

Messaging Rules and Limits

TAP - Telocator Alphanumeric Protocol

Send messages via a land-line modem.

Duplicate Detection: 360 seconds*
Maximum Messages: 50 in any 180 seconds per sender

SMTP (E-mail) - Simple Mail Transfer Protocol

Send messages via any e-mail client.

Duplicate Detection: 360 seconds*
Maximum Messages: 50 in any 180 seconds per sender

SNPP - Simple Network Paging Protocol

Send messages via Internet - with real-time ACKnowledgement.

Duplicate Detection: 360 seconds**
Maximum Connections: 3 concurrent per IP address
Maximum Messages: 50 in any 180 seconds per IP address

WCTP - Wireless Communications Transfer Protocol

Send messages via Internet over SSL.

Duplicate Detection: 360 seconds**
Maximum Connections: 3 concurrent per IP address
Maximum Messages: 50 in any 180 seconds per IP address

* duplicate detection = the same message to the same pager number in any XXX second time period per sender address

** duplicate detection = the same message to the same pager number in any XXX second time period per IP address