The Article Editor csClient_user

The Article Editor combines the editing of metadata and the content of the article and all related assets assets in one dialog box.

Introduction

When an editor opens an article, all the required assets open inside. The relevant assets are collected via a transformation asset. The dialog for all assets is composed by a transformation asset.

The view in our example is thematically divided into the following tabs.

- Metadata
- Map
- Content
- Pictures
- Videos

The Asset Query and the Preview of the article in the defined output channels are accessible in the right of the window pane. The Article Editor is not ready to use out of the box, but must be adapted through customizing (DTD, XSLT, stylesheet, etc.). The article structure is created in the Structure Editor.

In order to create suitable image croppings, we make active use of the image crop widget and transformations.
Using the map tab lets you find all relevant assets with geodata. Content is modified in a view similar to the Content Editor and herein you can change between language versions via a drop down menu. The application language set becomes also automatically the default content language for Preview.

Overall, the Articles Editor presents a logical continuation of existing XML workflows in a unified user interface without a windows chaos on the screen. A site that is fully published with the Article Editor is NEWS.at.
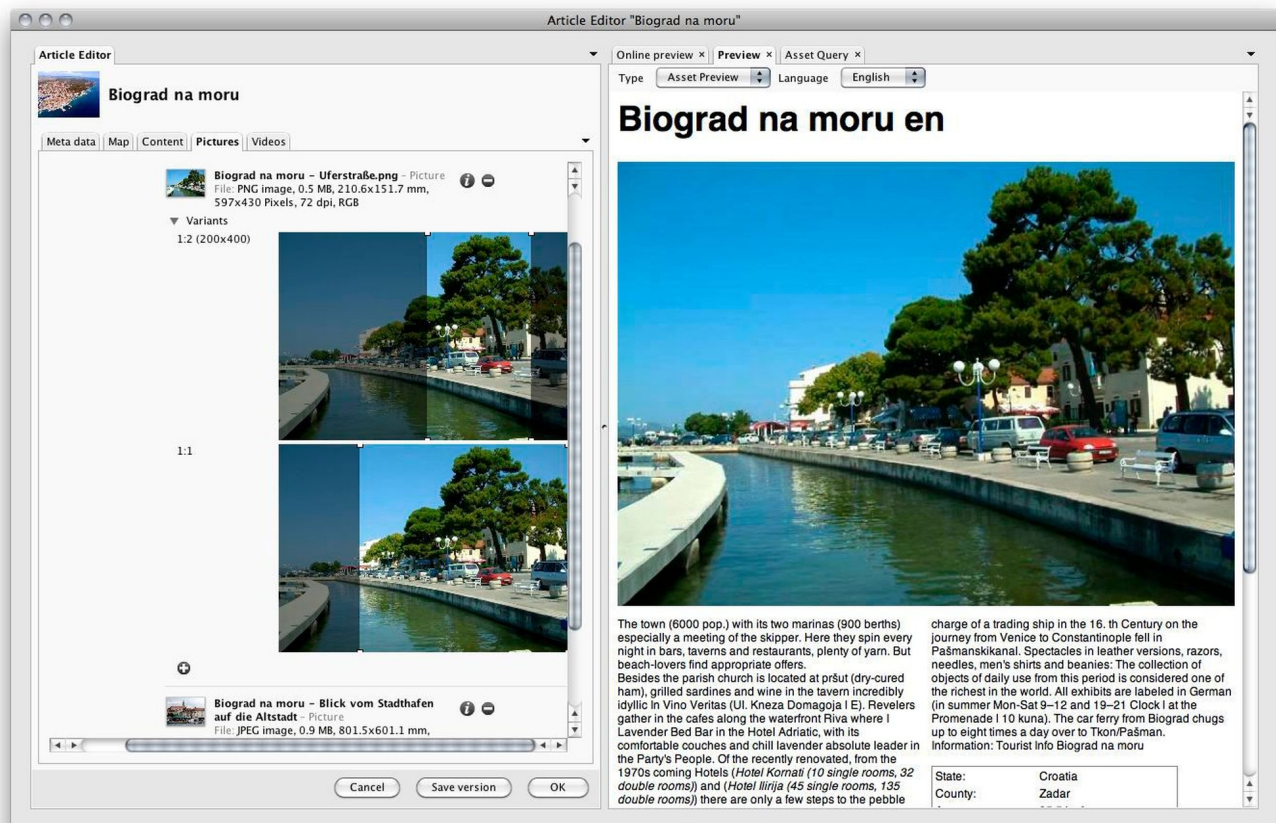
The Preview of the Article Editor displays converted XHTML using the built-in censhare browser component.

Create layout from print preview

In the **Print** preview you can use a transformation to create a new layout from the selected preview template.

Installation

Install the necessary XSLT assets via Import from:

```
censhare-Server/install/assets/required/transformation/XSLT-create-layout-from-print-preview.censhare-assets
```

Steps

1. Open the article.
2. Click **Refresh** to render the print preview.
3. Based on the selected template, you can click Create New Layout from Preview to create a new layout asset which can be assigned to an flatplan issue in the same dialog.