



GIVE WINGS TO
YOUR IDEAS



**AT Commands Interface Guide
for IP Connectivity (eDsoft V3.00)**

Revision: **004**
Date: **January 2005**


wavecom[®]

PLUG IN TO THE WIRELESS WORLD

AT Commands Interface Guide for IP Connectivity (eDsoft V3.00)

Revision : **004**
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Contents

1	INTRODUCTION	10
1.1	Software upgrade.....	10
1.2	Software limitation	10
1.3	Definitions and abbreviations	10
1.4	Presentation rules	11
2	DIALING SERVICES	12
2.1	Parameters definition	12
2.1.1	ANSWERMODE	12
2.1.2	CALLBACKTIMER	13
2.1.3	CALLSCREENNUM.....	13
2.1.4	REDIALCOUNT	14
2.1.5	REDIALDELAY.....	14
2.1.6	PHYTIMEOUT	15
2.1.7	RINGCOUNT	15
2.1.8	DIALN1	16
2.1.9	DIALN2.....	16
2.1.10	DIALSELECT	16
2.1.11	ISPPW 17	
2.1.12	ISPUN 17	
2.1.13	PPPMODE	18
2.1.14	PPPMYIP	18
2.1.15	PPPPEERIP	19
2.1.16	PPPSERVUN	19
2.1.17	PPPSERVPW.....	20
2.1.18	APNPW	20
2.1.19	APNSERV	21
2.1.20	APNUN21	
2.1.21	GPRSCID	21
2.1.22	GPRSMODE.....	22
2.2	Incoming call management	22
2.2.1	Answer incoming call #ACCEPT	22
2.2.2	Stop communication #CONNECTIONSTOP	24
2.2.3	Start communication #CONNECTIONSTART	24
2.3	Display IP addresses #DISPLAYIP.....	28
2.3.1	Description	28
2.3.2	Syntax 28	
2.3.3	List of parameters.....	28
2.4	Display PPP parameters #VPPP.....	29
2.4.1	Description	29
2.4.2	Syntax 29	

14th January 2005

2.4.3	List of parameters.....	29
2.5	Display GPRS parameters #VGPRS.....	30
2.5.1	Description	30
2.5.2	Syntax 30	
2.5.3	List of parameters.....	30
2.6	Display physical parameters #VPHY	31
2.6.1	Description	31
2.6.2	Syntax 31	
2.6.3	List of parameters.....	31
3	SMTP/POP3 E-MAIL SERVICES	32
3.1	Parameters definition	32
3.1.1	SENDERNAME.....	32
3.1.2	SENDERADDR	32
3.1.3	CCREC1 / CCREC2 / CCREC3.....	33
3.1.4	DOMAIN.....	33
3.1.5	REC1, REC1ADD / REC2, REC2ADD / REC3, REC3ADD	34
3.1.6	SUBJ1 / SUBJ2 / SUBJ3	35
3.1.7	BODY1 / BODY2 / BODY3.....	35
3.1.8	POP3HEADERMODE.....	36
3.1.9	POP3PORT	36
3.1.10	POP3PW.....	37
3.1.11	POP3SERV.....	37
3.1.12	POP3UN	38
3.1.13	SMTPPORT	38
3.1.14	SMTPPW.....	39
3.1.15	SMTPSERV.....	39
3.1.16	SMTPUN	39
3.1.17	DNSSERV1	40
3.1.18	DNSSERV2	41
3.2	Retrieve host mail #GETMAIL.....	42
3.2.1	Description	42
3.2.2	Syntax 42	
3.2.3	List of parameters.....	43
3.3	Send mail #SENDMAIL1 / #SENDMAIL2 / #SENDMAIL3.....	44
3.3.1	Description	44
3.3.2	Syntax 44	
3.3.3	List of parameters.....	45
3.4	Send host mail #PUTMAIL	46
3.4.1	Description	46
3.4.2	Syntax 46	
3.4.3	List of parameters.....	47
3.5	Display e-mail parameters #VMAIL1 / #VMAIL2 / #VMAIL3	48
3.5.1	Description	48
3.5.2	Syntax 48	
3.5.3	List of parameters.....	48
3.6	Display POP3 parameters #VPOP3.....	49
3.6.1	Description	49
3.6.2	Syntax 49	

3.6.3	List of parameters.....	49
3.7	Display SMTP parameters #VSMTP	50
3.7.1	Description	50
3.7.2	Syntax 50	
3.7.3	List of parameters.....	50
3.8	Display DNS parameters #VDNS	51
3.8.1	Description	51
3.8.2	Syntax 51	
3.8.3	List of parameters.....	51
4	FTP SERVICES	52
4.1	Parameters definition	52
4.1.1	FTPPORT	52
4.1.2	FTPTYPE.....	53
4.1.3	FTPSERV	53
4.1.4	FTPUN 54	
4.1.5	FTPPW54	
4.1.6	FTPGETFILENAME.....	54
4.1.7	FTPGETPATH	55
4.1.8	FTPPUTFILENAME.....	55
4.1.9	FTPPUTPATH	56
4.2	Get data from server #FTPGET	57
4.2.1	Description	57
4.2.2	Syntax 57	
4.2.3	List of parameters.....	58
4.3	Put data to server #FTPPUT	59
4.3.1	Description	59
4.3.2	Syntax 59	
4.3.3	List of parameters.....	60
4.4	Display FTP parameters #VFTP	61
4.4.1	Description	61
4.4.2	Syntax 61	
4.4.3	List of parameters.....	61
5	TCP SOCKET SERVICES	62
5.1	Parameters definition	62
5.1.1	DLEMODE	62
5.1.2	TCPPORT.....	63
5.1.3	TCPSERV	63
5.1.4	TCPTXDELAY.....	63
5.2	Open listening mode #LTCPSTART	64
5.2.1	Description	64
5.2.2	Syntax 65	
5.2.3	List of parameters.....	65
5.3	Close listening mode #LTCPSTOP	66
5.3.1	Description	66
5.3.2	Syntax 66	

5.3.3	List of parameters.....	66
5.4	Open TCP connection #OTCP.....	66
5.4.1	Description.....	66
5.4.2	Syntax 67	
5.4.3	List of parameters.....	67
5.5	Display TCP parameters #VTCP.....	68
5.5.1	Description.....	68
5.5.2	Syntax 68	
5.5.3	List of parameters.....	68
6	UDP SOCKET SERVICES	69
6.1	Parameters definition	69
6.1.1	UDPPORT	69
6.1.2	UDPSERV	70
6.1.3	UDPTXDELAY	70
6.2	Open a UDP session in listen mode #LUDPSTART	71
6.2.1	Description	71
6.2.2	Syntax 72	
6.2.3	List of parameters.....	72
6.3	Close a listening mode UDP session #LUDPSTOP	73
6.3.1	Description	73
6.3.2	Syntax 73	
6.3.3	List of parameters.....	73
6.4	Open an active UDP session #OUDP	74
6.4.1	Description	74
6.4.2	Syntax 74	
6.4.3	List of parameters.....	75
6.5	Display UDP parameters #VUDP	76
6.5.1	Description	76
6.5.2	Syntax 76	
6.5.3	List of parameters.....	76
7	PING SERVICES	77
7.1	Parameters definition	77
7.1.1	PINGDELAY	77
7.1.2	PINGNUM.....	77
7.1.3	PINGREMOTE.....	78
7.2	Start PING request	79
7.2.1	Description	79
7.2.2	Syntax 79	
7.2.3	List of parameters.....	79
7.3	Display PING parameters #VPING	80
7.3.1	Description	80
7.3.2	Syntax 80	
7.3.3	List of parameters.....	80

8	MISCELLANEOUS	81
8.1	Display software version #VVERSION.....	81
8.1.1	Description	81
8.1.2	Syntax 81	
8.1.3	List of parameters.....	81
8.2	Display current status #VSTATE	82
8.2.1	Description	82
8.2.2	Syntax 82	
8.2.3	List of parameters.....	82
8.3	Display all parameters #VALL.....	83
8.3.1	Description	83
8.3.2	Syntax 83	
8.3.3	List of parameters.....	85
8.4	Erase flash memory parameter values #DELFLASH	86
8.4.1	Description	86
8.4.2	Syntax 86	
8.4.3	List of parameters.....	86
9	RESPONSE MESSAGES AND ERROR CODES.	87
9.1	Response messages	87
9.2	Error codes	88
A.	APPENDIX A : GETTING STARTED WITH EXAMPLES	90
A.1.	Get Software Version	90
A.2.	AT# Interface	90
A.3.	GSM Network Registration	90
A.4.	GSPRS Network Registration.....	91
A.5.	Connection to the Internet.....	92
A.5.1.	Connection to the Internet Service Provider using GSM data: AT#ConnectionStart.....	92
A.5.2.	Connection to the Internet Service Provider using GPRS: AT#ConnectionStart.....	93
A.6.	Sending/retrieving email	94
A.6.1.	Sending an email: AT#PutMail	94
A.6.2.	Retrieving an email: AT#Getmail.....	95
A.7.	FTP: Download / upload files.....	96
A.7.1.	Upload a file to a FTP server : AT#FTPput	96
A.7.2.	Download a file from a FTP server : AT#FTPget.....	97
A.8.	TCP Socket.....	98
A.8.1.	Act as a TCP server: AT#LtcpStart.....	98
A.8.2.	Act as a TCP client: AT#OTCP	99

Overview

The aim of this document is to describe the AT commands dedicated to the implementation of Wavecom IP connectivity product on Wavecom modules WISMO 24x6B.

It applies to eDsoft V3.00 and upper, until further notice.

The following improvements have been performed for this revision:

- WMUX compatibility,
- GPRS network loss management,
- AT# interpreter

1 Introduction

This document presents WAVECOM AT commands dedicated to IP connectivity.

1.1 Software upgrade

Here are the actions to perform to upgrade from an older eDSoft revision to the current one on a WISMO module:

- Delete EEPROM with AT#DELFLASH command
- Download new binary software with AT+WDWL command and XMODEM protocol
- Reset module with AT+CFUN=1 command

1.2 Software limitation

IP Connectivity Software is not designed to run in ATQ1 mode (quiet mode, meaning that there is no answer to AT commands).

While an IP Connectivity application is running, the ATQ command always replies +CME ERROR:600 ("Not allowed by embedded application").

1.3 Definitions and abbreviations

APN	Access Point Name
<DLE>	Escape character
DNS	Domain Name Server
<ETX>	Escape character
FTP	File Transfer Protocol
GPRS	General Packet Radio Service
GSM	Global System for Mobile communication
IP	Internet Protocol
ISP	Internet Service Provider
POP	Post Office Protocol
PPP	Point-to-Point Protocol
PSTN	Public Switched Telephone Network
SMTP	Simple Mail Transfer Protocol
Stack	Low-level software
TCP	Transmission Control Protocol

14th January 2005

1.4 Presentation rules

In the following, the AT commands are presented with as much precision as possible, through three paragraphs. A "Description" paragraph provides general information on the AT command (or response) behaviour. A "Syntax" paragraph describes the way to use it, the possible answers, through a readable format. A "Defined values" paragraph provides parameters values, as well for the AT command as for the corresponding responses.

2 Dialing Services

2.1 Parameters definition

2.1.1 ANSWERMODE

- **Definition**

The TCP/IP stack manages incoming calls. This parameter defines how the TCP/IP stack will behave when receiving an incoming call.

- **Setting / getting**

Set value : AT#ANSWERMODE=<Value>

Get value : AT#ANSWERMODE? or AT#VPHY, AT#VALL

- **Legal values**

- 0: (Ignore) ignores the incoming call. In this case, it is the responsibility of the host to accept/not accept the incoming call by issuing the AT#ACCEPT command.
- 1: (Automatic Answer) The TCP/IP stack goes off hook and accepts the incoming call. As described below, the calling number must match the one specified in the CALLSCREENNUM parameter. The RINGCOUNT parameter shall be > 0
- 2: (Static Callback) The TCP/IP stack ignores the incoming call and then automatically dials (DIALN1 or DIALN2) by issuing an AT#CONNECTIONSTART command. As described below, the calling number must match the one specified in the CALLSCREENNUM parameter. The RINGCOUNT parameter shall be > 0. It also depends on the format of the caller phone number.
- 3: (Dynamic Callback) The TCP/IP stack ignores the incoming call and then automatically dials the calling number by issuing an AT#CONNECTIONSTART command. For this feature, the CallerID service is mandatory. As described below, the calling number must match the one specified in the CALLSCREENNUM parameter. You may check if the caller phone number is completely transmitted.

- **Default value**

0

- **Note**

The ANSWERMODE parameter must be configured in accordance with the ATSO configuration for not interacting.

2.1.2 CALLBACKTIMER

- **Definition**

This parameter defines the number of seconds the TCP/IP stack will wait before an automatic callback operation occurs after receiving an incoming call. It only applies when the ANSWERMODE parameter is set to an automatic callback mode (value>1). This timer starts after the end of the ringing signal.

- **Setting / getting**

Set value : AT#CALLBACKTIMER=<Value>

Get value : AT#CALLBACKTIMER? or AT#VPHY, AT#VALL

- **Legal values**

Integer between 2 and 255 inclusive. This timer is set in seconds.

- **Default value**

2

2.1.3 CALLSCREENNUM

- **Definition**

When receiving an incoming call, the caller identification (Caller ID) service allows the TCP/IP stack to identify the phone number of the remote caller. This information is helpful in preventing unauthorized callers to trigger actions on the TCP/IP stack.

This parameter allows the user to filter the incoming calls when the ANSWERMODE parameter is set to an automatic mode (value>0). This filtering doesn't apply when the ANSWERMODE parameter is set to 0, in this case it is the hosts responsibility to accept or reject the incoming call.

If an incoming phone number is unauthorized, the TCP/IP stack will ignore it.

- **Setting / getting**

Set value : AT#CALLSCREENNUM=<Value>

Get value : AT#CALLSCREENNUM? or AT#VPHY, AT#VALL

- **Legal values**

- 0 (zero): No remote caller authorized
- * (all): No filtering is applied on incoming calls. All the remote phone numbers are authorized. This value must be set when wanting to receive incoming calls while the Caller ID service is not available.
- Decimal phone number: Only the phone number configured here before is authorized for incoming calls. Alpha-numeric ASCII text string up to 64 characters.

- **Default value**

0

2.1.4 REDIALCOUNT

- **Definition**

Indicates how many unsuccessful connection attempts the TCP/IP stack software will make before terminating the connection attempt.

- **Setting / getting**

Set value : AT#REDIALCOUNT=<Value>

Get value : AT#REDIALCOUNT? or AT#VPHY, AT#VALL

- **Legal values**

Integer between 0 and 14, inclusive.

If the value is set to 0, the TCP/IP stack software will not make any call retry.

- **Default value**

5

2.1.5 REDIALDELAY

- **Definition**

It controls the delay (in seconds), if any, that will exist between each call retry.

- **Setting / getting**

Set value : AT#REDIALDELAY=<Value>

Get value : AT#REDIALDELAY? or AT#VPHY, AT#VALL

- **Legal values**

Integer between 5 and 14 inclusive.

If this parameter is configured to 0, the TCP/IP stack software will attempt another connection immediately after terminating the previous unsuccessful attempt.

- **Default value**

5

2.1.6 PHYTIMEOUT

- **Definition**

Used by the TCP/IP stack software in order to terminate connections to the telephone line when a long period elapses without activity. "Without activity" is defined as a period when no data is transferred between the Internet and the TCP/IP stack software or between the TCP/IP stack software and the attached equipment. This timer prevents the telephone line from being tied up if for any reason if some part of the system becomes stuck.

- **Setting / getting**

Set value : AT#PHYTIMEOUT=<Value>

Get value : AT#PHYTIMEOUT? or AT#VPHY, AT#VALL

- **Legal values**

Integer between 1 and 255 inclusive. This timer is set in minutes.

- **Default value**

15

- **Return codes**

TIMEOUT : The inactivity timer is reached, the Wavecom product ends the communication.

2.1.7 RINGCOUNT

- **Definition**

This parameter defines the number of rings that will be waited before an automatic operation occurs when receiving an incoming call.

This parameter only applies when the ANSWERMODE parameter is set to an automatic mode (value>0).

If the ANSWERMODE parameter is used (value different from 0), the RINGCOUNT value shall be >0 for being able to use the feature

- **Setting / getting**

Set value : AT#RINGCOUNT=<Value>

Get value : AT#RINGCOUNT? or AT#VPHY, AT#VALL

- **Legal values**

Integer between 0 and 15 inclusive.

- **Default value**

0

- **Note**

The RINGCOUNT parameter must be configured in accordance with the ATSO configuration for not interacting.

2.1.8 DIALN1

- **Definition**

Primary dial-up phone number to connect with the local ISP. Length depends on country.
- **Setting / getting**

Set value : AT# DIALN1=<Value>
Get value : AT# DIALN1? or AT#VPHY, AT#VALL
- **Legal values**

Decimal phone numbers.
- **Default value**

There is no default value for this parameter

2.1.9 DIALN2

- **Definition**

Secondary dial-up number to connect with the local ISP. Length depends on country.
- **Setting / getting**

Set value : AT# DIALN2=<Value>
Get value : AT# DIALN2? or AT#VPHY, AT#VALL
- **Legal values**

Decimal phone numbers.
- **Default value**

There is no default value for this parameter

2.1.10 DIALSELECT

- **Definition**

The value of this parameter determines the number called to establish an Internet connection. It configures the TCP/IP stack software to use the primary dial-up number or the secondary dial-up number.
- **Setting / getting**

Set value : AT# DIALSELECT =<Value>
Get value : AT# DIALSELECT? or AT#VPHY, AT#VALL
- **Legal values**
 - 1: Use primary dial-up number
 - 2: Use secondary dial-up number
- **Default value**

1

2.1.11 ISPPW

- **Definition**

Password for the ISP account. When communication is initiated and once the physical (modem) connection has been established with the ISP, the TCP/IP stack software must provide the ISP with the password associated with the account to be used.

- **Setting / getting**

Set value : AT#ISPPW=<Value>

Get value : AT#ISPPW? or AT#VPPP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 64 characters

- **Default value**

There is no default value for this parameter

2.1.12 ISPUN

- **Definition**

User name of the ISP account. When communication is initiated and once the physical (modem) connection has been established with the ISP, the TCP/IP stack software must provide the ISP with the user name associated with the account to be used.

- **Setting / getting**

Set value : AT#ISPUN=<Value>

Get value : AT#ISPUN? or AT#VPPP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 64 characters

- **Default value**

There is no default value for this parameter

2.1.13 PPPMODE

- **Definition**

The TCP/IP stack can manage the access layer through different ways. This parameter selects the behavior the TCP/IP stack must run once the physical layer successfully established.

- **Setting / getting**

Set value : AT#PPPMODE=<Value>

Get value : AT#PPPMODE? or AT#VPPP, AT#VALL

- **Legal values**

- 1: (Standard PPP) the TCP/IP stack behaves as a PPP client for outgoing calls and as a PPP server for incoming calls.
- 2: (Reverse PPP) the TCP/IP stack behaves as a PPP server for outgoing calls and as a PPP client for incoming calls.
- 3: (PPP client only) the TCP/IP stack always behaves as a PPP client for both outgoing and incoming calls.
- 4: (PPP server only) the TCP/IP stack always behaves as a PPP server for both outgoing and incoming calls.
- 9: (Specific) This case is reserved for specific behavior.

- **Default value**

1

2.1.14 PPPMYIP

- **Definition**

When the TCP/IP stack behaves as a PPP server (according to the PPPMODE parameter), it is in charge of the IP address attribution mechanism.

Once the PPP authentication successfully achieved, the remote PPP peer asks the TCP/IP stack for an IP address. The related PPP layer, called IPCP, then suggests the peer an IP address previously stored in the TCP/IP stack parameters. If the remote accepts this address, the IP link is then established.

This parameter defines the IP address to be attributed to the TCP/IP stack when the PPP Server mode is running.

- **Setting / getting**

Set value : AT#PPPMYIP=<Value>

Get value : AT#PPPMYIP? or AT#VPPP, AT#VALL

- **Legal values**

32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx)

- **Default value**

0.0.0.0

2.1.15 PPPPEERIP

- **Definition**

When the TCP/IP stack behaves as a PPP server (according to the PPPMODE parameter), it is in charge of the IP address attribution mechanism.

Once the PPP authentication successfully achieved, the remote PPP peer asks the TCP/IP stack for an IP address. The related PPP layer, called IPCP, then suggests the peer an IP address previously stored in the TCP/IP stack parameters. If the remote accepts this address, the IP link is then established.

This parameter defines the IP address to be attributed to the remote PPP peer when the PPP Server mode is running.

- **Setting / getting**

Set value : AT#PPPPEERIP=<Value>

Get value : AT#PPPPEERIP? or AT#VPPP, AT#VALL

- **Legal values**

32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx)

- **Default value**

0.0.0.0

2.1.16 PPPSERVUN

- **Definition**

When the TCP/IP stack behaves as a PPP server (according to the PPPMODE parameter), it checks the remote PPP client login/password before to grant access.

This parameter defines the login that must be specified by the remote PPP client.

- **Setting / getting**

Set value : AT#PPPSERVUN=<Value>

Get value : AT#PPPSERVUN? or AT#VPPP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 64 characters

- **Default value**

There is no default value for this parameter

2.1.17 PPPSERVPW

- **Definition**

When the TCP/IP stack behaves as a PPP server (according to the PPPMODE parameter), it checks the remote PPP client login/password before to grant access.

This parameter defines the password that must be specified by the remote PPP client.

- **Setting / getting**

Set value : AT#PPPSERVPW=<Value>

Get value : AT#PPPSERVPW? or AT#VPPP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 64 characters

- **Default value**

There is no default value for this parameter

2.1.18 APNPW

- **Definition**

Access Point Name password parameter coming with the APNUN from the GSM operator for providing GPRS access.

- **Setting / getting**

Set value : AT#APNPW=<Value>

Get value : AT#APNPW? or AT#VGPRS, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters.

- **Default value**

There is no default value for this parameter

2.1.19 APNSERV

- **Definition**
Access Point Name parameter coming from the GSM operator for providing GPRS access.
- **Setting / getting**
Set value : AT#APNSERV=<Value>
Get value : AT#APNSERV? or AT#VGPRS, AT#VALL
- **Legal values**
Alphanumeric ASCII text string up to 120 characters.
- **Default value**
There is no default value for this parameter

2.1.20 APNUN

- **Definition**
Access Point Name Username parameter coming with the APNPW from the GSM operator for providing GPRS access.
- **Setting / getting**
Set value : AT#APNUN=<Value>
Get value : AT#APNUN? or AT#VGPRS, AT#VALL
- **Legal values**
Alphanumeric ASCII text string up to 120 characters.
- **Default value**
There is no default value for this parameter

2.1.21 GPRSCID

- **Definition**
PDP context identifier which specifies a particular PDP context definition. This parameter is local and may be used in other PDP context-related commands.
- **Setting / getting**
Set value : AT#GPRSCID=<Value>
Get value : AT#GPRSCID? or AT#VGPRS, AT#VALL
- **Legal values**
Numeric between 1 and 4 inclusive
- **Default value**

1

2.1.22 GPRSMODE

- **Definition**

Configure the activation of the Wavecom software for switching between GSM or GPRS.

- **Setting / getting**

Set value : AT#GPRSMODE=<Value>

Get value : AT#GPRSMODE? or AT#VGPRS, AT#VALL

- **Legal values**

- 0: The Wavecom software is configured for a GSM use
- 1: The Wavecom software is configured for a GPRS use

- **Default value**

1

2.2 Incoming call management

2.2.1 Answer incoming call #ACCEPT

2.2.1.1 Description

This command directs the TCP/IP stack to answer an incoming call.

When the TCP/IP stack receives an incoming call, it sends over the serial port the "RING" messages. Depending on the value of the ANSWERMODE parameter the TCP/IP stack may answer automatically or not.

If ANSWERMODE is set to 0, it is the host that is responsible for answering the incoming call.

Once the physical layer is up, the TCP/IP stack runs the applicable protocol as specified in the PPPMODE parameter.

The AT#CONNECTIONSTOP command allows to on hook and close the connection.

2.2.1.2 Syntax

Command syntax : AT#ACCEPT

Command	Possible responses
AT#ACCEPT <i>Note : Manually cceptance of an incoming call (incoming call)</i>	OK <i>Note : beginning of the call setting process</i> CONNECT <speed> <i>Note : Modem speed negotiated between bo sides.</i> xxx.xxx.xxx.xxx <i>Note : IP address indication attributed to th TCP/IP stack</i> PPP OK <i>Note : The software is ready to run IP applications to send/receive datas</i>
AT#ACCEPT <i>Note : Manually cceptance of an incoming call (incoming call)</i>	NO CARRIER <i>Note: The modem handshaking process with the remote host is interrupted or unsuccessful.</i>
AT#ACCEPT <i>Note : Manually acceptance of an incoming call (incoming call)</i>	PPP ERROR <i>Note: The PPP negotiation has failed (check ISPUN, ISPPW, PPPMODE and the configuration of the PPP peer)</i>

2.2.1.3 List of parameters

- Read parameters
- ANSWERMODE
 IPSPW
 ISPUN
 PPPMODE
 PPPMYIP
 PPPPEER (if PPPMODE is set in server mode)
 PPPPEERIP
 PPPSENDPW
 PPPSENDUN

14th January 2005

2.2.2 Stop communication #CONNECTIONSTOP

2.2.2.1 Description

This command directs the TCP/IP stack to end a GPRS or GSM communication previously established with a START command or AT#ACCEPT.

2.2.2.2 Syntax

Command syntax : AT#CONNECTIONSTOP

Command	Possible responses
AT#CONNECTIONSTOP <i>Note : Disconnect</i>	OK <i>Note : Phone line is released</i>

2.2.2.3 List of parameters

No TCP-IP parameter is used for the execution of this command.

2.2.3 Start communication #CONNECTIONSTART

2.2.3.1 Description

This command directs the TCP/IP stack to dial out and establish the connection.

Upon receiving this signal, the TCP/IP stack automatically initiates a complete connection session according to the GPRSMODE parameter, selecting the GSM or GPRS mode.

- In GSM mode, the TCP/IP stack will dial the number according to the Dial Option parameter (DIALN1 or DIALN2 depending on DIALSELECT). If an error occurs, the TCP/IP stack automatically attempts according to the REDIALCOUNT parameter. Once the physical layer is up, the TCP/IP stack runs the applicable protocol as specified in the PPPMODE parameter.
- In GPRS mode, the TCP/IP stack will establish a GPRS session with the APN using APNUN, APNPW, GPRSCID parameter. Once the GPRS link is up, the product is connected to the Internet. The AT#CONNECTIONSTOP command allows to on hook and close the connection.

Important note: GPRS attachment must be performed before a CONNECTIONSTART command.

2.2.3.2 Syntax

Command syntax : AT#CONNECTIONSTART

Command (GSM mode)	Possible responses
AT#CONNECTIONSTART <i>Note : Request connection to GSM network</i>	DIALING <i>Note: The phone line is available</i> 2124560123 <i>Note: Dial DIALN1 or DIALN2 number depending on DIALSELECT</i> CONNECT 9600 <i>Note: Modem speed negotiated between both side. If the TCP/IP stack is configured for modem only operation (PPPMODE parameter) there is no more return codes</i> 213.192.200.4 <i>Note: IP address attributed to the TCP/IP stack</i> Ok_Info_Ppp <i>Note: As soon as the TCP/IP stack software displays this message, it is ready to receive commands.</i>
AT#CONNECTIONSTART	BUSY <i>Note: A busy signal is detected on the remote site.</i> <i>TCP/IP stack will wait REDIALDELAY seconds and then dials again. This re-dialing will continue until success or until the number of call retries defined in parameter REDIALCOUNT has been reached.</i>
AT#CONNECTIONSTART	NO ANSWER <i>Note: There is no response from the remote site.</i> <i>TCP/IP stack will wait REDIALDELAY seconds and then dials again. This re-dialing will continue until success or until the number of call retries defined in parameter REDIALCOUNT has been reached.</i>
AT#CONNECTIONSTART	NO CARRIER <i>Note: The modem handshaking process with the remote host is interrupted or unsuccessful.</i> <i>TCP/IP stack will wait REDIALDELAY seconds and then dials again. This re-dialing will continue until success or until the number of call retries defined in parameter REDIALCOUNT has been reached.</i>

14th January 2005

Command (GSM mode)	Possible responses
AT#CONNECTIONSTART	#CME ERROR: 37120 #CME ERROR: 37121 #CME ERROR: 28980 #CME ERROR: 28981 <i>Note (only one response at a time): The PPP negotiation has failed (check ISPUN, ISPPW and PPPMODE)</i> <i>See paragraph 9.2.</i>
AT#CONNECTIONSTART	#CME ERROR: 35865 <i>Note: The product is not registered on the network</i>
AT#CONNECTIONSTART	#CME ERROR: 35840 <i>Note: The product is already running (host is connected)</i>

Command (GPRS mode)	Possible responses
AT#CONNECTIONSTART <i>Note : Request connection to GPRS network</i>	213.192.200.4 <i>Note : IP address attributed to the TCP/IP stack</i> Ok_Info_GprsActivation <i>Note: GPRS session established and product connected to the Internet</i>
AT#CONNECTIONSTART	#CME ERROR: 35866 <i>Note: All connection attempts will return this message if the GPRS session can not be established</i>
AT#CONNECTIONSTART	#CME ERROR: 35865 <i>Note: The product is not registered on the network</i>
AT#CONNECTIONSTART	#CME ERROR: 35868 <i>Note: Aborted GPRS connection, check APN parameters.</i>

2.2.3.3 List of parameters

- Read parameters

FOR GSM MODE :

DIALN1

DIALN2

DIALSELECT

ISPPW

ISPUN

REDIALCOUNT

REDIALDELAY

IF PPPMODE set to 2 or 4 :

PPPMYIP

PPPPEERIP

PPPSERVPW

PPPSERVUN

FOR GPRS MODE :

APNPW

APNSERV

APNUN

GPRSCID

2.3 Display IP addresses #DISPLAYIP

2.3.1 Description

This command allows the attached host to view the IP addresses that have been attributed during the IPCP phase of the PPP negotiation. Both local and remote PPP peer IP addresses are displayed. This command should be issued only once the PPP OK message has been received from the TCP/IP stack.

2.3.2 Syntax

Command syntax : AT#DISPLAYIP

Response syntax:

```

MY IP: xxx.xxx.xxx.xxx
PEER IP: xxx.xxx.xxx.xxx
OK
  
```

Command (GSM mode)	Possible responses
AT#DISPLAYIP <i>Note : Request for local and remote IP addresses</i>	MY IP: 1.2.3.4 PEER IP: 1.0.3.5 OK <i>Note : PPPMYIP (IP address attributed to the TCP/IP stack) and PPPPEERIP (IP address attributed to the PPP peer)parameters values</i>
AT#DISPLAYIP <i>Note : Request for local and remote IP addresses</i>	#CME ERROR: 35867 <i>Note : no IP addresses have been attributed: no active connection or PPP/IPCP negotiation not yet completed</i>

Command (GPRS mode)	Possible responses
AT#DISPLAYIP <i>Note : Request for local and remote IP addresses</i>	MY IP: 1.2.3.4 Gateway IP: 1.0.3.5 OK <i>Note : PPPMYIP (IP address attributed to the TCP/IP stack) and PPPPEERIP (IP address attributed to the PPP peer)parameters values</i>
AT#DISPLAYIP <i>Note : Request for local and remote IP addresses</i>	#CME ERROR: 35867 <i>Note : no IP addresses have been attributed: no active connection or PPP/IPCP negotiation not yet completed</i>

2.3.3 List of parameters

- Read parameters

14th January 2005

PPPMYIP

PPPPEERIP

2.4 Display PPP parameters #VPPP

2.4.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the PPP layer configuration.

2.4.2 Syntax

Command syntax : AT#VPPP

Command	Possible responses
AT#VPPP	#ISPUN: "myispun" #ISPPW: "myisppwd" #PPPMODE: 1 #PPPMYIP: "0.0.0.0" #PPPPEERIP: "0.0.0.0" #PPPSERVUN: "myname" #PPPSERVVPW: "mypasswd" OK

2.4.3 List of parameters

- Read parameters
 - ISPPW
 - ISPUN
 - PPPMODE
 - PPPMYIP
 - PPPPEERIP
 - PPPSERVUN
 - PPPSERVVPW

2.5 Display GPRS parameters #VGPRS

2.5.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the GPRS configuration.

2.5.2 Syntax

Command syntax : AT#VGPRS

Command	Possible responses
AT#VGPRS	#GPRSCID: 1 #APNPW: "acces" #APNSERV: "a2myoperator.com" #APNUN: "a2b" OK

2.5.3 List of parameters

- Read parameters
 - APNPW
 - APNSERV
 - APNUN
 - GPRSCID

2.6 Display physical parameters #VPHY

2.6.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the physical layer configuration.

2.6.2 Syntax

Command syntax : AT#VPHY

Command	Possible responses
AT#VPHY	#ANSWERMODE: 0 #CALLBACKTIMER: 2 #CALLSCREENNUM: "0" #DIALN1: "" #DIALN2: "" #DIALSELECT: 1 #GPRSMODE: 1 #PHYTIMEOUT: 15 #REDIALCOUNT: 5 #REDIALDELAY: 5 #RINGCOUNT: 0 OK

2.6.3 List of parameters

- Read parameters
ANSWERMODE
CALLBACKTIMER
CALLSCREENNUM
DIALN1
DIALN2
DIALSELECT
GPRSMODE
PHYTIMEOUT
REDIALCOUNT
REDIALDELAY
RINGCOUNT

3 SMTP/POP3 e-mail Services

3.1 Parameters definition

3.1.1 SENDERNAME

- **Definition**

The sender's literal name (different from the SENDERADDR parameter, which is the sender's e-mail address). This parameter will appear in the header of the e-mail sent by the TCP/IP stack software, in the field: 'From: '.

- **Setting / getting**

Set value : AT# SENDERNAME =<String>

Get value : AT# SENDERNAME? or AT#VSMTP, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters. The address must be provided in literal format (for instance "machine 245").

- **Default value**

There is no default value for this parameter.

3.1.2 SENDERADDR

- **Definition**

To send e-mails, the TCP/IP stack software must know the e-mail address of the sender. The "sender" is the hardware platform itself or the optional attached equipment. This e-mail address will appear in the header of the e-mail sent by the TCP/IP stack software, in the field ' From: '.

- **Setting / getting**

Set value : AT# SENDERADDR =<Value>

Get value : AT# SENDERADDR? or AT#VSMTP, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters. The address must be provided in literal format (for instance dev12345678@web.zyx).

- **Default value**

There is no default value for this parameter

14th January 2005**3.1.3 CCREC1 / CCREC2 / CCREC3**

- **Definition**

The software can send e-mail messages to an additional recipient as a "carbon copy". This parameter contains the e-mail address of the additional recipient.

This e-mail address will appear in the header of the e-mail sent by the TCP/IP stack software in the field 'Cc: '.

For a given value n, the "CCRECN" parameter is directly associated with the "RECN" parameter.

- **Setting / getting**

Set value : AT#CCRECi=<Value> (replace i by 1, 2 or 3)

Get value : AT#CCRECi? (replace i by 1, 2 or 3) or AT#VMAILi, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters. The address must be provided in literal format (for instance dev12345678@web.xyz).

- **Default value**

There is no default value for this parameter.

3.1.4 DOMAIN

- **Definition**

When sending an e-mail message, the TCP/IP stack software must provide the SMTP server with the domain name of the sender. In some cases, this domain name may be different from the domain name included in the sender's e-mail address.

- **Setting / getting**

Set value : AT#DOMAIN=<Value>

Get value : AT#DOMAIN? or AT#VSMTP, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters.

- **Default value**

There is no default value for this parameter

14th January 2005**3.1.5 REC1, REC1ADD / REC2, REC2ADD / REC3, REC3ADD**

- **Definition**

To send e-mail messages, the TCP/IP stack software must know the e-mail address of at least one recipient. Each e-mail address will appear in the header of the e-mail sent by the TCP/IP stack software, in the field ' To: '.

The RECi parameter can hold a maximum of 10 e-mail addresses, each e-mail address being at the most 120 characters long.

- **Setting one e-mail address / resetting the parameter / getting**

Set value / reset the parameter: AT#RECi="Value" (replace i by 1, 2 or 3)

Get value : AT#RECi? (replace i by 1, 2 or 3) or AT#VMAILi, AT#VALL

- **Legal values to RECi (i = 1, 2 or 3)**

Alphanumeric ASCII text string up to 120 characters. The address must be provided in literal format (for instance dev12345678@web.xyz).

- **Setting one to ten e-mail addresses to the RECi parameter / resetting the parameter**

To set one to ten e-mail addresses to the RECi parameter, enter the AT#RECiADD<CR> **overwriting** command.

Each e-mail address has to be an alphanumeric ASCII text string, in literal format (for instance dev12345678@web.xyz). To add another e-mail address, enter the <CRLF> pair. To end the setting, enter the following character : 1A (in ASCIIcode), generated in a keyboard by CTRL+Z escape sequence.

NOTE1 : This command overwrites all previously set e-mail addresses of the RECi parameter.

NOTE2 : If more than 10 addresses are entered, the 11th and subsequent addresses until the end character will be ignored.

Example:

```
AT#REC1ADD<CR>
Email1@domain.fr<CRLF>
Email2@domain.com<CRLF>
<CTRL+Z>
```

- **Default value**

There is no default value for this parameter.

3.1.6 SUBJ1 / SUBJ2 / SUBJ3

- **Definition**

These parameters contain pre-defined subjects that will be used by the TCP/IP stack to compose the e-mail header.

- **Setting / getting**

Set value : AT#SUBJi=<Value> (replace i by 1, 2 or 3)

Get value : AT#SUBJi? (replace i by 1, 2 or 3) or AT#VMAILi, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 120 characters.

- **Default value**

There is no default value for this parameter

3.1.7 BODY1 / BODY2 / BODY3

- **Definition**

These parameters store pre-defined message bodies. They allow the host application to send pre-defined e-mail combinations

- **Setting / getting**

Set value : AT#BODYi=<Value> (replace i by 1, 2 or 3)

Get value : AT#BODYi? (replace i by 1, 2 or 3)

- **Legal values**

The body content has to be entered after the AT#BODY1<CR> command. It has to be an alphanumeric ASCII text string up to 120 characters followed by the following character : 1A (in ASCIIcode), generated in a keyboard by CTRL+Z escape sequence.

Example:

AT#BODY1<CR>

Text string

<CTRL+Z>

- **Default value**

There is no default value for this parameter

3.1.8 POP3HEADERMODE

- **Definition**

When receiving an e-mail message, the TCP/IP stack can be configured to send or not the POP3 header through the serial port. The POP3 header contains the From, Cc and Subject fields.

- **Setting / getting**

Set value : AT#POP3HEADERMODE=<Value>

Get value : AT#POP3HEADERMODE? or AT#VPOP3, AT#VALL

- **Legal values**

- 0: the e-mail header will not be sent over the serial port while retrieving
- 1: the e-mail header will be sent over the serial port while retrieving

- **Default value**

1

3.1.9 POP3PORT

- **Definition**

To reach the POP3 server, the TCP/IP stack software must know the port of the POP3 server used for the e-mail retrieving.

- **Setting / getting**

Set value : AT#POP3PORT=<Value>

Get value : AT#POP3PORT? or AT#VPOP3, AT#VALL

- **Legal values**

5 digits (each digit between 0 and 9 inclusive).

Note that numbers above 65,535 are illegal as the port identification fields are 16 bits long in the TCP header.

- **Default value**

110

- **Note**

This parameter should be changed only upon request of your network administrator. It applies for network infrastructure including Firewalls, Proxy or specific TCP port translation.

3.1.10 POP3PW

- **Definition**

Password for POP3 account. To retrieve e-mail messages sent to a specified e-mail address, the TCP/IP stack software must know the POP3 password that has been set for that e-mail account.

- **Setting / getting**

Set value : AT#POP3PW=<Value>

Get value : AT#POP3PW? or AT#VPOP3, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 64 characters.

- **Default value**

There is no default value for this parameter

3.1.11 POP3SERV

- **Definition**

To retrieve e-mail messages, the TCP/IP stack software must know the address of the POP3 server that is to be used. The POP3 server must be the one where the specified e-mail account is hosted (which is not necessarily maintained by the local ISP).

- **Setting / getting**

Set value : AT#POP3SERV=<Value>

Get value : AT#POP3SERV? or AT#VPOP3, AT#VALL

- **Legal values**

- 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
- alphanumeric ASCII text string up to 120 characters if DNS is available.

- **Default value**

There is no default value for this parameter

3.1.12 POP3UN

- **Definition**

User name for POP3 account. To retrieve e-mail messages sent to a specified e-mail address, the TCP/IP stack software must know the POP3 user name that has been set for that e-mail account.

- **Setting / getting**

Set value : AT#POP3UN=<Value>

Get value : AT#POP3UN? or AT#VPOP3, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 64 characters.

- **Default value**

There is no default value for this parameter

3.1.13 SMTPPORT

- **Definition**

To reach the SMTP server, the TCP/IP stack software must know the port of the SMTP server used for the e-mail sending.

- **Setting / getting**

Set value : AT#SMTPPORT=<Value>

Get value : AT#SMTPPORT? or AT#VSMTP, AT#VALL

- **Legal values**

From 1 to 5 digits (each digit between 0 and 9 inclusive). Note that numbers above 65,535 are illegal as the port identification fields are 16 bits long in the TCP header.

- **Default value**

25

- **Note**

This parameter should be changed only upon request of your network administrator. It applies for network infrastructure including firewalls, proxy or specific TCP port translation.

3.1.14 SMTPPW

- **Definition**

SMTP password: To send e-mail messages, some SMTP servers use an authentication process. In these cases, the TCP/IP stack software will provide the SMTP password (associated to the SMTP user name) for the e-mail sending process. If this parameter is an empty string, the authentication mode is inactive. If both this parameter and the SMTPUN parameter are not empty, the authentication mode is active.

Note : the TCP/IP stack only supports the LOGIN authentication mechanism.

- **Setting / getting**

Set value : AT#SMTPPW=<Value>

Get value : AT#SMTPPW? or AT#VSMTP, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 64 characters.

- **Default value**

There is no default value for this parameter

3.1.15 SMTPSERV

- **Definition**

To send e-mail messages the TCP/IP stack software must know the address of the SMTP server that is to be used. In most cases, the local ISP maintains the SMTP server.

- **Setting / getting**

Set value : AT#SMTPSERV=<Value>

Get value : AT#SMTPSERV? or AT#VSMTP, AT#VALL

- **Legal values**

- 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
- alphanumeric ASCII text string up to 120 characters if DNS is available.

- **Default value**

There is no default value for this parameter

3.1.16 SMTPUN

- **Definition**

SMTP User Name:

To send e-mail messages, some SMTP servers use an authentication process. In these cases, the TCP/IP stack software will provide the SMTP

14th January 2005

user name (associated with a SMTP password) for the e-mail sending process. If this parameter is an empty string, the authentication mode is inactive. If both this parameter and the SMTTPW parameter are not empty, the authentication mode is active.

Note : the TCP/IP stack only supports the LOGIN authentication mechanism.

- **Setting / getting**

Set value : AT#SMTPUN=<Value>

Get value : AT#SMTPUN? or AT#VSMTP, AT#VALL

- **Legal values**

Alphanumeric ASCII text string up to 64 characters.

- **Default value**

There is no default value for this parameter

3.1.17 DNSSERV1

- **Definition**

In order to translate the server names from literal format into IP addresses, the TCP/IP stack software implements the Domain Name System (DNS) protocol. The DNS Server IP address must be specified to the TCP/IP stack software.

- **Setting / getting**

Set value : AT#DNSSERV1=<Value>

Get value : AT#DNSSERV1? or AT#VDNS, AT#VALL

- **Legal values**

32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx)

- **Default value**

0.0.0.0

3.1.18 DNSSERV2

- **Definition**

In order to translate the server names from literal format into IP addresses, the TCP/IP stack software implements the Domain Name System (DNS) protocol. The DNS Server IP address has to be specified to the TCP/IP stack software. This secondary DNS server is used in case of the primary DNS server does not respond to a request.

- **Setting / getting**

Set value : AT#DNSSERV2=<Value>

Get value : AT#DNSSERV2? or AT#VDNS, AT#VALL

- **Legal values**

32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx)

- **Default value**

0.0.0.0

14th January 2005

3.2 Retrieve host mail #GETMAIL

3.2.1 Description

This command allows the attached host to direct the TCP/IP stack to retrieve the first mail present in the POP3 server list.

Once an IP link is established, the attached host can retrieve an e-mail message at any time (except when the TCP/IP stack software is already in a process using TCP resources).

This command is similar to a "check e-mail box" feature issued by a standard messaging client on a PC.

3.2.2 Syntax

Command syntax : AT#GETMAIL

Command	Possible responses
AT#GETMAIL <i>Note : Retrieve mail</i>	Ok_Info_Mail <mail content> <i>Note : This message is issued when one e-mail message is located in the specified POP3 mailbox.</i> <i>Depending on the POP3HEADERMODE parameter, the TCP/IP stack sends the e-mail header over the serial port to the attached host.</i> <i>The (CR)(LF)(.)(CR)(LF) sequence finally indicates the end of the e-mail body.</i>
AT#GETMAIL	Ok_Info_NoMail <i>Note: There is no e-mail to retrieve in the POP3 mailbox</i>
AT#GETMAIL	#CME ERROR: 38027 <i>Note: The address of the POP3 server has not been resolved by the secondary DNS server.</i> <i>TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong POP3 server address has been filled in.</i>

14th January 2005

Command	Possible responses
AT#GETMAIL	<p>#CME ERROR: <value></p> <p><i>Note: An error has occurred during the communication with the remote POP3 server. It may also happen during the data transfer after the MAIL message. In this case it is preceded by a (CR)(LF)(.)(CR)(LF) sequence.</i></p> <p><i>This error can be due to one of the following reason:</i></p> <ul style="list-style-type: none"><i>the DNS servers are not able to resolve the POP3 server address</i><i>the POP3 server is temporarily out of service</i><i>the authentication (POP3UN, POP3PW) is not valid</i> <p><i>Please refer to paragraph 9.2</i></p>

3.2.3 List of parameters

- Read parameters
POP3HEADERMODE
POP3PORT
POP3UN
POP3PW
POP3SERV

14th January 2005

3.3 Send mail #SENDMAIL1 / #SENDMAIL2 / #SENDMAIL3

3.3.1 Description

This command sends one of the 3 pre-defined e-mail combinations.

Once an IP link is established, the attached host can direct the TCP/IP stack to send an e-mail message at any time (except when the TCP/IP stack software is already in a process using TCP resources).

The header of this e-mail is built using the REC1/2/3, CCREC1/2/3 and SUBJ1/2/3 parameters while the body is filled in the BODY1/2/3 parameter.

This command is similar to a "send e-mail" operation issued by a standard messaging client on a PC.

Note : #SENDMAILi is used for #SENDMAIL1 or #SENDMAIL2 or #SENDMAIL3.

3.3.2 Syntax

Command syntax : AT#SENDMAILi

Command	Possible responses
AT#SENDMAIL1 <i>Note : Send predefined mail #1</i>	OK <i>Note : Mail 1 has been successfully sent</i>
AT#SENDMAIL2 <i>Note : Send predefined mail #2</i>	OK <i>Note : Mail 2 has been successfully sent</i>
AT#SENDMAIL3 <i>Note : Send predefined mail #3</i>	OK <i>Note : Mail 3 has been successfully sent</i>
AT#SENDMAIL2	#CME ERROR: 38027 <i>Note: The address of the SMTP server has not been resolved by the secondary DNS server.</i> <i>TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong SMTP server address has been filled in.</i>

Command	Possible responses
AT#SENDMAIL1	<p>#CME ERROR: <value></p> <p><i>Note: An error has occurred during the communication with the remote SMTP server. It may also happen during the data transfer (after the OK message).</i></p> <p><i>This error can be due to one of the following reason:</i></p> <ul style="list-style-type: none"> • <i>the DNS servers are not able to resolve the SMTP server address</i> • <i>the SMTP server is temporarily out of service</i> • <i>the authentication (SMTPUN, SMTPPW) is not valid</i> • <i>an e-mail address specified in REC1 or CCREC1 is not valid</i> <p>See paragraph 9.2</p>

3.3.3 List of parameters

- Read parameters
 - REC1 or REC2 or REC3
 - CCREC1 or CCREC2 or CCREC3
 - SUBJ1 or SUBJ2 or SUBJ3
 - BODY1 or BODY2 or BODY3
 - SENDERADDR
 - SENDERNAME
 - DOMAIN
 - SMTPPORT
 - SMTPSERV
 - SMTPPW
 - SMTPUN

3.4 Send host mail #PUTMAIL

3.4.1 Description

This command allows the attached host to send an e-mail message containing body text passed to the TCP/IP stack over the serial port.

Once an IP link is established, the attached host can send an e-mail message at any time (except when the TCP/IP stack software is already in a process using TCP resources).

The header of this e-mail is built using the REC1, CCREC1 and SUBJ1 parameters.

This command is similar to a "send e-mail" operation issued by a standard messaging client on a PC.

3.4.2 Syntax

Command syntax : AT#PUTMAIL

Command	Possible responses
AT#PUTMAIL <i>Note: You have to configure only receiver address1, copy address1, and subject1 before or during the session, but the content (body) of the e-mails typed when the TCP/IP session is established. Content is not echoed.</i>	Ok_Info_WaitingForData <i>Note: A SMTP session has been successfully opened with the remote SMTP server.</i> <i>Once the TCP/IP stack has displayed this message, all the data received on the serial port is sent within the e-mail body.</i> <i>The (CR)(LF)(.)(CR)(LF) sequence sent by the attached host indicates the TCP/IP stack the end of the e-mail body.</i>
<content> <i>Note: Content is not written when typing.</i>	
<CR><LF> . <CR><LF> <i>Note: Termination sequence <CR> = <Enter>, <LF> = <Ctrl Enter></i>	OK <i>Note : The mail has been successfully sent</i>
AT#PUTMAIL	#CME ERROR: 38027 <i>Note: The address of the SMTP server has not been resolved by the secondary DNS server.</i> <i>TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong SMTP server address has been filled in.</i>

14th January 2005

Command	Possible responses
AT#PUTMAIL	<p>#CME ERROR: <value></p> <p><i>Note: An error has occurred during the communication with the remote SMTP server. It may also happen during the data transfer (after the OK message).</i></p> <p><i>This error can be due to one of the following reason:</i></p> <ul style="list-style-type: none"> • <i>the DNS servers are not able to resolve the SMTP server address</i> • <i>the SMTP server is temporarily out of service</i> • <i>the authentication (SMTPUN, SMTPPW) is not valid</i> • <i>an e-mail address specified in REC1 or CCREC1 is not valid</i> • <i>there has been an inactivity period of 50 seconds on the serial port</i> <p><i>See paragraph 9.2</i></p>

3.4.3 List of parameters

- Read parameters
 - REC1
 - CCREC1
 - SUBJ1
 - SENDERADDR
 - SENDERNAME
 - DOMAIN
 - SMTPPORT
 - SMTPSERV
 - SMTPPW
 - SMTPUN

14th January 2005

3.5 Display e-mail parameters #VMAIL1 / #VMAIL2 / #VMAIL3

3.5.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the e-mail combinations configuration.

Note: The BODY1/BODY2/BODY3 parameter values are not displayed. Their values can be displayed using the AT#BODY1? / AT#BODY2? / AT#BODY3? commands.

Note : #VMAIL_i is used for #VMAIL1 or #VMAIL2 or #VMAIL3.

3.5.2 Syntax

Command syntax : AT#VMAIL_i

Command	Possible responses
AT#VMAIL1	REC1= CCREC1= SUBJ1= OK
<i>Note : View predefined (nb 1) mail header elements.</i>	

3.5.3 List of parameters

- Read parameters
REC_i (REC1 or REC2 or REC3)
CCREC_i (CCREC1 or CCREC2 or CCREC3)
SUBJ_i (SUBJ1 or SUBJ2 or SUBJ3)

3.6 Display POP3 parameters #VPOP3

3.6.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the e-mail retriever configuration.

3.6.2 Syntax

Command syntax : AT#VPOP3

Command	Possible responses
AT#VPOP3	#POP3HEADERMODE: 1
	#POP3PORT: 110
<i>Note : View POP3 parameters</i>	#POP3PW: "mypop3passwd"
	#POP3SERV: "pop3server"
	#POP3UN: "mypop3un"
	OK

3.6.3 List of parameters

- Read parameters
POP3HEADERMODE
POP3PORT
POP3PW
POP3SERV
POP3UN

3.7 Display SMTP parameters #VSMTP

3.7.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the e-mail sender configuration.

3.7.2 Syntax

Command syntax : AT#VSMTP

Command	Possible responses
AT#VSMTP	#DOMAIN: "a2myoper.com" #SENDERADDR: "toto@myoper.com" #SENDERNAME: "toto" #SMTPPORT: 25 #SMTPPW: "mysmtppw" #SMTPSERV: "smtp. a2myoper.com" #SMTPPUN: "mysmtpun" OK
<i>Note : Comment on the aim of this syntax</i>	

3.7.3 List of parameters

- Read parameters
DOMAIN
SENDERADDR
SENDERNAME
SMTPPORT
SMTPPW
SMTPSERV
SMTPPUN

3.8 Display DNS parameters #VDNS

3.8.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the DNS servers configuration.

3.8.2 Syntax

Command syntax : AT#VDNS

Command	Possible responses
AT#VDNS	#DNSSERV1: "0.0.0.0" #DNSSERV2: "0.0.0.0" OK

3.8.3 List of parameters

- Read parameters
DNSSERV1
DNSSERV2

4 FTP Services

4.1 Parameters definition

4.1.1 FTPPORT

- **Definition**

To reach the FTP server, the TCP/IP stack software must know the control port of the FTP server used for file transfer.

- **Setting / getting**

Set value : AT#FTPPORT=<Value>

Get value : AT#FTPPORT? or AT#VFTP, AT#VALL

- **Legal values**

From 1 to 5 digits (each digit between 0 and 9 inclusive).

Note that numbers above 65,535 are illegal as the port identification fields are 16 bits long in the TCP header.

- **Default value**

21

- **Note**

This parameter should be changed only upon request of your network administrator. It applies for network infrastructure including Firewalls, Proxy or specific TCP port translation.

4.1.2 FTPTYPE

- **Definition**

Before transferring files from a specified FTP server, the TCP/IP stack software must specify the type of data to be transferred within the FTP session.

- **Setting / getting**

Set value : AT#FTPTYPE=<Value>

Get value : AT#FTPTYPE? or AT#VFTP, AT#VALL

- **Legal values**

- A : for FTP ASCII sessions
- I : for FTP Binary sessions (upper case 'i' char)

- **Default value**

I

- **Note**

When this value is set to A, all the data sent by the TCP/IP stack to the FTP server is made of 7 bits characters (NVT-ASCII: the MSB is set to 0). As a consequence binary data containing 8 bits characters will be corrupted during the transfer if the FTPTYPE is set to A.

4.1.3 FTPSERV

- **Definition**

FTP server address. To connect to an FTP server to download files, the TCP/IP stack software must know the address of the FTP server that is to be used.

- **Setting / getting**

Set value : AT#FTPSERV=<Value>

Get value : AT#FTPSERV? or AT#VFTP, AT#VALL

- **Legal values**

- 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
- alphanumeric ASCII text string up to 120 characters if DNS is available

- **Default value**

There is no default value for this parameter

4.1.4 FTPUN

- **Definition**
Before transferring files from a specified FTP server, the TCP/IP stack software must open an FTP session using a valid FTP user name
- **Setting / getting**
Set value : AT#FTPUN=<Value>
Get value : AT#FTPUN? or AT#VFTP, AT#VALL
- **Legal values**
Alphanumeric ASCII text string up to 64 characters.
- **Default value**
There is no default value for this parameter

4.1.5 FTPPW

- **Definition**
Before transferring files from a specified FTP server, the TCP/IP stack software must open an FTP session using a valid FTP password.
- **Setting / getting**
Set value : AT#FTPPW=<Value>
Get value : AT#FTPPW? or AT#VFTP, AT#VALL
- **Legal values**
Alphanumeric ASCII text string up to 64 characters
- **Default value**
There is no default value for this parameter

4.1.6 FTPGETFILENAME

- **Definition**
In order to download a file from the FTP server, the TCP/IP stack software must know the name of the relevant file.
- **Setting / getting**
Set value : AT#FTPGETFILENAME=<Value>
Get value : AT#FTPGETFILENAME? or AT#VFTP, AT#VALL
- **Legal values**
Alphanumeric ASCII text string up to 120 characters.
- **Default value**
There is no default value for this parameter

4.1.7 FTPGETPATH

- **Definition**

In order for the TCP/IP stack software to get a file from the FTP server, the TCP/IP stack software must know the path of the relevant file. For example, it could be : /list

- **Setting / getting**

Set value : AT#FTPGETPATH=<Value>

Get value : AT#FTPGETPATH? or AT#VFTP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 120 characters.

- **Default value**

There is no default value for this parameter

- **Note**

Depending on the FTP server, the value can be used for getting a file from the root directory of the FTP server

4.1.8 FTTPUTFILENAME

- **Definition**

In order for the TCP/IP stack software to upload a file to the FTP server, the TCP/IP stack software must know the name of the relevant file.

- **Setting / getting**

Set value : AT#FTTPUTFILENAME=<Value>

Get value : AT#FTTPUTFILENAME? or AT#VFTP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 120 characters.

- **Default value**

There is no default value for this parameter

14th January 2005**4.1.9 FTTPUTPATH**

- **Definition**

In order for the TCP/IP stack software to upload a file to the FTP server, the TCP/IP stack software must know the path of the relevant file. For example, it could be : /list

- **Setting / getting**

Set value : AT#FTTPUTPATH=<Value>

Get value : AT#FTTPUTPATH? or AT#VFTP, AT#VALL

- **Legal values**

Alpha-numeric ASCII text string up to 120 characters

- **Default value**

There is no default value for this parameter

- **Note**

Depending on the FTP server, the value can be used for getting a file from the root directory of the FTP server

4.2 Get data from server #FTPGET

4.2.1 Description

This command sent by the attached host directs the TCP/IP stack to connect to the specified FTP server and to retrieve the specified file from this server. Once the operation completed, the TCP/IP stack closes the FTP connection.

Once an IP link established, the attached host can retrieve a file from a FTP server at any time (except when the TCP/IP stack software is already in a process using TCP resources).

This command is similar to a GET operation (with an automatic connect/disconnect) issued by a standard FTP client on a PC. The TCP/IP stack handles the global FTP get process by itself.

Note: Each <ETX> character present in the payload data of the FTP flow will be coded by the TCP/IP stack on the serial port as <DLE><ETX>. Each <DLE> character will be coded as <DLE><DLE>. The attached host must then decode the FTP flow to remove these escape characters.

4.2.2 Syntax

Command syntax : AT#FTPGET

Command	Possible responses
AT#FTPGET <i>Note : Start data reception</i>	Ok_Info_DataBegin <i>Note : The server is ready to send data to the TCP/IP stack. For the attached host, it notifies the switch from command to data mode.</i> DATA <i>Note: The data transmitted from the FTP server to the TCP/IP stack is sent over the serial port.</i> <ETX> <i>Note: Once the file transfer finished, the TCP/IP stack sends an ETX character over the serial port to notify the attached host the end of transfer : switch from data to command mode</i> OK <i>Note: The FTP process was successfully completed.</i>

14th January 2005

Command	Possible responses
AT#FTPGET	#CME ERROR: 38027 <i>Note: The address of the FTP server has not been resolved by the secondary DNS server. The TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong FTP server address has been filled in.</i>
AT#FTPGET	#CME ERROR: <value> <i>Note: The connection to the FTP server failed (see paragraph 9.2). If this error occurs once the data transfer started, it is preceded by an ETX character</i>

4.2.3 List of parameters

- Read parameters
FTPGETFILENAME
FTPGETPATH
FTPPORT
FTPSERV
FTPTYPE
FTPPW
FTPUN

4.3 Put data to server #FTPPUT

4.3.1 Description

This command sent by the attached host directs the TCP/IP stack to connect to the specified FTP server and to upload the data received on the serial port to the specified file on this server. Once the operation completed, the TCP/IP stack closes the FTP connection.

Once an IP link is established, the attached host can send a file to a FTP server at any time (except when the TCP/IP stack software is already in a process using TCP resources).

This command is similar to a PUT operation (with an automatic connect/disconnect) issued by a standard FTP client on a PC. The TCP/IP stack handles the global FTP put process by itself.

Note: The TCP/IP stack will only interpret an <ETX> character as the end of the file to be transferred if it's not preceded by a <DLE> character. As a consequence the attached host must send <ETX> characters preceded by <DLE> characters and it must also code <DLE> characters in <DLE><DLE>.

4.3.2 Syntax

Command syntax : AT#FTPPUT

Command	Possible responses
AT#FTPPUT <i>Note : Start data sending</i>	Ok_WaitingForData <i>Note : TCP/IP stack is ready to send data from the serial port to the remote FTP server. TCP/IP stack then immediately transfers all the data sent by the attached host to the remote FTP server. To notify TCP/IP stack that all data has been sent, the attached host must send the <ETX> character</i> <ETX> <i>Note: Notification from the host for end of data : switch from data mode to command mode</i> OK <i>Note: The FTP process was successfully completed</i>
AT#FTPPUT	#CME ERROR: 38027 <i>Note: The address of the FTP server has not been resolved by the secondary DNS server. TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong FTP server address has been filled in.</i>

14th January 2005

Command	Possible responses
AT#FTPPUT	#CME ERROR: <value> <i>Note: The connection to the FTP server failed (see paragraph 9.2). If this error occurs once the data transfer started, it is preceded by an ETX character</i>

4.3.3 List of parameters

- Read parameters
FTPPUTFILENAME
FTPPUTPATH
FTPPORT
FTPSERV
FTPTYPE
FTPPW
FTPUN

4.4 Display FTP parameters #VFTP

4.4.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the FTP client configuration.

4.4.2 Syntax

Command syntax : AT#VFTP

Command	Possible responses
AT#VFTP	#FTPSERV: "mytestwebsite.com"
	#FTPPORT: 21
<i>Note : View FTP parameters</i>	#FTPUN: "myname"
	#FTPPW: "mypass"
	#FTPTYPE = I
	#FTPGETFILENAME: ""
	#FTPGETPATH: "."
	#FTPPUTFILENAME: "Testseb3.txt"
	#FTPPUTPATH: "."
	OK

4.4.3 List of parameters

- Read parameters
 - FTPSERV
 - FTPPORT
 - FTPUN
 - FTPPW
 - FTPGETFILENAME
 - FTPGETPATH
 - FTPPUTFILENAME
 - FTPPUTPATH
 - FTPTYPE

5 TCP socket Services

Two TCP sockets may be active simultaneously. One has the id 1 and the other the id 2.

5.1 Parameters definition

5.1.1 DLEMODE

- **Definition**

When performing a socket TCP, the attached host has the choice to code or not the ETX character.

- **Setting / getting**

Set value : AT#DLEMODE= id,<Value>

Get value : AT#DLEMODE=id or AT#VTCP=id, AT#VALL

- **Legal id**

{1,2}

- **Legal values**

- 0: When DLEMODE is set to 0, no specific process is needed on [ETX] characters.

It means that it is not possible for a host to request a end of connection or to receive a clear indication of end of connection from the TCP/IP stack.

- 1: When DLEMODE is set to 1, the [ETX] character means a request or an indication of end of connection.

As a consequence, [ETX] characters that belongs to the payload data must be sent by the host on the serial port preceded by a DLE character. Similarly ETX characters received by the TCP/IP stack from the Internet are sent to the host through the serial port preceded by a DLE character

- **Default value**

1

5.1.2 TCPPOINT

- **Definition**

To exchange data over TCP, the TCP/IP stack software must know the port of the remote peer used for the TCP session.

- **Setting / getting**

Set value : AT#TCPPOINT=id,<Value>

Get value : AT#TCPPOINT=id or AT#VTCP=id, AT#VALL

- **Legal id**

{1,2}

- **Legal values**

From 1 to 5 digits (each digit between 0 and 9 inclusive).

Note that numbers above 65,535 are illegal as the port identification fields are 16 bits long in the TCP header.

- **Default value**

0

5.1.3 TCPSERV

- **Definition**

To exchange data over TCP, the TCP/IP stack software must know the address of the remote TCP server (or host) that is to be used.

- **Setting / getting**

Set value : AT#TCPSERV=id,<Value>

Get value : AT#TCPSERV=id or AT#VTCP=id, AT#VALL

- **Legal id**

{1,2}

- **Legal values**

- 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
- alphanumeric ASCII text string up to 120 characters if DNS is integrated.

- **Default value**

There is no default value for this parameter

5.1.4 TCPTXDELAY

- **Definition**

This parameter determines the time delay introduced before sending a TCP frame that has not been entirely filled with user data. The time is entered in milliseconds and it should be noted that a value of '0' initiates the sending of

14th January 2005

a TCP frame as soon as possible after the reception of a single character value from the host.

- **Setting / getting**

Set value : AT#TCPTXDELAY=id,<Value>

Get value : AT#TCPTXDELAY=id or AT#VTCP=id, AT#VALL

- **Legal id**

{1,2}

-

- **Legal values**

Integer multiple of 20 and between 0 and 32760 inclusive.

- **Default value**

100

5.2 Open listening mode #LTCPSTART

5.2.1 Description

This command sent by the attached host directs the TCP/IP stack to open a listening TCP connection on the specified TCP port.

Once an IP link is established, the attached host can open a listening TCP socket at any time (except when the TCP/IP stack software is already in a process using TCP resources).

The TCP connection will be active upon reception of a TCP connection request sent by a remote allowed TCP peer (TCPSERV) on the appropriate TCP port (TCPPORT).

Once opened, this TCP connection may be closed by the remote TCP peer or by the attached host via sending an ETX character on the serial port (depending on the DLEMODE parameter).

Note

- The LTCP command can be aborted before an incoming TCP request has been received by issuing an <ETX> character on the serial port
- If the DLEMODE parameter is set to 1, the TCP/IP stack will only interpret an <ETX> character as a close request if a <DLE> character does not precede it. As a consequence the attached host must send <ETX> characters preceded by <DLE> characters and it must also code <DLE> characters in <DLE><DLE>. Similarly, each <ETX> character present in the payload data of the TCP frame will be coded by the TCP/IP stack on the serial port as <DLE><ETX>. Each <DLE> character will be

14th January 2005

coded as <DLE><DLE>. The attached host must then decode the TCP socket flow to remove these escape characters.

- If the DLEMODE parameter is set to 0, the TCP/IP stack will never close the TCP connection (unless an error occurs).

5.2.2 Syntax

Command syntax : AT#LTCPSTART=id, with id one of{1,2}

Command	Possible responses
AT#LTCPSTART=1 <i>Note : Activate TCP socket 1 in listen mode</i>	Ok_Info_WaitingForData <i>Note : This message signals that a remote allowed TCP peer has opened the TCP socket. The TCP connection is now opened. All the data from the attached host / remote TCP server is then immediately transferred by the TCP/IP stack to the remote TCP server / attached host. Depending on the DLEMODE value, the attached host may close this TCP connection by sending an ETX character.</i> <i>If the remote TCP server closes the connection, the TCP/IP stack issues an ETX character on the serial port.</i>
AT#LTCPSTART=2	Ok_Info_SocketClosed OK <i>Note: The TCP socket is closed</i>
AT#LTCPSTART=1	#CME ERROR: <value> <i>Note: An error has occurred during the TCP connection. This connection is being closed. If this error occurs once the TCP connection opened, it is preceded by an ETX character. See paragraph 9.2</i>

5.2.3 List of parameters

- Read parameters
 - DLEMODE
 - TCPPORT
 - TCPSEV
 - TCPTXDELAY

5.3 Close listening mode #LTCPSTOP

5.3.1 Description

This command directs the TCP/IP stack to close a TCP listening mode (previously launched by the AT#LTCPSTART command).

5.3.2 Syntax

Command syntax : AT#LTCPSTOP =id, with id one of{1,2}

Command	Possible responses
AT#LTCPSTOP=2 <i>Note : Stop the TCP socket 2 from listening</i>	OK <i>Note : The local listening port is closed in the TCP/IP stack</i>

5.3.3 List of parameters

- Read parameters
DLEMODE
TCPPOINT
TCPSERV
TCPTXDELAY

5.4 Open TCP connection #OTCP

5.4.1 Description

This command sent by the attached host directs the TCP/IP stack to open a TCP connection to the specified TCP server.

Once an IP link is established, the attached host can open a TCP connection at any time (except when the TCP/IP stack software is already in a process using TCP resources).

This TCP connection may be closed by the remote TCP server or by the attached host via sending an ETX character on the serial port (**depending on the DLEMODE parameter**).

Notes on DLEMODE value:

Depending in the DLEMODE value, the attached host may close this TCP connection by sending an ETX character.

- If the DLEMODE parameter is set to 1, the TCP/IP stack will only interpret an <ETX> character as a close request if it's not preceded by a <DLE> character. As a consequence the attached host must send

14th January 2005

<ETX> characters preceded by <DLE> characters and it must also code <DLE> characters in <DLE><DLE>. Similarly, each <ETX> character present in the payload data of the TCP frame will be coded by the TCP/IP stack on the serial port as <DLE><ETX>. Each <DLE> character will be coded as <DLE><DLE>. The attached host must then decode the TCP socket flow to remove these escape characters.

- If the DLEMODE parameter is set to 0, the TCP/IP stack will never close the TCP connection (unless an error occurs).

If the remote TCP server closes the connection, the TCP/IP stack sends an ETX character on the serial port.

5.4.2 Syntax

Command syntax : AT#OTCP =id, with id one of{1,2}

Command	Possible responses
AT#OTCP=1 <i>Note : Request opening of the TCP socket 1</i>	Ok_Info_WaitingForData <i>Note : This message signals that the TCP socket has been opened. All the data from the attached host / remote TCP server is then immediately transferred by the TCP/IP stack to the remote TCP server / attached host. Depending on the DLEMODE value, the attached host may close this TCP connection by sending an ETX character. If the remote TCP server closes the connection, the TCP/IP stack issues an ETX character on the serial port.</i>
	Ok_Info_SocketClosed OK <i>Note: The TCP socket is closed</i>
AT#OTCP=2	#CME ERROR: 38027 <i>Note: The address of the server has not been resolved by the secondary DNS server. TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong server address has been filled in.</i>
AT#OTCP=2	#CME ERROR: <value> <i>Note: An error has occurred during the TCP connection. This connection is being closed. If this error occurs once the TCP connection opened, it is preceded by an ETX character. See paragraph 9.2</i>

5.4.3 List of parameters

- Read parameters

DLEMODE

TCPPORT

TCPSERV
TCPTXDELAY

5.5 Display TCP parameters #VTCP

5.5.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the TCP socket configuration.

5.5.2 Syntax

Command syntax : AT#VTCP =id, with id one of{1,2}

Command	Possible responses
AT#VTCP=2	#DLEMODE: 2,1 #TCPSERV: 2,"" #TCPPOINT: 2,0 #TCPTXDELAY: 2,100 OK
<i>Note : View TCP parameters of the TCP socket 2</i>	

5.5.3 List of parameters

- Read parameters
DLEMODE
TCPSERV
TCPPOINT
TCPTXDELAY

6 UDP socket Services

6.1 Parameters definition

6.1.1 UDPPORT

- **Definition**

- Local UDP port number if UDP session is initiated in listen mode
- Remote UDP number if UDP session is initiated in active mode.

- **Setting / getting**

Set value : AT#UDPPORT=<Value>

Get value : AT#UDPPORT? or AT#VUDP, AT#VALL

- **Legal values**

From 1 to 5 numeric digits(0 to 9).

Notes:

- numbers above 65,535 are illegal as the port identification fields are 16 bits long in the UDP header.
- Port number 0 is illegal.

- **Default value**

0

6.1.2 UDPSERV

- **Definition**
 - IP address filter if the UDP session is initiated in listen mode. This means that the remote must have a defined UDPSERV IP address.
 - remote IP address if the UDP session is initiated in active mode.

Note: no IP filter is applied if parameter value is "255.255.255.255"
- **Setting / getting**

Set value : AT#UDPSERV=<Value>
Get value : AT#UDPSERV? or AT#VUDP, AT#VALL
- **Legal values**
 - 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
 - alphanumeric ASCII text string up to 120 characters if DNS is integrated.
- **Default value**

There is no default value for this parameter

6.1.3 UDPTXDELAY

- **Definition**

This parameter determines the delay before sending an UDP datagram that has not been entirely filled with user data. The delay is expressed in milliseconds.

The '0' value initiates the sending of a UDP datagram as soon as possible after the reception of a single character value from the host.
- **Setting / getting**

Set value : AT#UDPTXDELAY=<Value>
Get value : AT#UDPTXDELAY? or AT#VUDP, AT#VALL
- **Legal values**

Integer, multiple of 20 and between 0 and 32760 inclusive.
- **Default value**

100

14th January 2005

6.2 Open a UDP session in listen mode #LUDPSTART

6.2.1 Description

Once an IP link is established, and if no other TCP/IP stack resource is active, this command sent by the attached host directs the TCP/IP stack to initiate a UDP session in listen mode on the specified UDP local port UDPPORT.

Depending on the UDPSERV parameter content, there are two possible combinations:

- If UDPSERV is "255.255.255.255", the IP address filter feature is turned off. The UDP session will be effective upon reception of the first datagram, supplying the remote port number and the remote IP address of the session. The host can then transmit to the (remote port or remote IP) address. Datagrams can then only be received from this (remote port or remote IP) address.
- If UDPSERV holds a valid IP address (or existing/found alphanumeric IP address), only the remote with the UDPSERV IP address will be authorized to send datagrams to this UDP socket (i.e. the IP address filter feature is activated). The UDP session will be effective upon reception of the first datagram, supplying the remote port number of the session. The host can then transmit to the (remote port, UDPSERV) address. Datagrams can then only be received from this (remote port, UDPSERV) address.

As long as the first datagram is not received, UDPSTOP can be issued to cancel the UDP session. Once the first datagram has been received, the only way to stop the UDP session for the host is to issue an <ETX> character.

Note: The TCP/IP stack will only interpret an <ETX> character as a close request if it is not preceded by a <DLE> character. As a consequence, an <ETX> character must be sent (even in payload data) as <DLE><ETX>, and <DLE> character as <DLE><DLE>. The attached host must then decode the UDP socket flow to remove these escape characters.

14th January 2005

6.2.2 Syntax

Command syntax : AT#LUDPSTART

Command	Possible responses
AT#LUDPSTART <i>Note : Activate listen mode</i>	Ok_Info_WaitingForData <i>Note : This message signals that a remote allowed UDP peer has sent its first datagram to local UDP socket. The UDP connection is now effective. All data from the attached host / remote UDP peer is immediately transferred by the TCP/IP stack to the remote UDP peer / attached host. The attached host may close this UDP session by sending an <ETX> character.</i> <i>If an error occurs, the TCP/IP stack issues an <ETX> character on the serial port before sending the appropriate error message.</i>
AT#LUDPSTART	Ok_Info_WaitingForData <ETX> Ok_Info_SocketClosed OK <i>Note: The UDP socket is closed.</i>
AT#LUDPSTART	#CME ERROR: <value> <i>Note: An error has occurred during the UDP session creation. If this error occurs once the UDP session is effective, it is preceded by an <ETX> character. See paragraph 9.2</i>

6.2.3 List of parameters

- Read parameters
 UDPPORT
 UDPSERV
 UDPTXDELAY

6.3 Close a listening mode UDP session #LUDPSTOP

6.3.1 Description

This command directs the TCP/IP stack to close a UDP listening mode session (previously launched by the AT#LUDPSTART command).

6.3.2 Syntax

Command syntax : AT#LUDPSTOP

Command	Possible responses
AT#LUDPSTOP	OK
<i>Note : Stop UDP listening</i>	<i>Note : The local listening port is closed in the TCP/IP stack</i>

6.3.3 List of parameters

- Read parameters
UDPPORT
UDPSERV
UDPTXDELAY

6.4 Open an active UDP session #OUDP

6.4.1 Description

Once an IP link is established, and if no other TCP/IP stack resource is active, this command sent by the attached host directs the TCP/IP stack to initiate a UDP session in active mode on the specified UDP remote port UDPPORT to the specified remote IP address UDPSERV.

The host can then transmit to the UDPPORT or UDPSERV address. Datagrams can only be received from this UDPPORT or UDPSERV address.

The host can stop the UDP session by issuing an <ETX> character.

Note: The TCP/IP stack will only interpret an <ETX> character as a close request if it is not preceded by a <DLE> character. As a consequence, an <ETX> character must be sent (even in payload data) as <DLE><ETX>, and <DLE> character as <DLE><DLE>. The attached host must then decode the UDP socket flow to remove these escape characters.

6.4.2 Syntax

Command syntax : AT#OUDP

Command	Possible responses
AT#OUDP <i>Note : Request opening of UDP socket</i>	Ok_Info_WaitingForData <i>Note : This message signals that the UDP socket has been opened. All data from the attached host / remote UDP peer is immediately transferred by the TCP/IP stack to the remote UDP peer / attached host. The attached host may close this UDP session by sending an <ETX> character.</i> <i>If an error occurs, the TCP/IP stack issues an <ETX> character on the serial port before sending the appropriate error message.</i>
AT#OUDP	Ok_Info_WaitingForData <ETX> Ok_Info_SocketClosed OK <i>Note: The UDP socket is closed.</i>

14th January 2005

Command	Possible responses
AT#OUDP	#CME ERROR: 38027 <i>Note: The address of the remote UDP peer has not been resolved by the secondary DNS server. TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong remote UDP peer address has been filled in.</i>
AT#OUDP	#CME ERROR: <value> <i>Note: An error has occurred during the UDP session creation. If this error occurs once the UDP session is effective, it is preceded by an <ETX> character. See paragraph 9.2</i>

6.4.3 List of parameters

- Read parameters
UDPPORT
UDPSERV
UDPTXDELAY

6.5 Display UDP parameters #VUDP

6.5.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the UDP socket configuration.

6.5.2 Syntax

Command syntax : AT#VUDP

Command	Possible responses
AT#VUDP <i>Note : View UDP parameters</i>	#UDPSERV: "" #UDPPORT: 0 #UDPTXDELAY: 100 OK

6.5.3 List of parameters

- Read parameters
UDPSERV
UDPPORT
UDPTXDELAY

7 PING Services

7.1 Parameters definition

7.1.1 PINGDELAY

- **Definition**

Waiting delay, in seconds, before an echo request is considered as not replied to.

It is also the delay between two echo requests (if PINGNUM > 1).

- **Setting / getting**

Set value : AT#PINGDELAY=<Value>

Get value : AT#PINGDELAY? or AT#VPING, AT#VALL

- **Legal values**

From 1 to 255 inclusive.

- **Default value**

1

7.1.2 PINGNUM

- **Definition**

Number of PING echo requests to issue to PINGREMOTE.

- **Setting / getting**

Set value : AT#PINGNUM=<Value>

Get value : AT#PINGNUM? or AT#VPING, AT#VALL

- **Legal values**

From 1 to 255 inclusive.

- **Default value**

4

7.1.3 PINGREMOTE

- **Definition**

IP address or alpha-num ASCII text string, up to 120 characters long if DNS is available

- **Setting / getting**

Set value : AT#PINGREMOTE=<Value>

Get value : AT#PINGREMOTE? or AT#VPING, AT#VALL

- **Legal values**

- 32-bit number in dotted-decimal notation (i.e. xxx.xxx.xxx.xxx) or
- alphanumeric ASCII text string up to 120 characters long if DNS is integrated.

- **Default value**

There is no default value for this parameter

7.2 Start PING request

7.2.1 Description

Once an IP link is established, and if no other TCP/IP stack resource is active, this command sent by the attached host directs the TCP/IP stack to start PING requests.

7.2.2 Syntax

Command syntax : AT#PING

Command	Possible responses
AT#PING	"wavecom.com" is alive : time = 900 ms " wavecom.com " is alive : time = 900 ms " wavecom.com " is alive : time = 800 ms " wavecom.com " is alive : time = 800 ms " wavecom.com " is alive : time = 1000 ms No answer from " wavecom.com " " wavecom.com " is alive : time = 900 ms " wavecom.com " is alive : time = 800 ms " wavecom.com " is alive : time = 900 ms " wavecom.com " is alive : time = 900 ms OK <i>Note: TCP/IP stack sends PINGNUM = 10 request</i>
AT#PING	#CME ERROR: 38027 <i>Note: The address of the remote has not been resolved by the DNS servers. TCP/IP stack is not able to reach the primary and secondary DNS servers or a wrong remote address has been fill in</i>
AT#PING	#CME ERROR: <value> <i>Note: An error has occurred during the PING requests</i> <i>Please refer to paragraph 9.2</i>

7.2.3 List of parameters

- Read parameters
PINGDELAY
PINGNUM
PINGREMOTE

7.3 Display PING parameters #VPING

7.3.1 Description

This command directs the TCP/IP stack to display all the AT# parameters related to the PING configuration.

7.3.2 Syntax

Command syntax : AT#VPING

Command	Possible responses
AT#VPING <i>Note : View PING parameters</i>	#PINGDELAY: 1 #PINGNUM: 4 #PINGREMOTE: "" OK

7.3.3 List of parameters

- Read parameters
PINGDELAY
PINGNUM
PINGREMOTE

8 Miscellaneous

8.1 Display software version #VVERSION

8.1.1 Description

This command directs the TCP/IP stack to display the software version.

8.1.2 Syntax

Command syntax : AT#VVERSION

Response syntax : <Filename> - <File size> - <Date and time of generation>

Command	Possible responses
AT#VVERSION	#VERSION: "eDsoft-W302_V01.00 67826 Mar 18 2003 18:42:19"
<i>Note : Request TCP/IP stack version</i>	OK

8.1.3 List of parameters

No TCP/IP parameters.

8.2 Display current status #VSTATE

8.2.1 Description

This command directs the TCP/IP stack to display the current status of the Wavecom product.

8.2.2 Syntax

Command syntax : AT#VSTATE

Command	Possible responses
AT#VSTATE	#STATE: "IDLE" OK <i>Note : Idle state</i>
AT#VSTATE	#STATE: "DIALING" OK <i>Note : Dialing the ISP. Not yet connected</i>
AT#VSTATE	#STATE: "AUTHENTICATING" OK <i>Note : Connection. Not yet PPP negotiated (PPP OK message)</i>
AT#VSTATE	#STATE: "CONNECTED" OK <i>Note : Connected to Internet. An IP address has been attributed to the TCP/IP stack</i>
AT#VSTATE	#NO SERVICE <i>Note: No radio connection made</i>
AT#VSTATE	#STATE: "DISCONNECTING" <i>Note: In the process of disconnecting from the current communication process.</i>
AT#VSTATE	#STATE:"CHECKING" <i>Note: Either, in the process of setting up an outgoing communication session over GSM or GPRS, or in the process of answering an incoming call (manually or automatically) over GSM.</i>

8.2.3 List of parameters

No TCP/IP parameters.

8.3 Display all parameters #VALL

8.3.1 Description

This command directs the TCP/IP stack to display all the AT# parameters.

The parameters are displayed by blocks of categories separated by a <CR><LF> sequence, all at the same time.

8.3.2 Syntax

Command syntax : AT#VALL

Command	Possible responses
AT#VALL	eDsoft-W302_V03.00 #ANSWERMODE: 0 #CALLBACKTIMER: 2 #CALLSCREENNUM: "0" #DIALN1: "" #DIALN2: "" #DIALSELECT: 1 #GPRSMODE: 1 #PHYTIMEOUT: 15 #REDIALCOUNT: 5 #REDIALDELAY: 5 #RINGCOUNT: 0 #ISPUN: "" #ISPPW: "" #PPPMODE: 1 #PPPMYIP: "0.0.0.0" #PPPPEERIP: "0.0.0.0" #PPPSERVUN: "" #PPPSERVPW: "" #GPRSCID: 1 #APNPW: "acces" #APNSERV: "a2bouygtel.com" #APNUN: "a2b"

14th January 2005

Command	Possible responses
	<pre> #DNSSERV1: "0.0.0.0" #DNSSERV2: "0.0.0.0" #FTPSERV: "mytestwebsite.com" #FTPPORT: 21 #FTPUN: "mylogin" #FTPPW: "mypassword" #FTPTYPE = I #FTPGETFILENAME: "" #FTPGETPATH: "." #FTPPUTFILENAME: "Testseb3.txt" #FTPPUTPATH: "." #POP3HEADERMODE: 1 #POP3PORT: 110 #POP3PW: "" #POP3SERV: "" #POP3UN: "" #DOMAIN: "a2bouygtel.com" #SENDERADDR: "toto@bouygtel.com" #SENDERNAME: "toto" #SMTPPORT: 25 #SMTPPW: "" #SMTPSERV: "smtp.a2bouygtel.com" #SMTPUN: "" #BODY1: "" #CCREC1: "" #REC1: "lesavecom.com" #SUBJ1: "Test" #BODY2: "" #CCREC2: "" #REC2: "" #SUBJ2: "" </pre>

14th January 2005

Command	Possible responses
	#BODY3: "9:1234567890abcd" #CCREC3: "" #REC3: "" #SUBJ3: "" #DLEMODE: 1,1 #TCPSEV: 1,"" #TCPPT: 1,0 #TCPTXDELAY: 1,100 #DLEMODE: 2,1 #TCPSEV: 2,"" #TCPPT: 2,0 #TCPTXDELAY: 2,100 #UDPPORT : 0 #UDPSERV : "" #UDPTXDELAY:100 #PINGDELAY:1 #PINGNUM: 4 #PINGREMOTE: "" OK

8.3.3 List of parameters

- Read parameters
All parameters.

8.4 Erase flash memory parameter values #DELFLASH

8.4.1 Description

This command erases the contents of parameter flash memory. Used prior to a 'hard reset' of the module, it results in the default values being written into the parameter memory.

Note: the current parameter values remain visible until the 'hard reset' has completed.

8.4.2 Syntax

Command syntax : AT#DELFLASH

Command	Possible responses
AT#DELFLASH	OK

Note : Delete flash memory contents

8.4.3 List of parameters

No TCP/IP parameters.

9 Response messages and error codes.

9.1 Response messages

Standard AT messages		
Numeric	Verbose	Description
0	OK	Operation or command success
3	NO CARRIER	No physical layer connection
7	BUSY	Destination busy
8	NO ANSWER	No answer from destination
4	ERROR	Operation or command unsuccessful
2	RING	Incoming call indication
10	CONNECT 300	Physical layer connected at 300 baud
11	CONNECT 1200	Physical layer connected at 1200 baud
12	CONNECT 1200/75	Physical layer connected at 1200/75 baud
13	CONNECT 2400	Physical layer connected at 2400 baud
14	CONNECT 4800	Physical layer connected at 4800 baud
15	CONNECT 9600	Physical layer connected at 9600 baud
16	CONNECT 14400	Physical layer connected at 14400 baud

Information messages		
Numeric	Verbose	Description
1025	Ok_Info_DataBegin	Start of data
1028	Ok_Info_WaitingForData	Send data
3074	Ok_Info_SocketClosed	Socket connection closed successfully
3072	Ok_Info_NoMail	No mail to retrieve on server
3073	Ok_Info_Mail	Mail ready to be retrieved on server
3077	Ok_Info_Ppp	PPP connection successful
3086	Ok_Info_GprsActivation	GPRS connection successful

9.2 Error codes

Error codes	
Numeric	Description
34817	Bad command : Unknown command
34819	Bad command : Syntax error
34824	Bad command : EEPROM write failed
34881	Bad command : Command too long
34882	Bad command : Bad command argument value
35840	Physical layer : Modem is already running
35841	Physical layer : GPRS session lost.
35862	Physical layer : Timeout, no activity on network connection
35865	Physical layer : Module is not attached to the network
35866	Physical layer : Invalid event during activation process
35867	Physical layer : Physical layer connection is currently not active
35868	Physical layer : GPRS connection aborted
35869	Physical layer : Invalid incoming call type
35870	Physical layer : Incoming call CLI not provided
35871	IP Connectivity library: SIM removed
36872	IP Connectivity library internal error : internal resource unavailable.
36929	IP Connectivity library : Bad parameter configuration attempt
37120	IP Connectivity library : PPP negotiation failed (client configuration)
37121	IP Connectivity library: PPP negotiation failed (server configuration)
37122	IP Connectivity library: Another internal application is already running
37123	IP Connectivity library: Service is running. Unable to set parameter
37952	Distant : TCP session closed (TCP Context cancelled)
37964	Distant : No response from server
37966	Distant : TCP session closed by peer (FIN received from peer)
38016	Distant : Open session attempt failed
38017	Distant : Data send attempt failed
38018	Distant : Close session attempt failed
38022	Distant : Change Directory attempt failed
38023	Distant : File deletion attempt failed
38024	Distant : Data retrieve attempt failed

Error codes	
Numeric	Description
38025	Distant : Email retrieve attempt failed
38026	Distant : Email header receive failed
38027	Distant : No answer from DNS servers or the domain name resolution could not be completed by the server.
38028	Distant : Sender email address rejected by server
38029	Distant : Recipient email address rejected by server
38030	Distant : CC Recipient email address rejected by server
38031	Distant : Email body send request rejected by server
38080	Distant : Username rejected by server
38081	Distant : Password rejected by server
38980	IP Connectivity library: PPP timeout (client configuration)
38981	IP Connectivity library: PPP timeout (server configuration)
49153	Internal error : Open data flow request failed
49154	Internal error : Close data flow request failed
49155	Internal error : Open GPRS session request failed
49156	Internal error : GPRS authentication failed
49157	Internal error : GPRS get IPCP information request failed
49158	Internal error : Open flow confirmation not received
34817	Bad command : Unknown command
34819	Bad command : Syntax error

A. Appendix A : Getting started with examples

A.1. Get Software Version

Commands	Responses
AT+WOPEN=1 <i>Note: start the TCP/IP stack</i>	OK
AT#VVERSION <i>Note: check the TCP/IP stack software version</i>	#VERSION = "eDsoft-W302_V01.00 68262 Apr 09 2003 19:19:49"

A.2. AT# Interface

Commands	Responses
AT#PPPmode=1 <i>Note: Set a parameter value</i>	OK
AT#PPPmode? <i>Note: Request a parameter value</i>	#PPPMODE: 1 OK

A.3. GSM Network Registration

Commands	Responses
AT+CPIN=xxxx <i>Note: Set a the pin code</i>	OK
AT+CREG=1 <i>Note: Ask for registration state</i>	OK +CREG: 1

14th January 2005**A.4. GPRS Network Registration**

Commands	Responses
AT+CGREG=1 <i>Note: Ask for GPRS registration state</i>	OK +CGREG:0
AT+CGATT=1 <i>Note: GPRS attach</i>	+CGREG: 2 +CGREG: 1

A.5. Connection to the Internet

A.5.1. Connection to the Internet Service Provider using GSM data: AT#ConnectionStart

Commands	Responses
AT#GPRSMODE=0 <i>Note: Activate the GSM data mode</i>	OK
AT#DIALN1="0860000000" <i>Note: Set the ISP phone number</i>	OK
AT#ISPUN="login" <i>Note: Set the ISP login</i>	OK
AT#ISPPW="password" <i>Note: Set the ISP password</i>	OK
AT#DNSSERV1="xxx.xxx.xxx" <i>Note: Set the DNS server address (coming with the ISP subscription)</i>	OK
AT#ConnectionStart <i>Note: Launch the ISP connection</i>	DIALING 0860000000 <i>Note: The remote modem answers to the call.</i> CONNECT 9600 213.30.30.30 <i>Note: Dynamic IP address attributed by the network</i> Ok_Info_Ppp <i>Note: The PPP link is established.</i>
AT#ConnectionStop <i>Note: When required, stop the Internet connection</i>	OK

14th January 2005**A.5.2. Connection to the Internet Service Provider using GPRS:
AT#ConnectionStart**

Commands	Responses
AT#GPRSMODE=1 <i>Note: Activate the GPRS mode</i>	OK
AT#APNSERV="apnserver.com" <i>Note: Set the APN server (GPRS provider)</i>	OK
AT#APNUN="login" <i>Note: Set the APN login</i>	OK
AT#APNPW="password" <i>Note: Set the APN password</i>	OK
AT#ConnectionStart <i>Note: Launch the GPRS connection</i>	213.30.30.30 <i>Note: Dynamic IP address attributed by the network</i> Ok_Info_GprsActivation <i>Note: The GPRS/IP link is established.</i>
AT#ConnectionStop <i>Note: When required, stop the Internet connection</i>	OK

A.6. Sending/retrieving email

A.6.1. Sending an email: AT#PutMail

Commands	Responses
AT#SMTPSERV="smtp.domain.com" <i>Note: SMTP server used</i>	OK
AT#DOMAIN="domain.com" <i>Note: Domain name</i>	OK
AT#SENDERNAME="Test module" <i>Note: Sender Name</i>	OK
AT#SENDERADDR"module@domain.com" <i>Note: Sender email address</i>	OK
AT#REC1=recipient@domain.com <i>Note: Recipient email address</i>	OK
AT#CCREC1=ccrecipient@domain.com <i>Note: Carbon Copy recipient</i>	OK
AT#SUBJ1="Email Subject" <i>Note: Email Subject</i>	OK
AT#Putmail <i>Note: Send an email (type the email text, and then the end sequence)</i>	Ok_Info_WaitingForData <i>Note: The software is ready to receive incoming data (not echoed)</i> <i>At the end of data , the [CR][LF]. [CR][LF] sequence ends the email. This sequence can be sent by a keyboard by :</i> ENTER CTRL+ENTER . ENTER CTRL+ENTER
. <i>Note: end sequence sent</i>	OK <i>Note: The email is successfully sent</i>

14th January 2005

A.6.2. Retrieving an email: AT#Getmail

Commands	Responses
AT#POP3SERV="pop3.domain.com" <i>Note: POP3 server used</i>	OK
AT#POP3UN="module@domain.com" <i>Note: POP3 username (not always the complete email address). It is the POP3 login</i>	OK
AT#POP3PW="password" <i>Note: POP3 password</i>	OK
AT#Getmail <i>Note: Retrieve an email</i>	Ok_Info_Mail <i>Note: The software switches from command mode to data mode for receiving the email content.</i> Data Data . <i>Note: At the end of data , the [CR][LF]. [CR][LF] sequence notifies the end of the data mode</i> OK <i>Note: The email is successfully retrieved</i>

A.7. FTP: Download / upload files

A.7.1. Upload a file to a FTP server : AT#FTPput

Commands	Responses
AT#FTPSERV="pop3.domain.com" <i>Note: FTP server used</i>	OK
AT#FTPUN="ftplgin" <i>Note: FTP username</i>	OK
AT#FTPPW="ftppassword" <i>Note: FTP password</i>	OK
AT#FTPPUTFILENAME="upload.txt" <i>Note: Name of the file that will be written in the FTP server</i>	OK
AT#FTPPUTPATH="." <i>Note: Path in the server where the file will be written.</i>	OK
AT#FTPput <i>Note: FTP put</i>	Ok_Info_WaitingForData <i>Note: Switch from command to data mode. The host can send the data that will compose the file. (Data not echoed).</i> <i>To notify the end of data, the host has to send the [ETX] character (CTRL+C in a keyboard). This character is echoed.</i>
□ <i>Note: End of data notified</i>	OK

14th January 2005

A.7.2. Download a file from a FTP server : AT#FTPget

Commands	Responses
AT#FTPSERV="pop3.domain.com" <i>Note: FTP server used</i>	OK
AT#FTPUN="ftplgin" <i>Note: FTP username</i>	OK
AT#FTPPW="ftppassword" <i>Note: FTP password</i>	OK
AT#FTPGETFILENAME="upload.txt" <i>Note: Name of the file stored in the FTP server</i>	OK
AT#FTPget <i>Note: FTP get</i>	Ok_Info_DataBegin <i>Note: Switch from command to data mode. The data are sent over the serial port</i> □ <i>Note: The end of data is notified by the [ETX] character sent over the serial port. It switches from the data to command mode.</i> OK

14th January 2005

A.8. TCP Socket

Open a TCP socket between two machines. One machine acts as a caller (TCP client), and one as a listener (TCP server). Both machines have to be connected to the Internet and set on the same TCP port.

A.8.1. Act as a TCP server: AT#LtcpStart

Commands	Responses
AT#TCPSERV=1,"255.255.255.255" <i>Note: No filter of the incoming TCP client</i>	OK
AT#TCPPOINT=1,"23" <i>Note: TCP port between the TCP client and the TCP server must be the same.</i>	OK
AT#ltcpstart=1 <i>Note: Launch the listening mode, waiting for an incoming TCP connection from a TCP client.</i>	OK Ok_Info_WaitingForData <i>Note: Message sent over the serial port in case of successful TCP socket opening (Telnet for example in the IP address of the Wismo)</i>
Data <i>Note: Data flow is bidirectionnal.</i>	Data <i>Note: Data flow is bidirectionnal.</i>
□ <i>Note: The socket can be closed locally by the attached host sending an [ETX] character (CTRL+C in a keyboard).</i>	OK
	□ <i>Note: The socket can be closed by the remote</i> Ok_Info_SocketClosed OK

Note: the closing of the socket is performed either locally or remotely (refer to only one of the two closing examples provided above).

14th January 2005

A.8.2. Act as a TCP client: AT#OTCP

Commands	Responses
AT#TCPSERV=1,"xxx.xxx.xxx.xxx" <i>Note: No filter of the incoming TCP client</i>	OK
AT#TCPPOINT=1,"23" <i>Note: TCP port between the TCP client and the TCP server must be the same.</i>	OK
AT#otcp=1 <i>Note: Open, as a TCP client, a socket TCP with a remote TCP server</i>	Ok_Info_WaitingForData <i>Note: Message notifying the socket opening and the switch in data mode.</i>
Data <i>Note: Data flow is bidirectionnal.</i>	Data <i>Note: Data flow is bidirectionnal.</i>
□ <i>Note: The socket can be closed locally by the attached host sending an [ETX] character (CTRL+C in a keyboard).</i>	OK
	□ <i>Note: The socket can be closed by the remote</i> Ok_Info_SocketClosed OK

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