Fabasoft

# Software Product Information

## Fabasoft Xpublisher 2026 November Release

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# 1 Introduction

Fabasoft Xpublisher provides simple and fast multichannel publishing to digital and print. Its' professional workflow management enables you to model customer-specific, collaborative workflow processes using BPMN 2.0, make them executable directly, and thus anchor them within your organization. Consequently following the content-first approach, content is managed media-neutrally via metadata in the Digital Asset Management (DAM) and can be enriched semantically. Worldwide connected teams, as well as agencies and other external stakeholders, can rapidly find and consistently use the content needed, easily manage and edit it, and conveniently release and share it. As a result, Xpublisher allows the easy publication to all digital channels, as well as the automated production of journals, books and technical documentation.

| License | Solution Areas |
|---|---|
| Fabasoft Xpublisher Editions | The license package includes Digital Asset Management, Publishing, and Media Edition. |
| Fabasoft Xpublisher | The license package covers digital asset management and publishing. |

# 2 Scope of Services – User Perspective

Xpublisher offers a variety of solution areas. Depending on the license your organization has purchased, you may have access to one or more of these areas.

The Home Dashboard serves as the entry point to the system for end users. As soon as a user is granted the appropriate permissions, the "Digital Asset Management," "Media Edition," and "Publishing" widgets appear there. If a user's permissions are revoked, the corresponding widgets are removed.

## 2.1 Digital Asset Management

Clicking on the "Digital Asset Management" widget opens the end user's personal DAM dashboard.

The functionality described below is available to end users.

| Use Case | Description |
|---|---|
| Asset shelf | Asset shelves are used to manage the digital content and to define the access rights. Folders can be used to sub-structure the asset shelf. |
| External area | External areas can be defined in asset shelves. The access rights are taken over from the superordinate |

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| | asset shelf and can be extended. This makes it easy to collaborate closely, for example, with external graphic design agencies. |
| Asset | Assets are types of digital content such as documents, images or videos. In addition to the content, metadata is also stored for the asset. In particular, license information can be stored. |
| Registering or re-registering assets | Assets that have not yet been assigned to an asset shelf can be registered to an asset shelf. During the registration, metadata can be defined. Metadata that can be extracted from the asset (e.g. Exif) is automatically taken over. |
| Converting assets | You can convert video files to MP4, OGV or WEBM. For audio files, MP3 and OGG are available. The conversion runs in the background. |
| Downloading assets | When downloading an asset, the download format needed can be selected. Different download formats can be defined in the DAM configuration that are suitable and allowed for use. |
| Tags/Tagging | Tagging is used to index assets. Tags are predefined by administrators. End users can only use existing tags and cannot create new ones. |
| Term | Terms also can be used to index assets and are predefined by administrators within the configuration. However, end users are also allowed to create new terms for use themselves. |
| Public link | Download formats can also be defined for public links on assets (access without login possible). |
| Transfer collection | Transfer collections are used to collect assets from different folders and shelves and make them available as a public link. |
| Xeditor | Xeditor enables the users to edit and create structured content directly in the web browser. XML content managed in Digital Asset Management can thus be prepared for the use in products. |

## 2.2 Publishing

Clicking on the corresponding widget opens the end user's personal Publishing dashboard.

The functionality described below is available to end users.

| Use Case | Description |
|---|---|
| Projects | Projects are based on the publishing configuration, are specified by project types and are used to manage the different products contained within a project. Users can create projects and sub-projects and switch to project view for all projects they have access rights to. Subordinate projects, assigned products, assigned content/assets, external areas, project news and the project history are displayed here. Project settings can be defined, external areas, products and follow-ups can be created and managed. |
| Products | Products are the core element in publishing and are used for collaborative planning, creation and generation of publications. They describe the structure of content and consist hierarchically of individual components, layout templates, and assigned assets/content. Their metadata includes name, product type, publication date, issue, and tags.<br>Products can be viewed and edited in the Layout and Structure Plan view. |
| Components | A product consists of one or more components. These in turn contain layout templates. |
| Layout templates | Layout templates define the representation of the content of products. |
| Production services | Xpublisher provides a range of production services that can be configured in the admin area. These form the basis for the creation of various publications for use in digital channels and print. These are currently:<br>• InDesign Server Version 2024 (19.x)<br>• Antenna House Formatter PrintCSS (7.3 and 7.4)<br>• parsX Converter (4.3)<br>• Transpect JATS2HTML<br>• Structure export (XML with Assets as ZIP) |
| Deployment formats | Deployment formats allow the creation of specific publications from a product. They essentially define how a usable PDF, EPUB, HTML etc. is created from a specific product via a defined production service.<br>To enable the app administrator to develop and test a new delivery format step by step, these are subject to an approval process. Users can only work with delivery |

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| | formats in the released state, whereas administrators can also view and edit the draft of a delivery format. They can both grant and withdraw approval. |
| Content/Assets | Content that can be used and reused in publishing is managed as assets in the DAM. Assets from the DAM can be assigned to both projects and products. This also applies to structured XML content that have been created and edited with the Xeditor. |
| External areas | Similar to the DAM, it is likewise possible to work with external areas in the publishing solution.<br>External areas allow collaboration on the basis of individual layouts. For users who are not supposed to have access to the entire product, external areas can be created at product level. |
| PDF-preview | A PDF preview of the product, based on the content according to the layout or structure plan, is displayed here. Which means that it can also be an empty PDF document at the beginning. |
| Layout plan | The layout plan is used to display, create and edit layout-oriented products. Layout planning enables both the assignment of layout templates and assets/content from the DAM to publications as well as their arrangement. By default, products are displayed in the layout plan when opened. |
| Structure plan | The structure plan is used to display, create and edit structure-intensive products by means of a hierarchical tree structure. Structure planning enables both the assignment of layout templates and assets/content from the DAM to publications as well as their arrangement. |
| Tags/Tagging | Tagging is used to index objects, meaning not only assets but also projects and products. Tags are predefined by administrators. End users can only use existing tags and cannot create new ones. |
| Terms | Terms are also used to index objects, meaning not only assets but also projects and products. They are also managed by administrators in the configuration of the solution. However, end users are allowed to create new terms for use themselves. |

## 2.3 Media Edition

Clicking on the "Media Edition" widget opens the end user's personal dashboard.

The functionality described below is available to end users there.

| Use Case | Description |
|---|---|
| Workrooms | Workrooms are designed to facilitate the structured management of digital content and to define access rights for effective collaboration. You can organize your content within workrooms and use multiple, parallel workrooms to control access rights at a granular level. Each workroom has its own dashboard that gives you access to all magazines, topics, articles, and assets stored within that workroom. |
| Magazines | Magazines can be created within workrooms. These are also considered “rooms” in the context of the Fabasphere AI Core and allow for different permissions than the Workrooms in which they are contained. Each magazine within a workrooms has its own dashboard. Here you will find a calendar, as well as entry points to topics, articles, and assets for that magazine. Issues can be created and edited here. Each magazine also has an archive for past issues. |
| Issues | In a magazine, you can create specific issues of that magazine, where you can plan and organize the layouts, content, and media assets for each issue using a page plan and a structure tree. |
| Layout Templates | Layout templates determine how content is displayed in issues. |
| Publications | Issues can be published as PDFs via the InDesign server. |
| Content and Assets | Content and assets that can be used and reused in the Media Edition can be managed in workspaces, magazines, or, optionally, the DAM. |
| Contents | Articles can be created in the Media Edition with or without the context of a topic. They contain the textual content and can be edited using the Xeditor. Articles can be either print or online articles. |
| Topics | Topics can be created within workrooms or magazines. Topics are objects that are particularly relevant for multi-channel publishing. They allow you to organize a |

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| | series of articles and tasks that are thematically related under the umbrella of a common topic. |
| Layout Planning | The layout plan is used to display, create, and edit issues. Layout planning allows you to assign layout templates, assets, and articles to publications, as well as arrange them. By default, issues are displayed in the layout plan when opened. |
| Structure Planning | The structure plan is used to display, create, and edit content using a hierarchical tree structure. Structure planning allows you to assign layout templates, assets, and articles to publications, as well as organize them. |
| Tags/Tagging | Tags are used to categorize objects. They are predefined by administrators. End users can only use existing tags and cannot create new ones. |
| Terms | Terms are used to tag objects. They are also managed by administrators during the solution's configuration. However, end users may also create new terms for their own use. |

# 3 Scope of Services – Administration

Owners of a Fabasphere organization, as well as all users with the "App Administrator" role, can access the configuration settings in their DAM, Media Edition, or Publishing dashboard.

## 3.1 Digital Asset Management Configuration

The functionality described below is available to administrators regarding Digital Asset Management solution.

| Use Case | Description |
|---|---|
| Download formats | Download formats for images, audios, videos and documents (general content) can be managed via the corresponding widget or tab. Download formats can be created, modified and – with the exception of original formats – deleted. Administrators can define which suitable formats are offered to the end users when downloading an asset or creating a public link to it, based on the type of the asset, the user's role, and further parameters. |
| Status | |

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| Tags/Tagging | |
| Settings | Via the Settings action, further configurations for assets and their metadata can be set. Optional and mandatory fields can be defined, the use of terms and tags can be preconfigured, settings for licensing and license types can be made, and the editability of image properties can be defined. |

## 3.2 Publishing Configuration

General settings that apply to projects and define the basic structure of projects and products are set within the Publishing configuration. The functionality described below is available to administrators. In some cases, configuration options and settings can also be made explicitly at the level of individual projects or products by end users who are granted with "Full Control" or "Change Access" there.

| Use Case | Description |
|---|---|
| Projects | Products are assigned to a project and are managed within it. Access rights can be defined both at the project level and at the product level. The users who are authorized on the project level automatically receive the same rights on the underlying products. |
| Project types | When adding and managing project types, defaults can be predefined for newly created projects. This allows administrators to preconfigure projects. When a project of a certain project type is created by an end user, it automatically contains the standard products. Also a list of optional, additional products available for the end users can be predefined. |
| Product types | When adding and managing product types, defaults can be defined for newly created products. This allows administrators to preconfigure products. When a product of a certain product type is created by an end user, it automatically contains the standard components. Also, a list of optional, additional components for the end users can be predefined.<br>Administrators use the product types to define in which deployment format the product can be published. |
| Components | A product contains of one or more components. These in turn contain layout templates. Components thus further structure products into individual subsections. They allow the definition of the minimum and maximum number of pages or content they can hold. Components |

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| | can thus subdivide and structure classic print, as well as digital products. Components can either be of the type layout plan or structure plan. |
| Layout templates | Layout templates define the representation of the content of products. For example, Adobe InDesign (.indd) format templates can be created.<br><br>To allow the administrator to incrementally develop and test a new layout template, they are subject to a release process. Users can only see layout templates in the released status, whereas administrators can additionally see the draft of a layout template. They can both grant and revoke the release. |
| Deployment formats | For a publication of a product, various output formats are supported. They are determined by deployment formats. With e.g. Adobe InDesign as deployment format output to PDF, HTML, and EPUB can be created.<br><br>To allow the administrator to incrementally develop and test a new deployment format, they are subject to an approval process. Users can only work with deployment formats in the released state, whereas administrators can additionally view and edit the draft of a deployment format. They can both grant and revoke the release. |
| State | The state functionality allows the labeling of processing statuses in the layout plan. This requires linking them with tasks via a BPMN process. A status can thus not be set manually, but indirectly by the completion of these tasks. By default, "In Progress" and "Approved" are provided. |
| Rubrics | Rubrics allow to label sequences of pages that belong together logically or content-wise. |
| Tags/Tagging | Tagging is used to index objects like projects, products and assets. Tags are predefined by the administrators in the list of tags within the configuration. Tags can be nested within each other. Furthermore, it is possible to define for tags for which object classes they may be used for. |

## 3.3 Media-Edition Configuration

In the Media Edition configuration, general settings are defined that apply to workrooms and magazines and define issues. The functionality described below is available to administrators in the Media Edition section. In some cases, configuration options and settings can also be

explicitly set at the level of individual workspaces or journals by users who have “Full Access” or “Change Access” permissions there.

| Use Case | Description |
|---|---|
| Workrooms | Magazines are assigned to a workroom and managed within it. Access rights can be defined at both the workroom level and the magazine level. Users granted permissions at the workroom level automatically receive the same permissions for the magazine within that workroom. |
| Issue Types | When adding and managing issue types, default settings can be defined for newly created issues. This allows the administrator to preconfigure issues. When an end user creates an issue, various standard components are included by default. The list of optional, additional components can be specified for users.<br>Administrators use issue types to define the delivery formats in which the issue can later be published. |
| Components | An issue consists of one or more components. These components, in turn, contain layout templates. Components thus further structure issues into individual subsections. They allow you to define the minimum and maximum number of pages or pieces of content they can contain. Components can be used to subdivide traditional print products, but also to structure digital outputs. |
| Layout Templates | Layout templates determine how product content is displayed. Templates can be generated for Adobe InDesign (.indd). To enable the app administrator to develop and test a new layout template step by step, these templates are subject to an approval process. Users can only view layout templates that have been approved, whereas administrators can also view the draft version of a layout template. They can both grant and revoke approval. |
| Production Services | Xpublisher offers a range of production services that can be configured in the admin area. These form the basis for creating various publications for use in digital channels and print. Currently, these include:<br>• InDesign Server Version 2024 (19.x) and 2025 (20.x)<br>• Antenna House Formatter PrintCSS (7.3 and 7.4)<br>• Structured exports (XML+Assets) |

| | |
|---|---|
| Deployment formats | Deployment formats allow you to create specific publications from an issue. Essentially, they define how a usable PDF is generated from a specific issue using a defined production service. To enable the app administrator to develop and test a new deployment format step by step, these formats are subject to an approval process. Users can only work with deployment formats that have been approved, whereas administrators can also view and edit draft deployment formats. They can both grant and revoke approval. |
| Status | Statuses are used to indicate the processing status in the layout plan. To do this, they must be linked to specific tasks via a BPMN process. A status cannot therefore be set manually, but only indirectly by completing these tasks. |
| Rubrics | You can create rubrics that allow you to identify sequences of pages in the layout plan that are logically or thematically related. |
| Tags/Tagging | Tags are used to categorize assets and content and are predefined by the app administrator in the list of tags in the configuration. Tags can be nested within one another. Additionally, you can specify "Applicable to" for tags, where you can select object classes on which these tags are allowed. |
| Topic Types | Topic types simplify the creation of topics with recurring patterns in Media Edition by providing predefined article and task structures. |
| Article Presets | Article presets are used to pre-select, for print articles scheduled within topics, which template and which editor should be associated with the article later on. Article presets can also be assigned to topic types. |
| Publication Channels | Publication channels are used to pre-select, for online articles planned under specific topics, which template and which editor should be associated with the article later on. Publication channels can also be assigned to topic types. |

# 4 Scope of service: Interfaces

Xpublisher offers web service interfaces that enable the following use cases:

| Use case |
| --- |
| Query, change, create and delete objects in DAM, Media Edition and Publishing via REST endpoints |
| Retrieve image conversions via REST endpoints |
| Import of ZIP archives with XML and image data as Xeditor documents and assets |

## 5 Scope of service: Artificial Intelligence

Xpublisher offers optional AI services that enable the following use cases:

| Use case |
| --- |
| Automated translation of documents (XML to XML) |
| Keyword tagging and generation of alternative texts for images |
| Teaser texts and descriptions of articles |
| Chat with Company Knowledge |

## 6 Fabasphere AI Core

The Fabasoft Cloud, together with Mindbreeze AI, forms the Fabasphere AI Core. In addition to this software product information, the software product information "Fabasoft Cloud" also applies to the use of Fabasoft Xpublisher. For AI use cases, the software product information "Mindbreeze AI" also applies (see https://www.fabasoft.com/spi).

## 7 Open-Source-Licenses

The open source software contained in Fabasoft Xpublisher is licensed under conditions that require to display the following notes..

- archiver https://www.archiverjs.com/
- com.sun.xml.messaging.saaj:saaj-impl https://eclipse-ee4j.github.io/metro-saaj/
- commons-io:commons-io https://commons.apache.org/proper/commons-io/
- copyfiles https://github.com/calvinmetcalf/copyfiles
- de.codecentric:spring-boot-admin-starter-client https://github.com/codecentric/spring-boot-admin

- de.codecentric:spring-boot-admin-starter-server https://github.com/codecentric/spring-boot-admin
- decompress https://github.com/kevva/decompress
- env-var https://github.com/evanshortiss/env-var
- GraphicsMagick http://www.graphicsmagick.org/
- http-proxy-agent https://www.npmjs.com/package/http-proxy-agent
- ImageMagick https://imagemagick.org
- io.micrometer:micrometer-registry-prometheus https://micrometer.io/
- mime-types https://github.com/jshttp/mime-types
- net.sf.saxon:Saxon-HE https://www.saxonica.com/
- Node.js https://nodejs.org
- org.apache.commons:commons-pool2 https://commons.apache.org/proper/commons-pool/
- org.springdoc:springdoc-openapi-starter-webmvc-ui https://springdoc.org/
- org.springframework.boot:spring-boot-starter https://spring.io/projects/spring-boot
- org.springframework.boot:spring-boot-starter-actuator https://spring.io/projects/spring-boot
- org.springframework.boot:spring-boot-starter-aop https://spring.io/projects/spring-boot
- org.springframework.boot:spring-boot-starter-validation https://spring.io/projects/spring-boot
- org.springframework.boot:spring-boot-starter-web https://spring.io/projects/spring-boot
- org.springframework.boot:spring-boot-starter-webflux https://spring.io/projects/spring-boot
- org.yaml:snakeyaml:2.5 https://bitbucket.org/snakeyaml/snakeyaml
- rollup https://rollupjs.org/
- rxjs https://rxjs.dev
- svelte https://svelte.dev/
- svelte-check https://github.com/sveltejs/language-tools/tree/master/packages/svelte-check
- svelte-preprocess https://github.com/sveltejs/svelte-preprocess
- transpect https://transpect.github.io/

Die entsprechenden Urheberrechtsvermerke und Lizenzbedingungen finden Sie hier.

# 8 Technical Information

Information about system requirements and supported platforms can be found in the "Technical Information" document (see https://www.fabasoft.com/spi).