Fabasoft®

White Paper
XeditorNG

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Contents

1 Introduction

XeditorNG documents are managed in Teamrooms. Below, you will learn how to create, edit, upload, and download XeditorNG documents. The editor is designed to allow you to edit content comfortably and intuitively – similar to working in a traditional HTML environment. In the background, however, the data is stored in a structured XML file. This ensures that the content can be displayed in a visually appealing way while also being processed with technical precision.

An additional XML view allows you to inspect the underlying XML code when needed and understand how the content is structured.

2 Creating XeditorNG Documents

To create a new XeditorNG document, proceed as follows:

1. Navigate in the desired Teamroom or subfolder.
2. Open the context menu in an empty area of the content section and click "New".
3. Select "XeditorNG Document".
4. Enter a name and click "Next".

The XeditorNG document will be stored in the current Teamroom or subfolder.

3 Editing XeditorNG Documents

To edit an XeditorNG document, proceed as follows:

1. Navigate in the desired document. A preview of the document is displayed in the content area.
2. Click the "Edit" (document is editable) or "Read" (document is read-only) action.

If you have opened the document in edit mode, make the desired changes to the content. The editing interface with the menu and button bar at the top is available for this purpose. The XeditorNG button bar follows a classic layout and provides the usual functions for text formatting and structuring:

- **Headings**
  Use the "H1", "H2" and "H3" buttons to define the hierarchical levels of headings.
- **Paragraph formatting**
  Use the "Paragraph" button to switch between different paragraph formats or insert new paragraphs.
- **Text formatting**
  Use the "Bold", "Italic", and "Underline" buttons to emphasize.
- **Advanced formatting**
  - The "Subscript" and "Superscript" buttons can be used for displaying formulas or footnotes.

- The "Strikethrough" and "Monospace" (fixed-width font, e.g., for code) buttons provide additional formatting options.

- **Lists**
Create bullet points or numbered lists.

- **Sections**
Use the "Convert to section" button to transform text passages into structured sections.

- **Notes**
Use the "Quote", "Information", "Warning", and "Error" buttons to insert special note boxes that visually highlight content.

- **Code**
Use the "Convert to codeblock" button for code examples.

- **Tables**
Use the "Insert table" button to present data in a structured format.

Above the button bar, you will find the menu bar with four menus:

- **Edit**
The "Undo" and "Redo" features allow you to quickly revert or restore changes in the editor.

    - "Undo" reverses the last editing action.

    - "Redo" restores the action that was undone.

    - With "Find and Replace", you can search for text or words in the document and replace them individually or all at once. For example, find all occurrences of "TODO" and replace them with "DONE" (case-sensitivity included).

- **View**
The "View" menu provides access to advanced display options that help optimize how the editor content and workspace appear.

    - Fullscreen
    Switches the editor to full-screen mode to minimize distractions and maximize text space. Click once to enter full-screen, click again to return to normal view.

    - Toggle Whitespaces
    Visually displays invisible characters such as spaces, tabs, and line breaks (e.g., as dots or arrows). When activated, whitespaces are highlighted – useful for formatting and debugging layouts.

    - Highlight Unsupported Elements
    Marks HTML elements or tags not fully supported by XeditorNG (e.g., custom tags or deprecated attributes). When active, problematic elements are visually highlighted or outlined – ideal for validation before saving.

- **Insert**
The "Insert" menu provides menu entries for inserting common elements into the editor content.

    - Table
    Creates an editable table with a configurable number of rows and columns. A dialog

lets you choose the size (e.g., 3x3) — the table is inserted at the cursor position and can be edited afterward (add/remove rows).

- o Link
  Inserts a clickable hyperlink or edits an existing one. Mark a text and enter the link (URL, e-mail).

- o Special Characters
  Offers a selection of special symbols (e.g., ©, ™, €, accents, mathematical symbols).

- o Insert Elements
  Adds advanced objects such as images, videos, code snippets, or horizontal lines.

  - ▪ Section
    Inserts a `<section>` block – ideal for thematic sections or containers.

  - ▪ P
    Inserts a simple `<p>` paragraph – the default for flowing text.

  - ▪ Box
    Inserts a `<div>` or callout box – for highlighted content with styling.

  - ▪ Codeblock
    Inserts a `<pre><code>` block – for syntax-highlighted code snippets.

  - ▪ H1–H6
    Inserts headings (`<h1>` to `<h6>`) – hierarchical structure with descending importance.

- • **Help**
  The "Help" menu opens the help tools and settings, including accessibility options for barrier-free usage.

  - o Accessibility
    Enables support for screen readers, keyboard navigation, and visual aids (e.g., focus indicators, ARIA labels for all elements).

4 Uploading XeditorNG XML Files

To upload an XeditorNG XML file, proceed as follows:

1. Navigate in an existing XeditorNG document.
2. Click on the "Upload" action.
3. Select the file you want to import.
4. Click "Yes" to confirm the upload.

Note: The file must be a valid XeditorNG XML file to ensure a successful upload.

5 Downloading XeditorNG Documents

To download an XeditorNG document, proceed as follows:

1. Navigate in the desired document.
2. Click on the "Download" action.

The file will be saved as an XML file in your web browser's downloads folder.

Note: You can download multiple documents or entire Teamroom and folder structures at once. To do so, select the desired objects and use the "Download" context menu command.