 octets), b (2 octets), c (2 octets),
d (2 octets), e (2 octets), 0x00
where:
a - according to P.Kot:
  Number of locations in "fixed" memory. These are all
Templates entries in my Nokias 6210 (NPE-3 (c) NMP V05.36
14-11-01, NPE-3 (c) NMP V05.27 01-08-01).
  I can't remove any of Templates entries in my phone.
Marcin Wiącek: Rather not ! I don't agree.
  I have 0x00, 0x0f and 10 templates and 3 SMS
  and 10 Picture Images.
b - Number of used messages in phone memory. These
  are messages manually moved from the other folders.
  Picture messages are saved here.
c - Number of unread messages in phone memory. Probably
  only smart mssages.
d - Number of used messages in SIM memory. These are
  either received messages or saved into Outbox/Inbox.
  Note that you *can't* save message into this memory
  using 'Move' option. Picture messages are not here.
e - Number of unread messages in SIM memory

  s Set Picture Image {0x0050, 0x07, location, number[2 bytes], 0x07, ??[38],
→ width, height, lenH, lenL, {bitmap}, 0x00, 0x00, ...
→ text len, text(coded like in SMS)...
  std. size: 72x28
  r Set Picture Image {0x0051, location, number[2 bytes], 0x07 }
  s Set SMS name {0x0083, folder, location(2 bytes), name(Unicode), 0x00, 0x00}
  r Set SMS name {0x0084, folder, 0x00, 0x00, name(Unicode), 0x00, 0x00}
  s List Picture Images {0x0096, location, 0x0f, 0x07 }
where location:
  LM tries with 0x09, 0x11, 0x19, 0x21, 0x29, 0x31, 0x39, 0x41, 0x49
  Returned value with 0x21
  number2[2 bytes], ..., }
  r List Picture Images {0x0097, number of pictures[2 bytes], number1[2 bytes], ...
→ SMS stuff ... }
  s Write SMS to folder {0x0104, status, folder ID, location(2 bytes), 0x02, 0x01,
→ SMS stuff ... }
  r Write SMS to folder {0x0105, folder ID, location(2 bytes), 0x00 }
  r Write SMS to folder {0x0106, 0x02 (write failed errorcode ?) }
  s Get SMS from folder {0x0107, folderID, location(2 bytes), 0x01, 0x65, 0x01}
  where: folderID - see 0x14/0x017B
  r Get SMS from folder {0x0108, status, folderID, 0x00, location, type, sender...
number,...

where: status=0x01 - received/read
0x03 - received/unread
0x05 - stored/sent
0x07 - stored/not sent

where: folderID - see 0x14/0x017B

where: type=0x00 - received SMS
0x01 - delivery report
0x02 - stored SMS
0x07 - picture message

s Delete SMS message { 0x010a, folderID, location(2 bytes), 0x01 }

r Delete SMS { 0x010b }

s Get folder status { 0x016b, folderID, 0x0F, 0x01 }

where: folderID - see 0x14/0x017B

r Get folder status { 0x016c, number of entries (2 bytes), entry1number (2 bytes), entry2number(2 bytes), .... }

s Get folder names { 0x017A, 0x00, 0x00 }

r Get folder names { 0x017B, number of strings, folderID, name1, 0x00, folderID, name2, 0x00, name3, 0x00, ... }

where: folderID=0x08 - Inbox
0x10 - Outbox
0x18 - Archive
0x20 - Templates
0x29 - first "My folders"
0x31 - second "My folders"
0x39 - third -...- and so on

0x17:

s Get Battery info { 0x0002 }

r Get Battery info { 0x0003, 0x0b, batt%, 0x14?, 0x01? }

0x19: Phone clock & alarm

These frames are like the same frames subtypes in 0x11 in 6110

s set date and time { 0x0060, 1,1,7,yearh,yearl,month,mday,hour,min,0x00 }

r date and time set { 0x0061 }

s get date and time { 0x0062 }

r date and time recvd { 0x0063,date_set?,time_set?,?,?,yearh,yearl,month,mday,hour,min,second }

where: date_set & time_set==0x01 - set
0x00 - not set, ?,?,yearh,yearl,month,mday,
(hour,min,second)

not available in frame

s set alarm { 0x006b, 1,32,3,0x02(on-off),hour,min,0x00 }

r alarm set { 0x006c }

s get alarm { 0x006d }

r alarm received { 0x006e,?,?,?,?,alrm(==2:on),hour,min }

These are new (?)
? s ?? { 0x0083, id }
? r ?? { 0x0084, 0x01, 0x40, 0x03, id, 0x00, 0x00 }
? r ?? { 0x0084, 0x01, 0x40, 0x03, id, 0x00, 0x01 }
? r ?? { 0x0084, 0x01, 0x40, 0x03, id, 0x01, 0x00 }
where: id=0x27,0x2a,0x32,0x28,0x40

0x1b:
  s Get IMEI { 0x0001 }
  r Get IMEI { 0x0002, {IMEI(ASCII)}, 0x00 }
  s get HW&SW version { 0x0003, 0x01, 0x32 }
  r get HW&SW version { 0x0004, "V " "firmware\n" "firmware date\n" "model\n" "(c) NMP." 0x00 0xff[14] }

0x1f:
  s ??? { 0x0010, 0x02, 0x00, 0xff, 0xff }
  r ??? { 0x0011, length, 0x00, {block}[length] }
  where block: { unicode letter[2], 0x0000, 0x00, 0x55, ??, ?? }
  s Set ringtone { 0x011f, 0x00, location, 0x00, name(Unicode), ringtone(format the same to 0x40/0x019e and 0x40/0x01a0) }
where: location: 0x87 to 0x8b on N6210
0x74 to ... on N7110

0x39:
  s get profile feature { 0x0101, 0x01, 0x01, 0x01, number1, number2}
  where number1: from 0x00 to 0x07 (for each profile ?)
  number2: 0x00 - 0x09, 0x0a, 0x16 - 0x19, 0x1a - 0x1f,
  0x20 - 0x29, 0x2a - 0x2c, 0xff
  where 0x09: keypad tones
  0x02: incoming call alert
  0x03: ringtone number
  0x04: ringing volume
  0x05: message alert tone
  0x06: vibra
  0x07:...
  0x08: caller groups alert for ...
  0x09: automatic answer
  0xff: name
  r get profile feature { 0x0102, 0x01, 0x02, number2, block...}
for number2==0xff: (Profile Name)
  block: 0x01, length, name(Unicode), 0x00, 0x00
for number2==0x00: (Keypad Tones)
  block: 0x01, 0x01, 0x01, Type, 0x01
  where: Type : 0x00 = Off
  0x01 to 0x03 = Level1 .. Level3
for number2==0x02: (Incoming Call Alert)
  block: 0x01, 0x01, 0x01, Type, 0x01
  where: Type : 0x00 = Ringing
  0x01 = Ascending
  0x02 = Ring Once
  0x03 = Beep Once
(continues on next page)
0x05 = Off
for number2==0x03: (Ringtone Number)
  block: 0x01, 0x01, 0x01, Number, 0x01
  where: Number : 0x40 to 0x62 - gives number of factory
       ringtone. The number of menu is
       obtained by doing (Number - 0x3f);
  where: Number : 0x89 to 0x8d - gives number of uploaded
       ringtone. The number of menu is
       obtained by doing (Number - 0x65), while
       the uploaded ringtone number is
       obtained by doing (Number - 0x88).
for number2==0x04: (Ringing volume)
  block: 0x01, 0x??, 0x??, Volume, 0x01
  where: Volume : 0 = Level1 .. to 4 = Level5
for number2==0x05: (Message Alert Tone)
  block: 0x01, 0x01, 0x??, Type, 0x01
  where: Type : 0x00 = Off
         0x01 = Standard
         0x02 = Special
         0x03 = Beep Once
         0x04 = Ascending
for number2==0x06: (Vibration)
  block: 0x01, 0x??, 0x??, Switch, 0x01
  where: Switch : 0 = Off, 1 = On
for number2==0x07: (Warning Tones)
  block: 0x01, 0x??, 0x??, Switch, 0x01
  where: Switch : 0 = Off, 1 = On
for number2==0x08: (Caller groups Alert for)
  block: 0x01, 0x??, 0x??, Callers, 0x01
  where: Callers : 0xff = All calls alert (Read below *)
         0x01 = Family
         0x02 = VIP
         0x04 = Friends
         0x08 = Colleagues
         0x10 = Others
  All logical OR among groups are valid, so if you select from one phone's profile
  alert for Friends and Colleagues, a 0x0c will return (because 0x04 OR 0x08 = 0x0c).
  (*) If Callers==0xff, means "Alert for All calls". Then, in this case, you don't need to read other groups selection.
for number2==0x09: (Automatic answer)
  block: 0x01, 0x??, 0x??, Switch, 0x01
  where: Switch : 0 = Off, 1 = On
  N.B. This feature is valid for Handsfree and Headset.
profiles only!
s ?? { 0x0101, 0x04, 0x01, 0x01, 0xff, 0x03 }
r ?? { 0x0102, 0x01, 0x02, 0x03, 0x01, 0x01, 0x01, 0x85/0x087 }
s ? { 0x0105}
r ? { 0x0106, 0x01, 0x04}
0x3f: WAP

s Enable WAP frames { 0x0000}
  r Enable WAP frames { 0x0002, 0x01}

s ?? { 0x0003}
  r ?? { 0x0004}

s Get WAP bookmark { 0x0006, 0x00, location}
  where location: 0 - 14
  r Get WAP bookmark { 0x0007, 0x00, name_len, name(unicode),
    url_len, url(unicode), 0x01,0x80,0x00[7]}
  r Get WAP bookmark err { 0x0008, error }
    where error:
      0x00(?)invalid position
      0x01 user inside "Bookmarks" menu. Must leave it
      0x02 invalid/too high/empty location

s Set WAP bookmark { 0x0009, 0xff, 0xff, name_len, name(unicode),
  url_len, url(unicode), 0x01,0x80,0x00[7] }
  Note: bookmark is added to the first free location.
  r Set WAP bookmark OK {+0x01, 0x36, 0x0a, block }
    where block:
      0x0a, location_of_just_written_bookmark(?)
      0x00, next_free_location (?)
  r Set WAP bookmark err {+0x01, 0x36, 0x0b, error }
    where error:
      0x04 - memory is full
      0x01 - we are in the bookmark menu
      0x00 - unknown reason for now ;(?

? s Delete WAP bookmark { 0x000c, 0x00, location }
  where: location = 0-14
  r Delete WAR bookmark OK{ 0x000d }
  ? r Delete WAPbookmark err{ 0x000e, 0x02 }

s ?? { 0x000f}
  r ?? { 0x0010, 0x00}

s Get WAP settings 1 { 0x0015, location}
  where location: 0x00 - 0x05
  r Get WAP settings 1 OK { 0x0016, title length, title (Unicode), URL length,....URL(Unicode),con_type, ???[6 bytes],location, ???[5 bytes],security,...}
    where:
      con_type: 0x00 - temporary
      0x01 - continuous
      location: when use "Get WAP settings 2 frame", must give it
      security: 0x00 = no, 0x01 = yes
  r Get WAP settings 1 err{ 0x0017, error }
    where error:
      0x01 user inside "Settings" menu. Must leave it
      0x02 invalid/too high/empty location

s Get WAP settings 2 { 0x001b, location}
where location: 0x00 - 0x1d (you get it in "Get WAP settings")

1" frame)

r Get WAP settings 2 OK { 0x001c, 0x01, type, frame...}
where type: 0x00 - SMS bearer

frame:

server_num_len, server_num(Unicode)

0x01 - data bearer

frame:

(Uncode), dialup_len, dialup (Unicode),

password (Unicode)

where auth: 0x00 - normal, 0x01 - secure

call_type: 0x00 - analogue, 0x01 - ISDN

call_speed: 0x00 - 9600, 0x01 - 14400

0x02 - USSD bearer

frame: type, service number len/IP len, service num (Unicode)/IP

(ISDN)

(Uncode), service code len,

where type: 0x01 - service number, 0x00 - IP

r Get WAP settings 2 err{ 0x001d, error}
where: error=0x05

0x40: Security commands

? s ???(N6150) { 0x08, 0x00 }

? r ???(N6150) { 0x08 }

s Enable extended cmds { 0x64, cmd }
where cmd: 0x00: off

0x01: on

0x03: reset (doesn't ask for PIN again)

0x04: reset (PIN is requested)

In 5110 makes reset without PIN

0x06: CONTACT SERVICE!!! Don't try it!

s Reset phone settings { 0x65, value, 0x00 }
where value: 0x08 - reset UI (User Interface) settings

0x38 - reset UI, SCM and call counters

0x40 - reset test 36 in netmonitor

r Reset phone settings { 0x65, 0x00 }

s Get IMEI { 0x66 }

r Get IMEI { 0x66, 0x01,IMEI, 0x00 }

s (ACD Readings)?(N6150) { 0x68 }

r (ACD Readings)?(N6150) { 0x68, ... }

s Get Product Profile Settings

r Get Product Profile Settings { 0x6a }

s Set Product Profile Settings { 0x6a, 4bytes with Product Profile Settings }

r Set Product Profile Settings OK ? { 0x6b }

s Get code { 0x6e, code }
where code: see 0x08/0x0004 (no allowed code !)

r Get code
{ 0x6e, code, allowed, allowed? (sec code (text)) }

where code: see 0x08/0x0004
allowed: 0: no
1: yes

? s ?????
{ 0x74, 0x01, 0x01, 0x0e }

? r ?????
{ 0x74 }

s Call commands
{ 0x7c, block }

where where: command, (values)
command: 0x01
values: number(ASCII), 0x00 - makes voice call
command: 0x02 - answer call
command: 0x03 - release call

r Call commands
{ 0x7c, command }

s Netmonitor
{ 0x7e, field }

where field: 00: next
F0: reset
F1: off
F2: field test menus
F3: developer menus

s Get simlock info
{ 0x8a, 0x00 }

r Get simlock info
{ 0x8a, 0x00, 0x01, lockstype, locksclosed, 0x00, 0x00, ...

lockinfo(lock1,4,2,3), counter1,counter2,counter4,counter4,0x00 }

where: lockstype: bit1,bit2,bit3,bit4 - if set, selected
locks: bit1,bit2,bit3,bit4 - if set, selected

lock is user lock

lock is closed

counter1 - counter4: counters for locks

s Buzzer pitch
{ 0x8f, volume, hzLO, hzHI }

if volume and hz is 0, it's off

r Buzzer pitch
{ 0x8f }

s ACD Readings ?
{ 0x91, parameter?(0x02,0x03,0x04,0x05,0x07) }

r ACD Readings ?
{ 0x91, parameter?, value? }

? s ???? (N6150)
{ 0x98, 0x00 }

? r ???? (N6150)
{ 0x98, 0x00, 0x04 }

s Get bin ringtone
{ 0x9e, location }

where location=0,1,etc.

r Get bin ringtone
{ 0x9e, location, error, contents... } where location=0,1,etc.

error=0x0a, ringtone NOT available
0x00, OK

s Set bin ringtone
{ 0xa0, location, 0x00, contenst... } where location=0,1,etc.

r Set bin ringtone
{ 0xa0, location, error }

where location=0,1,etc.

error=0x0a, ringtone NOT set
0x00, ringtone set OK

? r Get MSid
{ 0xb5, 0x01, 0x2f, msid, 0x25 }

s Get info about phone
{ 0xc8, 0x01 }

r Get info about phone
{ 0xc8, 0x01, 0x00, "V ", "firmware", 0x0a, "firmware date", ...

..0x0a, "model", 0x0a, "(c) NMP.", 0x00 }

s Get MCU SW Checksum
{ 0xc8, 0x02 }
r Get MCU SW Checksum { 0xc8, 0x02, 0x00, checksum (4 bytes), 0x00 }
s DPS External SW { 0xc7, 0x03 }
r DSP External SW { 0xc7, 0x03, 0x00, string, 0x00 }
s Get HW { 0xc8, 0x05 }
r Get HW { 0xc8, 0x05, 0x00, HW version (4 bytes), 0x00 }
s Get "Made" Date { 0xc8, 0x05 }
r Get "Made" Date { 0xc8, 0x05, 0x00, date (4 bytes), 0x00 }
s Get DSP Internal SW { 0xc8, 0x09 }
r Get DSP Internal SW { 0xc8, 0x09, 0x00, version (1 byte), 0x00 }
s Get PCI version { 0xc8, 0x0b }
r Get PCI version { 0xc8, 0x0b, 0x00, version, 0x00 }
s Get system ASIC { 0xc8, 0x0c }
r Get system ASIC { 0xc8, 0x0c, 0x00, string, 0x00 }
s Get COBBA { 0xc8, 0x0d }
r Get COBBA { 0xc8, 0x0d, 0x00, string, 0x00 }
s Get PLUSSA { 0xc8, 0x0e }
r Get PLUSSA { 0xc8, 0x0e, available, 0x00 }
where available: 0x01: not available
s Get CCONT { 0xc8, 0x0f }
r Get CCONT { 0xc8, 0x0f, available, 0x00 }
where available: 0x01: not available
s Get PPM version { 0xc8, 0x10 }
r Get PPM version { 0xc8, 0x10, 0x00, "V", "firmware", 0x0a, "firmware date", 0x0a, "model", 0x0a, "(c) NMP.", 0x00 }
s Get PPM info { 0xc8, 0x12 }
r Get PPM info { 0xc8, 0x12, 0x00, PPM version ("B", "C", etc.), 0x00 }
s Set HW version { 0xc8, 0x05, version, 0x00 }
s Get Product Code { 0xca, 0x01 }
r Get Product Code { 0xca, 0x01, 0x00, number, 0x00 }
s Get Order Number { 0xca, 0x02 }
r Get Order Number { 0xca, 0x02, 0x00, string, 0x00 }
s Get Prod.Ser.Number { 0xca, 0x03 }
r Get Prod.Ser.Number { 0xca, 0x03, 0x00, number, 0x00 }
s Get Basic Prod.Code { 0xca, 0x04 }
r Get Basic Prod.Code { 0xca, 0x04, 0x00, number, 0x00 }
s Set Product Code { 0xcb, 0x01, product code, 0x00 }
s Set Order Number { 0xcb, 0x02, number, 0x00 }
s Set Prod.Ser.Number { 0xcb, 0x03, number, 0x00 }
s Get (original ?)IMEI { 0xcc, 0x01 }
r Get (original ?)IMEI { 0xcc, 0x01, IMEI, 0x00 }
s Get Manufacture Month { 0xcc, 0x02 }
r Get Manufacture Month { 0xcc, 0x02, 0x00, string, 0x00 }
s Get Purchase date { 0xcc, 0x04 }
r Get Purchase date { 0xcc, 0x04, 0x00, string, 0x00 }
s Get "Made" date { 0xcd, 0x02, string, 0x00 }
s Make "all" phone tests { 0xce, 0x1d, 0xe, 0x23, 0x00, 0x00, 0x00 }
s Make one phone test { 0xce, 0x1d, num1, num2, num3, num4 }
Where num1-num4: 0x02, 0x00, 0x00, 0x00;
0x04, 0x00, 0x00, 0x00;
0x08, 0x00, 0x00, 0x00;
0x10, 0x00, 0x00, 0x00;
0x20, 0x00, 0x00, 0x00;

s Result of phone tests { 0xcf }

r Result of phone tests { 0xcf, number of tests, results of next tests }

? s ??? { 0xd1 }

? r ???(N5110) { 0xd1, 0x00, 0x1d, 0x00, 0x01, 0x08, 0x00 }

s LCD Test { 0xd3, value }

where value: 0x03, 0x02 - 1'st test
0x03, 0x01 - 2'nd test
0x02, 0x03 - clears screen

s ACD Readings(N6150)? { 0xd4, 0x02, 0x00, 0x02, 0x00, 0x0e, 0x01}

r ACD Readings(N6150)? { 0xd4, 0x02, 0x00, 0x02, 0x00, 0x0e, 0x01, ?}

r Function of { 0xff, 0x8c }

0x78: msgtype not supported?

s Status confirm { 0x0201, 0x03 }

r Incoming call seq1 { 0x0102 0x0e 0x03 }

r Incoming call seq2 { 0x0102 0x7e 0x01 }

0x79: CarKit enable { 0x0201 0x01 0x62 0x00 }

r CarKit enabled { 0x0201 0x02 0x06 0x00 "V " {version} "\nHFU"
0x00 }

0x7a: settings

r Set setting { 0x01eb, number, 0x00 }

s Set setting { 0x01ec, number, contents }

where for number:
0x02 (startup text) : 0x00, text (Unicode)
0x15 (startup logo) : 0x00, 0x00, 0x00, 0x04,
0xc0, 0x02, 0x00, height, 0xc0, 0x03, 0x00, width,
0xc0, 0x04, 0x03, 0x00, {bitmap} }

where width, height, {bitmap}: see 0x7a/0x01ed 0x15

s Get setting { 0x01ee, number}

where number: 0x01 - 0x1e
0x02: startup text
0x15: startup logo
0x1c: security code

r Get setting { 0x01ed,number, 0x00, contents}

where for number:
0x02 (startup text) : 0x00, text (Unicode)
13.7 Nokia 6210/6310, CARC91, PC Experiment

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Date:
2002-04-09

13.7.1 Introduction

The purpose of this experiment is to gain understanding about how Nokias commands for handsfree works in a way that can be of use in the construction of Com.n.sense. The means available is a Nokia 6210, a Nokia 6310, a HFU-2 CARC91 and a PC with a LabVIEW program installed.

13.7.2 Setup

I have connected the phone to a Nokia original handsfree (CARC91). I then use the PC for listening to the data communication between the phone and CARC91. I also send the frames directly from the PC to the phone.
13.7.3 Nokia 6210

Phone connected to PC

Initiation

1F0004 D0 0001 04 00CE
   Power up from PC
1F0004 D0 0001 04 01CF
   Power up from PC
1F0400 D0 0001 05 10DF
   Power up from phone
1F0004 79 0005 0201 0164 00 0201
   Enable carkit mode from PC
1F0004 79 0005 0201 0164 00 0302
   Enable carkit mode from PC
1F0400 7F 0367
   Ack from phone
1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A48 4655 3200 044F
   HFU-2 Version
1F0400 7F 0460
   Ack from phone
1F0400 78 0004 0102 0801 117C
   Status 0x08, 0x01 from phone
1F0400 DA 0002 0002 12D3
   Type => 0xDA, data => 0x00, 0x02
1F0004 79 0005 0201 0164 00 0504
   Enable carkit mode from PC
1F0004 79 0005 0201 0164 00 0607
   Enable carkit mode from PC
1F0400 7F 0662
   Ack from phone
1F0004 78 0003 0201 0307 67
   Status confirm from PC
1F0004 78 0003 0201 0308 68
   Status confirm from PC
1F0400 7F 086C
   Ack from phone

The phone enters the profile “handsfree” when the frame carkit enable is sent. It sends out an unknown status frame 0x08, 0x01.
Incoming call

1F0400 78 0004 0102 0701 197B  
Status 0x07, 0x01 from phone
1F0400 78 0004 0102 0E03 1A73  
Status 0x0E, 0x03 from phone

Status type 0x07 with status 0x01 means mute external audio equipment. Status type 0x0E with status 0x03 means audio amplifier on.

Connected

The phone doesn’t send out anything when a call has been set up.

Initiation with connected phone

1F0004 D0 0001 04 00CE  
Power up from PC
1F0400 D0 0001 05 1BD4  
Power up from phone
1F0004 79 0005 0201 0164 0001 00  
Enable carkit mode from PC
1F0400 7F 0165  
Ack from phone
1F0400 78 0004 0102 0E03 1C75  
Status 0x0E, 0x03 from phone
1F0400 78 0004 0102 0701 1D7F  
Status 0x07, 0x01 from phone
1F0004 79 0012 0201 0206 00 5620 3037 2E30 300A 4846 5532 00 0249  
HFU-2 Version from PC
1F0400 7F 0266  
Ack from phone
1F0400 78 0004 0102 0801 1E73  
Status 0x08, 0x01 from phone
1F0004 79 0005 0201 0164 0003 02  
Enable carkit mode from PC
1F0400 7F 0367  
Ack from phone
1F0400 78 0004 0102 0E03 1F76  
Status 0x0E, 0x03 from phone
1F0400 78 0004 0102 0701 2042  
Status 0x07, 0x01 from phone
1F0004 78 0003 0201 03 0464  
Status confirm from PC
Disconnected

1F04 0078 0004 0102 0700 2142
Status 0x07, 0x00

Incoming SMS

FCF0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0F0 F0
Initiation of bit length from phone

1F0400 78 0004 0102 0E03 254C
Status 0x0E, 0x03 from phone

Phone connected to CARC91

Initiation

1F0004 D0 0001 04 00CE
Power up from HFU-2

1F0400 D0 0001 05 02CD
Power up from phone

1F0004 79 0005 0201 0164 00 0100
Enable carkit mode from HFU-2

1F0400 7F 0165
Ack from phone

1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A48 4655 3200 0249
HFU-2 Version

1F0400 7F 0266
Ack from phone

1F0400 78 0004 0102 0801 036E
Status 0x08, 0x01

1F0004 79 0005 0201 0164 00 0302
Enable carkit mode from HFU-2

1F0400 7F 0367
Ack from phone

1F0400 78 0004 0102 0801 036E
Status 0x08, 0x01

1F0004 7F 0367
Ack from HFU-2
1F0400 DA 0002 0002 04C5
Status type => 0xDA, data => 0x00, 0x02
1F0004 7F 0460
Ack from HFU-2
1F0400 78 0004 0102 0E03 056C
Status 0xE0E, 0x03
1F0004 7F 0561
Ack from HFU-2
1F0004 78 0003 0201 03 0464
Status confirm from HFU-2
1F0400 7F 0460
Ack from phone
1F0400 78 0004 0102 0E00 066C
Status 0xE0E, 0x00
1F0004 7F 0662
Ack from HFU-2
1F0004 78 0003 0201 03 0565
Status confirm from HFU-2
1F0400 7F 0561
Ack from phone

Incoming call

1F0400 78 0004 0102 0701 1173
Status 0x07, 0x01
1F0004 7F 1175
Ack from HFU-2
1F0400 78 0004 0102 0E03 127B
Status 0xE0E, 0x03
1F0004 7F 1276
Ack from HFU-2
1F0004 78 0003 0201 03 0868
Status confirm from HFU-2
1F0400 7F 086C
Ack from phone
Connected

The phone doesn’t send out anything when a call has been set up.

Initiation with connected phone

1F0004 D0 0001 04 00CE
   Power up from HFU-2
1F0400 D0 0001 05 1AD5
   Power up from phone
1F0004 79 0005 0201 0164 00 0100
   Enable carkit mode from HFU-2
1F0400 7F 0165
   Ack from phone
1F0400 78 0004 0102 0E03 1B72
   Status 0x0E, 0x03
1F0004 79 0012 0201 0164 00 0100
   HFU-2 Version
1F0400 7F 0266
   Ack from phone
1F0004 79 0005 0201 0164 00 0302
   Enable carkit mode from HFU-2
1F0400 7F 0367
   Ack from phone
1F0400 78 0004 0102 0E03 1B72
   Status 0x0E, 0x03
1F0004 7F 1B7F
   Ack from HFU-2
1F0400 78 0004 0102 0801 1C71
   Status 0x08, 0x01
1F0004 78 0003 0201 03 0464
   Status confirm from HFU-2
1F0400 7F 0460
   Ack from phone
1F0400 78 0004 0102 0801 1C71
   Status 0x08, 0x01
1F0004 7F 1C78
   Ack from HFU-2
1F0400 78 0004 0102 0E03 1D74
   Status 0x0E, 0x03
1F0004 7F 1D79
   Ack from HFU-2
1F0400 78 0004 0102 0701 1E7C
   Status 0x07, 0x01
1F0004 78 0003 0201 03 0565
Status confirm from HFU-2

1F0400 7F 0561
Ack from phone

1F0400 78 0004 0102 0701 1E7C
Status 0x07, 0x01

1F0004 7F 1E7A
Ack from HFU-2

1F0400 78 0004 0102 0701 1F7D
Status 0x07, 0x01

1F0004 7F 1F7B
Ack from phone

1F0400 DA 0002 0002 20E1
Typ => 0xDA, data => 0x00. 0x02

1F0004 7F 2044
Ack from HFU-2

Disconnected

1F0400 78 0004 0102 0700 1774
Status 0x07, 0x00

1F0004 7F 1773
Ack from HFU-2

1F0400 78 0004 0102 0E00 1872
Status 0x0E, 0x00

1F0004 7F 187C
Ack from HFU-2

1F0004 78 0003 0201 03 0B6B
Status confirm from HFU-2

1F0400 7F 0B6F
Ack from phone

Incoming SMS

1F0400 78 0004 0102 0E03 076E
Status 0x0E, 0x03

1F0004 7F 0763
Ack from HFU-2

1F0004 78 0003 0201 03 0666
Status confirm from HFU-2

1F0400 7F 0662
Ack from phone

1F0400 78 0004 0102 0E00 0862
Status 0x0E, 0x00
1F0004 7F 086C
   Ack from HFU-2
1F0004 78 0003 0201 03 0767
   Status confirm from HFU-2
1F0400 7F 0763
   Ack from phone

**Button pushed**

1F0400 78 0004 0102 0E03 0960
   Status 0x0E, 0x03
1F0004 7F 096D
   Ack from HFU-2
1F0004 78 0003 0201 03 0868
   Status confirm from HFU-2
1F0400 7F 086C
   Ack from phone
1F0400 78 0004 0102 0E00 0A60
   Status 0x0E, 0x00
1F0004 7F 0A6E
   Ack from HFU-2
1F0004 78 0003 0201 03 0969
   Status confirm from HFU-2
1F0400 7F 096D
   Ack from phone

13.7.4 Nokia 6310

**Phone connected to PC**

**Initiation**

1F0004 D0 0001 04 02CC
   Power up from PC
1F0400 D0 0001 05 0DC2
   Power up from phone
1F0004 79 0005 0201 0164 00 0C0D
   Enable carkit mode from PC
1F0400 7F 0C68
   Ack from phone
1F0400 78 0004 0128 0B00 0E4B
   Status 0x0B, 0x00 from phone
1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A48 4655 3200 0D46
   HFU-2 version from PC
Ack from phone

1F0400 DA 0004 0028 0000 0FE2

?  

Enable carkit mode from PC

1F0400 7F 1773

Ack from phone

1F0400 78 0004 0128 0B00 1055

Status 0x0B, 0x00 from phone

1F0004 78 0003 0201 03 1878

Status confirm from PC

1F0400 7F 1A7E

Ack from phone

An unknown status frame (0x0B) is sent by the phone.

Incoming call

1F0400 78 0004 0128 0701 0D45

Status 0x07, 0x01 from phone

1F0400 78 0004 0128 0E01 0F4E

Status 0x0E, 0x01 from phone

1F0400 78 0004 0128 0A00 1054

Status 0x0A, 0x00 from phone

1F0400 78 0004 0128 0901 1157

Status 0x09, 0x01 from phone

Byte 8 in the status frames is some kind of ID number. 0x28 is the ID for 6310. Status 0x0A, 0x09 is unknown.

Connected

The phone doesn’t send out anything when a call has been set up. This might be because the profile “handsfree” is lost when ack isn’t sent.

Initiation with connected phone

1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A 48 4655 3200 1C57

HFU-2 version from PC

1F0400 7F 1C78

Ack from phone

1F0400 78 0004 0128 0E02 1A58

Status 0x0E, 0x02

1F0400 78 0004 0128 0A00 1B5F

Status 0x0A, 0x00
1F0400 78 0004 0128 0900 1C5B
   Status 0x09, 0x00
1F0400 78 0004 0128 0701 1D55
   Status 0x07, 0x01
1F0004 D0 0001 04 00CE
   Power up from HFU-2
1F0400 D0 0001 05 74BB
   Power up from phone
1F0004 79 0005 0201 0164 00 0100
   Enable carkit mode from HFU-2
1F0400 7F 0165
   Ack from phone
1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A48 4655 3200 0249
   HFU-2 Version
1F0400 7F 0266
   Ack from phone
1F0400 78 0004 0128 0E01 7534
   Status 0x0E, 0x01
1F0004 79 0005 0201 0164 00 0302
   Enable carkit mode from HFU-2
1F0400 7F 0367
   Ack from phone
1F0400 78 0004 0128 0E01 7534
   Status 0x0E, 0x01
1F0004 7F 7511
   Ack from HFU-2
1F0400 78 0004 0128 0A01 7633
   Status 0x0A, 0x01
1F0004 7F 7612
   Ack from HFU-2
1F0400 78 0004 0128 0901 7731
   Status 0x09, 0x01
1F0004 7F 7713
   Ack from HFU-2
1F0400 78 0004 0128 0701 7830
   Status 0x07, 0x01
1F0004 7F 781C
   Ack from HFU-2
1F0400 78 0004 0128 0E01 7938
   Status 0x0E, 0x01
1F0004 7F 791D
   Ack from HFU-2
Disconnected

No response. Probably because phone has lost the profile “handsfree”.
Incoming SMS

1F0400 78 0004 0128 0E01 0849
   Status 0x0E, 0x01
1F0400 78 0004 0128 0A00 094D
   Status 0x0A, 0x00
1F0400 78 0004 0128 0901 0A4C
   Status 0x09, 0x01

Phone connected to CARC91

Initiation

1F0004 D0 0001 04 00CE
   Power up from HFU-2
1F0400 D0 0001 05 2DE2
   Power up from phone
1F0004 79 0005 0201 0164 00 0100
   Enable carkit mode from HFU-2
1F0400 7F 0165
   Ack from phone
1F0004 79 0012 0201 0206 0056 2030 372E 3030 0A48 4655 3200 0249
   HFU version from HFU-2
1F0400 7F 0266
   Ack from phone
1F0004 79 0005 0201 0164 00 0302
   Enable carkit mode from HFU-2
1F0400 7F 0367
   Ack from phone
1F0400 78 0004 0128 0E00 2E6E
   Status 0x0E, 0x00
1F0004 7F 2E4A
   Ack from HFU-2
1F0004 78 0003 2801 03 044E
   Status confirm from HFU-2
1F0400 7F 0460
   Ack from phone
1F0400 DA 0004 0028 0000 2FC2
   ?
1F0004 7F 2F4B
   Ack from HFU-2
Incoming call

1F0400 78 0004 0128 0701 3078
Status 0x07, 0x01
1F0004 7F 3054
Ack from HFU-2
1F0400 78 0004 0128 0701 3179
Status 0x07, 0x01
1F0004 7F 3155
Ack from HFU-2
1F0400 78 0004 0128 0E01 3273
Status 0x0E, 0x01
1F0004 7F 3256
Ack from HFU-2
1F0400 78 0004 0128 0E01 3377
Status 0x0A, 0x00
1F0004 78 0003 2801 03 054F
Status confirm from HFU-2
1F0400 7F 0561
Ack from phone
1F0400 78 0004 0128 0A00 3377
Status 0x0A, 0x00
1F0004 7F 33 57
Ack from HFU-2
1F0400 78 0004 0128 0901 3472
Status 0x09, 0x01
1F0004 7F 3450
Ack from HFU-2

Connected

1F0400 78 0004 0128 0E01 3574
Status 0x0E, 0x01
1F0004 7F 3551
Ack from HFU-2
1F0400 78 0004 0128 0A01 3673
Status 0x0A, 0x01
1F0004 78 0003 2801 03 064C
Status confirm from HFU-2
1F0400 7F 0662
Ack from phone
1F0400 78 0004 0128 0A01 3673
Status 0x0A, 0x01
Ack from HFU-2

Status 0x09, 0x00

Initiation with connected phone

Power up from HFU-2

Power up from phone

Enable carkit mode from HFU-2

Ack from phone

Ack from phone

Ack from HFU-2
Disconnected

1F0400 78 0004 0128 0E01 3B7A
Status 0x0E, 0x01

1F0004 7F 3B5F
Ack from HFU-2

1F0400 78 0004 0128 0A00 3C78
Status 0x0A, 0x00

1F0004 7F 3C58
Ack from HFU-2

1F0400 78 0004 0128 0E00 3E7E
Status 0x0E, 0x00

13.7. Nokia 6210/6310, CARC91, PC Experiment
Ack from HFU-2

Status confirm from HFU-2

Ack from phone

Incoming SMS

Status 0x0E, 0x01

Ack from HFU-2

Status confirm from HFU-2

Ack from phone

Button pushed

Status 0x0E, 0x01

Ack from HFU-2

Status confirm from HFU-2

Ack from phone

Status 0x0E, 0x00

Acknowledgment from HFU-2

Status confirm from HFU-2

Acknowledgment from phone

Status 0x0E, 0x00

Acknowledgment from HFU-2

Status confirm from HFU-2

Acknowledgment from phone
13.7.5 Result

Important things to consider when designing a program for Com.n.sense that is to work with 6310.

- 6310 sends out status 0x0E, 0x01 when speaker should be enabled
- HFU-2 version has to be sent in order for 6310 to switch to profile "Handsfree".
- Status 0x0A might say weather the phone is ringing or connected. Only 6310 send this status.
- Status confirm should be sent when status 0x0E is received.

13.8 TDMA 5120

Eduardo Spremolla at gnokii-users@mail.freesoftware.fsf.org

After playing a while with my 5120i y find some use full frames:

13.8.1 got from sneefing in Logomanger the get startup logo

request:

40 {0x07, 0x07, 0x08, section} section goes from 1 to 6

answer:

dd {+0x01, 0x00, 0x07, 0x08, (84 bytes => 84 cols x 8 bits bit0 first row )

Can’t figure out how to modify 6110 code to get & put the logo, not in a hi value to me now.

13.8.2 got key press working

As stated in http://www.flosys.com/tdma/n5160.html

with frame: key-press:

D1 {+00 01 50 00 01 KY}

this seems to press the key for a while. No release needed

key-release:

D1 {+00 01 50 00 00 KY}

keep the key press => got speedee dial:

D1 {+00 01 50 00 02 00 KY}
### 13.8.3 get memory

The `getmemory::`:

```plaintext
40 {+00 00 07 11 00 10 00 mem}
```

Get phonebook with the phone in BCD, but it seems to be a way to read chunks of memory with different numbers in the 6 place. In particular:

- **get configuration pins:**
  ```plaintext
  40 {+0x00, 0x00, 0x07, 0x11, 0x00, 0x0f, 0x00, 0x00 }
  ```

- **get security code:**
  ```plaintext
  40 {+0x00, 0x00, 0x07, 0x11, 0x00, 0x09, 0x00, 0x00 }
  ```

- **get NAM data**
  ```plaintext
  40 {+0x00, 0x00, 0x07, 0x11, 0x00, 0x08, 0x00, 0x00, nam# }
  ```

That last answers with:

```plaintext
dd {+01 00 11 00 08 00 00,
```

```
03 04
    home sys id
01 4d
    primary paggin channel
02 c4
    seconda paggin channel
88 88 88 88 88 88
    own #
09 63 c2 09 03 00 0b
    unknown
0a
    group id
01
    Access method
01
    local option
0f
    overload class
20 41 43 41 45 00 00 00 00 00 00 00 00 00 00 00 00 00
    alpha tag
b3 4d
    unknown
01
    NAM status
11 11 11 11 11 00 00 00 00 00 00 00 00 00 00 00
    unknown
```
More interesting (and dangerous) is than the 07 10 sequence in place of 07 11 in the request change the command from read to write. Be careful!!! I almost ruin my 5125 with a 40 \{+0x00, 0x00, 0x07, 0x10, 0x00, 0x08, 0x00, 0x01\} frame, since the frame is ok, but the phone write info from an area of the buffer that I did not send!!!!

OK so far. Still looking for how to handle SMS......

### 13.9 SAMSUNG Organizer AT commands

#### 13.9.1 Get organizer information

**Invocation:**

```
AT+ORGI?
```

**Example:**

```
AT+ORGI?
+ORGI: 84,400,30,100,30
OK
```

Return 5 values:

**par1**

(84) Busy entries (1 to par1 of par2 possible entries)

**par2**
13.9.2 Get organizer details

Invocation:

AT+ORGR=number

Get organizer details for index entry “number” Returns 24 values:

Example 1:

AT+ORGR=10
+ORGR: 161,1,"Comprar lagrimas artificiales","Farmacia",2,4,2009,9,0,2,4,2009,9,10,
˓
→"Farmacia",1,1,0,3,,,29,1,2010
OK

Example 2:

AT+ORGR=15
+ORGR: 67,2,,"Laura Santiesteban Cabrera",3,11,2009,9,0,,,,,,1,3,0,4,,,,
OK

Example 3:

AT+ORGR=19
+ORGR: 205,3,,"Cemento",13,3,2009,10,35,13,3,2009,,,,1,3,0,0,1,0,,
OK

Example 4:

AT+ORGR=23
+ORGR: 235,4,"Curso","Averiguar",13,3,2009,9,50,13,3,2009,9,59,,1,1,0,,,,
OK

+ORGR: AT+ORGR answer header

par01
   Pointer to real memory position

par02
   Organizer entry type (1=appointments, 2=aniversaries, 3=tasks, 4=miscellany)

If par02 =1, appointment entry type

par03
   Organizer entry short name
par04
Organizer entry detailed description
par05
Start day
par06
Start month
par07
Start year
par08
Start hour
par09
Start minute
par10
End day
par11
End month
par12
End year
par13
End hour
par14
End minute
par15
Location
par16
Alarm flag (0=no, 1=yes)
par17
Alarm time unit (1=minutes, 2=hours, days, 4=weeks)
par18
Alarm items quantity
par19
Alarm repeat flag (0 or empty=no, 2=yes)
par20
Empty
par21
Empty
par22
Repeat until day
par23
Repeat until month
par24
Repeat until year
If par02 = 2, anniversary entry type

13.9. SAMSUNG Organizer AT commands
par03
  Empty
par04
  Occasion name
par05
  Alarm day
par06
  Alarm month
par07
  Alarm year
par08
  Alarm hour
par09
  Alarm minutes
par10
  Empty
par11
  Empty
par12
  Empty
par13
  Empty
par14
  Empty
par15
  Empty
par16
  Alarm flag (0=no, 1=yes)
par17
  Alarm time unit (1=minutes, 2=hours, days, 4=weeks)
par18
  Alarm items quantity
par19
  Repeat each year (0=no, 4=yes)
par20
  Empty
par21
  Empty
par22
  Empty
par23
  Empty
par24
    Empty

If par02 = 3, task entry type

par03
    Empty

par04
    Task name

par05
    Start day

par06
    Start month

par07
    Start year

par08
    Alarm hour

par09
    Alarm minute

par10
    Due day

par11
    Due month

par12
    Due year

par13
    Empty

par14
    Empty

par15
    Empty

par16
    Alarm flag (0=no, 1=yes)

par17
    Alarm time unit (1=minutes, 2=hours, days, 4=weeks)

par18
    Alarm items quantity

par19
    Empty

par20
    Task priority (1=high, 2=normal, 3=low)

par21
    Task status (0=undone, 1=done)

par22
    Empty
If par02 = 4, miscellany entry type

par03
  Entry name

par04
  Details

par05
  Start day

par06
  Start month

par07
  Start year

par08
  Start hour

par09
  Start minutes

par10
  End day

par11
  End month

par12
  End year

par13
  End hour

par14
  End minutes

par15
  Empty

par16
  Alarm flag (0=no, 1=yes)

par17
  Alarm time unit (1=minutes, 2=hours, days, 4=weeks)

par18
  Alarm items quantity

par19
  Empty

par20
  Empty

par21
  Empty
**13.9.3 Write organizer entry**

Invocation:

```
AT+ORGW=par0,par1,par2...par24
```

Write organizer entry in memory location par0
If par0=65535 then locate next empty entry on memory
Example:

```
AT+ORGW=65535,0,4,"p2","p2",14,3,2009,2,23,14,3,2009,3,23,,0,0,0,,
+ORGW: 253,253
OK
```

par1 to par24 has the same significance than in the AT+ORGR command

**13.9.4 Delete organizer entry**

Invocation:

```
AT+ORGD=number
```

Delete organizer entry of index “number”
Example:

```
AT+ORGD=21
OK
```

**13.9.5 Notes**

Read command use index reference.
Write command uses index and direct memory reference with special 65535 value to locate empty memory position.
Delete command use direct memory reference, index are automatically reorganized.
Hint: After create or delete an organizer entry, reread full information to update index table.
13.10 SAMSUNG GT calendar AT commands

13.10.1 Calendar Entries

AT+SSHT=1 - selects the Organizer->Calendar->Appointment entries (Spotkania in Polish version)
AT+SSHT=2 - selects the Organizer->Calendar->Anniversary entries (Rocznice in Polish version)
AT+SSHT=5 - selects the Organizer->Calendar->Holiday entries (Święta in Polish version)
AT+SSHT=6 - selects the Organizer->Calendar->Important entries (Ważne in Polish version)
AT+SSHT=7 - selects the Organizer->Calendar->Private entries (Prywatne in Polish version)

After selection of type, we can read all items:

```
AT+SSHR=0
+SSHR:5, "5, test1", "0", "0", 2010, 5, 12, 2010, 5, 12, 21, 49, 22, 49, 0, 0, 0, 0, 2010, 5, 30,
+SSHR:3, "1, x", "0", "0", 2010, 6, 2, 2010, 6, 3, 0, 0, 0, 0, 0, 0, 0, 2010, 5, 30,
+SSHR:1, "9, event1234", "0", "0", 2010, 6, 7, 2010, 6, 7, 0, 8, 59, 0, 0, 0, 0, 2010, 5, 30,
+SSHR:4, "7, test123", "0", "0", 2010, 6, 14, 2010, 6, 14, 21, 37, 22, 37, 0, 0, 0, 0, 2010, 5, 30,
+SSHR:2, "7, Meeting", "0", "0", 2010, 6, 15, 2010, 6, 15, 8, 0, 8, 59, 0, 0, 0, 0, 2010, 5, 30,
OK
```

Or just read a single item:

```
AT+SSHR=1
+SSHR:1, "9, Event 123", "0", "0", 2010, 6, 7, 2010, 6, 7, 0, 8, 59, 0, 0, 0, 0, 2010, 5, 30,
OK
```

Getting status (the last number appears to be number of notes):

```
AT+SSHR=?
+SSHR:100, 15, 100, 15, "1000000", 2008, 2024, 5
OK
```

You can also add or modify an item:

```
AT+SSHW="7, event01", "16, details of event", "5, where", 2010, 06, 03, 2010, 06, 04, 12, 31, 13, 42, 0,
˓
→ 0, 0, 0, 2010, 05, 31, , , 0
```

It seems, that the last number in the above record specifies whether it is addition of a new record (0), or modification of the old record (then the number is the position of the item, as the first number listed after AT+SSHR=0). e.g.:

```
AT+SSHW="13, event1234 new", "0", "0", 2010, 06, 07, 2010, 06, 07, 00, 08, 59, 0, 0, 0, 0, 2010, 05,
˓
→ 30, , , 1
```

Please note, that the format for writing is somehow different, than for reading - hour and minutes must be in two-digit form! The text fields (as shown above) are formatted in the following way: "number_of_characters_in_string,string"

In all items above the first string is the name of event, the second string - details of event, the third one - place of event. The numeric fields encode start date (year,month,day), end date (year, month, day), start time (hour,minutes), end time (hour, minutes), four unknown to me (yet?) values, date of creation? (year month day) - the meaning of this date is not sure for me yet.

To delete entries:
13.10.2 Task Entries

There is yet another type, that can be selected by AT+SSHT=3 This is Organizer->Task:

```
AT+SSHT=3
OK
AT+SSHR=0
+SSHR:1,"10,Test event","10,2010-06-05",60823,11,25,60823,11,26,0,0,0,0,0,0,0,0
OK
```

Please note, that the format of output is different, when you read the specific task:

```
AT+SSHR=1
+SSHR:1,"10,Test event","12,Some details",2010,6,3,2010,6,5,1,2010,6,4,10,11,0,2,0
```

You can similarly add a new task:

```
AT+SSHW="9,New task1","10,0123456789",2010,6,21,2010,6,30,1,2010,6,27,08,07,0,2,0,0
+SSHW:2
OK
```

Read it back:

```
AT+SSHR=2
+SSHR:2,"9,New task1","10,0123456789",2010,6,21,2010,6,30,1,2010,6,27,8,7,0,2,0
OK
```

And modify:

```
AT+SSHW="9,New task1","11,New details",2010,6,21,2010,6,30,1,2010,6,27,08,07,0,2,0,2
+SSHW:2
OK
AT+SSHR=2
+SSHR:2,"9,New task1","11,New details",2010,6,21,2010,6,30,1,2010,6,27,8,7,0,2,0
OK
```

To delete entries:

```
AT+SSHT=3
OK
AT+SSHR=0
+SSHR:1,"10,Test event","10,2010-06-05",60823,11,25,60823,11,26,0,0,0,0,0,0
+SSHR:2,"9,New task1","10,2010-06-30",60823,11,25,60823,11,26,0,0,0,0,0,0
OK
AT+SSHD=1
OK
AT+SSHR=0
+SSHR:2,"9,New task1","10,2010-06-30",60823,11,25,60823,11,26,0,0,0,0,0,0
OK
```
13.10.3 Memo Notes

The memo notes are accessible via AT+OMM?? commands:

```at
AT+OMMI?
+OMMI:4,100,100
```

We found, that we have 4 memos

You can add a note:

```at
AT+OMMW=0,"This is a note"
+OMMW:6
OK
```

You can read it:

```at
AT+OMMR=6
+OMMR:"This is a note"
OK
```

You can modify it:

```at
AT+OMMW=6,"This is a new modified note"
+OMMW:6
OK
AT+OMMR=6
+OMMR:"This is a new modified note"
OK
```

To delete entries:

```at
AT+OMMR=3
+OMMR:"Note number 3"
OK
AT+OMMD=3
OK
AT+OMMW=3,"New note number 3"
+CME ERROR:29
ERROR
```

13.11 Sonim AT Commands

Filesystem access:

```at
at*list=<path> - list directory content
(at*mkdir=<path> - make directory)
(at*rmdir=<path> - remove directory)
(at*remove=<path> - remove file)
(at*move=<srcpath>,<dstpath> - copy (move?) files)
(at*startul=<srcpath> - prepare file to upload (from phone))
```

(continues on next page)
at*startdl=<dstpath>,<filesize> - prepare file to download (to phone)

returned data:
*STARTUL: <filesize_in_bytes>

at*get - get base64 coded data chunk

returned data:
*GET: <chunklen>,<data>

at*get - get base64 coded data chunk

returned data:
*GET: <chunklen>,<data>

at*put=<no>,<len>,<data>,<chck> - put base64 coded data chunk

(no is chunk number, starting from 0)
(len is chunk length)
(last 4 characters is checksum ?)

at*end - end/finish file transfer operation

-------------------

at*syph=?,?.?,<path> - ? (add downloaded record to phonebook?)

at*syph=0,1,%d,%s

EXAMPLE:

AT*SYPH=0,1,74,/app/dir/tmp.dat

at*sysm=0,1,%d - ? SMS handling

---

Phone has at least two directories from root, /app and /app3.

at*list=/ gives error.

13.12 MTK AT Commands

13.12.1 VCard access

Read vcard, first 1 is READ command, second 1 is memory position:

AT+EVCARD=1,1
+EVCARD:
"0043003a005c00520065006300650064005c007e007600630064002e007600630066"
OK

HEX UCS2 temporary file name which we must read for VCARD

13.12.2 Filesystem access

Change operation mode to obtain access to filesystem operations:

AT+ESUO=3
OK

Change directory to root folder:

AT+EFSF=3
OK
Read file with name from +EVCARD reply:

```
AT+EFSR=
"0043003a005c00520063006500610064005c007e00760063006100720064005f0072002e007600630066
\n"  
+EFSR: 1, 1, 168, 
\n"424547494E3A56434152440D0A564552349F4E3A322E310D0A4E3B434841525345543D554462D38344F444494E473878780D0A54454C3B484F4D453A2B37787878787878787878780D0A54454C3B574F524B3A2B37787878787878787878780D0A454E443A56434152440D0A`
```

(1, 1, 168) = (<MEM POSITION>, <EOF FLAG>, <HEXLIFIED VCARD LEN>)

Change operation mode to compatible:

```
AT+ESUO=4
OK
```

### 13.13 m-obex protocol used by some Samsung mobiles

This document is copied from [http://code.google.com/p/samsyncro/wiki/mobex](http://code.google.com/p/samsyncro/wiki/mobex) and extended.

#### 13.13.1 Introduction

This is an attempt to document the m-obex protocol. It is a obex-variation by Samsung used to exchange PIM data and files over bluetooth.

This documentation is by no means complete but is only a reference for the samsyncro implementation. As I don’t know the obex protocol I can’t say in which parts it differs from the standard-obex. The only thing I found strange is the fact, that you will always get 0xA0 as a response. Which means Ok, success in obex. If there was an error you will find it’s error code in the 0x42 header. If this is a normal behavior: Why are there so many response codes defined?

The information about the protocol was gained by listening to the transferred data from Samsungs New PC Studio to a SGH-F480i and B2100 mobile.

#### 13.13.2 Requirements

- Established bluetooth connection to the serial channel of the mobile
- Some way to access this serial port. For example minicom.

#### 13.13.3 Starting the obex server

To start the obex server you have to send this AT command first:

```
AT+SYNCML=MOBEXSTART
```

Some phones seem to start with following command:

```
AT$TSSPCSW=1
```
13.13.4 Obex commands

In the following chapters I will describe the obex packages to read and edit data on the mobile. I think most of them are in standard-obex format and are following this structure:

<table>
<thead>
<tr>
<th>Package Header</th>
<th>Session Id</th>
<th>Obex Header(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>• First byte: Type of request. • Second and third bytes: length of package</td>
<td>• 0xCB and four bytes of session id</td>
<td>• First byte: Type of header. • Second and third bytes: length of header. • Next bytes: data. • Last byte: 0x00</td>
</tr>
</tbody>
</table>

For detailed information about obex, for example what types of packages and headers exists, get the official Obex documentation from Infared Data Association. But I don’t know if this is available for free.

Here is a list of the most used types for the Samsung mobiles:

There exists mainly two types of operations: Put (package header 0x02 and 0x82) to write data to the mobile and Get (package header 0x03 and 0x83) to retrieve data from the mobile. A put or get operation can be divided into several packages. The high-bit indicates if this is the last package of an operation. For example if you want to transfer a file to the mobile you send n-time 0x02 packages and only the last one is 0x82.

Headers consists normally out of three blocks: First byte: Header type, second and third byte: length of the header (if the headers length is variable), following bytes: data. The most used header types are

<table>
<thead>
<tr>
<th>Obex description</th>
<th>Byte(s)</th>
<th>following two bytes</th>
<th>following bytes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>0x01</td>
<td>length of header</td>
<td>Used for filesystem operation to name a path or file</td>
</tr>
<tr>
<td>Type</td>
<td>0x42</td>
<td>length of header</td>
<td>Obex command for example “m-obex/contacts/list”</td>
</tr>
<tr>
<td>Length</td>
<td>0xC3</td>
<td>length of header</td>
<td>Used in put operations and specifies the length of the transferred data (without header bytes). The length is represented in 4 bytes.</td>
</tr>
<tr>
<td>Body</td>
<td>0x48</td>
<td>length of header</td>
<td>Data in a multi-package put operation</td>
</tr>
<tr>
<td>End of Body</td>
<td>0x49</td>
<td>length of header</td>
<td>Last data package in a put operation</td>
</tr>
<tr>
<td>Session id</td>
<td>0xCB</td>
<td></td>
<td>Four bytes representing the session id. Needed for multiplexing</td>
</tr>
<tr>
<td>Application Parameter</td>
<td>0x4C</td>
<td>length of header</td>
<td>In a request: Parameters for example a contact’s id. &lt;p&gt;In an answer: The error/return code. If it is 0x00 0x00 than the operation was successful</td>
</tr>
</tbody>
</table>

13.13.5 Contacts

Get contacts count

Request

83 00 25
Obex Get
CB 00 00 00 00
Session Id
m-obex command: m-obex/contacts/count

Unknown! Didn’ see PC Studio sending something other than 0x01 as parameter

Answer

A0 00 14
Obex ok

C3 00 00 00 04
Maybe the number of requests you have to send to get all contacts. See next chapter for more information

4C 00 05 00 00
Error code

49 00 07 07 D0 00 18
First two data bytes: maximum number of contacts (0x07D0 = 2000). Last two data bytes: Current number of contacts

List all

Request

83 00 26
Obex Get package

CB 00 00 00 00
Session Id

m-obex Command: m-obex/contacts/load

4C 00 06 01 00 00
First Byte unknown. Last two bytes: increment until all contacts received

Answer

A0 08 C1
Obex Ok

C3 00 00 08 B1
Length of sent data

4C 00 05 00 02
Indicates if these are the last contacts

49 07 41 01 10 01 8D ....”
The first byte is unknown but all answers have this byte, then byte 2 and 3 contains the length of the answer, bytes 4 and 5 are the ID of the first entry bytes 6 and 7 are the length of this entry.

In one response more than 1 vcard can be returned in this case, entries are separated by 4 bytes with the following meaning: bytes 1 and 2 ID of the entry, bytes 3 and 4: length of the entry.

To get all contacts the request have to be sent several times. The last two bytes must be incremented by every call.
The end of the contacts list is reached if the header 0x4C is 0. The header will be 4C 00 05 00 00.
Create a contact

Beware: This is a put operation and is performed in some obex implementations in several packages (for example 0x02, 0x02, 0x82). But I didn't get the mobile to accept this. I had to create/update PIM data in exactly one package.

Request

82 00 88
    Obex put

CB 00 00 00 00
    Session id

42 00 1A 6D 2D 6F 62 65 78 2F 63 6F 6E 74 61 63 74 73 2F 63 72 65 61 74 65 00
    m-obex/contacts/create

4C 00 04 01
    ? maybe flag for internal/external memory

C3 00 00 00 5A
    Length of the vcard string

49 00 5D 42 45....
    Contact as vcard

Answer

A0 00 12
    Obex ok

C3 00 00 00 02
    ?

4C 00 05 00 00
    Error code

49 00 05 00 21
    last two bytes: the id of the newly created contact

Update a contact

Beware: This is a put operation and is performed in some obex implementations in several packages (for example 0x02, 0x02, 0x82). But I didn't get the mobile to accept this. I had to create/update PIM data in exactly one package.

Request

82 00 8D
    Obex put

CB 00 00 00 00
    Session id

42 00 19 6D 2D 6F 62 65 78 2F 63 6F 6E 74 61 63 74 73 2F 77 72 69 74 65 00
    m-obex/contacts/write

13.13. m-obex protocol used by some Samsung mobiles
4C 00 06 01 00 20
   Id of the contact which should be updated

C3 00 00 00 5E
   Length of the vcard string

49 00 61 42…
   Contact as vcard

Answer

A0 00 08
   Obex ok

4C 00 05 00 00
   Error code: 0x00 0x00 means successful

Read one contact

There is also the possibility to read exactly one contact.

Request

83 00 26
   Obex get

CB 00 00 00 00
   Session id

42 00 18 6D 2D 6F 62 65 78 2F 63 6F 6E 74 61 63 74 73 2F 72 65 61 64 00
   m-obex/contacts/read

4C 00 06 01 00 20
   First byte:? Last two bytes: Id of contact

Answer

A0 00 C4
   Obex ok

C3 00 00 00 B4
   Length of vcard (without headers, just data)

4C 00 05 00 00
   Error code

49 00 B7 42 45 47 49 4E …
   contact as vcard. TODO: where is id? First two bytes?
Delete contact

To delete a contact you only have to know it’s id.

Request

82 00 28
   Obex put
CB 00 00 00 00
   Session id
42 00 1A 6D 2D 6F 62 65 78 2F 63 6F 6E 74 61 63 74 73 2F 65 6C 65 74 65 00
   m-obex/contacts/delete
4C 00 06 01 00 19
   First byte: ? Last two bytes: Id of contact

Answer

A0 00 08
   Obex ok
4C 00 05 00 00
   Error code

13.13.6 Calendar

Get count

Request

83 00 25
   Obex get
CB 00 00 00 00
   Session id
42 00 19 6D 2D 6F 62 65 78 2F 63 61 6C 65 6E 74 61 63 74 73 2F 65 6C 65 74 65 00
   m-obex/calendar/count
4C 00 04 FF
   ?
Answer

A0 00 1C
  Obex ok
C3 00 00 00 0C
  length of data
4C 00 05 00 00
  Error code
49 00 0F 01 2C 00 06 00 64 00 00 64 00 00
  TODO?

List all

Request

83 00 20
  Obex get
CB 00 00 00 00
  Session id
42 00 18 6D 2D 6F 62 65 78 2F 63 61 6C 65 6E 64 61 72 2F 69 6E 66 6F 00
  m-obex/calendar/load

Answer

A0 00 C0
  Obex ok
C3 00 00 00 B0
  Session
4C 00 05 00 00
  Error code
49 00 B3 01 07 08 00 00 00 00 00 00 00 ... 00
  Calendar items in vcalendar format. TODO: where are the ids?

Create

Request

82 00 CC
  Obex put
CB 00 00 00 00
  Session
42 00 1A 6D 2D 6F 62 65 78 2F 63 61 6C 65 6E 64 61 72 2F 63 72 65 61 74 65 00
  m-obex/calendar/create
4C 00 04 01
  ?
Gammu Manual, Release 1.42.0

C3 00 00 00 9E
Length of vcalendar

49 00 A1 42 45 47 49 4E 3A 56 43 41 4C 45 ...
 vcalendar

Answer

A0 00 12
Obex ok

C3 00 00 00 02
Length

4C 00 05 00 00
Error code

49 00 05 00 06
Id of the created item

Update

Request

82 00 F7
Obex put

CB 00 00 00 00
Session

42 00 19 6D 2D 6F 62 65 78 2F 63 61 6C 65 64 61 72 2F 77 72 69 74 65 00
m-obex/calendar/write

4C 00 06 01 00 05
First byte: ? Second and third byte: Id of the item

C3 00 00 00 C8
Length of vcalendar

49 00 CB 42 45 47 49 4E 3A 56
 vcalendar item

Answer

A0 00 08
Obex ok

4C 00 05 00 00
Error code

13.13. m-obex protocol used by some Samsung mobiles
Read

Request

83 00 26  
   Obex get  

CB 00 00 00 00  
   Session  

42 00 18 6D 2D 6F 62 65 78 2F 63 61 6C 65 6E 64 61 72 2F 72 65 61 64 00  
   m-obex/calendar/read  

4C 00 06 01 00 06  
   Id of calendar item  

Answer

A0 00 C0  
   Obex ok  

C3 00 00 00 B0  
   Length  

4C 00 05 00 00  
   Error code  

49 00 B3 42 45 47 49 4E 3A 56 43 41 4C 45 4E 44 41 52 0D 0A 56 45 52 53 49 4E 31 2E 3....  
   vcalendar item. TODO: Where is the id?  

Delete

Request

82 00 28  
   Obex put  

CB 00 00 00 00  
   Session  

42 00 1A 6D 2D 6F 62 65 78 2F 63 61 6C 65 6E 64 61 72 2F 64 65 6C 65 74 65 00  
   m-obex/calendar/delete  

4C 00 06 01 00 06  
   Id of calendar item
13.13.7 Notes

13.13.8 Tasks

13.13.9 Files

To get the file structure on the mobile, there are two commands. One that lists all subdirectories and one that lists all files.

List directories
List files
Get file
Create file
Delete file

13.13.10 SMS

0x01: Inbox 0x08: Outbox

Get sms count
List all sms
Send sms
Create sms

I don’t think this is possible. At least I didn’t find the function in New PC Studio. So sadly there will be no backup of sms messages.

13.14 Series60 Remote Protocol

Changed in version 1.31.90: There were some changes in the protocol and applet has been renamed.

Note: The original applet has been created for <http://series60-remote.sourceforge.net/>. Gammu uses extended version which is probably not fully compatible with original.

Warning: Connection to S60 phones currently works only using Bluetooth.
13.14.1 Choosing right version

Before using this connection type, you need to install the applet to the phone. The applet can be found in contrib/s60 directory and there are two variants of the applets:

**gammu-s60-remote.sis**
Not signed applet, which can be installed to the phone if it has enabled installation of unsigned applications (see *Allowing installation of unsigned applications*).

>Note: This applet also lacks some capabilities, so for example you will not be able to get network information.

**gammu-s60-remote-sign.sis**
Applet ready for signing using Open Signed Online. This will allow you to install applet to your phone only (it is bound to IMEI), but you don’t need to allow installation of unsigned applications.

>Note: The best way of course would be to have properly signed applet. However access to signing tools costs 200 USD per year, what is something we can not afford right now.

### Allowing installation of unsigned applications

For security reasons, Symbian defaults to install signed applications only. As getting properly signed applet is expensive for non commercial product like Gammu, you need to either sign applet yourself (the signature is valid for single phone) or allow installation of unsigned applications:

1. Open *Application Manager*, it is usually located in *Control Center*.
2. Press left soft key for *Options* menu.
3. From the menu choose *Settings*.
4. Change the *Software Installation* to *All*.
5. Change the *Online certif. check* to *Off*.

>Warning: This allows installation of any not signed code to your phone. You should consider reverting this change, once you have installed applet required for Gammu.

13.14.2 Installation

To run the applet you need to install Python for S60 2.0 to the phone. You can either download it from their website, or just get mirrored installation package from <http://dl.cihar.com/gammu/s60/Python_2.0.0.sis>. This file is not distributed with Gammu due to licensing reasons.

>Note: On some phones, the Python for S60 2.0 will not start, in this case you need to install some additional support libraries coming with Python for S60 2.0 - pips.sis, ssl.sis and stdioserver.sis. You can get all of them at https://wammu.eu/s60/ as well.

Installing Python for S60 and Series60 remote applet can be done in several ways:
Installation using Gammu

Gammu can transmit the applet to your phone automatically. Just configure it for use of BlueS60 connection (see Connecting to Series60 phone chapter below) and invoke `gammu install`:

```
gammu install
```

It will automatically transmit the applet to the phone. On some phones the installation will start automatically, on some you need to find received files in the inbox and install them manually from there.

If you want to install Python for S60 as well you need to download it and place in folder where Gammu searches for installation images (you can configure it by setting `DataPath`). For example:

```
cd /usr/share/data/gammu
wget http://dl.cihar.com/gammu/s60/Python_2.0.0.sis
wget http://dl.cihar.com/gammu/s60/pips.sis
```

Downloading from phone

Downloading files from the phone and installing them directly. You can download all required files from https://wammu.eu/s60/.

![QR code for download of applet.](image)

Manual Installation using Gammu

If the above mentioned `gammu install` does not work for you, for example when you need to use different applet, you can still use Gammu to send files to the phone using `gammu sendfile`.

First you need to create `~/.gammurc` with following content:

```
[gammu]
connection = blueobex
model = obexnone
device = 5C:57:C8:XX:XX:XX # Address of the phone
```

And now you can send files to your phone:
Files should appear in inbox in your phone and you can install them from there.

### 13.14.3 Connecting to Series60 phone

The Gammu configuration is simple, all you need to specify is correct `Connection`:

```
[gammu]
connection = blues60
device = 5C:57:C8:XX:XX:XX # Address of the phone
```

Now you need to start the Series60 applet in the phone and Gammu should be able to talk to it.

### 13.15 Gnapplet Protocol

#### Note

The original applet has been created for [http://www.gnokii.org/](http://www.gnokii.org/). Gammu currently uses slightly extended version which will be hopefully merged back.

#### 13.15.1 Installation

To communicate with the phone, you need to install the applet. There are few options how to do it:

**Installation using Gammu**

Gammu can transmit the applet to your phone automatically. Just configure it for use of gnapplet connection and invoke `gammu install`:

```
gammu install
```

It will automatically transmit the applet to the phone. On some phones the installation will start automatically, on some you need to find received files in the inbox and install them manually from there.

**Downloading from phone**

Downloading files from the phone and installing them directly. You can download all required files from [http://dl.cihar.com/gammu/gnapplet/](http://dl.cihar.com/gammu/gnapplet/).
Manual Installation using Gammu

If the above mentioned gammu install does not work for you, for example when you need to use different applet, you can still use Gammu to send files to the phone using gammu sendfile.

First you need to create ~/.gammurc with following content:

```
[gammu]
connection = blueobex
model = obexnone
device = 5C:57:C8:XX:XX:XX # Address of the phone
```

And now you can send files to your phone:

```
gammu sendfile gnapplet.sis
gammu sendfile gnapplet.ini
```

Files should appear in inbox in your phone and you can install them from there.

See also:

You can also find documentation for some protocols and vendor extensions in separate git repository at http://github.com/gammu/gsm-docs
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