




INDITION COMMERCE

Indition Content Management

Complete User Manual — Sites, Workflows, Pages, Templates, Widgets,
URLs, Scheduling & the Content Editor

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1. Introduction & Core Concepts

Indition Content Management (the Cms module) is the back-office workspace where staff build and run the public website — the pages visitors see, the way they are laid out, the menus that link them, and the rules that decide when each version goes live. From here you create pages, drop content blocks (“widgets”) onto them, design reusable templates, manage web addresses and redirects, schedule content to publish in advance, and review what visitors send through contact forms and search boxes. This manual is written so a new team member can read it cover to cover and operate every feature confidently — no prior web-development knowledge assumed.

1.1 What the module manages

- **Sites** — each separate website or brand the platform serves, with its own domains and content.
- **Workflows** — the “channels” a site publishes through (for example a private *development* draft area and the public *live* site), each on its own web address.
- **Pages** — the individual web pages, organised in a tree (parents and children).
- **Templates** — reusable layouts that frame your pages (and the templates used for system emails).
- **Widgets** — the content blocks you place on a page: text, images, slideshows, maps, forms, embeds and more.
- **URLs** — the web addresses pages answer to, plus redirects.
- **Supporting tools** — page scheduling, the `robots.txt` file, contact-form submissions, the search-query log, HTTP error log and browser (user-agent) rules.

1.2 How everything relates

Understanding how the pieces fit together is the key to using the module well:

- A **Site** contains one or more **Workflows**; each workflow answers on its own **domain(s)**.
- A **Page** belongs to a site and is built on a **Template**. The template provides the frame and named **containers**; you fill those containers with **Widgets**.
- Every saved version of a page’s content is a **Revision**. A revision is made visible by assigning it to a **Workflow** — so you can have one revision live to the public while a newer one is still being drafted.
- A page answers on one or more **URLs**; one is the default and the others can redirect to it.

1.3 The publishing model: workflows

This is the single most important idea in the module. Rather than editing the live site directly, you work in a **workflow** — a self-contained copy of the site on its own web address. A typical setup has two:

Workflow	What it’s for
Development (the “initial” workflow)	A private staging area where new pages appear automatically and you draft and preview changes safely.
Live (the “final” workflow)	The public-facing site. A page version only appears here once you deliberately assign it.

Because the public site is a separate workflow, nothing you draft is visible to visitors until you publish it there. This is what lets you prepare a page in advance, preview it, and then make it live in one controlled step (or on a schedule). See Chapter 6 for how revisions move between workflows.

1.4 What a page revision is

A **revision** is a saved snapshot of a page's content — its template, its widgets and their arrangement. Each time meaningful work is saved, a revision is recorded with a short note (a "log"), who made it and when. Revisions let you keep history, compare versions, and — crucially — have different versions active in different workflows at the same time. You never lose an earlier version by publishing a newer one.

1.5 The admin menu at a glance

Everything in this manual is reached from the **Content Management** menu in the admin. The items are:

Menu item	What it opens	Chapter
Pages	The page tree — create and manage web pages	4
System Pages	Built-in pages used by the platform	4.2
Archived Pages	Pages set aside but kept	4.2
Page Templates	Reusable page layouts	8
Email Templates	Layouts for system emails	8.4
Workflows	Publishing channels & their domains	3
Sites	Websites / brands	2
User Agents	Browser/device detection rules	12.2
URLs	Web addresses & redirects	10
Contact Us	Contact-form submissions	12.1
Page Scheduling	Publish/unpublish pages on a timer	9
robots.txt file	Search-engine crawl rules	12.3
File Manager	Upload & organise files and images	12.6
HTTP Errors	Log of broken links & errors	12.4
Search Query Log	What visitors searched for	12.5

1.6 Permissions, time zone & conventions

- These screens are part of the platform admin and require the appropriate administrator access. Some areas (for example the menu itself) are hidden from certain roles.
- All dates and times follow the **store/database time zone**, not your browser's. Scheduling fields are labelled with the time-zone code in use.

- Lists support sorting, column filtering, page-size selection and (where offered) export. Status switches and similar toggles update in place without a full page reload.
- Deletions and other significant actions **confirm first**.

2. Sites

A **site** is one website or brand the platform runs — with its own domains, content and (optionally) its own look. Most installations have a single site; the Sites area exists for running several brands from one platform. Open it from **Sites** in the menu.

2.1 The Sites list

Column	Shows / does
(checkbox)	Select rows for bulk deletion.
Name	The site's name; click to open its details.
Status	Active or inactive — click to toggle.
Default	Marks the fallback site — click to set this site as the default. Only one site is the default.
Action	A Delete button (a site that is both default <i>and</i> active cannot be deleted).

Filter by **Name** (text) and **Status** (dropdown). The page's Actions menu offers **Create Site** and **Delete selected Sites**.

2.2 Creating & configuring a site

Choose **Create Site**. A site needs its web identity and a database to hold its content:

- **Site Domain** (required) — the primary web address, e.g. `store.example.com`. Must be unique.
- **Site ID** (required) — the internal identifier and table prefix (lowercase letters and underscores).
- **Database Host, Port, Name, Username** and **Password** (required) — the connection for the site's content. These are pre-filled from the current server where possible.

- 1 Fill in the domain, site ID and database connection.
- 2 Click **Save**. The connection is tested and the site's folders are created.
- 3 On success you're taken to the new site's admin.

Creating a site provisions storage and a database connection. It is an infrastructure step — do it only when you genuinely need a new brand, and confirm the database details first.

2.3 Site URLs

A site can answer on more than one domain (for example `example.com` and `www.example.com`). From the site's details you can add, edit, enable/disable and delete additional URLs, and mark one as the default. Each URL has a **Status** toggle; saving runs in a modal and refreshes the list in place.

2.4 Themes

Open **Themes** to manage a site's visual styling. You can upload a theme as a `.zip` file; if a theme of the same name exists you're offered the choice to override it. Each theme carries metadata — **name**, **author**, **description**, **license**, **version**, **tags** and a **thumbnail** — which you can edit.

3. Workflows

A **workflow** is a publishing channel for a site — a self-contained version of the site on its own domain(s). Workflows are how you separate draft work from the public site (see 1.3). Open **Workflows** from the menu.

3.1 The Workflows list

Column	Shows / does
(checkbox)	Select rows for bulk actions.
Name	The workflow's name (e.g. <i>dev</i> , <i>live</i>); click to edit.
Type	Normal, Initial (development) or Final (production) — see 3.2.
Status	Active/inactive — click to toggle.
CDN Status	Whether a content-delivery network is enabled for this workflow — click to toggle.
Homepage	The page shown at the workflow's root address.
Workflow Url	The domain(s) attached to this workflow.
Require Login	Whether visitors must sign in to view this workflow — click to toggle.
Login page	Where unauthenticated visitors are sent to sign in.
Actions	A menu with Edit , Settings (the workflow's configuration) and Rebuild Full-text search DB (rebuild the search index).

Search by domain in the filter box. The Actions menu offers **Create Workflow**, **Delete selected items**, **Compare pages**, **Compare settings** and **Schedule pages**.

3.2 Creating a workflow

Choose **Create Workflow** and complete the form:

- **Name** (required) — something that describes the channel's purpose (demo, test, staging, live...). Letters, numbers and spaces only.
- **URL** (required for a new workflow) — the initial domain, starting with `http://` or `https://`.
- **Use active pages from this workflow** — optionally copy the page set-up from an existing workflow.
- **Use Settings from this workflow** — optionally copy the settings from an existing workflow.

When editing an existing workflow you can also set its **Type** (Normal · Initial — new pages are added here automatically · Final — active pages are visible to the public), a **CDN Path** with an **Enable CDN path** switch, an **Enable Homepage Url** switch with the **Homepage** it points to, a **Login page**, and the **Status** switch.

3.3 Workflow domains (URLs)

Each workflow can carry several domains. From the workflow's **Domains** section you add and manage them. For each URL you set:

- **URL** (required) — the domain. Leading `http(s)://` and trailing paths are cleaned off automatically; must be unique within the workflow.
- **User Agents** — optional browser/device targeting.
- **Status** — active/inactive. One URL per workflow is the default.

3.4 Require login & roles

Turning on **Require Login** means visitors must sign in to see anything in that workflow — ideal for a private staging area. When it is on, a **Limit access to these roles** section appears so you can restrict access to chosen roles.

Unauthenticated visitors are sent to the **Login page**.

3.5 Comparing & scheduling

From the Workflows list, **Compare pages** shows the differences between two workflows (for example what is live versus what is drafted), **Compare settings** does the same for configuration, and **Schedule pages** opens the scheduling tools (Chapter 9) to publish drafted pages into another workflow at a chosen time.

4. Pages

Open **Pages** to see every page of the site arranged as a **tree** — parents with their child pages nested beneath. This is your main workspace for building the site.

4.1 The Pages list (the page tree)

Each row is a page. Across the tree you can see the page's **title**, when it was last updated and its **status**, with edit actions on the right. Above the tree are three helpers:

- **Auto select child pages** — when on, selecting a parent also selects its children, so bulk actions cascade down a branch.
- **Expand All / Collapse All** — open or close every branch at once.

Click a page's title to edit it (Section 4.3). Each row also offers actions to edit, duplicate, archive/activate and delete the page.

4.2 System Pages & Archived Pages

- **System Pages** — built-in pages the platform itself relies on (such as error or utility pages). They are kept on a separate menu item so they don't clutter the everyday page tree, and they expose fewer options (no public-SEO settings).
- **Archived Pages** — pages you've set aside. Archiving removes a page from the working tree without deleting it; you can activate (un-archive) it again at any time.

4.3 Creating a page — Properties

From the Pages list choose **Create CMS Page** (or the appropriate page type). The form opens on the **Properties** tab:

Field	What it does
Page Title / Sitemap Text (required)	The page's name — also used in the sitemap.
Alias (required)	The short identifier used in the web address; unique within the site.
Type (required)	CMS (a normal content page), Standard (a module page such as a product page), Group (a folder for organising the tree), System, or Email Template. The type is fixed once the page is created.
Module	For Standard pages, which module the page belongs to.
Available Pages	For Standard pages, the specific module page to use.
Template Content (required)	The template (and revision) the page is built on. See Chapter 8.
URL	The page's default web address; must start with <code>/</code> (or a full <code>http(s)://</code> address).
Roles	Restrict the page to chosen user roles. Leave empty for a public page.
Robot Options	Search-engine guidance: Standard, No Index, No Follow, or No Index & No Follow.
Login URL	Where to send visitors who lack access (used only when Roles are set).

THE TOGGLES

A row of YES/NO switches controls how the page behaves:

- **Allow Search** — include the page in on-site search results.
- **Allow Cache Widgets** — let the page's widgets be cached for speed.
- **Use SSL** — always serve the page over a secure `https://` connection.
- **A/B Test** — allow more than one revision to run side by side for testing (Chapter 6).
- **Include in Sitemap** — list the page in the site's sitemap.
- **User Agent Supported** — allow device/browser-specific revisions.
- **Status** — Active or Inactive.

A **Group** page is just a folder in the tree — it has a title and alias only, with no template, widgets or public address. Use Groups to keep a large site organised.

4.4 The Page URLs tab

The **URLs** tab lists every web address that points to the page. You can add custom URLs (handy for memorable links or for keeping an old address working after a rename), edit them, mark one as the default, and delete the rest. Every page needs at least one URL, and each must be unique across the site.

4.5 The Revisions tab

The **Revisions** tab lists the page's saved versions (see Chapter 6). From here you select a revision to edit its content, create a new revision, and see which workflows each revision is active in. To change the *content* of a revision — its

widgets — you open the Content Editor (Chapter 5).

4.6 Bulk actions

Tick pages in the tree (optionally with **Auto select child pages** on) and use the page actions to apply a change to all of them at once: **Activate / Unarchive**, **Deactivate**, **Archive**, **Copy**, or **Export** the selected pages (Chapter 11).

5. The Content Editor

The **Content Editor** is where you build what a page actually shows. It works on one **revision** of a page and lets you place, arrange and edit **widgets** inside the template's containers.

5.1 Opening the editor

Open the editor by editing a page's content from its Revisions tab (Section 4.5). The editor is headed with the page title and a **revision selector** so you can switch between versions, along with preview links for the relevant workflows.

5.2 Containers & widgets

The template behind a page defines named **containers** — regions such as a header, a main area, a sidebar or a footer. Each container holds an ordered list of **widgets**. A widget is a single content block: a piece of text, an image, a slideshow, a map, a contact form, an embedded video, and so on (the full list is in Chapter 7).

5.3 Adding, arranging & editing widgets

- 1 **Add** a widget to a container and choose its **type** from the catalog.
- 2 Pick a **layout** for the widget where the type offers more than one visual style (you'll see preview thumbnails).
- 3 **Configure** the widget — each type has its own short form (for example an Image widget asks for the picture, alt text and an optional link).
- 4 **Order** the widgets within the container so they appear top-to-bottom as you want.
- 5 Use a widget's **Status** to show or hide it without deleting it.

Because widgets live on a *revision*, you can rebuild a page freely in a draft revision and only publish it when it's ready — the live version is untouched until you assign the new revision to the live workflow.

5.4 Revisions & edit history

The editor keeps a full **history** of widget changes — what was added, edited, moved, hidden or removed, by whom and when. You can filter the history by date range, by the staff member who made the change, and by the kind of edit. This makes it easy to see how a page evolved and to understand a change before publishing it.

6. Revisions, Publishing & A/B Testing

This chapter ties together the ideas introduced in 1.3–1.4. It explains how a page version becomes visible and how to run experiments.

6.1 How publishing works

A revision is not “live” on its own — it becomes visible by being **assigned to a workflow**. The same page can have one revision assigned to the *development* workflow (your draft) and a different, earlier revision assigned to the *live* workflow (what the public sees). Publishing, then, is simply the act of assigning your finished revision to the live workflow.

Step	What happens
1. Draft	You edit a revision in the development workflow and preview it there.
2. Review	Use the editor’s history (5.4) and the workflow comparison (3.5) to check exactly what will change.
3. Publish	Assign the revision to the live workflow — now, or on a schedule (Chapter 9).

6.2 Locales & user-agent targeting

A revision assignment can be narrowed to a particular **locale** (language) or to a particular **user-agent** (browser/device) — so, for example, a mobile-specific revision can serve only mobile visitors. User-agent matching is set up in Chapter 12.2, and the page must have **User Agent Supported** turned on (4.3).

6.3 A/B testing

With **A/B Test** enabled on a page (4.3), more than one revision can be active in the same workflow at once, and visitors are split between them. This lets you compare two versions of a page against each other. You enable A/B testing per revision from the page’s revisions view.

6.4 Keeping history

Old revisions are retained so you can always look back or revert. When you delete a revision you’re asked whether to also remove its template and widget data, so cleanup is deliberate rather than accidental.

7. The Widget Catalog

Widgets are the building blocks you place on pages in the Content Editor (Chapter 5). The following content blocks are available, grouped by what they do. Each widget has its own short configuration form.

Text & media

Widget	What it adds
Rich Text	Formatted text written in a what-you-see-is-what-you-get editor (headings, lists, links, styling).
Pure HTML	A block of raw HTML for hand-built markup.
Image	A single picture, with alt text and an optional link.
Rotating Images	A slideshow/carousel that cycles through several images.
Video	A self-hosted video player.
YouTube	An embedded YouTube video.
Vimeo	An embedded Vimeo video.
Button	A styled call-to-action button linking somewhere.

Navigation & search

Widget	What it adds
Navigation Menu	A multi-level site menu built from your page tree.
Search	A search box for the site.
Sitemap	A listing of the site's pages.
Popular Search Terms	The terms visitors search for most.
Site Links Search Box	Markup that enables a search box in Google results.

Social & embeds

Widget	What it adds
Facebook Embed	A Facebook post, page or button.
Instagram Embed	An Instagram post or feed.
X Embed	A post or timeline from X (Twitter).
TikTok Embed	A TikTok video.
Social Share	Buttons to share the page on social networks.
Google Reviews	Your Google business reviews and rating.

Forms & accounts

Widget	What it adds
Contact Us	A contact form; submissions appear in Contact Us (12.1).
Email Subscription	A newsletter / mailing-list signup.
Sign Up	An account-creation form.
Login	A sign-in form.
User Info	Details of the currently signed-in visitor.

Interactive & utility

Widget	What it adds
Countdown Timer	A live countdown to a date and time.
Map	An embedded map with a location.
Current Geo Location	The visitor's detected location.
Pass Code	Gated content that requires a code to view.
Event List / Event Detail	Upcoming events, and a single event's details.

Code, analytics & SEO

Widget	What it adds
Markup Code	A custom HTML/CSS block.
CSS Code	Custom styling for the page area.
JavaScript Code	Custom scripting.
Google Analytics	Google Analytics tracking.
Google Tag Manager	A Google Tag Manager container.
Facebook Tag	The Facebook Pixel tracking tag.
Metadata	SEO and social meta tags for the page.

Some widgets — analytics tags, custom code and SEO metadata — do their work behind the scenes and show nothing on the page itself.

8. Page Templates & Email Templates

A **template** is a reusable frame for your pages. It defines the overall structure and the named **containers** into which you drop widgets. Designing pages on shared templates keeps the site consistent and means a single change to a template can update many pages at once.

8.1 The Templates list

Open **Page Templates**. Templates are shown as a **tree** (templates can build on one another). Each row shows the template name and a status you can toggle, with an edit action. A search box on the left filters by template name, with a **Clear Filter** button. **Expand All / Collapse All** open and close the tree.

8.2 Templates vs. wrapper templates

The Templates list offers two create buttons:

- **Create Template** — an ordinary template for a page.
- **Create wrapper template** — a structural “outer” template that wraps other content. A wrapper contains a content placeholder into which a child template’s output is inserted, so you can share a common outer shell (header, footer, branding) across many layouts.

8.3 Creating & editing a template

A template has a **Name** and a **Status**, and — like pages — it keeps **revisions**. Each revision holds the template’s markup plus any **CSS files** and **JS files** it needs, and a short **log** note describing the change. When you save you can update the current revision or save the work as a **new revision**, preserving the old one. The editor also shows which pages use the template and any child templates that build on it.

Templates underpin many pages at once. Before changing a shared template, check the list of pages that use it (shown on the template) so you understand the reach of the change — then save as a new revision so you can fall back if needed.

8.4 Email templates

Email Templates open the same kind of editor but for the layouts used by system emails (order confirmations, notifications and the like) rather than web pages. They are managed exactly like page templates — name, status and revisions — and are kept on their own menu item so they don’t mix with page layouts.

9. Page Scheduling

Page Scheduling publishes (and un-publishes) page content automatically at a chosen date and time — so a seasonal page, an announcement or a promotion can go live and come down on its own, even outside working hours. Open it from **Page Scheduling**.

9.1 The schedule list

Column	Shows
Schedule Name	Your name for the schedule.
Schedule Description	An optional longer note.
Page	The page the schedule acts on.
Rev to Activate	Which revision goes live.
Publish Date / Unpublish Date	When the change takes effect and (optionally) reverts.
Status	Whether the schedule is active.
Actions	View a summary, edit, or delete.

A **Settings** action opens the notification configuration (9.3).

9.2 Creating a schedule

- 1 Give the schedule a **Name** (required) and an optional **Description**.
- 2 Choose the **Page**, then the **Revision to Activate** for it.
- 3 Set the **Publish Date/Time** and, if the change is temporary, the **Unpublish Date/Time**. Times follow the database time zone, shown next to the field.
- 4 Choose the destination **Workflow** and set **Status** to active.
- 5 Click **Save**.

Because times use the store/database time zone (not your browser's), always read the time-zone code shown beside the date fields before setting a go-live moment.

9.3 Notification settings

The scheduling **Settings** page lets you turn on email **notifications** so the right people are told when a scheduled change is coming or has run. You can set the **From** name and address (or use the defaults), a **Subject**, an **Email Template** and the message **content**. You can choose recipients by **role**, by named **admin user**, or by typing **email addresses**, and define **how far in advance** (days/hours before) reminders are sent.

10. URLs & Redirects

The **URLs** area is the master list of every web address the site knows about, and where you manage **redirects** — for example sending an old address to its replacement so visitors and search engines aren't left with a broken link. Open it from **URLs**.

Column	Shows / does
(checkbox)	Select rows for bulk deletion.
URL	The web address.
Status	Active or inactive.
Default	Whether this is the default address for its content.
Redirect to Default	Whether this address redirects to the default one — click to toggle.
Object Type / Object Link	What the address points to (e.g. a page) and a link to it.
Preview Only	Whether the address is for previewing rather than public use.
Actions	Edit, and delete (a page's default URL can't be deleted).

Filter by URL text and by the Status, Default, Redirect, Object Type and Preview-Only dropdowns. The Actions menu offers **Delete selected items** and **Export to CSV** (a download of the whole list).

11. Importing & Exporting Pages

Pages can be moved between installations or workflows — useful for backups, for copying work between environments, or for reusing a page elsewhere.

11.1 Exporting pages

From the Pages list, select pages and choose **Export**. You can export the selected pages, or all pages of a given type, and decide whether to include their revisions. The result is a downloadable file (a `.zip`) you can keep or import elsewhere. An optional limit caps how many pages are exported.

11.2 Importing pages

- 1 Open **Import** and choose the exported file(s) (`.zip` / `.php`), then click **Import** to upload.
- 2 Review the list of pages found in the file. For each one decide whether to **overwrite** an existing page, **create a new page** (giving it a new, unused alias), or just import a revision into an existing page.
- 3 Pick which of the page's **URLs** to bring in, and — if the template isn't included — choose which template each revision should use.
- 4 Click **Import**. Any problems (an alias already in use, a clashing URL, a missing template) are flagged so you can fix them.

Importing can overwrite existing pages. Review each page's import option carefully, and prefer "create a new page" with a fresh alias when you're not certain.

12. Supporting Tools

12.1 Contact Us submissions

Every message sent through a Contact Us widget (Chapter 7) is recorded here. The grid shows the sender's **Name**, **Email**, **Phone**, **Address**, **Subject** and a preview of the **Message**, their marketing-email and SMS opt-in choices, and the date received. Filter by any text field, by the opt-in dropdowns, and by a date range. A **Read message** action opens the full submission; **View record** opens it on its own page. Use **Export Contact Requests** to download everything as a spreadsheet, and the delete action (or bulk delete) to clear records.

12.2 User Agents

User Agents are the rules that recognise a visitor's **browser or device**, so pages can serve device-specific revisions (6.2). Each rule has a **Browser**, a **Version**, a **Mask** (the matching pattern) and an optional **Exclude Mask**. Create, edit and delete rules from the grid; the page offers **Create user agent** and bulk delete.

12.3 robots.txt

This screen manages the site's `robots.txt` file — the instructions that tell search engines which parts of the site they may crawl. You edit the rules (the user agent and the allowed/disallowed paths) and save; a **View robots.txt** link opens the live file in a new tab so you can confirm the result.

`robots.txt` directly affects how search engines see the site. A wrong "Disallow" can hide pages from search results — change it only when you're sure, and check the live file afterward.

12.4 HTTP Errors

The HTTP Errors log records problems visitors hit — most usefully **404** (page not found) errors, which point to broken or out-of-date links. Each entry shows the error **code**, the **URL**, the request method, the **referrer** (where the visitor came from), the browser, and when it happened. Filter by code and date range, view an entry's full detail, and delete entries individually, in bulk or all at once. Reviewing 404s regularly and adding redirects (Chapter 10) keeps the site tidy.

12.5 Search Query Log

This log captures what visitors typed into the site's search box and how many **results** each query returned. It's a window into what people are looking for — queries that return zero results are a strong hint about content or products to add. Filter by query text and date range, and delete entries you no longer need.

12.6 File Manager

File Manager (a shared admin tool) is where you upload and organise the images and files your widgets and pages use. Open it from the menu to browse folders, upload new files, and copy the links you'll reference from widgets such as Image and Video.

13. Appendix: Status & Glossary Reference

13.1 Page statuses

Active	Live and working within its workflow.
Inactive	Switched off but kept.
Archived	Set aside out of the working tree; can be activated again.

13.2 Workflow types

Normal (a test/staging channel) · **Initial** (new pages are added here automatically — the development source) · **Final** (the public, live channel).

13.3 Glossary

Term	Meaning
Site	A website or brand the platform runs, with its own domains and content.
Workflow	A publishing channel for a site (e.g. development vs. live), each on its own domain(s).
Page	A single web page, organised in a parent/child tree.
Group page	A folder in the page tree used only to organise — no content of its own.
Template	A reusable layout that frames pages and defines their containers.
Wrapper template	A structural outer template whose content placeholder holds another template's output.
Container	A named region of a template into which widgets are placed.
Widget	A content block on a page (text, image, slideshow, form, embed, code...).
Revision	A saved snapshot of a page's content; made visible by assigning it to a workflow.
Alias	The short identifier used in a page's web address.
URL	A web address a page answers to; one is the default, others can redirect to it.
Robot options	Search-engine guidance for a page (index/follow and their negatives).
A/B test	Running two revisions of a page side by side and splitting visitors between them.
User agent	A rule that recognises a visitor's browser/device for targeted content.

End of manual. Indition Content Management — Cms module v5.16.9.13.