GSM

COLLABORATORS

	TITLE : GSM		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

GSM

1.1   GSM Text Messager v1.1

"GSM Text Messager" is a small Amiga Workbench program to send ←
text messages to
GSM mobile telephones via a normal telephone line. It was written by me, Joona
Palaste, in October/November 1998.

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Written in Espoo, Finland, 13th January 1999.

1.2   Installation

"GSM Text Messager" is extremely simple to install. All you need is the main
executable (GSM_Text_Messager.exe), which can be placed in any directory.

1.3   Usage

To use "GSM Text Messager", you only need to know a few basic facts about the
Amiga's operating system.
When you start the program, you will see the main program window and an
information message. Click the "Proceed" button to get rid of the message. Then,
type the message into the "Message text:" field. The maximum message length is
160 characters, this is TELE/SONERA's limit, not mine. NOTE: avoid using
accented vowels or other 8-bit characters. I've only tested the EMI frame with
Finnish accents (Ä, Ö, ä, ö).

Type the receiver's mobile telephone number into the "Phone number:" field. Any
extra non-numeral characters will be stripped away. The "Server number:" field
contains the telephone number of the GSM server. For Finnish mobile telephones,
the default value of "0209801" will work nicely. For other countries, consult
your mobile telephone account provider.
When you're ready, click the "Send message" button. The computer will try to
establish a connection with the server and send the message. If all goes well
you should see a "Message successfully sent" message window.
The "Modem init command:" field can be used to alter the initialisation command
sent to your modem. Check this in your modem's manual.
The program maintains a preferences file called "GSM.prefs". It is a text file
consisting of two lines, first the server number, then the modem's init command.
As the program starts, it tries to load these preferences. You can explicitly
load or save preferences from the program menu, or with the key shortcuts
RightAmiga-L or RightAmiga-S.

1.4   Error messages

Possible error messages in "GSM Text Messager", and their explanations:

- "Couldn't create message port."
There is not enough memory for a message port. Shut down other programs or
reboot your computer.
- "Couldn't create write request." or "Couldn't create read request."
There is not enough memory for IO requests. Shut down other programs or reboot
your computer.
- "Couldn't open serial.device."
The device driver "serial.device" is either missing or in use. Check that the
file is present in DEVS:. Note: Any MED module currently playing will occupy
the driver.
- "No DSR signal detected."
You don't have a modem, it's not plugged in, or it's not turned on.
- "Modem init command failed."
There was something wrong with the modem's init command. Check your modem's
manual and alter the "Modem init command:" field.
- "Line is invalid or busy."
"GSM Text Messager" was unable to contact the specified GSM server. The server
either doesn't exist or has all its lines busy at the time. Try again later.

1.5   Credits

"GSM Text Messager" was written by me, Joona Palaste, in October/November 1998.
It is Copyrighted by me and I reserve the right to make modifications without
prior notice. However, this version is freely distributable.
The program was written in DICE C, which is Copyrighted by Matthew Dillon, USA.
The GUI was designed in GadToolsBox, which is Copyrighted by JaBa Developments
(Jan van der Baard), the Netherlands.
The EMI frame format used in the messages comes from TELE/SONERA Finland, the
largest mobile telephone network company in Finland. The company authorised the
Finnish magazine "Tietokone" to publish the frame format, and I read it from
there.
If you want to get in touch with me, e-mail me at:

```
    palaste@cc.helsinki.fi
or write to me at:
    Joona Palaste
    Toppelundintie 3B 19
    02170 Espoo
    Finland
I wish to thank the following people for giving comments, and inspiring me to
write a new version:
    Bjørn Sjulstok, Norway          (borna@online.no)
    Jukka Varsaluoma, Finland       (jukka.varsaluoma@dlc.fi)
    Mathew Askey, United Kingdom    (askey@enterprise.net)
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1.6 History

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v1.1 (13th January 1999):
Added preferences file support, and an option to alter the modem init command
v1.0 (4th November 1998):
First public release
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