



**INSTRUCTIONS: CREATING AN SMS TEMPLATE
IN THE PHISHING ATTACK SIMULATOR**

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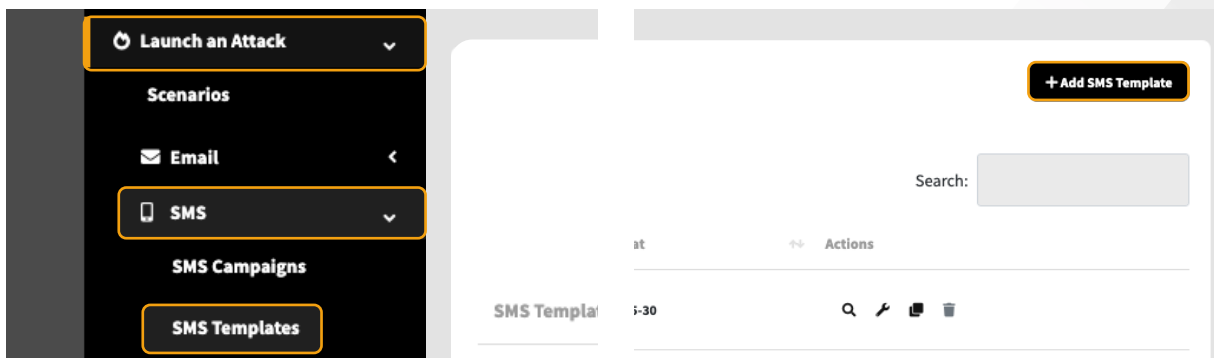
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CREATING AN SMS TEMPLATE

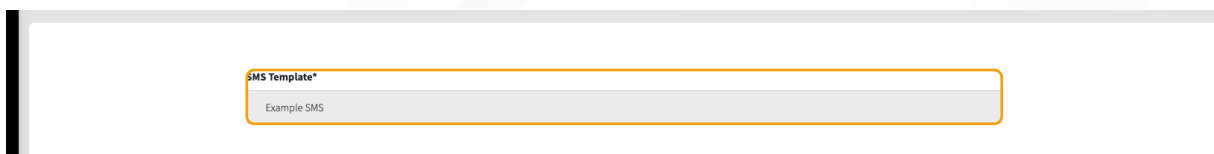
Create an SMS template

To start creating an SMS template, click on **Launch an Attack** → **SMS** → **SMS Templates** in the left-hand menu, then click on **Add SMS Template** in the upper right-hand corner.

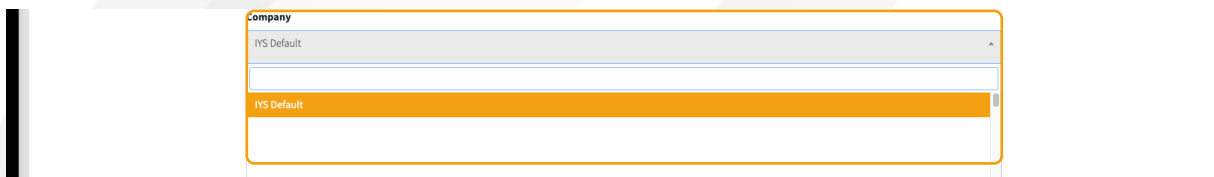


Edit an SMS template

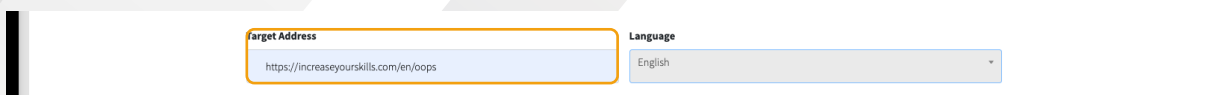
The first step is to name your SMS. This name will help you to find your template more quickly later on. This name will not be displayed in the SMS that you send.



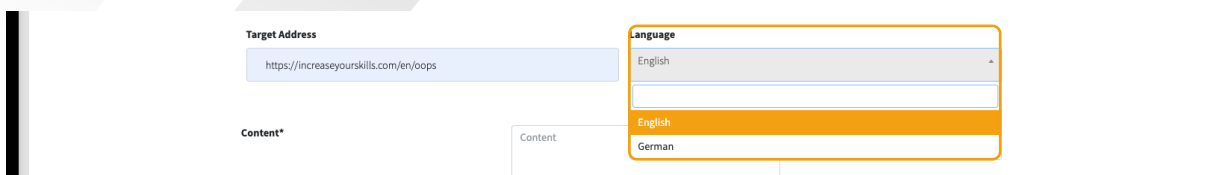
As an IYS partner, you can create company profiles for your corporate clients and assign your desired clients to your template under the heading **Company**.



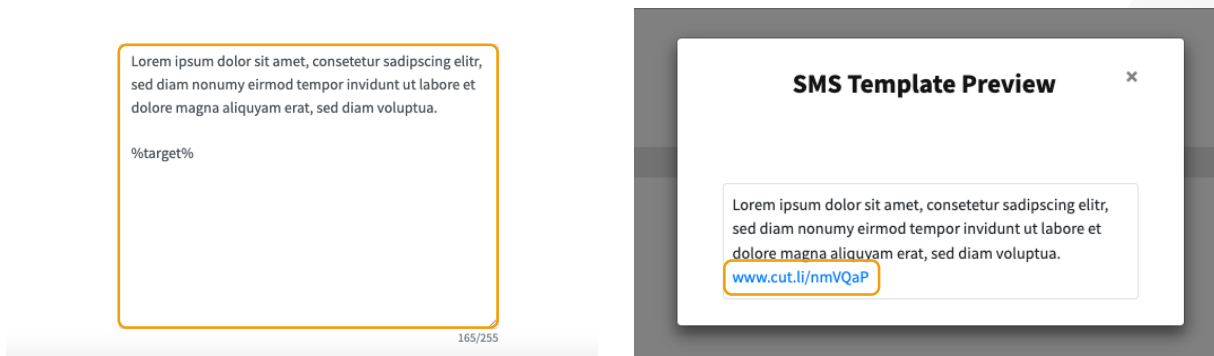
In order for a link click to be tracked in your SMS, you must specify a **Target Address**. Users will be redirected to this page after they click on it.



The **Language** selection helps you filter your templates, so you can see whether the desired template is in German or English (the language has no other effect on your SMS template).

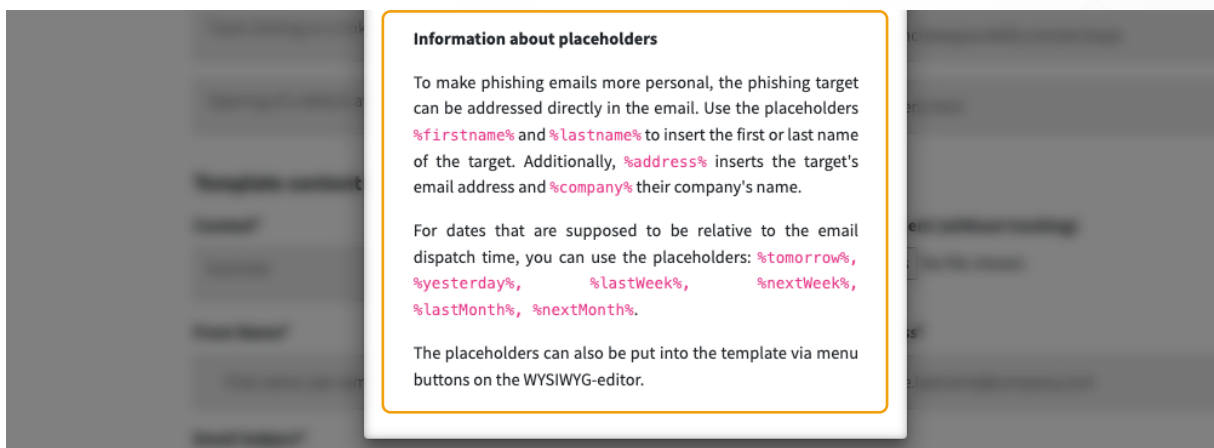


After you have configured all the settings, you can customise the **content** of your SMS. It is important that you enter the command **%target%** in your template so that a **tracking link** can be generated. You cannot name the links yourself, as with email templates; all links are displayed at the end as **www.cut.li/XXXXX**.

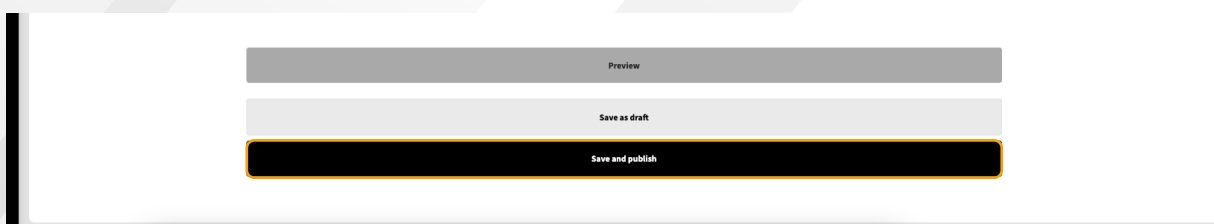


Personalise an SMS template

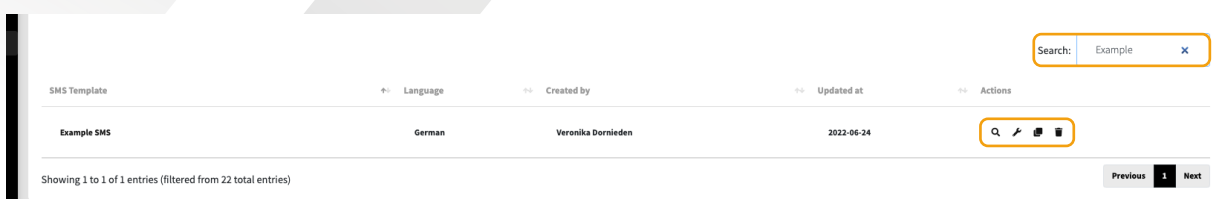
As with email templates, you have the option here of assigning **placeholders for personalisation**. The screenshot shows which **placeholders** you can insert.



After you have completed your SMS template, click on **Save and publish**.



After saving your template, you can search for it using the **search function, edit it, preview it, copy it or delete it***. For further explanation of the icons, simply move your mouse pointer over the desired icon.



*Please note that a template that is in a running campaign cannot be deleted.