

## Create\_Local\_SMS

Reviewer Approved



Using the following code an SMS can be created in the local Inbox. The user gets a new message with the SMS alert tone (if profile not silent). SMS does not use network services ,its just created locally.

```
void CMobloggerPhotoEngine::SMS2Inbox()
{
    iSession = iSession;
    <10>TBAAddress(_L("Nokia"));
    <20>TBDDescription(_L("Important Message"));

    (KTxtL, "Hi phone owner, how r u?");

    <150>TBMMessage;
    iMessage = iMessage;

    iMtmRegistry = iMtmRegistry::NewL(*iSession);
    iSmsMtm = STATIC_CAST( CSmsClientMtm*, iMtmRegistry->NewMtmL(KUidMsgTypeSMS));

    iSmsMtm ->SwitchCurrentEntryL(KMsvGlobalInBoxIndexEntryId); //inbox

    iSmsMtm ->CreateMessageL(KUidMsgTypeSMS.iUid);

    CSmsHeader & iHeader = iSmsMtm->SmsHeader();
    iHeader. SetFromAddressL(aAddress);

    CRichText & body = iSmsMtm->Body();
    body. Reset();
    body. InsertL(0, iMessage);

    TMsvEntry entry = iSmsMtm->Entry().Entry();
    entry. SetInPreparation(EFalse);
    entry. SetVisible(ETrue);
    entry. iDate.HomeTime();
    entry. iDescription.Set(aDescription);
    entry. iDetails.Set(aAddress);
    entry. SetUnread(ETrue);

    iSmsMtm ->Entry().ChangeL(entry);
    iSmsMtm ->SaveMessageL();
}
```

the following are the header files required

```
#include <msvapi.h>
#include <mtclreg.h>
#include <SMSCLNT.h>
#include <msvstd.h>
#include <smut.h>
#include <txtrich.h>
#include <SMUTHDR.h>
```

```
LIBRARY msgs.lib smcm.lib gsmu.lib
```

## Related Links:

- [Sending SMS with RSendAs](#)
- [SMS Utilities API](#)
- [SMS Receiver](#)
- [Reading SMS from Inbox](#)
- [Sending SMS in S60 3rd Edition - MTM](#)
- [SMS Operations](#)
- [How to send an SMS using sockets](#)
- [Sending-Receiving SMS through an Exe \(Server\)](#)
- [How to Open SMS or MMS Editor](#)