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SMS alerts for your team: a server down, low stock or a failed task, sent from a script

WhatsApp & APIs

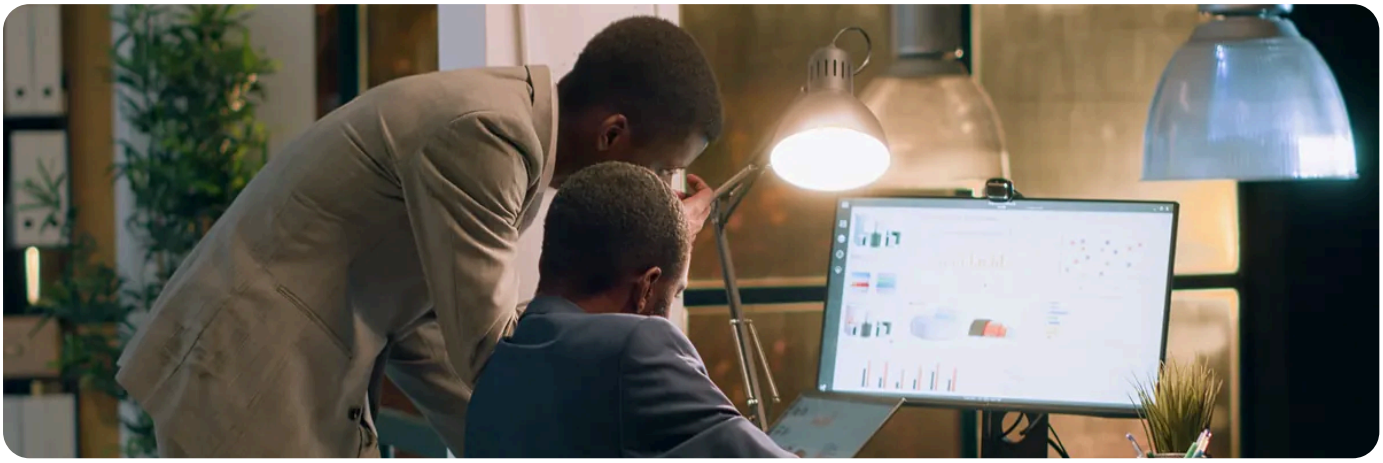
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SMS alerts for your team: a server down, low stock or a failed task, sent from a script

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The short answer: any script that already watches something (a website, a server, stock levels, a backup) can **text your team** with one request to **our API**. SMS reaches people even with mobile data switched off, which makes it a good fit for alerts that cannot wait.

What you need

1. **SMS activated** on the SMS page in Meu Interweb, with credits in the balance.

2. **An API key** with only the **sms:write** permission, created on the API page in Meu Interweb. If the script always runs from the same server, restrict the key to its IP.

3. **Your team's numbers**, written with or without the country code, because the system can tell the country from the first digit: **923456789** goes to Angola and **841234567** to Mozambique. So **+244 923 456 789** and **244923456789** are the same number as **923456789**.

A minimal script

This example sends an alert to two numbers. Keep the key in an environment variable, never in the file itself:

```
#!/bin/sh
# alert.sh: sends the text in the 1st argument to each number on the team
for N in 923456789 ANOTHER_NUMBER; do
curl -s https://api.interweb.ao/v1/sms/messages \
-H "Authorization: Bearer $RLX_API_KEY" \
-H "Content-Type: application/json" \
-d "{\"number\": \"$N\", \"text\": \"ALERT: $1\"}"
done
```

Run it like this: `./alert.sh "the website has not answered since 14:38"`. With a **sandbox_** key the request is validated but nothing is sent and no credits are used: test with it, then switch to the **prod_** key. For many numbers at once there is the **batch send**.

When to fire

What you watch	When it alerts
Website or server	When it stops answering, and again when it is back
Stock	When a product drops below the minimum you set
Backups and scheduled jobs	When a job fails or does not run
Disk space or quotas	When usage passes a threshold of yours

To run the script on its own at regular intervals, see **cron schedule examples**. To watch a website, **an alert when your site goes down**.

Alert once per problem, not once per minute.
A script that runs every minute and texts every time it sees the fault burns credits and hits the account's daily sending limit. Write down in a file that you already alerted, and only send again when the problem changes or ends.

Start the text with ALERT
and name the system, the problem and the time. Whoever is on duty understands at a glance.

RECOMMENDED

Want your team to know straight away when something stops? See the API page and create your first key.

See the API page →

SEE ALSO

- **Sending SMS through the API: key, permissions, Sandbox and your first request** →
- **Internal SMS notices for your staff: shifts, rosters and urgent messages to a contact group** →

- Sending many SMS notices in one API request: the batch endpoint and its results
- Getting an alert when your site goes down: a simple uptime check
- Cron schedule examples: every 15 minutes, weekdays at 8, the first of the month
- SMS API errors and message statuses: what each one means and what to do

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