



Compatibility: *Flash Lite: 1.1, 2.x*

Sending SMS/MMS

- To send SMS or MMS you have to use the *GetURL()* function with this statement in parameter:

"sms:aNumber?body=A Message" or "mms:aNumber?body=A Message"

- An example:

```
myNumber = "4815162342";
myMessage = "Hi, This is my message";

getURL("sms:" add myNumber add "?body=" add myText); //Send a SMS

/*
getURL("mms:" add myNumber add "?body=" add myText); //Send a MMS
*/
```

- In S60 phones, this function will not immediately send the message but open the built-in SMS/MMS editor filled with the given parameters.

Checking SMS/MMS capabilities

You can check if Flash Lite can send SMS or MMS by using this numerical variables:

- **_capSMS**: Set to 1 if Flash Lite can send SMS. Otherwise, this variable is undefined.
- **_capMMS**: Set to 1 if Flash Lite can send MMS. Otherwise, this variable is undefined.
- In Flash Lite 2.x, it is recommended to use **System.capabilities.hasSMS** and **System.capabilities.hasMMS** variables.

An example:

```
if(_capMMS)
{
getURL("mms:4815162342?body=Hi, This is my message"); //Send a MMS
}
```

Download

You can download an example with source code here:

[Sending SMS/MMS example 240*320 \(swf + fla\)](#)

How_to_send_SMS/MMS_messages

Forum
NOKIA

Enter your message

Hi,
This is my message

Enter a number

0320431666

Send as SMS

Send as MMS