

EMAIL-2-SMS API V.3.1

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CONTACT SUPPORT

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Email-2-SMS HTTP API v3.1

EMAIL 2 SMS

Email-2-SMS allows users to convert and send a plain text email message into recipient handsets as an SMS.

Compose a blank *plain text* email addressed to api@slinteractive.com.au

Variables

<i>username</i>	Your SL Interactive Username (Case Sensitive)
<i>password</i>	Your SL Interactive Password (Case Sensitive)
<i>phone_numbers</i>	Destination mobile numbers in International format, eg. 61433188903 and separated by a comma (,)
<i>sid</i>	Sender ID (Optional)

The subject line accepts most of the variables, each of them separated by a colon (:), the subject line should be as follows:

`username:password:phone_numbers:sid(optional)`

Subject line example which uses system default number as sender:

`username:password:61433188903`

Subject line example using a customised sender ID:

`username:password:61433188903:SL Interact`

If you are sending more than 160 characters and want your message to be split over several messages, then append a question mark onto the end of the subject line.

`username:password:61433188903?`

`username:password:61433188903:SL Interact?`

If you want to send the message to more than one number separate each one with a comma:

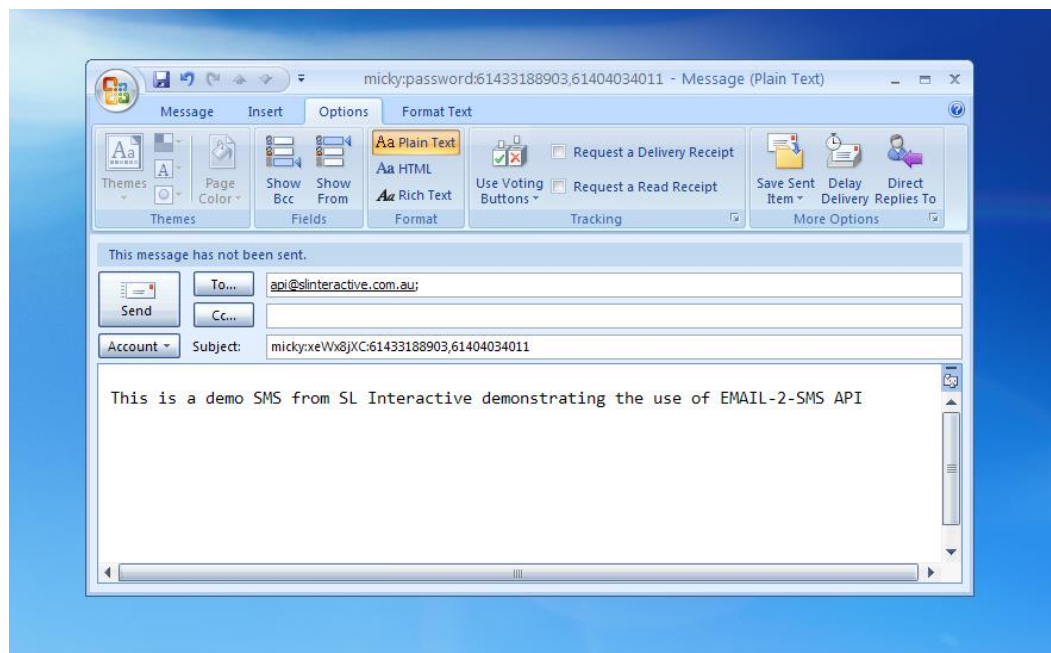
`username:password:61433188903,61408038335,61408038336`

If you want to send international SMS, then the phone number you want to send to will be formatted starting with its country code. For example, if you are sending SMS to Finland (Finland country code “358”), then sending format will be “358500416994”

username:password:358500416994

The text that you want appearing in the SMS should be written in the email body.

SCREENSHOT:



A summary of the send will be sent back via email from support@slinteractive.com.au address.

NOTES:

- Remember to send the email as a Plain Text version and without any signatures or other text in the message body. Please also disable any automated outgoing mail scanner notices in the emails
- Any long messages are sent in several batches and they will use 1 credit per one standard message (For example, a message that is 250 characters long will use 2 credits)