

NetObjects Authoring Server Suite 3.0

Collaborative authoring for corporate intranets

NetObjects Authoring Server™ Suite 3.0 provides everything you need for collaborative intranet development and maintenance. Now you can meet the daunting challenge of transforming your corporate intranet from a loose collection of pages into a coherent, consistent, and highly accessible resource. And you can maintain control over the process to prevent the chaos from recurring.

Corporate intranets are no longer an experiment in information sharing; they've become strategic business assets. Every department relies on them not just to receive but also to communicate up-to-the-minute information. You need to get the proper tools into the hands of departmental content producers and integrate their work with that performed by the core Web team.

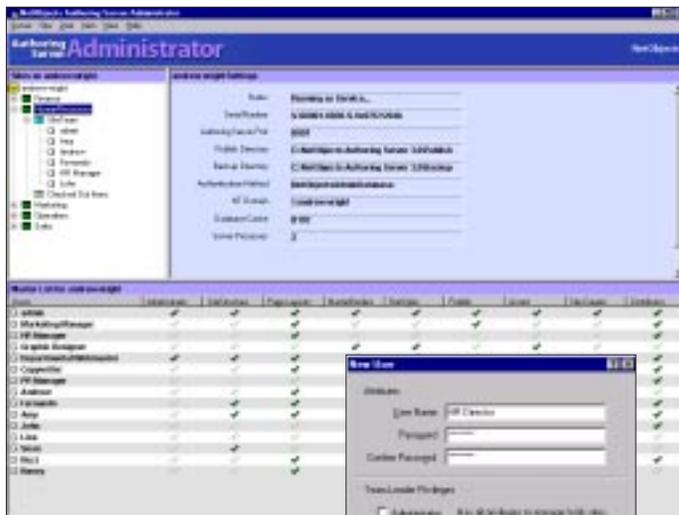
Corporate intranets are no longer an experiment in information sharing; they've become strategic business assets.

Most Web authoring tools are unworkable or inflexible for collaborative environments. Single-user, desktop-based products—even when HTML pages and graphics are shared using a file server—can't begin to provide the kind of control you need over workflow, version management, look and feel, and navigational structure. And high-end database packages limit you to rigid, template-based layouts, which aren't very adaptable to the different kinds of content that departments generate.

The client-server architecture of NetObjects Authoring Server Suite gives you the perfect balance between process control and distributed collaboration. It lets you manage sites and users efficiently from the server side, while giving your core developers as well as departmental contributors the appropriate, flexible tools they need on the client side. And your IS manager can count on the secure internal SQL database and seamless integration with your existing systems.



NetObjects Authoring Server Administrator



Manage multiple sites, users, and authoring servers with the comprehensive NetObjects Administrator.

Tailor user privileges to precisely match their roles and responsibilities in developing and maintaining the site.

NetObjects Authoring Server Suite 3.0

NetObjects Authoring Server Suite provides a controlled, collaborative site development and maintenance environment for creating effective corporate intranets. Its four modules are NetObjects Authoring Server™, NetObjects Authoring Server™ Administrator, NetObjects TeamFusion™ Client, and NetObjects Content Contributor Client™.

NetObjects Authoring Server 3.0

As the control center of NetObjects Suite, NetObjects Authoring Server enables a truly collaborative Web development environment. Its internal repository, an SQL database, resides on a Windows NT server and stores the assets, HTML pages, structure, link information, and user profiles for multiple Web sites. The SQL database is transparent to users and needs no maintenance. NetObjects Authoring Server itself runs on Windows NT, requires minimal administration, and can publish to any Web server.

NetObjects TeamFusion Client



Develop your site architecture in minutes with the SiteStructure Editor.

Incorporate legacy HTML files—and their assets—without modifying the original code.



NetObjects Authoring Server Administrator 3.0

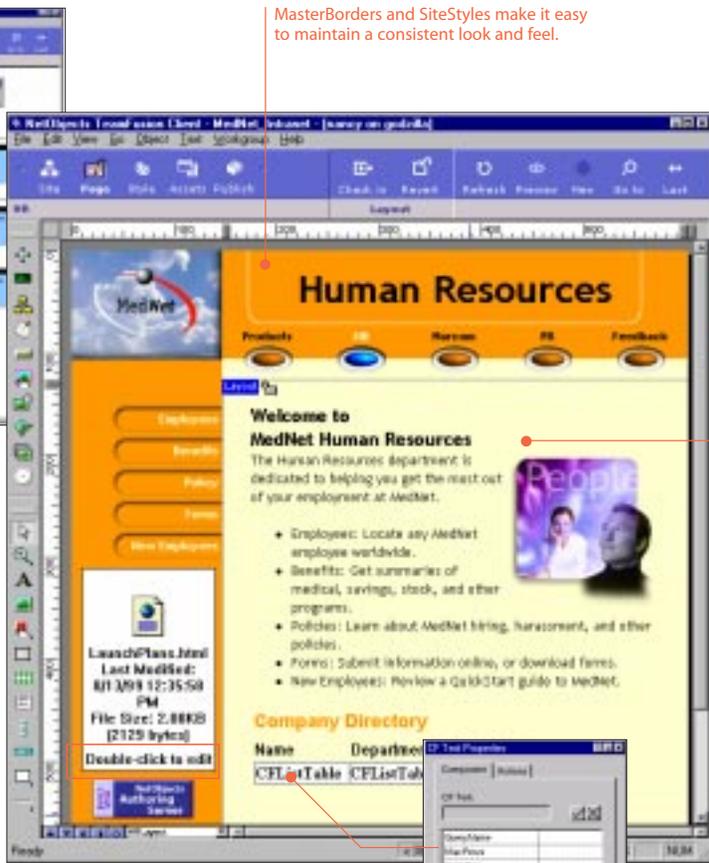
NetObjects Administrator allows IS managers and webmasters to coordinate the activities of content producers and contributors as well as the development process. Here is where you add and delete sites, create user profiles, establish editing and publishing privileges, assign users to specific sites, set security protocols, perform backups, and manage workflow.

NetObjects TeamFusion Client 3.0

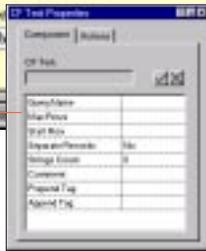
With TeamFusion Client—the Web authoring module—your team of departmental content producers, graphic designers, writers, and scripters can create effective intranet sites quickly and easily. Based on the award-winning NetObjects Fusion™ 3.0, TeamFusion Client adopts its robust site management capabilities; flexible approach to page layout; database integration; and support for components, specialized content editors, custom scripts, and the latest Web technologies. TeamFusion Client uses check-in/check-out controls that allow different people to work on different areas of the same site at the same time, without the risk of overwriting one another's changes.

NetObjects Content Contributor Client

MasterBorders and SiteStyles make it easy to maintain a consistent look and feel.



Connect and dynamically publish information from your corporate databases using NetObjects Fusion Components.



The intuitive graphical layout lets you create pages quickly.



Contribute information directly to NetObjects Authoring Server using only a Java-enabled browser.

Use the Contributor Client to quickly enter text, including HTML tags, in custom templates.



NetObjects Suite automatically formats submitted text, complete with layout and navigation.

NetObjects Content Contributor Client 3.0

Contributor Client lets sales, human resources, finance, and other contributors submit structured content directly to NetObjects Authoring Server—regardless of their Web authoring skills, and without compromising the site's integrity. The browser-based Java applet eliminates the need to reformat submitted content, yet it allows for reviews before the site is published.

A Complete Collaborative Solution

A collaborative Web authoring system should do much more than enable a desktop application to work in a multiuser environment. It should allow contributors to submit content remotely to a Web site. It should provide Web team members just the right access, based on their skills and responsibilities, to different elements of a site. It should let team members use the best tools for each step in

the production process. It should enable concurrent rather than serial development. And it should be comprehensive, covering not just one or two but every aspect of intranet development.

A unique turnkey approach

While other products address either the repository or the Web authoring end of the production process, only NetObjects Suite delivers an end-to-end approach for team environments. Unique among client-server solutions, it provides an easy-to-use, integrated, flexible, secure Web authoring environment out of the box, without requiring custom configuration, training, support, or overhead.

For a technical overview of NetObjects Authoring Server Suite, see page 4.

Simultaneous development

The client-server architecture of NetObjects Suite provides true collaboration on corporate intranets. Because checking out a page or an element of a site in TeamFusion Client prevents others from working on the same item, version-control headaches disappear. And since all files and assets are stored in a secure internal SQL database, there's no dependency on file sharing or maintenance. Yet your core team isn't limited to a narrow range of template page layouts—they're free to design pages that suit the content itself.

Appropriate access

Assigning privileges by site, site area, or site function prevents unauthorized changes to the site's structure, navigation, and design. With NetObjects Administrator, you can assign, on a site-by-site basis, all user-access privileges in one well-organized interface. You can also monitor check-in and check-out activity, and force check-in of pages when usage conflicts arise.

Remote contribution

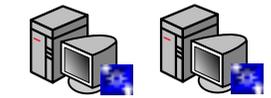
NetObjects Suite uniquely facilitates remote submission to corporate intranets, whether contributors know Web authoring or not. With just Contributor Client, a 28.8-kbps or faster connection, and a Java-enabled browser, they can submit content from anywhere in the company, anywhere in the world. Once they do, NetObjects Suite relieves your core team members of time-consuming maintenance and reformatting tasks. The team simply creates template pages, and contributors can then add, delete, or modify text on these pages. NetObjects Suite automatically formats the content as a Web page, complete with layout and navigation, when the site is published.

Open site environment

With TeamFusion Client, you're free to integrate site elements created with other tools and still take advantage of the exceptional site management capabilities of NetObjects Authoring Server. Incorporate hand-coded HTML files in TeamFusion Client, and NetObjects Authoring Server will keep track of all associated assets while keeping your code intact. Use the components available separately in NetObjects Fusion™ ProPack to dynamically publish your corporate databases. And you can add interactivity with DHTML Actions, or with leading Web technologies such as Shockwave Director, Shockwave Flash, Java, ActiveX, QuickTime 3.0, and more.

Technical overview

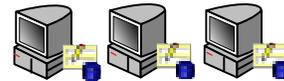
NETOBJECTS AUTHORIZING SERVER SUITE



NetObjects TeamFusion Client
Windows 95/98/NT



NetObjects Authoring Server Administrator
Windows 95/98/NT



NetObjects Content Contributor Client
Windows 95/98/NT, Macintosh, Unix

EXTERNAL DATA



External HTML
Imported or externally referenced



External database
Static or dynamic publishing

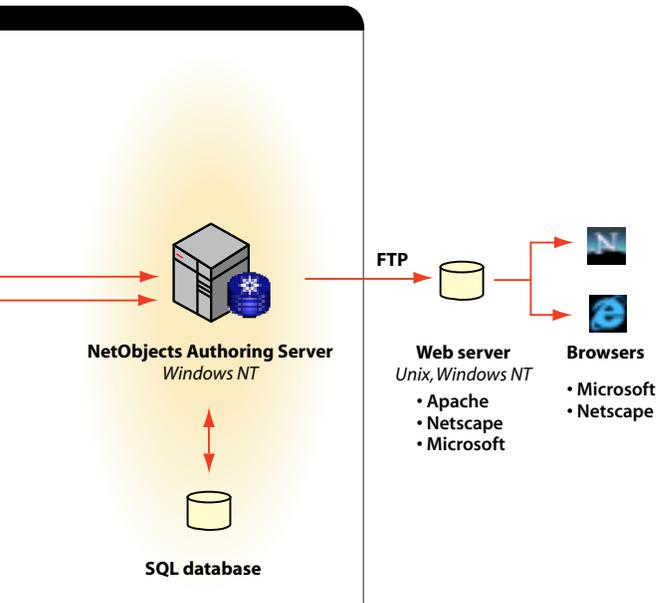
NetObjects Authoring Server Suite is designed to coexist with your current IS environment. It includes two security options, uses industry standards, offers scalability, is simple to deploy, and requires virtually no IS maintenance.

Security

NetObjects Suite gives you two options for securing the authoring environment:

Within NetObjects Administrator: Set up and manage users and passwords in one interface.

Using Windows NT Domain: Import your Windows NT Domain and use its log-ins and passwords. Acting as a Windows NT Domain client, NetObjects Authoring Server will automatically check the Windows NT Domain for current passwords.



Collaborative workflow

NetObjects Authoring Server Suite offers seamless integration with existing IS systems.

Once user passwords are set up, webmasters can use NetObjects Administrator to assign varying combinations of privileges for accessing different areas of sites under development, depending on the user's role.

Coexistence

NetObjects Suite dovetails well with your existing network systems. Since there are no proprietary protocols to support, it doesn't complicate your environment.

Integrates with Windows NT: All four modules can be installed on Windows NT systems, and Windows NT Domain can be used for NetObjects Suite security.

Platform independent: NetObjects Suite supports any CGI-compliant Web server on any platform. Its Contributor Client Java applet is also platform independent, requiring only a Java-enabled Web browser.

Protocol independent: NetObjects Suite uses standard protocols in every instance: TCP/IP for connecting NetObjects Suite modules, HTTP for previewing and publishing, FTP for deployment to the Web server, and ODBC for database connectivity.

Scalability

The NetObjects Authoring Server and NetObjects TeamFusion Client packages (purchased separately) are each available in several configurations, and both products are expandable. If you initially purchase a 5-client-capacity NetObjects Authoring Server package, for example, you can later upgrade easily to 10- or 20-client capacity. Licenses for TeamFusion Client are available in multiple increments as well.

Maintenance

Because the SQL database is completely hidden and resides on the same Windows NT system as NetObjects Authoring Server, no database administration is required after installation. The server itself runs hands-off as well; webmasters use NetObjects Administrator to monitor site usage and manage teams and sites.

Support

NetObjects provides personalized support as well as continual upgrades. The company's viability was assured with IBM's 1997 majority investment; IBM has since added NetObjects Fusion to its e-business product line. While NetObjects operates independently, this strategic relationship gives NetObjects the resources and support needed to continue its leadership in Web business solutions. NetObjects also enjoys strong partnerships with other industry leaders such as Netscape, Compaq, Lotus, Allaire, Sun, and Novell.

Key Features

NetObjects Authoring Server

Central repository

All assets, pages, structures, and user profiles for multiple sites are stored in a single, server-based repository, providing a secure development environment. The repository enables automatic navigation and linking and makes it easy to manage sites and teams.

SQL database

The central repository, an SQL database, resides on a Windows NT server and is completely transparent to all users of NetObjects Suite. The SQL architecture is robust and scalable, and the database allows sites with up to 5,000 pages.

Selective publishing

NetObjects Authoring Server provides ultimate flexibility in publishing. You don't have to waste time publishing the entire site every time you update a small portion. Just specify the section or pages you're updating, and NetObjects Authoring Server will publish only those pages.

NetObjects Authoring Server Administrator

Remote administration

Manage sites and teams—even multiple authoring servers—right from your desktop system. NetObjects Administrator can be accessed from any Windows-based PC, not just the one hosting NetObjects Authoring Server, so you can distribute it to the key people responsible for their departmental sites.

Site management

Set up and delete sites through NetObjects Administrator. Back up and restore NetObjects Authoring Server itself as well as individual sites, and track the publishing status of any site.

Team management

Assign access privileges for your entire team in minutes:

- Create users for each site under development.
- For each user, choose any combination of the following access privileges: Administrator, SiteStructure, Page Layouts, MasterBorders, SiteStyles, Publish, Assets, Site Creator, and Contributor.

- Assign the same users different privileges for different sites.
- Add users and change privileges easily as roles and responsibilities change.
- Monitor team activity on the site.
- Force check-in of pages or sections.

NetObjects TeamFusion Client

Check-in/check-out controls

Let NetObjects Suite manage workflow for you. Checking out a page or an element of a site in TeamFusion Client prevents others from working on it. Changes are saved only on check-in, and published only under the administrator's control.

Database integration and publishing

Use the Java- and JavaScript-based components available separately in NetObjects Fusion ProPack to integrate and dynamically publish your corporate database, or to add electronic commerce in your Internet sites. This product supports servers from Allaire, Lotus, Netscape, and Microsoft (Lotus Notes is incorporated via the Lotus Domino server). Or create your own components using NetObjects Component Development Kit, available free from the NetObjects Web site.

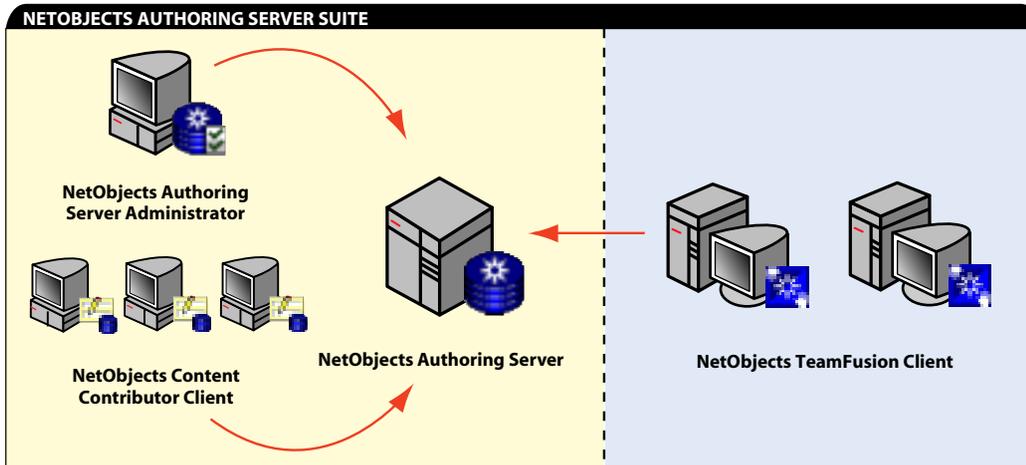
DHTML Actions

Create Dynamic HTML-based animation and interactive effects by combining menu-driven JavaScript actions, or add your own custom scripts.

Three-Way Layout Editor

Choose from three modes or combine them on a page for maximum layout control:

- Graphic mode: for pixel-level layouts of design-intensive pages.
- Text mode: when ultralean code is a top priority—use it just like a word processor.
- External HTML mode: for total control of your HTML code. In TeamFusion Client, incorporate HTML created with any editor, and NetObjects Authoring Server will manage all assets without modifying your code. Use external HTML mode to integrate new or legacy Web pages.



The NetObjects Authoring Server package consists of NetObjects Authoring Server, NetObjects Authoring Server Administrator, and NetObjects Content Contributor Client.

The NetObjects TeamFusion Client package consists of NetObjects TeamFusion Client.

Directory structure control

When you publish, choose from three standard directory structures—flat, by file type, or by site section—or customize them to conform to your existing structure.

Site orientation

TeamFusion Client speeds development with its sitewide approach. In the graphical SiteStructure™ Editor, site mapping and prototyping are a snap. In the Assets Manager, globally manage and verify all your site's links, files, and assets—including external HTML code and multimedia files—from one central location.

NetObjects Content Contributor Client

Browser-based content submission

The user interface of the Contributor Client Java applet requires little or no learning time. Contributors throughout the enterprise can submit structured content from any platform with just a Web browser.

Remote contribution

Departmental contributors need only a 28.8-kbps TCP/IP connection to submit new or updated content from remote locations.

Configurations

NetObjects Authoring Server package

(All configurations include one copy of NetObjects Authoring Server Administrator and a license for 20 NetObjects Content Contributor Clients. The TeamFusion Client package is purchased separately.)

- 2-concurrent-client capacity*
- 5-concurrent-client capacity*
- 10-concurrent-client capacity*
- 20-concurrent-client capacity*

* Number of TeamFusion Clients that can access NetObjects Authoring Server concurrently

NetObjects TeamFusion Client package

(The NetObjects Authoring Server package is purchased separately.)

- 2-user license
- 10-user license
- 20-user license
- 50-user license
- 100-user license

Choosing your configuration

Your purchasing decision will be based on the requirements of your company and your intranet team. A typical configuration has a 1-to-2 ratio of server capacity to number of clients. Here are two common scenarios:

Departmental intranet. Twenty people make up the department's core development team, but only ten need access to TeamFusion Client at any one time. **Best configuration:** 10-concurrent-client capacity for NetObjects Authoring Server; 20-user license for TeamFusion Client.

Corporate intranet. Fifty people produce the entire corporate intranet, any 20 of whom will use TeamFusion Client at a time. **Best configuration:** 20-concurrent-client capacity for NetObjects Authoring Server; 50-user license for TeamFusion Client.

NetObjects Authoring Server Suite 3.0

NetObjects Authoring Server

System Requirements

- 200-MHz Pentium Pro or faster PC (multiprocessor recommended)
- Windows NT Server 4.0 or Windows NT Workstation 4.0
- 64 MB of RAM, plus 1.5 MB of RAM for each TeamFusion Client connected concurrently
- 200 MB of hard disk space for installation (an additional 100 MB per site recommended)
- Display capable of 800 x 600 pixels at 256 colors or more
- Mouse or compatible pointing device
- CD-ROM drive
- ODBC 3.0 or later (included)
- Windows NT Service Pack 3

Network Requirements

- TCP/IP networking services
- Ethernet network
- Windows NT Administrator privileges
- DNS networking services recommended (not required)

NetObjects Authoring Server Administrator

System Requirements

(For installation on a system without NetObjects Authoring Server)

- 133-MHz or faster Pentium-based PC
- Windows 95, Windows 98, or Windows NT 4.0
- 32 MB of RAM
- 5 MB of hard disk space
- Display capable of 800 x 600 pixels at 256 colors or more

- Mouse or compatible pointing device
- CD-ROM drive
- TCP/IP network connection to NetObjects Authoring Server 3.0

NetObjects TeamFusion Client

System Requirements

- 133-MHz or faster Pentium-based PC
- Windows 95, Windows 98, or Windows NT 4.0
- 32 MB of RAM
- Before installation: 100 MB of hard disk space; after installation: minimum of 60 MB of hard disk space as virtual memory
- Display capable of 800 x 600 pixels at 256 colors or more
- Mouse or compatible pointing device
- CD-ROM drive
- TCP/IP network connection to NetObjects Authoring Server 3.0
- A Web browser: Netscape Navigator 2.1 or later, Microsoft Internet Explorer 2.1 or later, or another browser compatible with HTML 3.0 or later

NetObjects Content Contributor Client

System Requirements

- A Java 3.x-compliant Web browser
- 28.8-kbps or faster TCP/IP connection

For more information, visit www.netobjects.com.



For more information, contact:

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