

Escenic Mobile Studio

User Guide

trunk-SNAPSHOT



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1 Introduction

Mobile Studio is a lightweight field tool for journalists - a simple web-based editor for writing, editing and submitting copy wherever you are. All you need to use Mobile Studio is a web-capable device - anything from a laptop down to a smartphone - and a network connection.

You don't have to be on the road to use Mobile Studio. For many users it may be a better alternative than Content Studio even in the office: its minimalistic, stripped down interface is far simpler to use and more conducive to concentration if all you want to do is write and submit articles, and the browser-based user interface means Java is not required.

But if you are on the road, you don't need to worry too much about poor or intermittent network connections. Mobile Studio will save what you write on your device if no network connection is available, and upload it to the Content Engine when the opportunity arises.

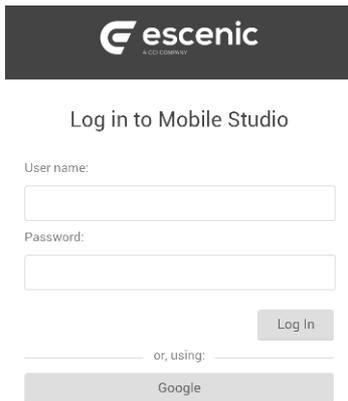
Mobile Studio can be configured to present you with the exact degree of functionality you need to be able to write and submit content, and no more than that. You only see stories you have created, and all stories are the same type of content item, so you don't have to choose a type when you create a new story. When you're writing or editing a story, you only see the fields that you actually need to fill in. The end result is a clear, simple interface that lets you concentrate on the job, and works well even in the limited space available on a smartphone screen.

2 Using Mobile Studio

To launch Mobile Studio open a browser window on whatever device you are using, and point it at:

`http://your-server/mobile-studio/`

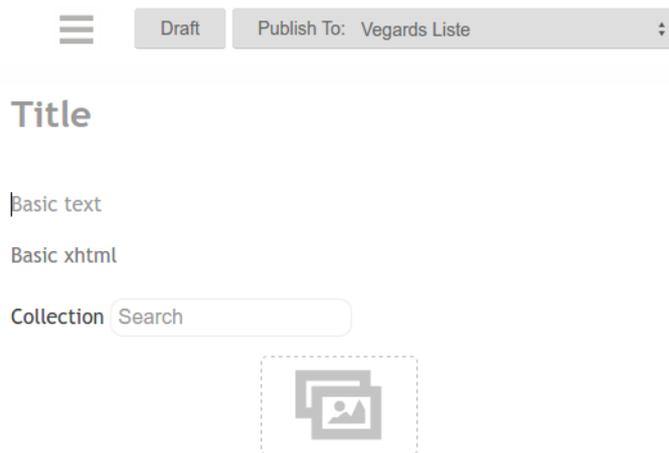
A login dialog is displayed:



The login dialog features the Escenic logo at the top. Below it, the text "Log in to Mobile Studio" is centered. There are two input fields: "User name:" and "Password:". A "Log In" button is positioned to the right of the password field. Below the "Log In" button, there is a link "or, using:" followed by a "Google" button.

Log in using your normal Content Studio user name and password. This might be your Outlook user name and password in some cases. At other installations you might be required to log in using your Google user name and password, in which case you should tap the **Google** button and log in that way. - If you are unsure of what to do or can't log in, contact your system manager.

Once you have logged in, a new, empty story is displayed, so you can start writing straight away if that is what you want to do:

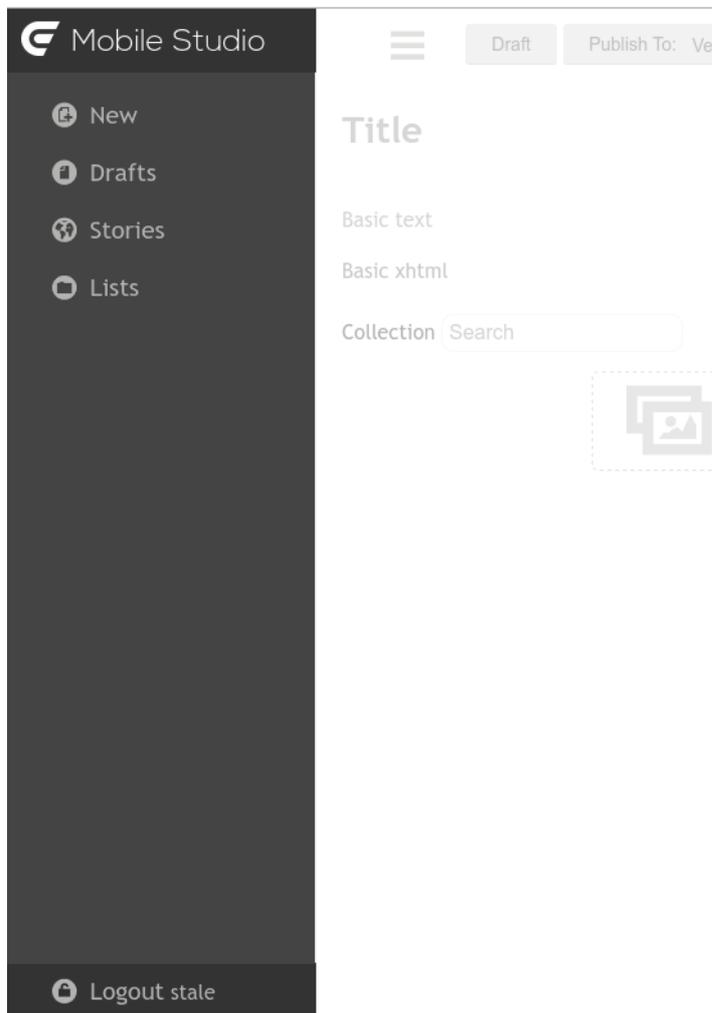


The editor interface shows a hamburger menu icon on the left. To its right are two buttons: "Draft" and "Publish To: Vegards Liste" with a dropdown arrow. Below these is a large "Title" field. Underneath are two radio buttons: "Basic text" (selected) and "Basic xhtml". Below the radio buttons is a "Collection" label and a "Search" input field. At the bottom, there is a dashed box containing an icon of a document with a picture, representing an image gallery.

Your story most probably won't look exactly like the one shown above: it will have been designed to suit your particular publication.

For information about writing and editing stories in Mobile Studio, see [section 2.1](#).

If you don't want to start writing a new content item right now, then you can tap the menu button (☰) in the top left corner and choose something else from the list of options:



Continue...

This option is only displayed if you have unsaved changes to a story from a previous session. It loads the story so you can pick up where you left off.

New

This option displays a new empty story for you to edit. For information about writing and editing content in Mobile Studio, see [section 2.1](#).

Drafts

This option displays a list of draft stories that you have created and saved earlier, but not yet published. To continue editing one of them, tap it.

Stories

This option displays a list of your published stories. To edit one of them, tap it.

Lists

This option displays a list of all the **lists** you are allowed to publish stories to. For more about lists and how publishing works in Mobile Studio, see [section 2.2](#).

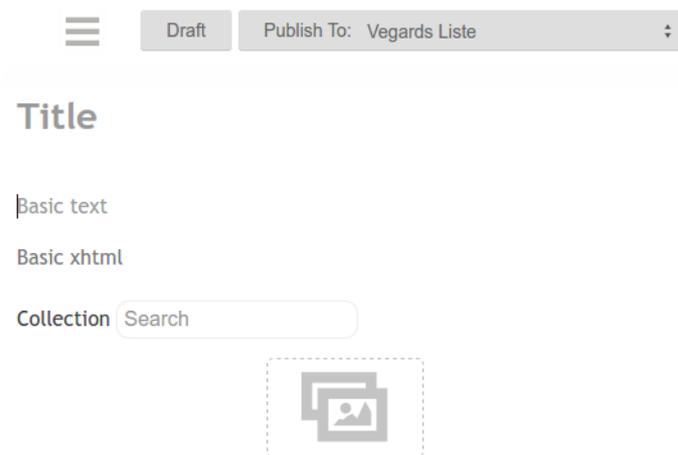
Logout

This option logs you out of Mobile Studio.

2.1 Writing in Mobile Studio

Writing and editing stories in Mobile Studio is very simple. You simply tap **New** in the  menu to create a new empty story, or select one of the stories you have already created from the **Drafts** or **Stories** lists, and start writing.

A new story looks something like this:



Stories in your system will most likely not look quite like this because they are designed to suit your particular publications and workflows, but they all work in the same way. A story consists of a sequence of fields, each one identified either by some kind of title or by a grayed out placeholder text like the fields in the example above. All you have to do is fill in the fields with appropriate content. In the example shown above, for example, You would enter:

- A story title in the **Title** field
- A teaser text in the **Teaser** field
- The main story in the **Body** field

You can also upload images to the drop zone at the bottom of the story. You add images by tapping on the  icon and selecting the images you want to upload. On a laptop/desktop computer you can also add images by dropping them on the  icon.

Different fields in a story behave in different ways and allow you to do different things. You can, for example, only enter plain, unformatted text in the **Title** and **Teaser** fields shown above. The **Body** field, on the other hand is a **rich text** field that allows you to format the text you enter. If you any text in a rich text field, a formatting palette like this appears above it:



You can then use the displayed formatting controls to format the selected.

Other field types you might encounter include date fields, drop-down selection boxes, type-and-select fields, check boxes and radio buttons.

The formatting palette displayed for rich text fields in Mobile Studio contains fewer options than the corresponding palette in Content Studio. If you open a story and find that you cannot edit its rich text field, the most likely reason is that the field contains styles that are not available in the Mobile Studio palette. You will have to edit that field using Content Studio. If you remove the unsupported styles, then you will be able to edit the field in Mobile Studio again.

If you paste rich text content from web pages or Word documents that contain unsupported styles, the unsupported styles will be removed from the pasted content.

2.1.1 Saving Drafts and Publishing

Whenever you are editing a story, the following controls are displayed in the top right corner of the screen:

Draft

Tap to save your work as a draft. Mobile Studio automatically saves everything you enter, so if your session gets interrupted while you are working, your work will not be lost. The next time you start Mobile Studio you should be able to continue where you left off by selecting the

Continue... option from the  menu. Note that:

- The auto-save function only keeps a temporary local copy of your work: you still need to use the **Save** function to create a permanent copy in the Content Engine database.
- The auto-save function only keeps a copy of changes to the most recent story you have worked on. If you start work on a new story without first saving the changes you have made to the current one, then those changes will be lost.

Publish to [list]

Either tap **Publish to** to publish to the currently displayed list, or tap on the list and select a different list to publish to. For more information about this, see [section 2.2](#).

This option is only displayed if you have the right to publish content. If you don't see this option and think you should have publishing rights, contact your publication administrator.

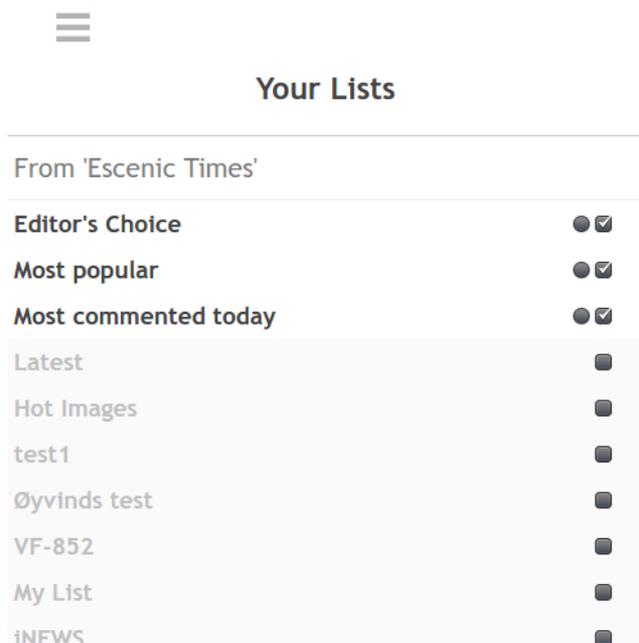
2.2 Lists and Publishing

When you publish a story in Mobile Studio, you always publish it to a list: the story is both published, and simultaneously added to a list. This is different from Content Studio, where publishing and adding to a list are two separate operations. The story is added to the **top** of the selected list (although it may be pushed down the list if the top position(s) are occupied by pinned content items). This means that if the selected list is currently desked, then the story will most likely be immediately visible in your publication.

You can choose which list a published story gets added to by selecting a list from the drop-down control next to the **Publish to** button. You can add a story to any list belonging to any of the sections in which you have an **editor role**. (For detailed information about Escenic **roles** and **permissions**, see the [Escenic Content Engine Publication Administrator Guide](#).)

If you have an editor role in many sections or throughout the whole publication, then a large number of lists will probably be displayed when you tap the **Publish to** drop-down control, making it hard to find the one you want. You can therefore use the main menu's **Lists** option to choose which lists you want to appear in the drop-down.

To customize the contents of your **Publish to** drop-down control, tap **Lists** in the  menu and then uncheck any lists you don't want to be displayed. When you have unchecked all the unwanted lists:



then you can choose the one you want to be the default selection in the drop-down control by selecting the radio button displayed next to its check box.

3 Installation

The following preconditions must be met before you can install the Mobile Studio trunk-SNAPSHOT plug-in:

- The Content Engine and Escenic assembly tool have been installed as described in the **Escenic Content Engine Installation Guide** and are in working order.
- You have the required plug-in distribution file `mobile-studio-trunk-SNAPSHOT.zip`.

3.1 Conventions

The instructions in the following section assume that you have a standard Content Engine installation, as described in the **Escenic Content Engine Installation Guide**. *escenic-home* is used to refer to the `/opt/escenic` folder under which both the Content Engine itself and all plug-ins are installed.

The Content Engine and the software it depends on may be installed on one or several host machines depending on the type of installation required. In order to unambiguously identify the machines on which various installation actions must be carried out, the **Escenic Content Engine Installation Guide** defines a set of special host names that are used throughout the manual.

Some of these names are also used here:

assembly-host

The machine used to assemble the various Content Engine components into an enterprise archive or .EAR file.

engine-host

The machine(s) used to host application servers and Content Engine instances.

editorial-host

engine-host(s) that are used solely for (internal) editorial purposes.

The host names always appear in a bold typeface. If you are installing everything on one host you can, of course, ignore them: you can just do everything on the same machine. If you are creating a larger multi-host installation, then they should help ensure that you do things in the right places.

3.2 Mobile Studio Installation

Installing Mobile Studio involves the following steps:

1. Log in as **escenic** on your **assembly-host**.
2. Download the Mobile Studio distribution from the Escenic Technet web site (<http://technet.escenic.com>). If you have a multi-host installation with shared folders as described in the **Escenic Content Engine Installation Guide**, then it is a good idea to download the distribution to your shared `/mnt/download` folder:

```
$ cd /mnt/download
$ wget http://user:password@technet.escenic.com/downloads/release/trunk-SNAPSHOT/
mobile-studio-trunk-SNAPSHOT.zip
```

Otherwise, download it to some temporary location of your choice.

3. If the folder `/opt/escenic/engine/plugins` does not already exist, create it:

```
$ mkdir /opt/escenic/engine/plugins
```

4. Unpack the Mobile Studio distribution file:

```
$ cd /opt/escenic/engine/plugins
$ unzip /mnt/download/mobile-studio-trunk-SNAPSHOT.zip
```

This will result in the creation of an `/opt/escenic/engine/plugins/mobile-studio` folder.

5. Mobile Studio communicates with the Content Engine via a different web service from Content Studio, called **mobile-webservice**. You have to create this web service by copying the standard engine web service delivered with the Content Engine:

```
$ cd /opt/escenic/engine/webapps
$ cp webservice.war mobile-webservice.war
```

The copied web service must be called **mobile-webservice.war**, or Mobile Studio will not work.

6. Run the **ece** script to re-assemble your Content Engine applications.

```
$ ece assemble
```

This generates an EAR file (`/var/cache/escenic/engine.ear`) that you can deploy on all your **engine-hosts**.

7. If you have a single-host installation, then skip this step.

On each **engine-host** on which you wish to run the Mobile Studio plug-in, copy `/var/cache/escenic/engine.ear` from the **assembly-host**. If you have installed an SSH server on the **assembly-host** and SSH clients on your **engine-hosts**, then you can do this as follows:

```
$ scp -r escenic@assembly-host-ip-address:/var/cache/escenic/engine.ear /var/
cache/escenic/
```

where *assembly-host-ip-address* is the host name or IP address of your **assembly-host**. It only really makes sense to run the Mobile Studio plug-in on **editorial hosts**.

8. On each **engine-host** on which you wish to run the Mobile Studio plug-in, deploy the EAR file and restart the Content Engine by entering:

```
$ ece stop
$ ece deploy
$ ece start
```

It only really makes sense to run the Mobile Studio plug-in on **editorial hosts**.

3.3 Verify the Installation

To verify the status of the Mobile Studio plug-in, open the Escenic Admin web application (usually located at `http://server/escenic-admin`) and click on **View installed plug-ins**. The status of all currently installed plug-ins is shown here, and indicated as follows:



The plug-in is correctly installed.



The plug-in is not correctly installed.

4 Configuring Mobile Studio

Configuring Mobile Studio involves the following tasks:

- Adjusting Content Engine access rights
- Modifying your publication content-type resources
- Modifying your OAuth authentication configuration (if you use Google OAuth authentication)

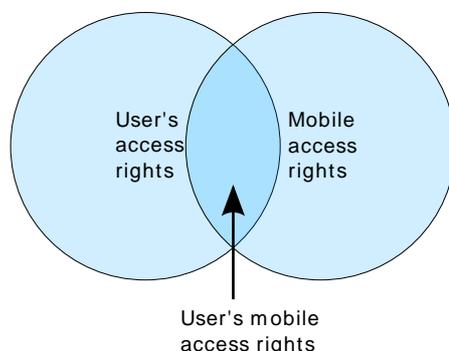
Upload of binary attachment types other than images is not currently supported by Mobile Studio.

4.1 Adjusting Access Rights

It is assumed that most organizations will wish to apply stricter access controls for mobile access than they do for access from the local network. The Content Engine access control system has therefore been extended with two means of restricting access from Mobile Studio, in the form of two special user groups that you can add to your publications:

mobile

This user group should be defined with a minimal set of access rights and should have no members. A user's access rights in Mobile Studio are the intersection of the user's ordinary access rights (what they have access to in Content Studio) and the access rights assigned to the **mobile** user group:



In other words, in order to be able to edit a particular content item in a particular section, both the user and the **mobile** user group must have write access to the section and the content type in question. If either has insufficient access, then the user will not be able to edit the content item.

If you do not create a **mobile** user group and assign it some rights, then nobody will have any access to the publication from Mobile Studio.

mobile-blacklist

This user should have no access rights, but can have members. Any user that is a member of this group has no access from Mobile Studio. You can use this group to ensure that users with very high levels of access (admin users, for example) have no mobile access at all.

To make changes to user access rights you need to have publication administration rights. The procedure is as follows:

1. Log in to Web Studio.
2. Select **Create new user group** and create a user group called **mobile**.
3. Select **Global roles** and assign the following global roles to the group:
 - Section editor
 - Journalist
 - Reader
4. Select **Content types** and choose the content types you want users to be able to edit from Mobile Studio by selecting **Write**. You should the following content types to **Write** mode:
 - **One** non-binary content type (for example, your Story content type)
 - **One** binary content type for images. Upload of binary attachment types other than images is not currently supported by Mobile Studio.

Set all other content types to **Hidden**.

5. Select **Create new user group** again, and create a user group called **mobile-blacklist**.
6. Select **Find users**.
7. Check the users you want to add to the **mobile-blacklist** group.
8. Select **Add selected persons to mobile-blacklist** (displayed at the bottom of the list).
9. Select **Log off**.

For general information about using Web Studio, see the [Escenic Content Engine Publication Administrator Guide](#).

4.2 Modifying content-type Resources

Modifying a publication's **content-type** resource allows you to:

- Determine which fields of a content type will be displayed (and therefore editable) in Mobile Studio. The idea is that, in general, you will want to present a simpler view of content items in Mobile Studio than in Content Studio, with fewer visible fields. A field will only be displayed in Mobile Studio if its content-type definition has a child **ui:visibility** element containing the value **beginner**.
- Determine which relation uploaded images are added to by changing the order in which they appear in your mobile content types.

For general information about editing Content Engine resources, see the [Escenic Content Engine Resource Reference](#).

To configure a publication for editing with Mobile Studio you need to have access to **escenic-admin**. The procedure is as follows:

1. Log in to **escenic-admin** and download your publication's **content-type** resource.
2. Open the **content-type** resource for editing.
3. If you have set several story content types to write mode in your **mobile** user group, then you might need to change the order they appear in the **content-type** resource in order to ensure that users see the right story in Mobile Studio.

4. For each content type in your **mobile** user group, mark the **fields** you want users to be able to edit by adding a child

```
<ui:visibility>beginner</ui:visibility>
```


element.
5. If you intend to allow Mobile Studio users to upload images, then you should also check the order of the relations in your mobile story **content-type** definitions. Uploaded images are added to a story's **first** relation, so you need to make sure the correct **relation-type** element appears first.
6. Save your update **content-type** resource and upload it back to the Content Engine as described [here](#).

4.3 Configuring Google OAuth Authentication

If you want users to be able to log-in using their Google IDs, then you will need to do some additional set-up. The OAuth authentication feature is a general Content Engine feature, not specific to Mobile Studio (it is supported for Content Studio and Web Studio too). For general instructions on how to set it up, see [Google OAuth Authentication](#).

In order to be able to use Google authentication for Mobile Studio as well as the other Escenic clients, all you need to do is to:

Create an additional client ID in the Google Developer's Console

It must be of the type **Web application**, and its **Authorized redirect URI** must be `http://your-server/mobile-studio/oauth2/token`.

Add mobile entries to OAuth2Configuration.properties

You need to add the following additional properties to `/etc/escenic/engine/common/com/escenic/auth/oauth2/OAuth2Configuration.properties`:

```
clientId.mobile=mobile-client-id  
clientSecret.mobile=mobile-client-secret  
authenticationParameters.mobile=access_type=offline,approval_prompt=force
```

where `mobile-client-id` and `mobile-client-secret` are the values provided by Google in the previous step.

Assemble and deploy

Reassemble and deploy as described in steps 6-8 of [section 3.2](#).