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Platform	S60 5th Edition	Tested on devices	Nokia 5800 XpressMusic
Category	Flash Lite	Subcategory	Messaging

Keywords (APIs, classes, methods, functions): Service.Messaging, messaging.Send()

Overview

This code snippet demonstrates how to send an SMS message using the Messaging Platform Service for Flash Lite, supported from S60 5th Edition onwards.

Source

```
// Import Platform Service Interface
import com.nokia.lib.Service;

// Heading of the application
heading_txt.text = "Send SMS";

// Create a new Service object which has Messaging data
var messaging = new Service("Service.Messaging", "IMessaging");

// Send message when button pressed
send_mc.onPress = function() {

// Body text and phone number from input boxes
var contentText = message_txt.text;
var to = mobile_txt.text;
var inParams = {MessageType:"SMS", To:to, BodyText:contentText};
var outParams = messaging.Send(inParams);

// Check if Send success
if (outParams.ErrorCode == 0) {
    text_mobile_txt.
        textmessage_send!";
} else {
    text_mobile_txt.
var errorId = outParams.ErrorCode;
    textmessage_send!"+errorId;
}
}
```

Note: You need to enter the mobile number and body text to the text fields. Only the mobile number is mandatory. You can send the SMS by pressing "Send".

Postconditions

The text "SMS sent!" is displayed and the SMS is sent to the mobile number given.

Example application

The following sample application has been tested in Nokia 5800 XpressMusic (S60 5th edition, Flash Lite 3.0).

[File:FlashLite Send SMS.zip](#)

See also

- [Flash Lite Developers Library](#)