

# WHAT'S NEW

CoreMedia Content Cloud v10  
CMCC Distribution 10.2107.1

## CoreMedia Content Cloud Distribution 10.2107.1

The new product features and enhancements highlighted in this document are available as part of CoreMedia Content Cloud v10, distribution 10.2107.1. For more details about the included products and components, please refer to our distribution download site at <https://l.coremedia.com/cmcc-10>.

1. Modify “Start Publication Workflow” Button Behavior .....	3
2. Content Withdrawal Support .....	4
3. Content Hub - Preview Enhancements .....	6
4. Category Filter for Content Issues Search.....	7
5. Commerce Library Search with Facets.....	8
6. Commerce Cache Invalidation and Re-Computation.....	10
7. Headless Commerce Augmentation.....	11
8. Outgoing IP Addresses in Cloud Manager.....	12

## 1. Modify “Start Publication Workflow” Button Behavior

In previous versions of CoreMedia Content Cloud, clicking the “start publication workflow” button in the CoreMedia Studio action bar would start a publication workflow containing all documents from the My Edited Contents (MYEDCS) section of the Control Room. The fact that this button was the only one in the action bar that did interact directly with the currently opened tab was a source of confusion and occasional frustration for some editors.

With version 2107.1, we provided a simple means for modifying the default behavior of the “start publication workflow” button via the User Settings in CoreMedia Studio. By disabling the option to “include ‘My Edited Content’ when publishing content”, editors can configure the button to initiate a publication workflow with the active content only.

The workflow button in the MYEDCS tool bar is not affected by this change and will always initiate a workflow containing all edited content.

The following screenshot illustrates the new configuration box in the Content tab of the User Setting:

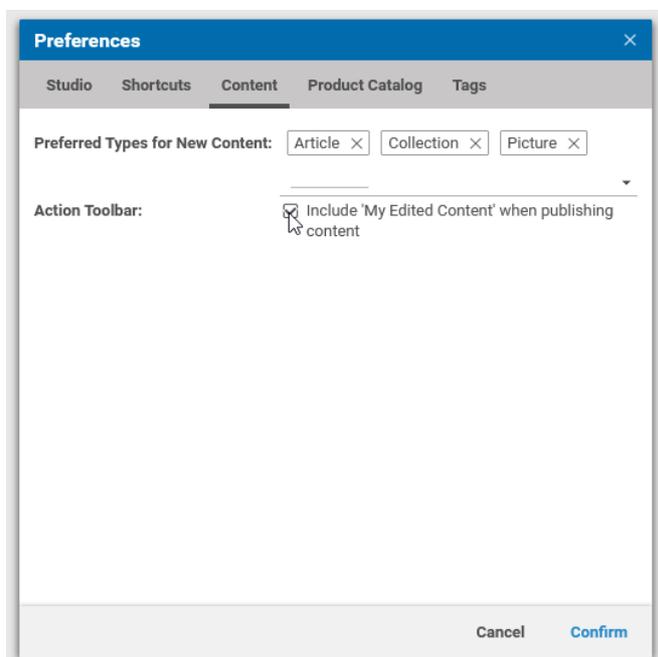


Figure 1: Modify Start Publication Workflow button behavior in User Setting

This modification is designed to make usage more consistent and cause less confusion. Users that prefer the old behavior and would like to keep it can do so.

## 2. Content Withdrawal Support

Some content editors have expressed concern that the content withdraw process is unnecessarily cumbersome, particularly when the content items to be withdrawn are distributed widely across the content repository. Gathering content in order to successfully unpublish an entire content set, while respecting all links between documents, could be challenging in certain situations.

To address this concern, we introduced a tool to help content editors identify all content items that must be included in a withdrawal request in order for the content set to be unpublished successfully. Since the withdrawal of published content is often an iterative process involving numerous editorial decisions, content to be withdrawn can now be collected into Projects created especially for that purpose. Content can be added to the Project via drag and drop and content links can be easily removed if certain content items should not be withdrawn from publication. Once the set of content to be withdrawn is complete, it can be unpublished with a single button click.

The following screenshots demonstrate this process:



Figure 2: Create unpublication project

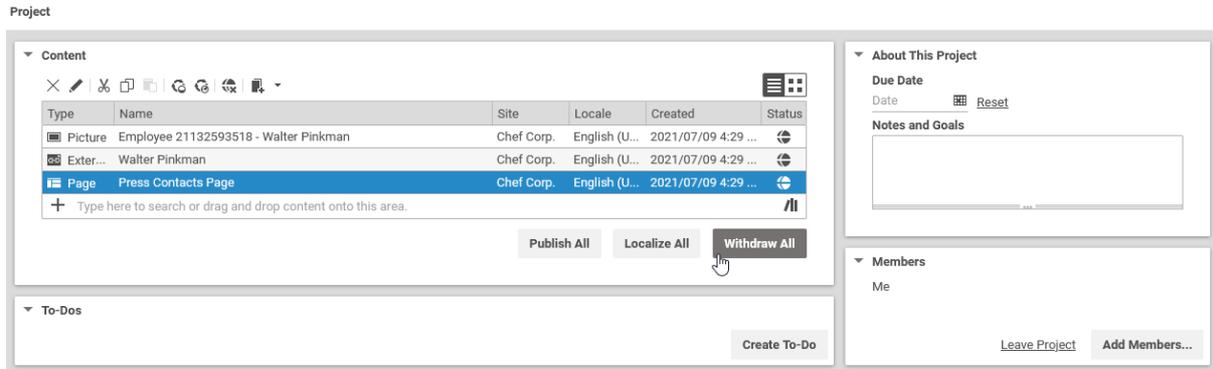


Figure 3: Modify list of content items to be withdrawn

With this new enhancement, editors are now guided through the process of unpublishing content which gives them more control and a powerful tool to resolve conflicts more efficiently.

### 3. Content Hub – Preview Enhancements

The Content Hub supports a preview that shows text-based information about assets as well as an image preview of the asset (if supported).

In version 2107.1, this asset preview function has been enhanced to support custom HTML, including as iframes or media elements. With this enhancement, Content Hub adapters for third-party content sources such as YouTube or external DAM systems can now provide a preview for video or audio assets.

Studio Developers can define specific metadata for part of an asset – instructing the system to render it as preview data. This includes such things as the size of an image or its dimensions. The Content Hub API has been changed so that this information can be displayed as HTML as well as plain text. This enhancement can be used for both prefabricated and custom Content Hub adapters.

With this new enhancement, editors are now able also to view videos and listen to audio assets, when the format is supported by the corresponding Content Hub Adapter and provides the possibility for deeper integrations with external content systems.

## 4. Category Filter for Content Issues Search

With version 2107.1, we extended the Content Issue search capabilities in CoreMedia Studio by enabling users to optimize their search queries in search folders and dashboard widgets. By default, technical editors can now refine their search by selecting “All categories” or “Localization” to get more specialized search results. This is particularly important for editors responsible for Localization, since Localization workflows cannot run properly until all potential conflicts have been resolved.

Although the default option allows users to isolate Localization issues, the tools can be programmatically extended to add new custom categories for issues that your editors encounter frequently.

Also note that, since version 2104.3, this feature needs to be explicitly enabled because it requires recreating the search index from scratch. With the next major release, it will be enabled by default.

This enhancement is designed to save technical editors valuable time and accelerate the resolution of potential content issues.

The following screenshot illustrates how this functionality can be accessed via the search pane of the CoreMedia Studio Library:

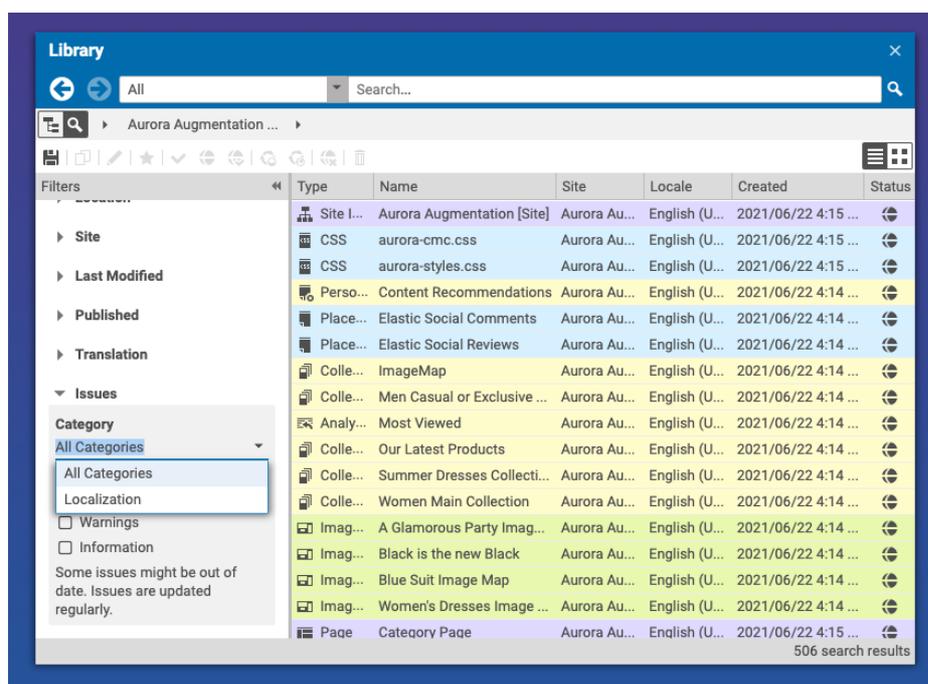


Figure 4: Modify list of content items to be withdrawn

## 5. Commerce Library Search with Facets

Until now, the Commerce search functionality within the CoreMedia Studio Library only supported text-based search. With this release, a search filter has been added for commerce items that is similar to the existing filters for content searches. The editor can select different search fields, depending on the target category of the product catalog, providing more flexibility when searching for specific products.

Additionally, editors can save the search as a custom search folder, giving them faster access to a specific subset of products that they typically work with.

Finally, the layout of the existing content search filters has been updated to provide a more consistent user experience.

This new feature is simple to use. A new collapsible filter panel has been added to the commerce search view in the Library. It provides a combo box where the editor can choose from a list of filters. As soon as the editor switches the Library to search mode and selects a category, this list of available search filters is automatically enabled. Different filter values can be applied to search for a specific set of products. The search can then be saved using the "Save Search" button from the Library search toolbar. Note that these "Saved Searches" currently apply only to the search folders, not the search widgets for the CoreMedia Studio dashboard.

The following screenshot shows the new search filters:

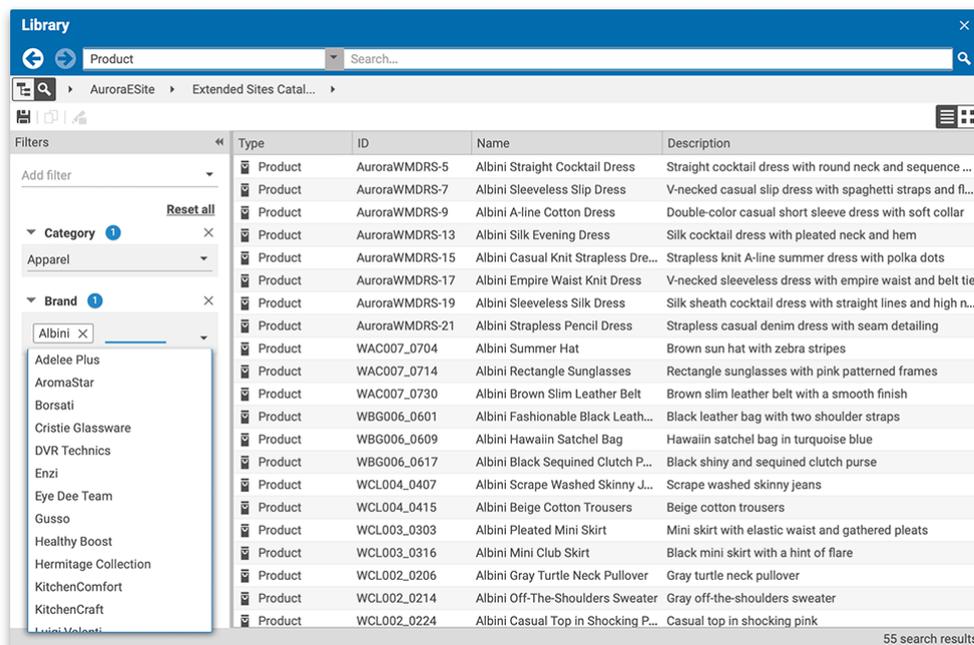


Figure 5: New search filters in the Library search mode

This feature is designed to improve the daily work of editors who work with commerce catalogs in CoreMedia Studio by providing:

- Deeper integration into commerce system
- Better usability for editors when searching for products

## 6. Commerce Cache Invalidation and Re-Computation

CoreMedia Content Cloud provides numerous caching layers, each with their own configurations and lifecycles, making it occasionally difficult to synchronously update values from integrated eCommerce systems. In addition, since it is important to cache these values for as long as possible, developers can sometimes experience undesirable delays in reflecting changes to these values.

With version 2107.1, we introduced two major enhancements to the commerce cache system:

1. An HTTP-based actuator endpoint to invalidate commerce caches on the central commerce adapter and automatic propagation of invalidations to CoreMedia Studio, the Content Application Engine (CAE), the CoreMedia Headless Server and Feeders. This endpoint supports both manual triggering and automatic integrations into external event queues or schedulers.
2. Optional re-computation of cache values to update them in the background while previously cached values are still being served. After re-computation, newly retrieved values are compared to old cached values and invalidations are propagated if they differ.

This feature is designed to make it easier for admins and developers to control caching and invalidation of entries. It helps them to avoid performance drops during uptime of a commerce adapter through background-update of values instead of removing the cached values first and updating them on request. This results in more reliable response times, as well as more control over the timing for updating values in the commerce cache.

## 7. Headless Commerce Augmentation

Headless eCommerce integrations are becoming more and more common. Decoupling CMS and eCommerce systems helps to ensure the optimal performance of each system independent from the other.

When content is delivered in the “classical” way using our Content Application Engine (CAE), users can sometimes encounter performance issues if commerce caches are empty – particularly when hierarchy data for the eCommerce catalog needs to be retrieved during delivery. The same problem exists with headless augmentation calls where only the concrete ID of the current category or product is passed in and parent categories for inheritance of placements must be retrieved via eCommerce API.

With version 2107.1, we provide additional augmentation queries in the Headless Server that work exclusively on content in the CMS repository without the need to communicate with the commerce system via its API. Communication roundtrips are, therefore, avoided and performance is much more reliable than before.

This feature enhancement takes the form of new GraphQL schema files and Java implementation for commerce augmentation in the Headless Server. To implement it, storefront developers will need to use the new augmentation query API and provide the hierarchy/breadcrumb when calling the Headless Server.

This feature is designed to provide more reliable and faster response times for the Headless Server, especially after new start of the component or timed out caches.

## 8. Outgoing IP Addresses in Cloud Manager

In order to communicate with external systems (e.g., to configure their firewalls), customers on our CoreMedia-hosted Cloud offering must know the IP addresses used by their CMS components.

In order to enable this, we have provided a new “Outgoing IPs” display in the IP Management section of the Cloud Manager. This is in addition to the IP allow listing management. This screen shows the IP addresses categorized by the environments of the customer (e.g., Production, UAT, Sandboxes).

For each Pre/Prod (Production, UAT) environment, three IP addresses are displayed, one for each of the networks used by the CMS applications.

Development Sandboxes share one IP address, so there is only one displayed regardless of how many Sandboxes are deployed.

OUTGOING IPS	
The IP-Addresses below are used for outgoing traffic coming from the respective environments. They can be used to allow requests e.g. from the Development Sandboxes to your git repository.	
Environment	IP4 Address
Production	18.184.97.155
	18.195.108.162
	18.197.221.60
Sandbox	3.120.125.114
UAT	3.120.91.37
	18.197.217.123
	52.28.52.120

Figure 5: Outgoing IPs Display in Cloud Manager

This new feature is designed to allow developers and administrators to retrieve this information for themselves without reliance on CoreMedia support, which speeds up processes by removing unnecessary roadblocks.