

## Plain English Home Page User Guide Home

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
<a href="#">GoldSMS</a>	GUI, main user interface for sending “onesie” text messages interactively	Desktop (shortcut within GoldMine)
<a href="#">GoldSMS Blast</a>	For sending out an SMS blast, or broadcast, to a group of contacts	Server (application or service)
<a href="#">GoldSMS Pull</a>	Pulls inbound SMS messages down from the Cloud server	Server (application or service)
.	.	
<a href="#">GoldSMS Alert</a>	Pops up to let you know a Text has arrived for you	Desktop (Windows startup)
<a href="#">GoldSMS Thread</a>	Threads the inbound and outbound Texts into an easily readable format	Desktop (shortcut within GoldMine)
	Threading functionality is now in main GoldSMS module	
.	.	
<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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