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GoldSMS's functionality is delivered via the specific functions of a dozen or so “modules,” or “components.” This modular project construction permits us to rapidly and nimbly adapt and expand GoldSMS to meet our clients' needs.

Components of GoldSMS

Module	Function	Where Used
GoldSMS	GUI, main user interface for sending “onesie” text messages interactively	Desktop (shortcut within GoldMine)
GoldSMS Blast	For sending out an SMS blast, or broadcast, to a group of contacts	Server (application or service)
GoldSMS Pull	Pulls inbound SMS messages down from the Cloud server	Server (application or service)
.	.	
GoldSMS Alert	Pops up to let you know a Text has arrived for you	Desktop (Windows startup)
GoldSMS Thread	Threads the inbound and outbound Texts into an easily readable format	Desktop (shortcut within GoldMine)
	Threading functionality is now in main GoldSMS module	
.	.	
GoldSMS Config	Configurator for the GoldSMS module	Server
GoldSMS Blast Config	Configurator for the GoldSMS Blast module	Server
GoldSMS Pull Config	Configurator for the GoldSMS Pull module	Server
GoldSMS Master Config	GUI buttons to launch each of the other three config modules	Server
.	.	
GM Jump Start	Resilience engine... tries to re-start GoldMine if necessary	Server
.	.	
GoldSMS Service BETA	Sets Blast and Pull modules to run as a service	Server
GoldSMS Service Config BETA	Configurator for the GoldSMS Service module	Server

*Jargon note: GUI = Graphical User Interface (usually a Window, or a dialog box)

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