

## GoldSMS User and Administration Guide

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

### Components of GoldSMS

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

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

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