

Steam Engine RSS FEED GUIDE

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1. GENERAL

This document describes Steam Engine's RSS feed implementation.

RSS feeds in Steam Engine are available for each configured publishing service. This feature can be enabled on a per folder basis in the Steam Engine user interface. The URLs to the feeds are shown also in the user interface next to the configuration parameters, in the folder management section of publishing services.

The feeds support SMS and MMS messages, and can be used to aggregate their content to other sites.

2. IMPLEMENTATION NOTES

The format of the RSS output is RSS 2.0 extended with selected Dublin Core elements.

For more information about RSS 2.0, see <http://blogs.law.harvard.edu/tech/rss>

For more information about the Dublin Core Metadata Initiative[®], see <http://dublincore.org/>

2.1 Feed contents

All required RSS 2.0 channel elements, as well as some optional ones, are present in the feed output, with semantics following the RSS 2.0 specification. The channel title is derived from the target publishing service and folder names in Steam Engine.

The feed items contain the actual data of messages in the targeted publishing service. Each message is represented by a single <item> element, whose sub-elements are populated as follows.

<title>

The title element is always populated using the message type. If masking of sender ids is not enabled in the feed settings, the sender id is also included in the title. For message types that may have a title or a subject of their own, such as MMS, that information is concatenated to the basic title available for all types. Examples: "INBOUND SMS from 358207434242", "INBOUND MMS from 358207434242: Hello World!"

<link>

Independent of the message type, in case it's non-empty, the link element contains a URL that can be used to retrieve the entire message. For example, for plain text SMS messages, the entire message is the message's content as plain text, and for MMS, the complete binary encoded MMS message.

<description>

The description element contains the message body for plain text messages, and the first occurred text part of multipart messages, if any.

<enclosure>

For non-empty messages consisting of a single part, such as plain text SMS, the enclosure element is populated using a URL that can be used to retrieve the whole message, just like the <link> element. For multipart messages such as MMS, the URL points to what is considered the primary part of the message, for example an image, a video or audio clip, or a text part.

<guid>

Steam Engine assigns a globally unique identifier to each message item present in feeds.

<pubDate>

The publication date for items is populated using the time the message in question was received in Steam Engine.

<dc:creator>

The sender id of the message is indicated using the Dublin Core creator element. For mobile message types, the sender id is typically contains the sender's MSISDN. If masking of sender ids is enabled in the feed settings, this element is not present.

The following RSS 2.0 elements are not populated in items at time of writing: <author>, <category>, <comments>, <source>.

If the service is configured to move fetched messages to another folder in the Steam Engine user interface, items in the feed are fetched starting from the oldest one in the specified folder. If the messages are not to be moved, the feed contains items for the newest messages in the specified folder.

2.2 Feed access

Steam Engine's feeds are accessed using simple HTTP GET requests to an URL. The URL is shown for each publishing service and folder in the customer web interface.

The URL takes one additional optional query string parameter; n is an integer specifying the maximum number of items to include in the fetched feed. It defaults to 10, and valid values are in the range from 0 to 50.

A complete example URL containing the optional parameter may look for example like:

<https://engine.steam.fi/pub/publish/rss/123.rss?n=20>

3. EXAMPLE FEED

A feed fetched from a publishing service that receives both SMS and MMS messages might look like:

```
<?xml version="1.0" encoding="UTF-8"?>
<rss xmlns:dc="http://purl.org/dc/elements/1.1/" version="2.0">
  <channel>
    <title>Steam publishing demo: Inbox</title>
    <link>https://engine.steam.fi/</link>
    <description>Received messages in Steam publishing demo: Inbox</description>
    <generator>Steam Engine</generator>
    <webMaster>support@steam.fi</webMaster>
    <image>
      <url>http://www.steam.fi/logo.gif</url>
      <title>Steam Communications Oy</title>
      <link>http://www.steam.fi/</link>
      <width>135</width>
      <height>74</height>
    </image>
    <lastBuildDate>Fri, 12 Jan 2007 11:38:48 +0200</lastBuildDate>
    <pubDate>Wed, 03 Jan 2007 17:58:51 +0200</pubDate>
    <item>
      <title>INBOUND MMS from 358207434242</title>
      <description><![CDATA[Greetings from Helsinki!]]></description>
      <link>https://engine.steam.fi/pub/publish/item/123/456.mms</link>
      <enclosure url="https://engine.steam.fi/pub/publish/item/123/456/0.jpg"
        length="24872" type="image/jpeg" />
      <guid isPermaLink="false">https://engine.steam.fi/pub/publish/item/123/456.mms</guid>
      <pubDate>Wed, 03 Jan 2007 17:58:51 +0200</pubDate>
      <dc:creator>358207434242</dc:creator>
    </item>
    <item>
      <title>INBOUND SMS from 358207434242</title>
      <link>https://engine.steam.fi/pub/publish/item/234/567.txt</link>
      <description><![CDATA[Hello World!]]></description>
      <enclosure url="https://engine.steam.fi/pub/publish/item/234/567.txt"
        length="12" type="text/plain" />
      <guid isPermaLink="false">https://engine.steam.fi/pub/publish/item/234/567.txt</guid>
      <pubDate>Fri, 01 Dec 2006 10:55:41 +0200</pubDate>
      <dc:creator>358207434242</dc:creator>
    </item>
  </channel>
</rss>
```