

WHAT'S NEW

CoreMedia Content Cloud v10
CMCC Distribution 10.2007.1

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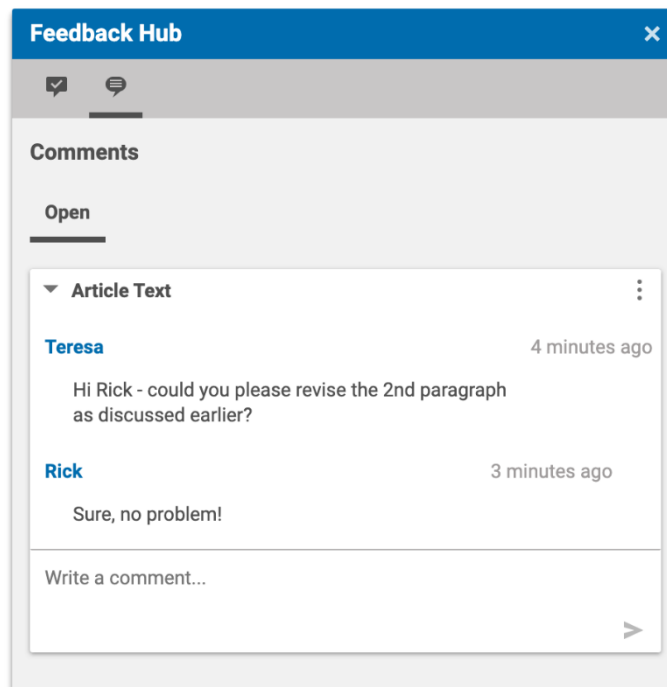
The new product features and enhancements highlighted in this document are available in the products released as part of CoreMedia Content Cloud v10, distribution 10.2007.1. For more details about the included products and components, please refer to our distribution download site at <https://l.coremedia.com/cmcc-10>.

1. Editorial Comments	3
2. New Scheduled Publication Workflow	4
3. Selective Sync and Copy Over Usability Enhancements	6
4. Localization Workflow Improvements.....	8
5. Extended External Preview	10
6. Multi-Preview Improvements	12
7. CaaS Extension and Consumption Examples	14
8. Commerce Hub Example for Custom Connectors	16
9. CDN-Compliant Cache Header Information	17
10. Monetate Integration	18
11. Public Docker Base Images	19

1. Editorial Comments

Writing articles in CoreMedia Studio is often a collaborative process. It typically involves a review process and sometimes requires feedback from experts. This new feature is designed to make the lives of editors easier and save them a significant amount of time by enabling them to contact other editors in CoreMedia Studio directly, without having to switch tools.

- > **Attach comments to specific content elements in text and Linklist fields.**
- > **Browse all comments in the Feedback Hub.**
- > **Receive notifications about new comments from other editors.**
- > **Edit & Delete comments and entire comment threads.**

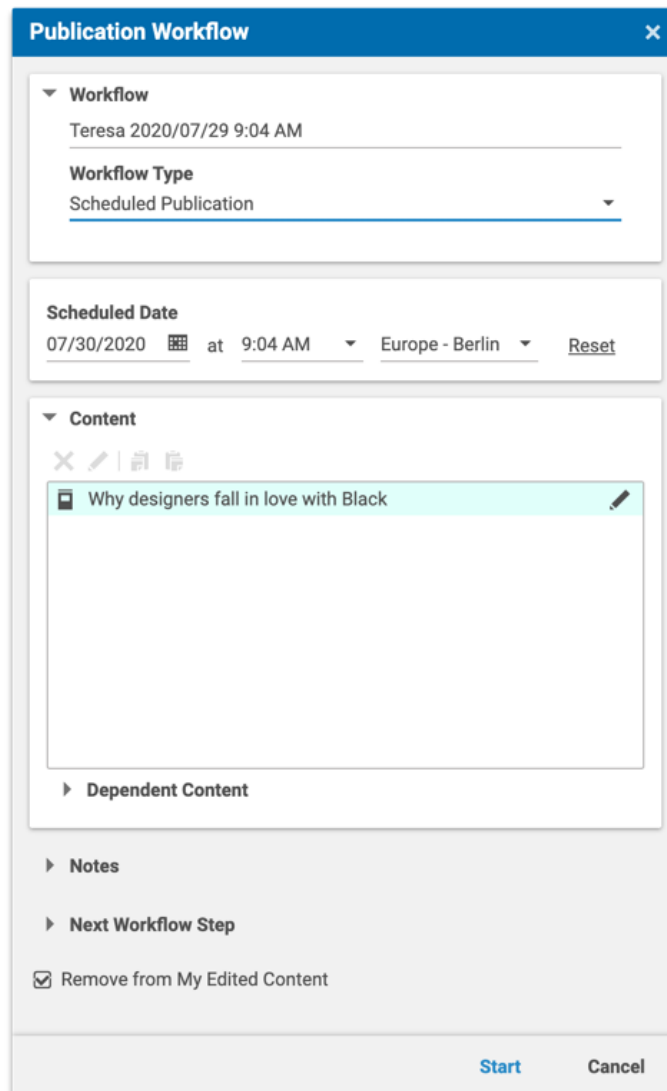


2. New Scheduled Publication Workflow

This new publication workflow enables CoreMedia Studio users to schedule the publication of single content items at any time in the future.

This new workflow will be available in CoreMedia Labs¹ and can be uploaded into the CoreMedia system.

- > **Schedule publications of single content items for any scheduled date and time.**
- > **Warn if any linked content can cause errors during the publication process.**
- > **Execute the publication workflow in the name of the editor who scheduled the publication.**



Publication Workflow [Close]

Workflow
Teresa 2020/07/29 9:04 AM

Workflow Type
Scheduled Publication

Scheduled Date
07/30/2020 [Calendar] at 9:04 AM [Dropdown] Europe - Berlin [Dropdown] [Reset]

Content
[Close] [Edit] [Add] [Remove]
Why designers fall in love with Black [Edit]

Dependent Content

Notes

Next Workflow Step

Remove from My Edited Content

[Start] [Cancel]



The ability to schedule the publication of a single content item was an often-used feature of the Government Site Builder. Customers who migrate to the latest CMS version will now be able to use this feature in CoreMedia Studio.

3. Selective Sync and Copy Over Usability Enhancements

In the last AEP release, we introduced the ability to select sites in which to synchronize content – along with the ability to define the associated sync strategy. This release comes with some additional improvements that make it easier for editors to take advantage of these new features.

Content translation and synchronization in a multi-site environment can be a daunting task. It is crucial to provide the user with as much information on the current task as possible. On the other hand, experienced users do not want to be distracted by the system while performing routine tasks.

This new release addresses both requirements with the following enhancements:

- > **A help text was introduced to inform editor about what will happen with their content when the selected sync strategy is applied.**
- > **A context menu has been added to the site selection window to make the selection of multiple sites more convenient.**
- > **A warning pop-up was introduced to inform the editor about the impact of deselecting sites within the site tree. This makes it easier to avoid unwanted synchronizations. Experienced users can hide this dialog after its initial appearance. Editors can configure which warning dialogs they want to display for each use in the CoreMedia Studio user menu.**

Localization Workflow
✕

▼ **Workflow**
Synchronize Content to UK & JP

Workflow Type
Synchronization ▼

▼ **Conflict Resolution**
Manual ▼ ?

▶ **Content**

▶ **Notes**

▼ **Target Locales**

	All
English (United Kingdom)	☑
English (Japan)	☑

Select All Children
Clear All Children

Remove from My Edited Content

Start
Cancel

Select one of the following strategies to resolve conflicting changes that may exist between the source and target sites.

Manual
If conflicts are detected the workflow stops and you will be asked to resolve the conflicts manually. This is the default behaviour.

Overwrite Target Site
Forces the target site to be in sync. Manual changes to the target site will be overwritten.

Deselect Site
✕

Deselecting this site will also deselect all currently selected derived sites.

Would you like to continue?

Do not show this message again

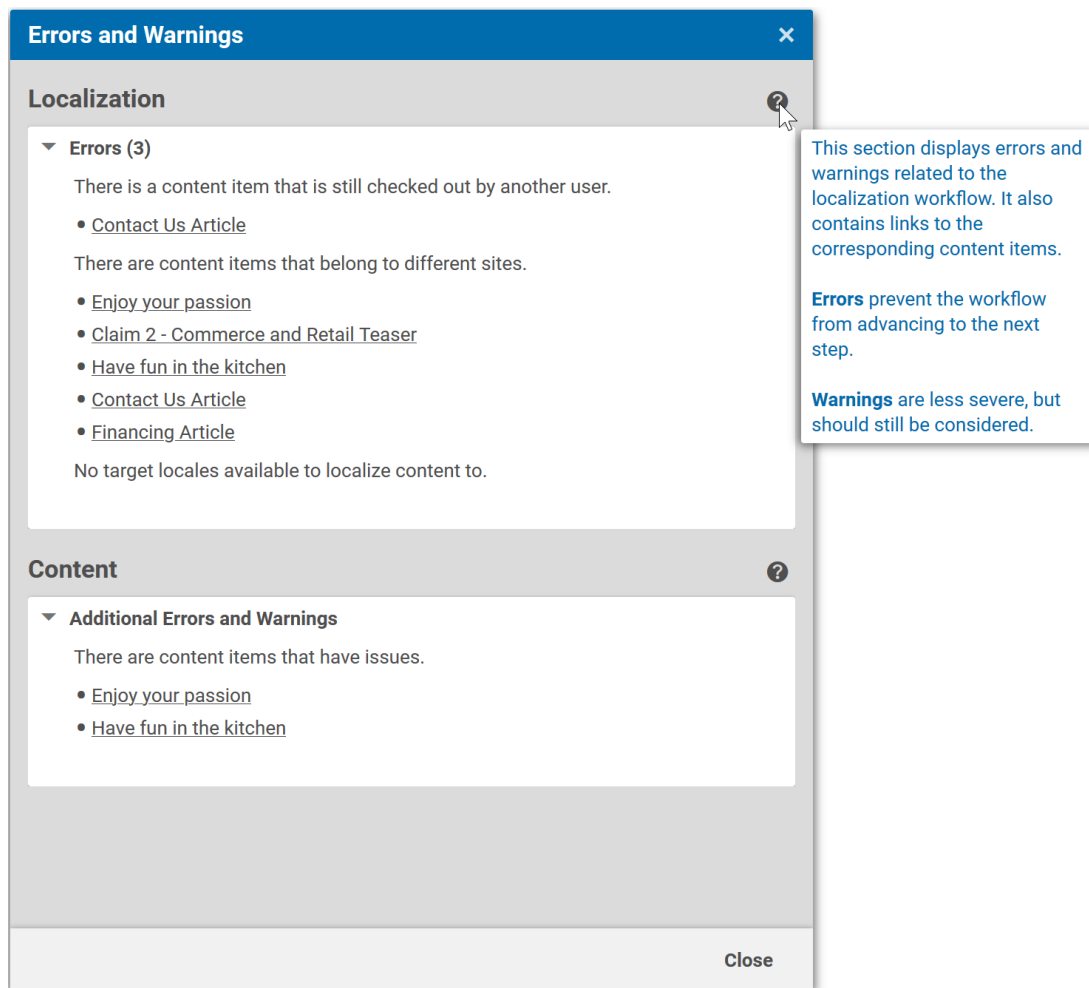
Deselect All
Cancel

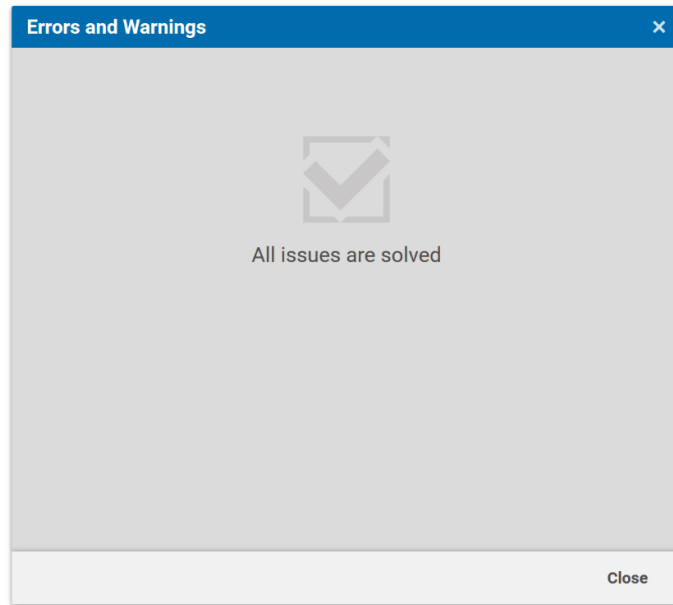
4. Localization Workflow Improvements

Working with localization workflows means dealing with a lot of information. This makes it essential to structure this information such that the user has a clear and immediate understanding of the type and severity of issues that might affect a workflow, along with the ability to execute the appropriate actions in an efficient way.

Therefore, the layout of the issues in the Errors and Warnings window for localization workflows has been restructured so that the state and content of a particular workflow is more obvious to the user.

- > **Clear separation of localization and content issues.**
- > **A new empty issues dialog now provides a clear, visual indication that all issues have been resolved.**

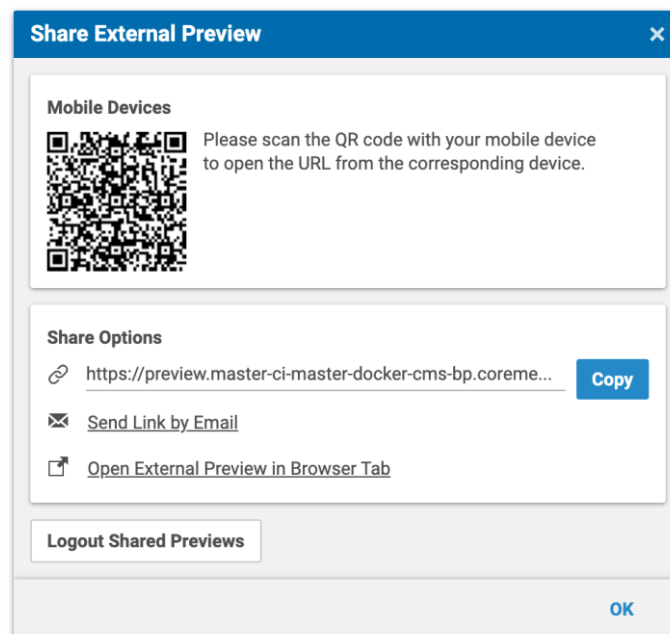


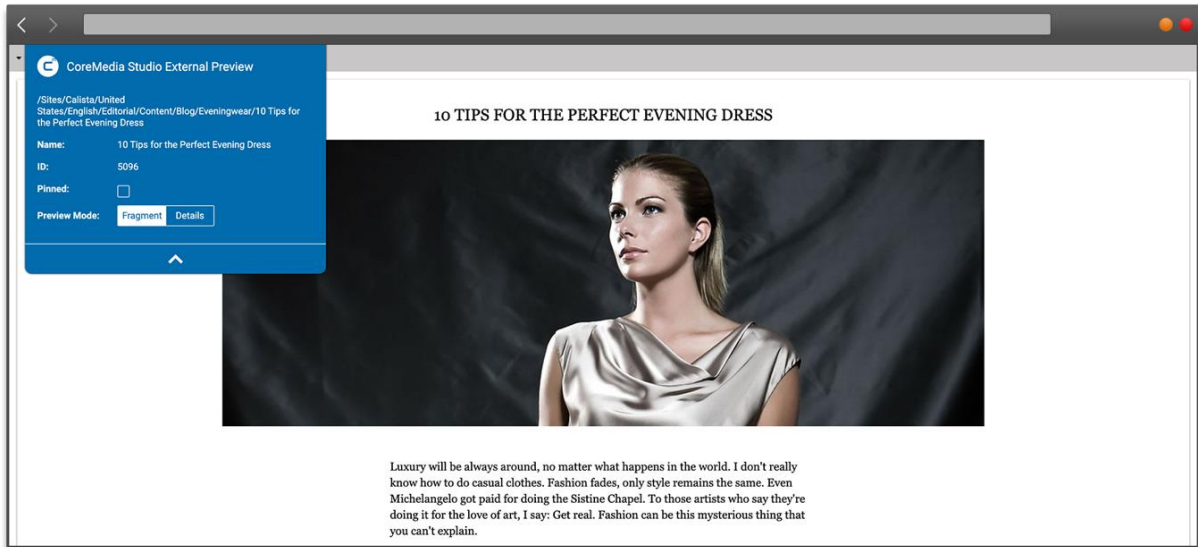


5. Extended External Preview

The external preview feature has been enhanced. It can now be accessed via a new "Share" menu on the preview toolbar of the CoreMedia Studio. The link to this external preview can be mailed, opened in a new browser tab or opened via QR code on mobile devices.

- > **Copy the preview URL to the clipboard or send it by email.**
- > **Scan a QR code with your mobile device to conveniently open the URL.**
- > **Open an overlay that contains additional page information and preview options including the ability to select the preview mode.**

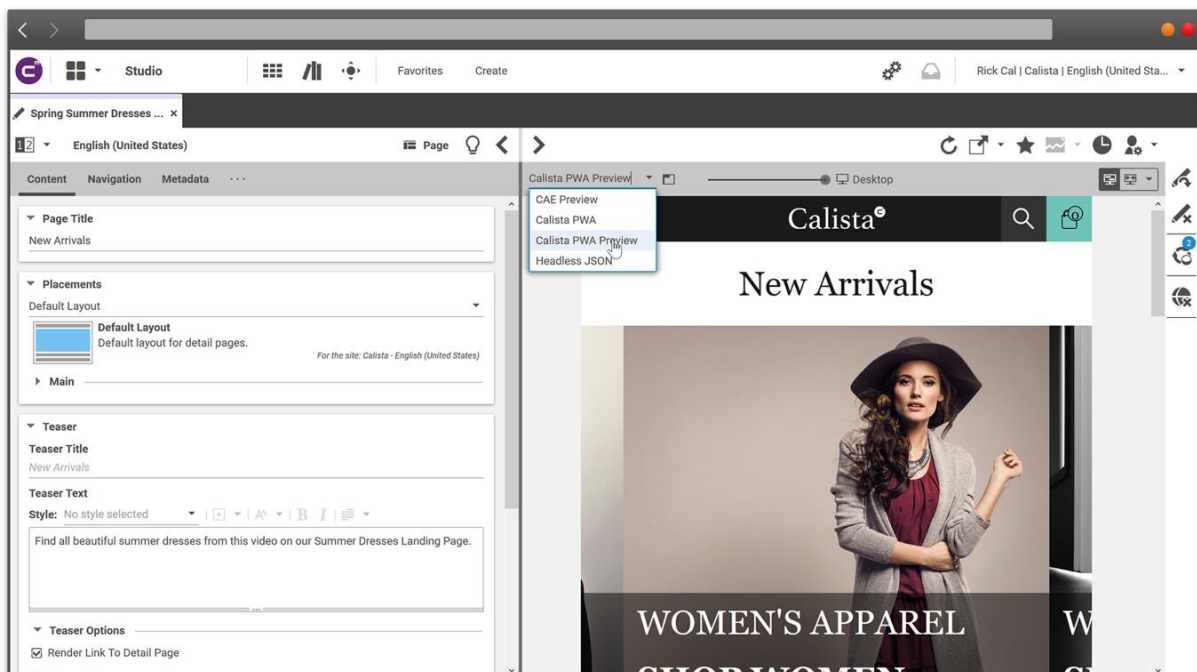




6. Multi-Preview Improvements

The ability to view a preview of any delivery channel has always been a key feature of CoreMedia Studio. This release enhances this capability by providing a predefined entry point for integrating customer SPA/PWAs into the Studio Preview. This feature is enabled via a simple configuration and allows editors to easily preview all relevant delivery channels with a single click - without having to perform development or operational tasks. Configuration is performed exclusively via settings in CoreMedia Studio. Activation and configuration of multiple preview channels occurs at runtime.

- > **Site-specific and global preview channels can be configured.**
- > **Editors or administrators can configure the visibility of previews for certain user groups.**
- > **Can be used as a starting point for customers to integrate SPAs/PWAs into Studio.**



SPA / PWA preview in Studio

Settings

String

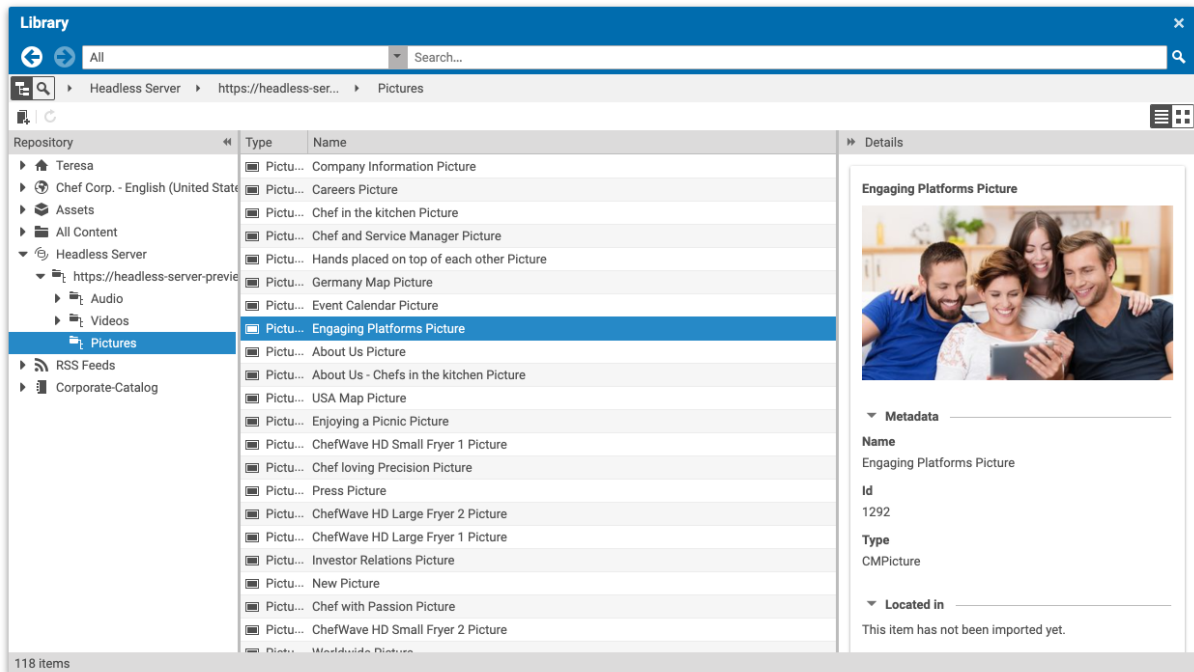
Property	Value	Type
...		Struct
previews		Struct List
#1		Struct
id	genericPreviewUrlService	String
providerId	previewUrlServicePreview	String
displayName	Headless Preview Service	String
urlTransformationsDisabled	<input checked="" type="checkbox"/>	Boolean
enabled	<input checked="" type="checkbox"/>	Boolean
config		Struct
uriTemplate	https://headless-server-preview.pandora-ci-03-cms-03.coremedia.vm/preview/{numericContentId}/{conte...	String

Multi-Preview configuration example in Studio

7. CaaS Extension and Consumption Examples


This release provides tutorials and example clients to demonstrate how to solve a variety of content extension and consumption challenges using the CoreMedia headless server. These clients serve as examples to help customers learn how to use the CoreMedia Headless Server API. This new feature consists of the following components:

- > **An example client that delivers an RSS feed using the Headless Server.**
- > **An example client that accesses CoreMedia assets via the Content Hub using the Headless Server.**
- > **Tutorials that describes the steps required to build the clients.**



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Headless RSS Feed

[Subscribe](#) 

<http://localhost:8081/>

RSS feed build from CoreMedia Headless Server data


Sort: None relative time

Design

5/29/2020, 1:26:30 PM

We design our kitchens with the chef in mind - by consulting with the best chefs world-wide we invent the most efficient solutions.

Media [400](#)




Delivery

5/29/2020, 1:26:30 PM

We are committed to delivering and installing expert kitchen and restaurant solutions, with the personal attention you deserve.

Media [400](#)

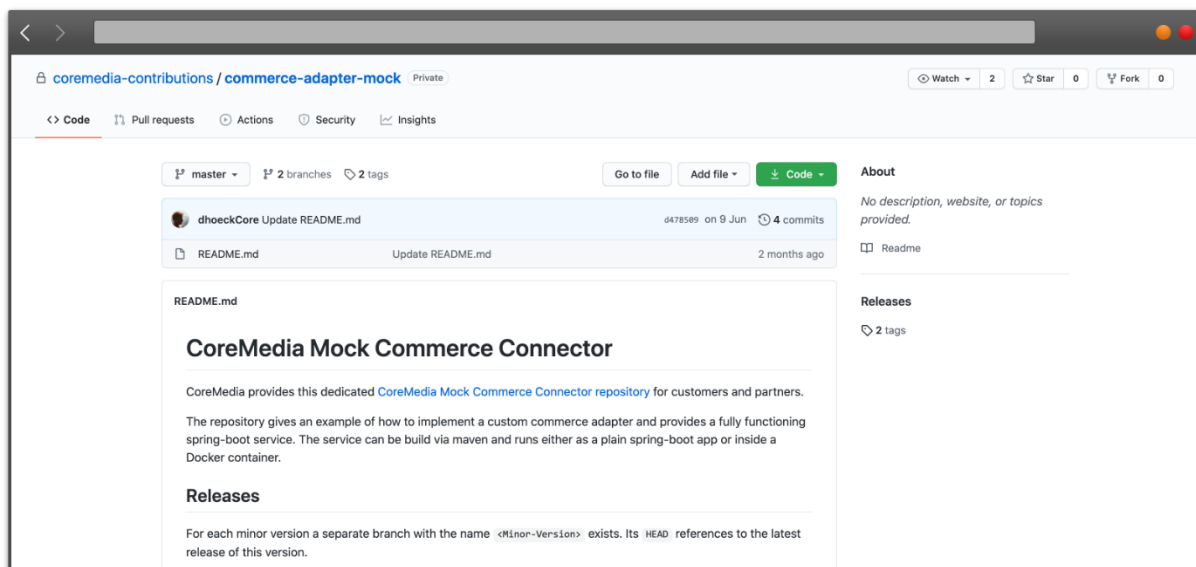


8. Commerce Hub Example for Custom Connectors

Customers who want to integrate a homegrown eCommerce system – or any other third party commerce platform for which CoreMedia does not supply a pre-built connector - now have access to a code-based starting point for their own implementation.

This feature consists of the following components:

- > **A manual that describes the concepts, API and implementation steps for developing a custom Commerce Hub Adapter.**
- > **A GitHub workspace with a simulated implementation that can be used as a starting point to build your own adapter. Additionally, best practices (e.g. caching or monitoring) can be looked up in the source code of our out-of-the-box Commerce Hub adapters.**



9. CDN-Compliant Cache Header Information

Websites and e-Commerce integrations always need to strike a balance between efficiency and accuracy. To address this challenge, CoreMedia has introduced a new API and default implementation to ensure that customers have more control over the caching behavior of content delivered by CoreMedia Content Cloud.

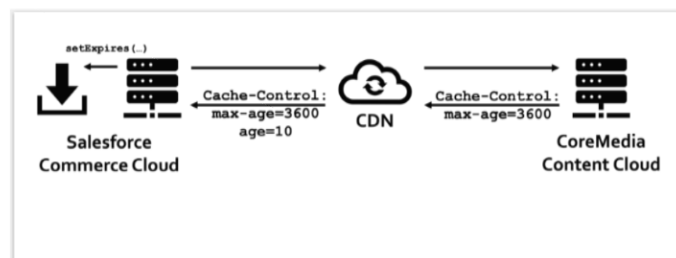
- > **HTTP level cache headers generated by the CAE can now be configured or calculated more precisely.**
- > **A new API is available that allows more fine-grained default configuration of HTTP-level cache TTLs (Time to Live") that is respected by intermediate caches (e.g. CDN) and browsers.**

These cache TTLs can be optionally overridden by content validity settings (valid from/valid to) so that caching does not occur until the next scheduled content change.

These validity-based calculations work by recording and caching validity data during the rendering process. The first time a URL is requested a short, default TTL is used for that content type. During rendering, the validity information is recorded for all content beans that are involved. For the next request, the more accurate validity-based expiration date that was recorded during the rendering process is used instead for a more precise cache TTL.

By adapting the configuration or implementing custom code, developers can also tune cache headers to match their specific needs.

For Salesforce Commerce Cloud B2C (SFCC) customers, the Cache TTL is also used to set a more accurate expiry in the SFCC page cache.



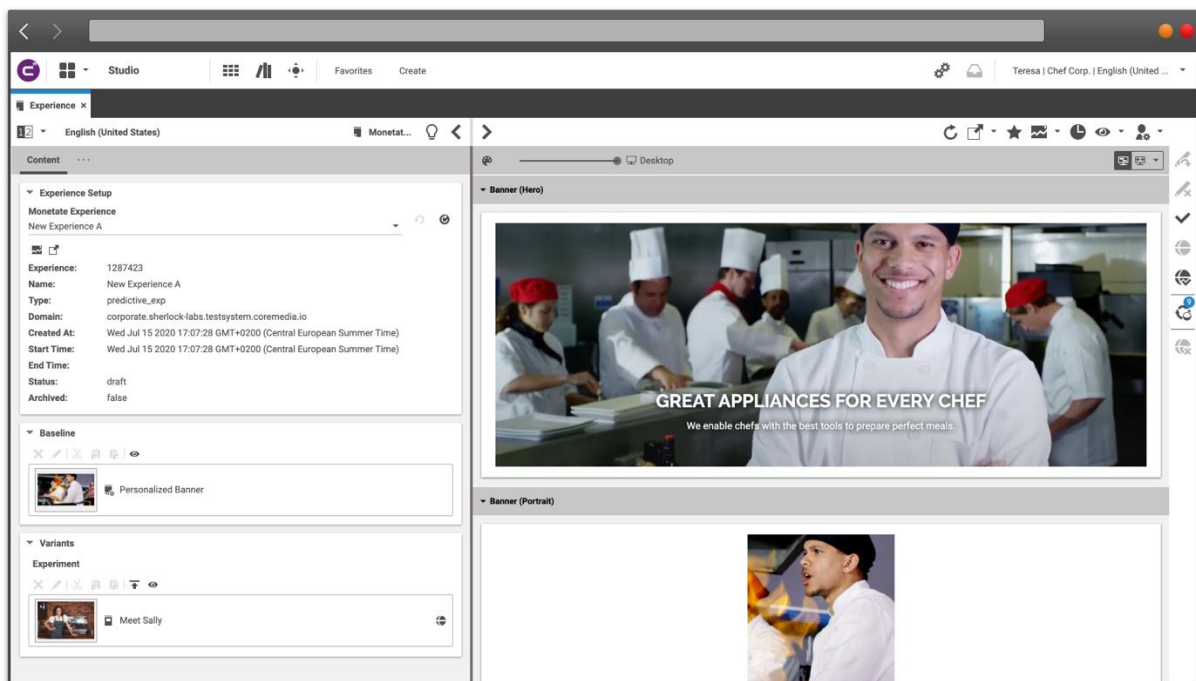
10. Monetate Integration

Customers can now use Monetate experiences and segmentation in CoreMedia Studio to personalize the content or increase the conversion.

Monetate is a CoreMedia partner that offers professional solutions for personalization, AB/n testing and more. This integration enables editors to access these features direct in the CoreMedia Studio.

This is available in CoreMedia Labs¹ and can be uploaded into the CoreMedia system. An Adaptive Personalization License is required for the Monetate integration.

- > **Connect your content with Monetate experiences to perform AB/n testing or optimize your content with Machine Learning.**
- > **Use Monetate segments for personalization.**
- > **A new preview chooser to view different variants of Monetate experiences and segments.**



11. Public Docker Base Images

The source of the Docker base images is now publicly available to customers and partners for transparency and adaptability.

This means that customers and partners can now gain a better understanding of the build process of CoreMedia base Docker images, making it possible for them to enhance security and build their own adapted base images if necessary.

The source to build the java-application-base Docker image has been published as a GitHub repository at <https://github.com/coremedia-contributions/docker.java-application-base>. Customers and partners are now able to reproduce the official CoreMedia base images on Docker Hub or fork the repository if customizations are necessary.

Furthermore, the image build process has been enhanced to build images based on different Java flavors for more flexibility out of the box:

- > OpenJDK (JDK|JRE)
- > Amazon Corretto
- > AdoptOpenJDK (JDK|JRE)

The contents of the default base images have not been altered, so this change is non breaking.

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