

COREMEDIA CONTENT CLOUD

Multi-Site Manual



Copyright CoreMedia GmbH © 2021

CoreMedia GmbH

Ludwig-Erhard-Straße 18

20459 Hamburg

International

All rights reserved. No part of this manual or the corresponding program may be reproduced or copied in any form (print, photocopy or other process) without the written permission of CoreMedia GmbH.

Germany

Alle Rechte vorbehalten. CoreMedia und weitere im Text erwähnte CoreMedia Produkte sowie die entsprechenden Logos sind Marken oder eingetragene Marken der CoreMedia GmbH in Deutschland. Alle anderen Namen von Produkten sind Marken der jeweiligen Firmen.

Das Handbuch bzw. Teile hiervon sowie die dazugehörigen Programme dürfen in keiner Weise (Druck, Fotokopie oder sonstige Verfahren) ohne schriftliche Genehmigung der CoreMedia GmbH reproduziert oder vervielfältigt werden. Unberührt hiervon bleiben die gesetzlich erlaubten Nutzungsarten nach dem UrhG.

Licenses and Trademarks

All trademarks acknowledged.
October 27, 2021 (Release 2107)

- 1. Preface 1
 - 1.1. Audience 2
 - 1.2. See Also 3
 - 1.3. CoreMedia Services 4
 - 1.3.1. Registration 4
 - 1.3.2. CoreMedia Releases 5
 - 1.3.3. Documentation 5
 - 1.3.4. CoreMedia Training 9
 - 1.3.5. CoreMedia Support 9
 - 1.4. Typographic Conventions 11
- 2. Overview 13
- 3. Designing Your Multi-Site Experience 15
 - 3.1. Designing Site Hierarchies 16
 - 3.1.1. Translation and Synchronization 16
 - 3.1.2. Variants of Site Hierarchies 17
 - 3.1.3. Guiding Questions 19
 - 3.1.4. Recommended Sites Hierarchy 20
 - 3.2. Designing Locales 22
 - 3.2.1. Defining Valid Language Tags 22
 - 3.2.2. Adding Java Locales 24
 - 3.2.3. Adding Locales to CoreMedia Studio 25
- 4. Multi-Site Challenges 26
- Glossary 33
- Index 39

List of Figures

2.1. Master content and Derived content	13
3.1. Sites: Language First	17
3.2. Sites: Country First	18
4.1. Conflict Site vs. Document Locale	31

List of Tables

1.1. CoreMedia manuals	6
1.2. Typographic conventions	11
1.3. Pictographs	12
3.1. Subtags Represented in Display Name	23
4.1. List of Multi-Site Challenges	27

List of Examples

3.1. Creating Locale with Locale.Builder	24
--	----

1. Preface

The Multi-Site Manual provides an overview of the CoreMedia Multi-Site feature. It describes different options to design your site hierarchy and gives some guidance to avoid common pitfalls.

- [Chapter 2, Overview \[13\]](#) describes the main concepts of multi-site.
- [Chapter 3, Designing Your Multi-Site Experience \[15\]](#) gives you guidelines to design your site hierarchy and custom locales.
- [Chapter 4, Multi-Site Challenges \[26\]](#) describes common problems and solutions when using multi-site in an inappropriate way.

Multi-Site is not Multi-Site

If you know CoreMedia CMS from the early days, you may know a different feature when talking about Multi-Site. It was about a feature where you were able using multiple *Master Live Servers* as publication targets. Nowadays, this feature is called *CoreMedia Multi-Master Management*.

To get to know more about this feature, have a look at Section 2.3, "Multi-Master Publishing" in *Content Server Manual*.



1.1 Audience

This manual is intended for architects, developers and editors who want to work with CoreMedia Multi-Site or who want to learn about the concepts of this feature. The reader should be familiar with content management in *CoreMedia Content Cloud*.

1.2 See Also

This manual describes guidelines for the design of your site hierarchy and describes pitfalls in working with the multi-site feature. However, other aspects of multi-site are featured in various other CoreMedia manuals.

For further reference have a look at the following additional resources:

- Studio User Manual
 - Section 2.10, “Multi-Site and Multi-Language” in *Studio User Manual*
 - Section 3.3.13, “Disabling the Validation for Translation Workflows” in *Studio User Manual*
 - Section 4.7.3, “Comparing Translation” in *Studio User Manual*
 - Section 4.7.4, “Translating Content” in *Studio User Manual*
 - Section 4.7.5, “Synchronizing Content” in *Studio User Manual*
 - Section “Localizing a Project” in *Studio User Manual*
- Studio Developer Manual
 - Section 7.23.2, “Translation-Specific Customizations” in *Studio Developer Manual*
 - Section 7.23.4, “Synchronization-Specific Customizations” in *Studio Developer Manual*
- Blueprint Developer Manual
 - Section 5.5, “Localized Content Management” in *Blueprint Developer Manual*
 - Section “Translation Workflow” in *Blueprint Developer Manual*
 - Section 5.6.3, “Deriving Sites” in *Blueprint Developer Manual*
 - Section 5.6.4, “Synchronization Workflow” in *Blueprint Developer Manual*
- Content Server Manual
 - Section “Validate Multi-Site” in *Content Server Manual*

1.3 CoreMedia Services

This section describes the CoreMedia services that support you in running a CoreMedia system successfully. You will find all the URLs that guide you to the right places. For most of the services you need a CoreMedia account. See [Section 1.3.1, "Registration" \[4\]](#) for details on how to register.

NOTE

CoreMedia User Orientation for CoreMedia Developers and Partners

Find the latest overview of all CoreMedia services and further references at:

<http://documentation.coremedia.com/new-user-orientation>



- [Section 1.3.1, "Registration" \[4\]](#) describes how to register for the usage of the services.
- [Section 1.3.2, "CoreMedia Releases" \[5\]](#) describes where to find the download of the software.
- [Section 1.3.3, "Documentation" \[5\]](#) describes the CoreMedia documentation. This includes an overview of the manuals and the URL where to find the documentation.
- [Section 1.3.4, "CoreMedia Training" \[9\]](#) describes CoreMedia training. This includes the training calendar, the curriculum and certification information.
- [Section 1.3.5, "CoreMedia Support" \[9\]](#) describes the CoreMedia support.

1.3.1 Registration

In order to use CoreMedia services you need to register. Please, start your [initial registration via the CoreMedia website](#). Afterwards, contact the CoreMedia Support (see [Section 1.3.5, "CoreMedia Support" \[9\]](#)) by email to request further access depending on your customer, partner or freelancer status so that you can use the CoreMedia services.

1.3.2 CoreMedia Releases

Downloading and Upgrading the Blueprint Workspace

CoreMedia provides its software as a Maven based workspace. You can download the current workspace or older releases via the following URL:

<https://releases.coremedia.com/cmcc-10>

Refer to our [Blueprint Github mirror repository](#) for recommendations to upgrade the workspace either via Git or patch files.

NOTE

If you encounter a 404 error then you are probably not logged in at GitHub or do not have sufficient permissions yet. See [Section 1.3.1, "Registration" \[4\]](#) for details about the registration process. If the problems persist, try clearing your browser cache and cookies.



Maven artifacts

CoreMedia provides its release artifacts via Maven under the following URL:

<https://repository.coremedia.com>

You have to add your CoreMedia credentials to your Maven settings file as described in section Section 3.1, "Prerequisites" in *Blueprint Developer Manual* .

License files

You need license files to run the CoreMedia system. Contact the support (see [Section 1.3.5, "CoreMedia Support" \[9\]](#)) to get your licences.

1.3.3 Documentation

CoreMedia provides extensive manuals and Javadoc as PDF files and as online documentation at the following URL:

<https://documentation.coremedia.com/cmcc-10>

The manuals have the following content and use cases:

Manual	Audience	Content
Adaptive Personalization Manual	Developers, architects, administrators	This manual describes the configuration of and development with <i>Adaptive Personalization</i> , the CoreMedia module for personalized websites. You will learn how to configure the GUI used in <i>CoreMedia Studio</i> , how to use predefined contexts and how to develop your own extensions.
Analytics Connectors Manual	Developers, architects, administrators	This manual describes how you can connect your CoreMedia website with external analytic services, such as Google Analytics.
Blueprint Developer Manual	Developers, architects, administrators	<p>This manual gives an overview over the structure and features of <i>CoreMedia Content Cloud</i>. It describes the content type model, the <i>Studio</i> extensions, folder and user rights concept and many more details. It also describes administrative tasks for the features.</p> <p>It also describes the concepts and usage of the project workspace in which you develop your CoreMedia extensions. You will find a description of the Maven structure, the virtualization concept, learn how to perform a re-release and many more.</p>
Connector Manuals	Developers, administrators	This manual gives an overview over the use cases of the eCommerce integration. It describes the deployment of the Commerce Connector and how to connect it with the CoreMedia and eCommerce system.
Content Application Developer Manual	Developers, architects	This manual describes concepts and development of the <i>Content Application Engine [CAE]</i> . You will learn how to write JSP or Freemarker templates that access the other CoreMedia modules and use the sophisticated caching mechanisms of the CAE.
Content Server Manual	Developers, architects, administrators	This manual describes the concepts and administration of the main CoreMedia component, the <i>Content Server</i> . You will learn about the content type model which lies at the heart of a CoreMedia system, about user and rights management, database configuration, and more.

Manual	Audience	Content
Deployment Manual	Developers, architects, administrators	This manual describes the concepts and usage of the CoreMedia deployment artifacts. That is the deployment archive and the Docker setup. You will also find an overview of the properties required to configure the deployed system.
Elastic Social Manual	Developers, architects, administrators	This manual describes the concepts and administration of the <i>Elastic Social</i> module and how you can integrate it into your websites.
Frontend Developer Manual	Frontend Developers	This manual describes the concepts and usage of the Frontend Workspace. You will learn about the structure of this workspace, the CoreMedia themes and bricks concept, the CoreMedia Freemarker facade API, how to develop your own themes and how to upload your themes to the CoreMedia system.
Headless Server Developer Manual	Frontend Developers, administrators	This manual describes the concepts and usage of the <i>Headless Server</i> . You will learn how to deploy the Headless Server and how to use its endpoints for your sites.
Importer Manual	Developers, architects	This manual describes the structure of the internal CoreMedia XML format used for storing data, how you set up an <i>Importer</i> application and how you define the transformations that convert your content into CoreMedia content.
Multi-Site Manual	Developers, Multi-Site Administrators, Editors	This manual describes different options to design your site hierarchy with several languages. It also gives guidance to avoid common pitfalls during your work with the multi-site feature.
Operations Basics Manual	Developers, administrators	This manual describes some overall concepts such as the communication between the components, how to set up secure connections, how to start application or the usage of the watchdog component.
Search Manual	Developers, architects, administrators	This manual describes the configuration and customization of the <i>CoreMedia Search Engine</i> and the two feeder applications: the <i>Content Feeder</i> and the <i>CAE Feeder</i> .

Manual	Audience	Content
Site Manager Developer Manual	Developers, architects, administrators	<p>This manual describes the configuration and customization of <i>Site Manager</i>, the Java based stand-alone application for administrative tasks. You will learn how to configure the <i>Site Manager</i> with property files and XML files and how to develop your own extensions using the <i>Site Manager API</i>.</p> <p>The Site Manager is deprecated for editorial work.</p>
Studio Developer Manual	Developers, architects	This manual describes the concepts and extension of <i>CoreMedia Studio</i> . You will learn about the underlying concepts, how to use the development environment and how to customize <i>Studio</i> to your needs.
Studio User Manual	Editors	This manual describes the usage of <i>CoreMedia Studio</i> for editorial and administrative work. It also describes the usage of the <i>Adaptive Personalization</i> and <i>Elastic Social</i> GUI that are integrated into <i>Studio</i> .
Studio Benutzerhandbuch	Editors	The Studio User Manual but in German.
Supported Environments	Developers, architects, administrators	This document lists the third-party environments with which you can use the CoreMedia system, Java versions or operation systems for example.
Unified API Developer Manual	Developers, architects	This manual describes the concepts and usage of the <i>CoreMedia Unified API</i> , which is the recommended API for most applications. This includes access to the content repository, the workflow repository and the user repository.
Utilized Open Source Software & 3rd Party Licenses	Developers, architects, administrators	This manual lists the third-party software used by CoreMedia and lists, when required, the licence texts.
Workflow Manual	Developers, architects, administrators	This manual describes the <i>Workflow Server</i> . This includes the administration of the server, the development of workflows using the XML language and the development of extensions.

Table 1.1. CoreMedia manuals

If you have comments or questions about CoreMedia's manuals, contact the Documentation department:

Email: documentation@coremedia.com

1.3.4 CoreMedia Training

CoreMedia's training department provides you with the training for your CoreMedia projects either live online, in the CoreMedia training center or at your own location.

You will find information about the CoreMedia training program, the training schedule and the CoreMedia certification program at the following URL:

<http://www.coremedia.com/training>

Contact the training department at the following email address:

Email: training@coremedia.com

1.3.5 CoreMedia Support

CoreMedia's support is located in Hamburg and accepts your support requests between 9 am and 6 pm MET. If you have subscribed to 24/7 support, you can always reach the support using the phone number provided to you.

To submit a support ticket, track your submitted tickets or receive access to our forums visit the CoreMedia Online Support at:

<http://support.coremedia.com/>

Do not forget to request further access via email after your initial registration as described in [Section 1.3.1, "Registration" \[4\]](#). The support email address is:

Email: support@coremedia.com

Create a support request

CoreMedia systems are distributed systems that have a rather complex structure. This includes, for example, databases, hardware, operating systems, drivers, virtual machines, class libraries and customized code in many different combinations. That's why CoreMedia needs detailed information about the environment for a support case. In order to track down your problem, provide the following information:

Support request

- Which CoreMedia component(s) did the problem occur with (include the release number)?
- Which database is in use (version, drivers)?
- Which operating system(s) is/are in use?
- Which Java environment is in use?
- Which customizations have been implemented?
- A full description of the problem (as detailed as possible)
- Can the error be reproduced? If yes, give a description please.
- How are the security settings (firewall)?

In addition, log files are the most valuable source of information.

To put it in a nutshell, CoreMedia needs:

Support checklist

1. a person in charge (ideally, the CoreMedia system administrator)
2. extensive and sufficient system specifications
3. detailed error description
4. log files for the affected component(s)
5. if required, system files

An essential feature for the CoreMedia system administration is the output log of Java processes and CoreMedia components. They're often the only source of information for error tracking and solving. All protocolling services should run at the highest log level that is possible in the system context. For a fast breakdown, you should be logging at debug level. The location where component log output is written is specified in its `logback.xml` file.

Log files

Which Log File?

In most cases at least two CoreMedia components are involved in errors: the *Content Server* log files together with the log file from the client. If you know exactly what the problem is, solving the problem becomes much easier.

Where do I Find the Log Files?

By default, log files can be found in the CoreMedia component's installation directory in `/var/logs` or for web applications in the `logs/` directory of the servlet container. See Section 4.7, "Logging" in *Operations Basics* for details.

1.4 Typographic Conventions

CoreMedia uses different fonts and types in order to label different elements. The following table lists typographic conventions for this documentation:

Element	Typographic format	Example
Source code	Courier new	<code>cm systeminfo start</code>
Command line entries		
Parameter and values		
Class and method names		
Packages and modules		
Menu names and entries	Bold, linked with	Open the menu entry Format Normal
Field names	Italic	Enter in the field <i>Heading</i>
CoreMedia Components		The <i>CoreMedia Component</i>
Applications		Use <i>Chef</i>
Entries	In quotation marks	Enter "On"
(Simultaneously) pressed keys	Bracketed in "<>", linked with "+"	Press the keys <Ctrl>+<A>
Emphasis	Italic	It is <i>not</i> saved
Buttons	Bold, with square brackets	Click on the [OK] button
Code lines in code examples which continue in the next line	\	<code>cm systeminfo \ -u user</code>

Table 1.2. Typographic conventions

In addition, these symbols can mark single paragraphs:




Pictograph	Description
	Tip: This denotes a best practice or a recommendation.
	Warning: Please pay special attention to the text.
	Danger: The violation of these rules causes severe damage.

Table 1.3. Pictographs

2. Overview

When talking about CoreMedia Multi-Site, it is a valid assumption that it is about translation, that is, delivering content in many different languages. But CoreMedia Multi-Site is more than that.

CoreMedia Multi-Site not only supports translation of content, but also localization, which is, that you may deliver sites having different languages and different structures. For example, you may want to add an additional banner for Thanksgiving holiday in your American site which is missing in all other sites.

CoreMedia believes, that with the provided model, you will be able to easily manage content in many different languages, while having the flexibility to adapt your site to local needs. You may decide to translate content on your own, or you will be able to let translation agencies do the translation for you.

CoreMedia Multi-Site will enable you addressing your customers with a customized web presence adapted to each country, while on the other hand providing an easy way to manage and adapt these customizations.

The following paragraphs give you a first introduction into the main concepts of the multi-site feature.

Master and Derived

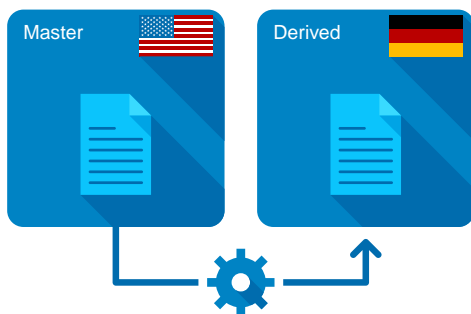


Figure 2.1. Master content and Derived content

For each language you want to present on your website, there is a dedicated set of content items, each annotated with the language they belong to. Content items which

represent the same content but in different languages, are linked to each other. These links are annotated by version identifiers, so that you will always know, if you need to translate a content again, because its sibling got updated. Later in this manual we will refer to these relations as **master** and **derived** as for a better overview, these siblings are organized hierarchically.

Sites

Each of those content sets is kept in a dedicated folder, so that you will have a folder for all English contents, a folder for all Arabic contents, and another one for all German contents. Each of these folders represent a **site**.

Workflows

To transfer a content set from English to Arabic, you will use CoreMedia workflows. These automatic processes will guide you through the translation process and assist, for example, not to forget to translate a linked content, which is referred from the current content you are going to translate.

These workflows will also take care of adapting properties of your contents, which are not to be translated, but should be changed, as soon as the original content changed. Most prominent example are links. When you add a link to your content and you are going to translate the content, the link will be added to your target document automatically.

3. Designing Your Multi-Site Experience

In this chapter you will get to know the required details to successfully design your initial Multi-Site experience and you will also learn which design decisions will be difficult to adapt afterwards.

A core value of *CoreMedia Content Cloud* is its flexibility. It easily adapts to changed requirements. While CoreMedia Multi-Site provides similar flexibility in various aspects, there are some aspects, which require up-front planning and are not easy to adjust later on. This especially applies to the hierarchy of sites.

3.1 Designing Site Hierarchies

This section guides you through the up-front design of your sites hierarchy with focus on the recommended hierarchy as used by many of CoreMedia's customers.

The decision on the hierarchy of your sites within CoreMedia Multi-Site will influence your editorial processes. As changing the site hierarchy after initial kick-off is not an easy task, it is recommended to spend some thoughts up-front on the hierarchy in the design phase of your project.

NOTE

The structure of the sites is strictly hierarchical. All derived sites can only have one site as their master. The propagation of content items is always from top to bottom, that is, from master to derived.




3.1.1 Translation and Synchronization


The variants of possible site hierarchies are based on two different types of master-derived site relations:

- Translation
- Synchronization

Translation is the basic type of CoreMedia Multi-Site: Having a master language, such as *English (United States)* you create a derived site such as *German (Germany)* which represents your site in Germany. To transfer a content from your master site to your derived site requires translation.

 is the icon used to derive a translated site. In the figures of [Section 3.1.2, "Variants of Site Hierarchies"](#) [17] it denotes translated sites.

Synchronization is an alternative type of CoreMedia Multi-Site: Having a master language, such as *English (United States)* you create a derived site such as *English (New Zealand)* which represents your site in New Zealand. To transfer a content from your master site to your derived site involves an automated process similar to copy and paste.

 is the icon used to derive a synchronized site. In the figures of [Section 3.1.2, "Variants of Site Hierarchies"](#) [17] it denotes synchronized sites.

3.1.2 Variants of Site Hierarchies

The following are variants of site hierarchies, which are most commonly used, sometimes even in mixed forms:

Language First [Recommended]

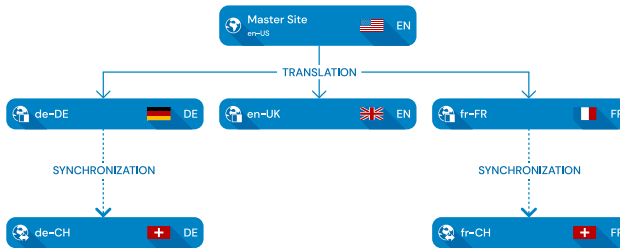


Figure 3.1. Sites: Language First

This approach focuses on minimizing costs for translation by only having to translate content into each language once. It enables rolling out campaigns quickly and with little manual work once the content has been translated.

On the other hand, it is potentially more difficult to apply structural differences that are only relevant for sites that belong to one country. These sites are distributed across the hierarchy and consequently changes need to be applied manually to each one. Translation and synchronization works best when the site structure is mostly the same. Introducing [section "Abstract Sites" \[18\]](#) as master sites can simplify this manual process.

From a given master site you can perform translations to several derived sites. If a given language is applicable for multiple countries and for example the navigation structure needs to be adapted in these countries, the translations are synchronized to country-centric sites.

In [Figure 3.1, "Sites: Language First" \[17\]](#) the sites for Switzerland are once located beneath the site having locale *German (Germany)* and once beneath *French (France)*, as it is the language which decides on the structure prior to the country.

Country First

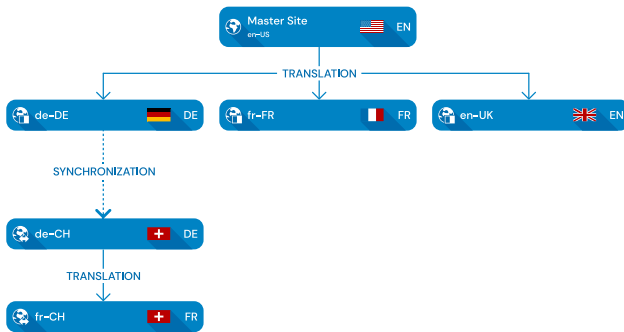


Figure 3.2. Sites: Country First

In contrast to the Language First approach, this approach optimizes for easily propagating country-specific changes. This might require translating content multiple times though.

From a given master, you synchronize (or translate) to a site per country you want to deliver your website to. If you want to deliver your website in various languages in a given country, you must create a translation site for each of these languages.

In Figure 3.2, “Sites: Country First” [18] the sites for Switzerland are both located beneath the site having locale *German (Germany)*, first synchronized to *German (Switzerland)* as it has the same language as the German site, then translated to *French (Switzerland)*.

Alternatively, you may have placed the sites for Switzerland below *French (France)*, first synchronizing to *French (Switzerland)* and then translating to *German (Switzerland)*.

Abstract Sites

Abstract sites are an approach to consolidate content globally. An abstract site provides a pool of all editorial content and a common structure for all its derived sites. There are real-world examples where multiple abstract sites helped minimizing the editorial workload even further by integrating the market-specific changes.

Take for example an abstract master *English (North America)* that is derived from another abstract master site *English (World)*. Both will never be seen by the end-users but editors can integrate changes that apply to North America in the corresponding abstract site. As long as the [abstract] master sites and the derived sites use the same language, editors can use the synchronization workflow with little manual work to propagate changes and new content.

Again, an abstract site is a master site, which is not published at all, thus, it is not available as a website. This abstract site holds *all* content items, which are relevant to at least one of the derived sites. You synchronize and translate its content to these sites which are derived from the abstract site.

Even if a content is only necessary for one specific site, create it in the abstract master. You can later easily re-use this content in other sites, if requirements change.

As every site needs a valid locale in terms of a [IETF BCP 47](#) language tag, you may require to create some artificial language tag, as for example `en-US-ut-abstract`, which will be displayed to *CoreMedia Studio* users as *English (United States, ty: abstract)*. For details see [Section 3.2, "Designing Locales" \[22\]](#).

3.1.3 Guiding Questions

The following guiding questions can help you to find a hierarchy which matches best:

- How similar are the sites regarding their structure, especially their navigation structure?

For the recommended *Language First Hierarchy* the navigation structure should be similar throughout the hierarchy.

- How many languages are spoken in the various countries I want to deliver my website to?

The more often a given language is chosen throughout the site hierarchy, the more the *Language First Hierarchy* will fit your needs.

- Are there different external data references [such as product IDs] which differ per country?

If these references are strongly related to the country, you may be better off with the *Country First Hierarchy*. Otherwise, given [the example above of the Swiss sites](#), you would have to manually synchronize external references in the *Language First Hierarchy* between *German (Switzerland)* and *French (Switzerland)*.

- What is the ratio of textual changes versus structure (e.g., navigation structure) changes you are expecting?

The more you update textual content, the more translation tasks will occur, and the more the *Language First Hierarchy* will fit your needs.

- What are the costs of structure [navigation] changes versus translations?

The lower the cost for translation are, the less important it is which hierarchy you are choosing. The *Language First Hierarchy* pays off as soon as translation costs reach a considerable amount.

- **What is the structure of my editorial team?**

If your editorial team is spread across various countries, each responsible for a given country, the *Country First Hierarchy* may be the better fit, as you will reduce dependencies between editorial teams.

If your editorial team is tailored by languages, the *Language First Hierarchy* is obviously the better fit.

3.1.4 Recommended Sites Hierarchy

CoreMedia recommends the *Language First Hierarchy* for several reasons:

- **Given Optimizations**

CoreMedia Content Cloud is designed supporting especially the Language First Hierarchy. Also, in the future CoreMedia will further improve the editorial experience to overcome the shortcomings compared to the Country First approach.

- **Less Translation Costs**

In [Figure 3.1, “Sites: Language First” \[17\]](#) and [Figure 3.2, “Sites: Country First” \[18\]](#), a translation to French was only required once for the *Language First Hierarchy*, but twice for the *Country First Hierarchy*.

This is based on the fact of the strong hierarchical organisation of sites within CoreMedia Multi-Site. Thus, for the *Country First Hierarchy*, you cannot transfer content from *French (France)* to *French (Switzerland)* guided by automated processes. Any manual intervention can easily break the internal state.

- **Easily Extensible**

If you want to reduce your time-to-market for your first site in China, you may want to set up a synchronized site having locale *English (China)*. Later on, you can derive additional translated sites for example for locales *Chinese (Simplified, China)* and *Cantonese (Simplified, China)*.

Changing Site Hierarchies is Expensive and Error-Prone

As stated early in this section, changing site hierarchies within a production system is expensive and error-prone. It requires a lot of manual intervention and most likely stopping any editorial actions until the migration is done.

Here is a glimpse of what needs to be done, by far not a complete list:

- **Finish Any Site-Specific Workflows:** When transforming your hierarchy, all translation and synchronization workflows must be finished.
- **Stop Editorial Work:** Editorial actions must be stopped. This includes manual as well as automatic editorial processes. All content must be checked in.
- **Ensure All Content is Up-To-Date:** There must be no more content that requires an update in regards to synchronization or translation.

After these preconditions are fulfilled, you will have to adjust all master-references (link and version number) starting from root to leaf sites, possibly adjust the type (translation or synchronization) of your site. And when you are done, you need to republish your sites.



3.2 Designing Locales

This section guides you through details in designing custom locales apart from the available locales as provided by your JDK.

Each site in CoreMedia Multi-Site requires a locale to be chosen. And within each hierarchy of sites, the chosen locale must be unique for one site within this hierarchy.

For special use cases such as [section "Abstract Sites" \[18\]](#) it is possible and even recommended to create custom locales. The following sections will guide you through the process of designing such locales.

Designing your custom local comprises the following three steps:

1. Defining a valid and unique language tag as described in [Section 3.2.1, "Defining Valid Language Tags" \[22\]](#).
2. Making the language tag known to Java as described in [Section 3.2.2, "Adding Java Locales" \[24\]](#).
3. Adding the new language tag to *Studio* as described in [Section 3.2.3, "Adding Locales to CoreMedia Studio" \[25\]](#).

3.2.1 Defining Valid Language Tags

Locales are denoted in content by IETF BCP 47 (Internet Engineering Task Force Best Current Practice no. 47) language tags as specified by [RFC 5646](#). A typical language tag consists of a language and country element such as `en-US` (*English (United States)*) or `de-DE` (*German (Germany)*). Valid language subtags are registered by IANA (Internet Assigned Numbers Authority) in the [IANA Language Subtag Registry](#). The most simple IETF BCP 47 language tags consist of the primary language subtag only, for example, `en` (*English*).

ietf bcp 47

Along with the criteria mentioned in the specification an additional restriction applies for locales used in context of *CoreMedia Studio*:

Locales must differ in their display name as generated by your JDK.

Thus, it is especially discouraged using so-called *Private Use Subtags* separated by reserved single-character subtag `'x'` as they are not represented in the display name.

Display Name Localization Is Not Customizable

CoreMedia Content Cloud does not provide means for customizing localization of Locale display names. The display name is localized solely by your JDK, which in turn eases introducing new locales to your system without providing custom translations.



Display Names of Locales

If you are going to define a custom locale, it is important to ensure, that the display name of each locale offered to your editors differ regarding their display name. This section recommends possible options for designing a locale, so that customizations are visible in the display name.

In addition to primary language and region subtags the subtags listed in [Table 3.1, “Subtags Represented in Display Name” \[23\]](#) are known to be part of the display name and thus may be taken into account for creating customized locales for special needs.

Type	Description	Example
Script	<p>Script subtags are defined in RFC 5646, Section 2.2.3.</p> <p>The length of a script subtag must be exactly four having only alphabetic characters. Script subtags are typically registered at IANA. One exception exists for script subtags Qaaa through Qabx which are for private use.</p> <p>While Java only checks for well-formed script subtags, it is recommended sticking to the specification.</p>	<p>en-Qaaa-US; displayed as <i>English (Qaaa, United States)</i></p>
Variant	<p>Variant subtags are defined in RFC 5646, Section 2.2.5.</p> <p>A language tag may contain multiple variants separated by dashes. Each variant may only contain alphanumeric characters. In addition to the specification, current Java implementations limit the number of characters to eight at maximum.</p> <p>Just as scripts, variants are typically registered at IANA. There is no concept of private use variant subtags. Nevertheless, Java does not validate against registered variants.</p>	<p>en-US-Variant; displayed as <i>Eng-lish (United States, Variant)</i></p>

Type	Description	Example
Extension: Unicode Locale Keyword	<p>Extension subtags are defined in RFC 5646, Section 2.2.6. A special type of these extension subtags are <i>Private Use Subtags</i> defined in RFC 5646, Section 2.2.7.</p> <p>The separator for extensions must be registered at IANA. The separator 'x' is used for private use subtags. While the private use subtags provide most freedom choosing custom subtags, they are not displayed in the display name of the locale.</p> <p>Regarding Java CoreMedia recommends using so-called <i>Unicode Locale Keywords</i>, which allow a key-value based approach. These key-value pairs are prefixed with 'u' within the language tag.</p> <p>The following restrictions apply to the keyword: it must have a length of two characters and consist of alpha-numeric characters.</p> <p>The following restrictions apply to the value: it may contain dash-separated values, where each single value has to be alpha-numeric and have a length of three to eight (including) characters.</p>	<p>en-US-u-ky-value; displayed as <i>English (United States, ky: value)</i></p>

Table 3.1. Subtags Represented in Display Name

Disclaimer: The actual behavior relies on your type and version of JDK.

3.2.2 Adding Java Locales

CoreMedia Multi-Site relies on the representations of locales as provided by Java. For best support for your locale you should check `Locale.getAvailableLocales()` to contain your locale.

Providing customized locales is best sketched with `Locale.Builder`. Use it to create your locale and use the resulting `Locale.toLanguageTag()` for your Multi-Site configuration.

```
new Locale.Builder()
    // Base on existing locale.
```

```

.setLocale(Locale.US)
// ! Not part of Display Name !
.setExtension(Locale.PRIVATE_USE_EXTENSION, "myExt")
// Registered by IANA; Qaaa - Qabx for private use
.setScript("Latf")
// Custom key-value pairs.
.setUnicodeLocaleKeyword("LK", "local-value")
// Registered by IANA
.setVariant("1994")
.build()
.toLanguageTag()

```

Example 3.1. Creating Locale with Locale.Builder

Beware of Locale.toString()

Especially in context of CoreMedia Multi-Site you should not rely on the representation of `Locale.toString()`, which, at first glance seems to be a language tag, just using underscores such as `en_US`. In contrast to IETF BCP 47 language tags this representation has no strict specification and as such cannot reliably be parsed from String representation back to a valid `Locale`.



3.2.3 Adding Locales to CoreMedia Studio

For consistent language tags within *CoreMedia Content Cloud, Studio* configures locales available to editors in a document typically located at `/Settings/Options/Settings/LocaleSettings`.

As a site manager or administrator it is your task to define those locales in this document which may be chosen by your editors and especially when deriving new sites.

To define such a locale, you have to select a valid IETF BCP 47 language tag (see <https://tools.ietf.org/html/bcp47> for details). In general this is a language subtag such as `en`, `fr` or `de` along with a country subtag such as `US`, `GB` or `CH` separated by a dash. Some examples are:

- `en-US` – English (United States)
- `en-GB` – English (United Kingdom)
- `fr-FR` – French (France)
- `fr-CH` – French (Switzerland)
- `de-DE` – German (Germany)

4. Multi-Site Challenges

This chapter assists you to get an overview of editorial actions which may harm the Multi-Site processing. It is recommended not to perform these actions, as failures especially in deeply nested site hierarchies may easily spread and expand.

While CoreMedia Multi-Site provides much automation to ease managing localized contents, it sometimes cannot hide the complexity behind. This complexity becomes obvious for example during unexpected editorial actions, where the Multi-Site feature tries to solve conflicts, but may do so with wrong assumptions.

General Multi-Site Content Integrity Note

CoreMedia Multi-Site expects no manual interaction between sites. If you stick to this rule, you should have no problems using the Multi-Site feature. Most problems arise when you do not use workflows to transfer contents from one site to another.

Exceptions exist especially where Multi-Site does not yet provide support or cannot provide assistance. Most prominent are:

- propagation of deleted contents,
- transfer contents between siblings sites, and
- transfer content from derived to master sites.

General Multi-Site Fixes

Most issues with CoreMedia Multi-Site can be fixed by adjusting the localization properties after unexpected actions such as copy and paste of contents between sites. These are the expected states of the properties you should know:

Locale:	This is expected to have the same locale as the site the content is in.
Master:	This is expected to be either empty, if it is a content independent from the master site, or it should link to its variant in the master site, so that it receives updates from the master site.
Master Version:	This is expected to contain any valid version number of the master. A negative value indicates that the content has been derived from this [positive] master version but has still to be translated. If the master link is empty, this version should be empty, too. In rare cases, the field can obtain the value 0 (zero). This is not a real version and it indicates that something went wrong. See

Invalid Master Version in Table 4.1, “List of Multi-Site Challenges” [27] for details.

Overview of Possible Pitfalls

Table 4.1, “List of Multi-Site Challenges” [27] is grouped by these keywords:

- Symptoms** Lists *possible* symptoms, you may observe. The symptoms are not necessarily complete, but are the most prominent symptoms you may observe.
- Causes** The possible causes for the observed symptoms. Again, there may be additional or other causes, but the ones listed are those known to occur sometimes.
- Effects** Effects, if ignoring this possibly erroneous state. The severity of these effects may be minimal, thus, ignoring a given state may always be an option.
- Fixes** How to resolve the issues. Sometimes, there are several approaches which you may consider, depending on your perceived severity of the issue.
- Prevent** What is recommended to prevent such issues. Most of the time, it lists best practices when dealing with multi-site content.

Validate Multisite

Most of the symptoms below can be monitored with the `cm` tool `validate-multisite`, as described in Section “Validate Multi-Site” in *Content Server Manual*.



Cross-Site Links

Symptoms	<p>Validation Issue: Most likely you observed this issue when opening the affected content in <i>CoreMedia Studio</i>. It will tell you about links which link to other sites, ignoring the master link which is meant to link to other sites.</p> <p>Confused Site Visitors: Your site visitors will experience switching between languages accidentally just by navigating through your site.</p>
Causes	<p>Manually Copy Contents Between Sites: Despite the most obvious reason, that you may have manually added links from other sites, the more likely reason may be copying contents between sites. If you do so, there is no feature, which will map contained links, as it will be done in translation and synchronization workflows. Thus, instead of links pointing to the site you copied to, the links will still refer to the source site you copied from.</p> <p>Manually Copy Richtext Between Sites: A similar, may be less obvious cause, is copying Richtext contents from one site to another. They may contain embedded images as well as internal links. On copy & paste these images/links will still link to the originating site.</p>
Effects	<p>Workflows Not Updating Links: From a translation or synchronization workflow perspective, these links most likely will be considered as independent links in a derived site,</p>

thus, as if they have been explicitly added in the derived site. These links will never get updated by translation or synchronization workflows, they may even cause conflicts when trying to merge changes to the affected link lists.

This very effect will only occur, if you have explicitly set a master-link. Note, that in case of copy & paste master-links and master-versions will be removed, if set.

Delivery Issues: Depending on your delivery configuration, you may experience either broken links or (more likely) your visitors stumbling from one language to another without being aware of it.

Fixes

Remap Links Manually: If recreating the content from master is not an option, you may manually remap the links to link to the same contents in the actual site. Note, that this applies to link lists, to links and embedded images in CoreMedia Richtext just as links set in Struct properties.

Prevent

Use Workflows: Instead of manually copying contents from one site to another, use workflows such as translation or synchronization workflow (whichever applies). Workflows will take care of mapping the links to the corresponding sibling in the target site. In addition to that they will also create possibly missing link targets in derived sites.

Remap Links Manually: Just as stated above, if you copied contents or property values such as CoreMedia Richtext from one site to another, you have to manually remap the links accordingly. Note, that this may not be feasible in *CoreMedia Studio*, as not necessarily all links are accessible within *CoreMedia Studio*. If in doubt, please ask your administrators to check the content.

Deleted Master

Symptoms

Validation Issue Deleted Master: In *CoreMedia Studio* you will see an issue, that the master property refers to a non-existing master.

Causes

Deleted Master: Most likely, the master content got deleted. Unfortunately, there is not yet a way to propagate deletion of contents from one site to another. Thus, for a vivid site, it is very likely that you will stumble across this issue.

Effects

No more updates: The very content affected by deleted master will not receive any updates anymore. Most likely, as soon as all referrers have been updated, there will be no more content items linking to this content, and thus, you will have some content in your site unreachable by site visitors.

Despite this, the state is rather harmless and is similar to a content intentionally just existing in a derived site, but not in the master site.

Fixes

Delete Derived Content: You may want to delete the derived content, just as the master content got deleted. Prior to that, you may want to run a translation or synchronization workflow for all contents linking to this content, as it is expected that any links will be automatically removed by this process.

	<p>Remove Master Link: Of course, if you want to keep this content, you can simply remove the master link. It is recommended to clear the master version property as well.</p> <p>Restore Master: Always an option is to restore the master.</p>
Prevent	As there is currently no way to propagate deletion of contents, there is no way to prevent this state, other than establishing a communication of site administrators of the master site to the local site administrators.
Duplicated Content Items	
Symptoms	Some Document (1): In your derived site you may observe, that just next to your content <code>Some Document</code> another content named <code>Some Document (1)</code> exists.
Causes	<p>Create With Same Name: You may have created a content with the very same name, as it now exists in master site. When transferring the master content to your derived site, name conflicts are automatically resolved and the content from master will get a counter added to its name.</p> <p>Manually Copy Between Sites: A typical pattern which has been observed is that contents are copied manually between sites, instead of using the appropriate workflows.</p>
Effects	<p>Ignoring state may be an option: From the repository perspective you may safely ignore this state, as the name of the content is not relevant for the Multi-Site feature to work. The relationship is always derived from the linked master content. But it may indicate, that a content receives translations, which is not even included in your site navigation.</p> <p>If you continue working with these contents, only the content which links to the master via master-link will receive updates.</p>
Fixes	Fix Relation: If you expect that both documents are identical, you may need to resolve the conflict. Decide which document matches your desired document best (most likely the one you already had in your site before).
Prevent	<p>Use Workflows: Instead of manually copying contents from one site to another, use workflows such as translation or synchronization workflow (whichever applies). Note, that this is only possible from master site to a directly derived site.</p> <p>Adjust Localization Properties: If you need to copy a content to your derived site, ensure to adjust the localization properties. More specifically:</p> <p>Locale: Set the locale to the same locale as the site your document is in.</p> <p>Master: Adjust the master-link, so that it links to the same document in the master site.</p> <p>Master Version: Adjust the master version. Most likely, this is the current version number of the master (you will find it on System tab). If you want to signal, that this document is not translated yet, you may</p>

negate this version number. Thus, if you have copied version 5, but you want to mark the document as *not translated yet*, set the version number to -5.


Must Not Duplicate Master Link

If you adapted the master-link but kept the duplicated content, two contents will refer to the master. Subsequent translation and synchronization processes will resolve this ambiguity by choosing a random target content.

Thus, always ensure that a master content is always only referenced once from a given derived site.

Invalid Master Version

Symptoms	Changes of Links Not Propagated: If you trigger a translation or synchronization workflow, you experience, that links changed in master do not make it to the derived content.
Causes	<p>Unset Master Version: The master version property may be empty, that is unset. Technically, the field is set to <code>null</code>. This triggers the same behavior as:</p> <p>Invalid Master Version: The master version may denote a version, which does not exist or does not exist anymore for several reasons. Negative values are valid, if their absolute value matches an existing version.</p> <p>The actual cause of such states is unknown. It may be a special case of copy & paste between sites, but more likely any other tools which caused this invalid state. One example may be, that a version got destroyed by cm tools.</p>
Effects	Properties Not Updated As Expected: For any property which is not meant to be translated, the expectation is, that it gets automatically updated from master. This feature is called auto-merge. This feature relies on the ability to determine which properties have been changed from previous translation or synchronization to now. If the previous state of properties of the master cannot be determined because the master version is unset or not existing the defensive behavior of CoreMedia Multi-Site will assume no changes to apply.
Fixes	<p>Set Master Version: If you are lucky, you may guess an appropriate master version which matches the state of your derived content. If in doubt, set it to the current master version and review non-translatable properties such as links in differencing view.</p> <p>If you have multiple contents in this state, consider setting it to the negative current master version. This way, you will have a kind of todo-list, as these contents will be listed as not translated yet.</p>

	<p>Finish Workflow: Finishing a translation or synchronization workflow will adjust the version property automatically. This may be the easiest option to take, but you may miss contents you should have reviewed.</p>
Prevent	<p>Handle With Care: As the actual cause is quite unknown, there is not much more to say than to handle the master version property with care. It contains important information, which, if invalid, may harm your translation and synchronization processes.</p> <p>Any tooling and processes provided by CoreMedia respect these versioned references, so that they are not automatically cleaned up. The only difference is a tool called cm destroy, which is especially meant for administrative emergency interventions.</p>
Locale Mismatch	
Symptoms	<p>Validation Issue: Most likely you observed this issue when opening the affected content in <i>CoreMedia Studio</i>. It will tell you about a mismatch between the site's locale and the locale set for the content.</p>
Causes	<p>Intended Behavior: This may be intended behavior, that is, you may want to provide a content with a different locale in the very same site. Note, that due to current limitations of CoreMedia Multi-Site it is not recommended to use locales different to the site locale within a given site. For details see Effects.</p> <p>Manually Copy Between Sites: A typical pattern, which has been observed is, that contents are copied manually between sites, instead of using the appropriate workflows. If doing so, the locale will not be updated accordingly.</p>
Effects	<p>Ignoring state may be an option: Using different locales within a site may be a valid option, if the following effects are not relevant to you.</p> <p>Accidental Locale Clash on Derive Site: The effect is best described using an example: Think of a master site having locale <code>en-US</code>. This site contains a content D with German locale <code>de-DE</code>. If you derive a new site with German locale, the derived content D' will be perceived as having the site's locale. In the last step, you will derive a new site with Dutch locale <code>n1-NL</code> from the German site. As a result content D'' in the Dutch site will now be adapted to locale <code>n-NL</code> which may not be desired.</p>
	
	<p><i>Figure 4.1. Conflict Site vs. Document Locale</i></p>

	<p>In other words: If the site containing content D is a so-called leaf-site, thus, having no derived sites, and will never have one, there is no real issue having this content, unless you do translation via XLIFF:</p> <p>Wrong Locale on Translation: Having a content D with locale <code>de-DE</code> in a site having locale <code>en-US</code> will result in XLIFF being generated with site-locale <code>en-US</code>. Thus, translation agencies will not be aware of the correct locale. This applies to the target locale as well as to the source locale.</p>
Fixes	<p>Fix Locale: If you copied the content from another site, adjust the locale accordingly. It should be the same as the site's locale.</p>
Prevent	<p>Use Workflows: Instead of manually copying contents from one site to another, use workflows such as translation or synchronization workflow (whichever applies). Note, that this is only possible from master site to a directly derived site. These workflows will automatically adapt the locale.</p> <p>Adjust Localization Properties: If you need to copy a content to your derived site, ensure to adjust the localization properties. In this case:</p> <p>Locale: Set the locale to the same locale as the site your content is in.</p>

Table 4.1. List of Multi-Site Challenges

Glossary

Blob	Binary Large Object or short blob, a property type for binary objects, such as graphics.
CAE Feeder	Content applications often require search functionality not only for single content items but for content beans. The <i>CAE Feeder</i> makes content beans searchable by sending their data to the <i>Search Engine</i> , which adds it to the index.
Content Application Engine (CAE)	<p>The <i>Content Application Engine (CAE)</i> is a framework for developing content applications with <i>CoreMedia CMS</i>.</p> <p>While it focuses on web applications, the core frameworks remain usable in other environments such as standalone clients, portal containers or web service implementations.</p> <p>The CAE uses the Spring Framework for application setup and web request processing.</p>
Content Bean	A content bean defines a business oriented access layer to the content, that is managed in <i>CoreMedia CMS</i> and third-party systems. Technically, a content bean is a Java object that encapsulates access to any content, either to <i>CoreMedia CMS</i> content items or to any other kind of third-party systems. Various <i>CoreMedia</i> components like the <i>CAE Feeder</i> or the data view cache are built on this layer. For these components the content beans act as a facade that hides the underlying technology.
Content Delivery Environment	<p>The <i>Content Delivery Environment</i> is the environment in which the content is delivered to the end-user.</p> <p>It may contain any of the following modules:</p> <ul style="list-style-type: none"> • <i>CoreMedia Master Live Server</i> • <i>CoreMedia Replication Live Server</i> • <i>CoreMedia Content Application Engine</i> • <i>CoreMedia Search Engine</i> • <i>Elastic Social</i> • <i>CoreMedia Adaptive Personalization</i>
Content Feeder	The <i>Content Feeder</i> is a separate web application that feeds content items of the <i>CoreMedia</i> repository into the <i>CoreMedia Search Engine</i> . Editors can use the <i>Search Engine</i> to make a full text search for these fed items.

Glossary |

Content item	In <i>CoreMedia CMS</i> , content is stored as self-defined content items. Content items are specified by their properties or fields. Typical content properties are, for example, title, author, image and text content.
Content Management Environment	<p>The <i>Content Management Environment</i> is the environment for editors. The content is not visible to the end user. It may consist of the following modules:</p> <ul style="list-style-type: none">• <i>CoreMedia Content Management Server</i>• <i>CoreMedia Workflow Server</i>• <i>CoreMedia Importer</i>• <i>CoreMedia Site Manager</i>• <i>CoreMedia Studio</i>• <i>CoreMedia Search Engine</i>• <i>CoreMedia Adaptive Personalization</i>• <i>CoreMedia Preview CAE</i>
Content Management Server	Server on which the content is edited. Edited content is published to the Master Live Server.
Content Repository	<i>CoreMedia CMS</i> manages content in the Content Repository. Using the Content Server or the UAPI you can access this content. Physically, the content is stored in a relational database.
Content Server	<p><i>Content Server</i> is the umbrella term for all servers that directly access the CoreMedia repository:</p> <p><i>Content Servers</i> are web applications running in a servlet container.</p> <ul style="list-style-type: none">• <i>Content Management Server</i>• <i>Master Live Server</i>• <i>Replication Live Server</i>
Content type	A content type describes the properties of a certain type of content. Such properties are for example title, text content, author, ...
Contributions	Contributions are tools or extensions that can be used to improve the work with <i>CoreMedia CMS</i> . They are written by CoreMedia developers - be it clients, partners or CoreMedia employees. CoreMedia contributions are hosted on Github at https://github.com/coremedia-contributions .
Controm Room	<i>Controm Room</i> is a <i>Studio</i> plugin, which enables users to manage projects, work with workflows, and collaborate by sharing content with other <i>Studio</i> users.
CORBA (Common Object Request Broker Architecture)	<p>The term <i>CORBA</i> refers to a language- and platform-independent distributed object standard which enables interoperation between heterogenous applications over a network. It was created and is currently controlled by the Object Management Group (OMG), a standards consortium for distributed object-oriented systems.</p> <p>CORBA programs communicate using the standard IIOP protocol.</p>

Glossary |

CoreMedia Studio	<p><i>CoreMedia Studio</i> is the working environment for business specialists. Its functionality covers all the stages in a web-based editing process, from content creation and management to preview, test and publication.</p> <p>As a modern web application, <i>CoreMedia Studio</i> is based on the latest standards like Ajax and is therefore as easy to use as a normal desktop application.</p>
Dead Link	A link, whose target does not exist.
DTD	<p>A Document Type Definition is a formal context-free grammar for describing the structure of XML entities.</p> <p>The particular DTD of a given Entity can be deduced by looking at the document prolog:</p> <pre><!DOCTYPE coremedia SYSTEM "http://www.coremedia.com/dtd/coremedia.dtd"</pre> <p>There're two ways to indicate the DTD: Either by Public or by System Identifier. The System Identifier is just that: a URL to the DTD. The Public Identifier is an SGML Legacy Concept.</p>
Elastic Social	<p><i>CoreMedia Elastic Social</i> is a component of <i>CoreMedia CMS</i> that lets users engage with your website. It supports features like comments, rating, likings on your website. <i>Elastic Social</i> is integrated into <i>CoreMedia Studio</i> so editors can moderate user generated content from their common workplace. <i>Elastic Social</i> bases on NoSQL technology and offers nearly unlimited scalability.</p>
EXML	<p>EXML is an XML dialect used in former CoreMedia Studio version for the declarative development of complex Ext JS components. EXML is Jangaroo 2's equivalent to Apache Flex (formerly Adobe Flex) MXML and compiles down to ActionScript. Starting with release 1701 / Jangaroo 4, standard MXML syntax is used instead of EXML.</p>
Folder	A folder is a resource in the CoreMedia system which can contain other resources. Conceptually, a folder corresponds to a directory in a file system.
Headless Server	<p>CoreMedia Headless Server is a CoreMedia component introduced with CoreMedia Content Cloud which allows access to CoreMedia content as JSON through a GraphQL endpoint.</p> <p>The generic API allows customers to use CoreMedia CMS for headless use cases, for example delivery of pure content to Native Mobile Applications, Smart-watches/Wearable Devices, Out-of-Home or In-Store Displays or Internet-of-Things use cases.</p>
Home Page	The main entry point for all visitors of a site. Technically it is often referred to as root document and also serves as provider of the default layout for all subpages.
IETF BCP 47	Document series of <i>Best current practice</i> (BCP) defined by the Internet Engineering Task Force (IETF). It includes the definition of IETF language tags, which are an abbreviated language code such as en for English, pt-BR for Brazilian Portuguese,

Glossary |

	or nan-Hant-TW for Min Nan Chinese as spoken in Taiwan using traditional Han characters.
Importer	Component of the CoreMedia system for importing external content of varying format.
IOR (Interoperable Object Reference)	A CORBA term, <i>Interoperable Object Reference</i> refers to the name with which a CORBA object can be referenced.
Jangaroo	<i>Jangaroo</i> is a JavaScript framework developed by CoreMedia that supports ActionScript as an input language which is compiled down to JavaScript. You will find detailed descriptions on the Jangaroo webpage http://www.jangaroo.net .
Java Management Extensions (JMX)	The Java Management Extensions is an API for managing and monitoring applications and services in a Java environment. It is a standard, developed through the Java Community Process as JSR-3. Parts of the specification are already integrated with Java 5. JMX provides a tiered architecture with the instrumentation level, the agent level and the manager level. On the instrumentation level, MBeans are used as managed resources.
JSP	JSP (Java Server Pages) is a template technology based on Java for generating dynamic HTML pages. It consists of HTML code fragments in which Java code can be embedded.
Locale	Locale is a combination of country and language. Thus, it refers to translation as well as to localization. Locales used in translation processes are typically represented as IETF BCP 47 language tags.
Master Live Server	The <i>Master Live Server</i> is the heart of the <i>Content Delivery Environment</i> . It receives the published content from the <i>Content Management Server</i> and makes it available to the <i>CAE</i> . If you are using the <i>CoreMedia Multi-Master Management Extension</i> you may use multiple <i>Master Live Server</i> in a CoreMedia system.
Master Site	A master site is a site other localized sites are derived from. A localized site might itself take the role of a master site for other derived sites.
MIME	With Multipurpose Internet Mail Extensions (MIME), the format of multi-part, multi-media emails and of web documents is standardised.
MXML	MXML is an XML dialect used by Apache Flex (formerly Adobe Flex) for the declarative specification of UI components and other objects. CoreMedia Studio uses the Open Source compiler Jangaroo 4 to translate MXML and ActionScript sources to JavaScript that is compatible with Ext JS 6.
Personalisation	On personalised websites, individual users have the possibility of making settings and adjustments which are saved for later visits.
Projects	A project is a collection of content items in CoreMedia CMS created by a specific user. A project can be managed as a unit, published or put in a workflow, for example.

Glossary |

Property	<p>In relation to CoreMedia, properties have two different meanings:</p> <p>In CoreMedia, content items are described with properties (content fields). There are various types of properties, e.g. strings (such as for the author), Blobs (e.g. for images) and XML for the textual content. Which properties exist for a content item depends on the content type.</p> <p>In connection with the configuration of CoreMedia components, the system behavior of a component is determined by properties.</p>
Replication Live Server	<p>The aim of the <i>Replication Live Server</i> is to distribute load on different servers and to improve the robustness of the <i>Content Delivery Environment</i>. The <i>Replication Live Server</i> is a complete Content Server installation. Its content is an replicated image of the content of a <i>Master Live Server</i>. The <i>Replication Live Server</i> updates its database due to change events from the <i>Master Live Server</i>. You can connect an arbitrary number of <i>Replication Live Servers</i> to the <i>Master Live Server</i>.</p>
Resource	<p>A folder or a content item in the CoreMedia system.</p>
ResourceURI	<p>A ResourceUri uniquely identifies a page which has been or will be created by the <i>Active Delivery Server</i>. The ResourceUri consists of five components: Resource ID, Template ID, Version number, Property names and a number of key/value pairs as additional parameters.</p>
Responsive Design	<p>Responsive design is an approach to design a website that provides an optimal viewing experience on different devices, such as PC, tablet, mobile phone.</p>
Site	<p>A site is a cohesive collection of web pages in a single locale, sometimes referred to as localized site. In <i>CoreMedia CMS</i> a site especially consists of a site folder, a site indicator and a home page for a site.</p> <p>A typical site also has a master site it is derived from.</p>
Site Folder	<p>All contents of a site are bundled in one dedicated folder. The most prominent document in a site folder is the site indicator, which describes details of a site.</p>
Site Indicator	<p>A site indicator is the central configuration object for a site. It is an instance of a special content type, most likely <code>CMSite</code>.</p>
Site Manager	<p>Swing component of CoreMedia for editing content items, managing users and workflows.</p> <p>The Site Manager is deprecated for editorial use.</p>
Site Manager Group	<p>Members of a site manager group are typically responsible for one localized site. Responsible means that they take care of the contents of that site and that they accept translation tasks for that site.</p>
Template	<p>In CoreMedia, JSPs used for displaying content are known as Templates.</p> <p>OR</p>

	<p>In <i>Blueprint</i> a template is a predeveloped content structure for pages. Defined by typically an administrative user a content editor can use this template to quickly create a complete new page including, for example, navigation, predefined layout and even predefined content.</p>
Translation Manager Role	Editors in the translation manager role are in charge of triggering translation workflows for sites.
User Changes web application	The <i>User Changes</i> web application is a <i>Content Repository</i> listener, which collects all content, modified by <i>Studio</i> users. This content can then be managed in the <i>Control Room</i> , as a part of projects and workflows.
Version history	A newly created content item receives the version number 1. New versions are created when the content item is checked in; these are numbered in chronological order.
Weak Links	<p>In general <i>CoreMedia CMS</i> always guarantees link consistency. But links can be declared with the <i>weak</i> attribute, so that they are not checked during publication or withdrawal.</p> <p>Caution! Weak links may cause dead links in the live environment.</p>
Workflow	A workflow is the defined series of tasks within an organization to produce a final outcome. Sophisticated applications allow you to define different workflows for different types of jobs. So, for example, in a publishing setting, a document might be automatically routed from writer to editor to proofreader to production. At each stage in the workflow, one individual or group is responsible for a specific task. Once the task is complete, the workflow software ensures that the individuals responsible for the next task are notified and receive the data they need to execute their stage of the process.
Workflow Server	The <i>CoreMedia Workflow Server</i> is part of the Content Management Environment. It comes with predefined workflows for publication and global-search-and-replace but also executes freely definable workflows.
XLIFF	XLIFF is an XML-based format, standardized by OASIS for the exchange of localizable data. An XLIFF file contains not only the text to be translated but also metadata about the text. For example, the source and target language. <i>CoreMedia Studio</i> allows you to export content items in the XLIFF format and to import the files again after translation.

Index

D

- derived, 13
- design, **15**
 - locales, **22**

I

- IETF BCP 47, 22

L

- language tag, 22
- locale, 22
 - IETF BCP 47, 22
 - language tag, 22

M

- master, 13

S

- site, 14
- sites
 - hierarchy, **16**
 - abstract site, 17
 - country first, 17
 - language first, 17
 - recommended, 20
- synchronization, 16

T

- translation, 16

W

- workflow, 14