[[doc-title]]

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[[doc-company]]
[[doc-company-url]]

Document Number: [[doc-id]]
Version: [[doc-version]]
Release Date: [[release-date]]

Document History

Author Name: [[doc-author]]
Author Contact: [[doc-author-email]]

Document Revision

Version Number	Release Date	Status	Change Description	Author
[[doc-version]]	[[doc-release-date]]	Draft	[[change-description]]	[[doc-author-name]]

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Table of Tables

1 Introduction

1.1 References

Referenced documents in creation of this document are listed in the Table 1.

Document Reference	Document Title	Version	Filename
[1]	[[reference-doc-title]]		[[reference-doc-filename]]
[2]			
[3]			
[4]			
[5]			
[6]			
[7]			
[8]			

Table 1: Document references

2   source-docs

2.1   docs

2.1.1   examples

2.1.1.1   New Conference

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> *Creativity is allowing yourself to make mistakes. Design is knowing which ones to keep. - Scott Adams*

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2.1.1.2   Example

Note: This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section.

2.1.1.2.1   Callouts

There are two types of callouts available in this theme, **note** and **important** . To add a callout to your documentation simply add the following html code with class important or note. Like in the example bellow.

2.1.1.2.1.1   HTML example

Copy the code and modify these blocks according to your needs.

```
<div class="important"> <strong>Important:</strong> This is an "Important" callout block of text. This block indicates a warning or caution.
Use it for an important message. </div>
<div class="note"> <strong>Note:</strong> This is a "Note" callout block of text. This block signifies a general note. </div>
```

2.1.1.2.1.2   Live example

Important: This is an "Important" callout block of text. This block indicates a warning or caution. Use it for an important message. **Note:** This is an "Note" callout block of text. This block signifies a general note.

2.1.1.2.2   Code blocks

Note: Code blocks have copy functionality. To copy the code press the grey button located in the right side top corner. You can create simple code blocks by placing triple backticks ``````````` before and after the code block. To render a code block more readable, we recommend placing a blank line before and after code blocks.

```
``` if (condition) { code to run if condition is true } else { run some other code instead } ```
if (condition) { code to run if condition is true } else { run some other code instead }
```

2.1.1.2.2.1   Syntax highlighting

You can add a language identifier to enable syntax highlighting in your code block. For example, to syntax highlight **JavaScript** code, specify javascript next to the tick marks before the fenced code block:

```
```javascript if (condition) { code to run if condition is true } else { run some other code instead } ```
```

The rendered output looks like this:

```
if (condition) { code to run if condition is true } else { run some other code instead }
```

2.1.1.2.3   Tables

You can build tables with markdown to help you organize information. To add a table, use three or more hyphens (---) to create each column's header, and use pipes (|) to separate each column like in the example below.

```
| Title | Title | | ------| ----- | | Text | Text | | Text | Text |
```

Title	Title
Text	Text
Text	Text

Note: Creating tables with hyphens and pipes can be time-consuming. To speed up the process, try using the [Markdown Tables Generator](#).

2.1.1.2.4   Start using Libris theme

We've packed this theme with powerful features to help you have awesome documentation for your current or next project.

Why not start using this theme today?

[Join Stackbit](#)

2.1.1.3   The function of design is letting design function

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2.1.1.4   *Introducing The Libris Theme*

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```
switch (type) {  case 'Object':  id = _.util.objId(o);  if (visited[id]) {  return visited[id];  }  clone = {};  visited[id] = clone;  for (var key in o)
{  if (o.hasOwnProperty(key)) {  clone[key] = deepClone(o[key], visited);  }  }  return clone;  default: return o;  }
```

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2.1.1.5 Plug-ins

Note: This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section.

2.1.1.5.1 Syntax highlighting

You can add a language identifier to enable syntax highlighting in your code block. For example, to highlight the **JavaScript** code, specify javascript next to the tick marks before the fenced code block:

```
```javascript if (condition) {  code to run if condition is true } else {  run some other code instead } ```
```

The rendered output looks like this:

```
if (condition) {  code to run if condition is true } else {  run some other code instead }
```

Or to highlight the **CSS** code, specify css next to the tick marks before the fenced code block:

```
```css body {  background: #fff;  color: #666;  line-height: 1.66667; } a {  color: #d4a259; text-decoration: underline; -webkit-transition: background .3s ease, color .3s ease; transition: background .3s ease, color .3s ease; }   a:hover {  color: #1d1d1d; text-decoration: none; } }
````</pre>  The rendered output looks like this:  ```css body {  background: #fff;  color: #666;  line-height: 1.66667; }  a {  color: #d4a259; text-decoration: underline; -webkit-transition: background .3s ease, color .3s ease;  transition: background .3s ease, color .3s ease; }  a:hover {  color: #1d1d1d;  text-decoration: none; } ```` Tables You can build tables with markdown to help you organize information. To add a table, use three or more hyphens (—) to create each column's header, and use pipes (|) to separate each column like in the example below.    | Title
|| Title | | ------|----- | | Text | Text | | Text | Text | Title Title   Text Text   Text Text
```

### 2.1.1.6 Starter Theme

**Note:** This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget nullam non nisi est. Enim diam vulputate ut pharetra sit amet. Malesuada fames ac turpis egestas integer eget aliquet nibh praesent. Phasellus egestas tellus rutrum tellus pellentesque eu tincidunt tortor. Id leo in vitae turpis massa sed elementum. Sed elementum tempus egestas sed sed risus pretium quam. Euismod elementum nisi quis eleifend quam adipiscing vitae proin sagittis.

#### 2.1.1.6.1 Node

This command installs a package, and any packages that it depends on. If the package has a package-lock or shrinkwrap file, the installation of dependencies will be driven by that, with an npm-shrinkwrap.json taking precedence if both files exist. See package-lock.json and npm-shrinkwrap.

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*2.1.1.6.2    NPM*

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**2.1.1.7    Typography**

**Note:** This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section. **This is a paragraph** . Pellentesque habitant morbi *tristique senectus et netus et malesuada* fames ac turpis egestas. Vestibulum this is link, feugiat vitae, ultricies eget, tempor sit amet, ante. Donec eu libero sit amet quam egestas semper. Aenean ultricies mi vitae est. Mauris placerat eleifend leo. Quisque sit amet est et sapien ullamcorper pharetra. Vestibulum erat wisi, condimentum sed, commodo vitae, ornare sit amet, wisi.

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*2.1.1.7.2    Quoting*

> *"How well we communicate is determined not by how well we say things, but how well we are understood."* # *Andrew Grove*
>
> *"Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live"* # *John Woods*

*2.1.1.7.3    Unordered Lists*

- # *Donec non tortor in arcu mollis feugiat*
- # *Lorem ipsum dolor sit amet, consectetuer adipiscing elit*
- # *Donec id eros eget quam aliquam gravida*
- # *Vivamus convallis urna id felis*
- # *Nulla porta tempus sapien*

1. Donec non tortor in arcu mollis feugiat
2. Lorem ipsum dolor sit amet, consectetuer adipiscing elit
3. Donec id eros eget quam aliquam gravida
4. Vivamus convallis urna id felis
5. Nulla porta tempus sapien

*2.1.1.7.5 Code Blocks*

Blocks of code are either fenced by lines with three back-ticks, or are indented with four spaces.

```
<!-- Some example CSS code --> body {  color:red; }
if (condition) {  code to run if condition is true code to run if condition is true code to run if condition is true code to run if condition is true
} else {  run some other code instead }
```

2.1.1.7.6 Tables

Header content 1	Header content 2
Body content 1	Body content 2

Table : Table with thead, tfoot, and tbody

2.1.1.7.7 Callouts

Important: This is an "Important" callout block of text. This block indicates a warning or caution. Use it for an important message. **Note:** This is an "Note" callout block of text. This block signifies a general note.

2.1.2 getting-started

2.1.2.1 How to create DOCX Template for PuzzlesCloud App

In this section we will explain the workflow on how to import a Git project to our application. The workflow is outlined in the following UML diagram:

6. Register (if not already done) and login to our application
7. Import a Git project
8. Our application will connect to your repo and import it
9. Upload your DOCX corporate template
10. Create a new doc in our application
11. Create manually the structure (ToC) of the new document (if imported simple MarkDown based Git project)
12. if Static Site Generator project is used (e.g Jekyll...) our application will autogenerate the structure (ToC)
13. Save your new doc in our application
14. Our application will push to your Git project uploaded DOCX template
15. Our application will push to your Git project created/autogenerated DOCX structure (in txt form)
16. Our application will push to your Git project new updated DOCX and PDF documents

2.1.2.2 How to import a Git project to PuzzlesCloud App?

In this section we will explain the workflow on how to import a Git project to our application. The workflow is outlined in the following UML diagram:

17. Register (if not already done) and login to our application
18. Import a Git project
19. Our application will connect to your repo and import it
20. Upload your DOCX corporate template or select existing one
21. Create manually the structure (ToC) of the new document (if imported simple MarkDown based Git project)

22. if Static Site Generator project is used (e.g Jekyll...) our application will autogenerate the Table of Content (ToC) structure
23. Save your new doc in our application and push to Git repo
24. Our application will push to your Git project uploaded DOCX template
25. Our application will push to your Git project created/autogenerated DOCX ToC structure
26. Our application will push to your Git project new updated DOCX and PDF documents

2.1.3 policies

2.1.3.1 Privacy Policy

Effective: 24.11.2020

PuzzlesCloud takes your privacy seriously. With this document we want to disclose how information about you is used and shared, and we appreciate the trust that you place in us. Moreover, our Privacy Policy explains what information we collect from you, also how we use that information, and what choices you have with respect to that personal information. Throughout this Privacy Policy, we use the term "Personal Data" to describe information that can be associated with a specific person and could be used to identify that person or a company. References in this Statement to "we," "us" or "our" are references to the PuzzlesCloud entity that is operating the relevant Website, or providing the applicable Services. Statements referring to "you" or "your" are references to the company or individual we are collecting Personal Data about. We do not consider Personal Data to include information that has been made anonymously or aggregated so that it can no longer be used, whether in combination with other information or otherwise, to identify a specific person. By registering you consent to the collection, use and transfer of your information under the terms of this Policy. PuzzlesCloud respects individual privacy. PuzzlesCloud strives to collect and use Personal Data in a manner consistent with the laws of the countries in which it does business.

2.1.3.1.1 Data Types and Collection Methods

27. Personal Data - Information we request from you
28. Statistical & Activity Data - Information we collect from you
29. Customer Business Data (The Content) - Information you share with us

2.1.3.1.2 Data Collection Purpose and Data Usage

We will use your **Personal and Statistical & Activity Data** for a range of different purposes including:

30. To respond to your specific inquiry or request and to provide you with information and access to resources that you have requested from us;
31. To administer, protect, operate and maintain the Website and our systems;
32. To improve the navigation and content of our Website, system administration and security;
33. To compile aggregated statistics about the site usage and to better understand the preferences of our site visitors;
34. To help deliver our Services to our customers and to provide customer service and support;
35. To process and complete business transactions and send related information, including transaction confirmations and invoices;
36. To send information to our customers about their account, technical alerts or updates, and other administrative or service-related communications;
37. To carry out research and development to improve our Services;

38. To carry out other legitimate business purposes, as well as other lawful purposes about which we will notify our users and customers.

We will use your **Customer Business Data** exclusively to provide the Service you have requested.

2.1.3.1.3 *Data Transfer and Links to Third Parties*

We do not sell or disclose any of your data to companies, organizations or individuals outside of PuzzlesCloud. We may share only your Personal Data with trusted agents or consultants in order to improve the quality of PuzzlesCloud support service. Customer Business Data will not be exposed to any third parties by any means. PuzzlesCloud website may contain links to other sites that are not owned or controlled by PuzzlesCloud. Please be aware that we, PuzzlesCloud, are not responsible for the privacy practices of such other sites. We encourage you to be aware when you leave our site and to read the privacy statements of each and every website that collects personally identifiable information. This Privacy Policy applies only to the information collected by our website.

2.1.3.1.4 *Legal and Other Disclosures*

Under certain circumstances, we may be required to disclose your personal information in response to valid requests by public authorities, including to meet national security or law enforcement requirements.

We may disclose your personal information if required to do so by law in order to (for example) respond to a subpoena or request from law enforcement, a court or a government agency, or in the good faith belief that such action is necessary (a) to comply with a legal obligation, (b) to protect or defend our rights, interests or property or that of third parties, (c) to prevent or investigate possible wrongdoing in connection with the Site or our Services, (d) to act in urgent circumstances to protect the personal safety of users of the site, our Services or the public; or (e) to protect against legal liability.

We may share or transfer your information in connection with a prospective or actual sale, merger, transfer or other reorganization of all or parts of our business. Also, we reserve the right to fully use and share any information that is not in personally identifiable form (such as statistics and survey results that do not identify you individually by name).

2.1.3.1.5 *Security*

We continuously invest our efforts and resources to improve security of PuzzlesCloud and all user data. We follow generally accepted best practice industry standards to protect the Personal Data and Customer Business Data submitted to us, in particular:

39. We encrypt the transmission of that information using secure socket layer technology (SSL);
40. We keep all Customer Business Data encrypted in the database;
41. We keep access to the database to restricted PuzzlesCloud employees;
42. We keep clear separation between frontend and backend services where backend services are fully protected;

For our web systems on which you have a user account, you have access to your information to update and maintain your profile. It is solely your responsibility to maintain the confidentiality of your password. If you believe your password has been compromised, please contact support@puzzlescloud.com . If your personally identifiable information changes, or if you no longer desire to receive marketing materials, you may correct, update, delete or deactivate it by emailing . PuzzlesCloud will respond to your request within 24 hours of receiving the request. Your account is active for as long as needed to provide you services and comply with our legal obligations, resolve disputes, and enforce our agreements. Your

password is the key to your account. Use unique numbers, letters and special characters, and do not disclose your PuzzlesCloud password to anyone. If you do share your password or your personal information with others, remember that you are responsible for all actions taken in the name of your account. If you lose control of your password, you may lose substantial control over your personal information. It is important for you to protect against unauthorized access to your password and to your computer, so be sure to sign off when finished using a shared computer.

PuzzlesCloud serves as a Data Processor for the clients who use these applications. More specifically, PuzzlesCloud does not own the Customer Business Data that is submitted to our applications. The information that is submitted to our applications will be subject to our clients' privacy policies.

No method of transmission over the Internet, or method of electronic storage, is 100% secure, however. PuzzlesCloud is not responsible for any interception or interruption of any communications through the Internet or for changes to or losses of information. Therefore, while we strive to use commercially acceptable means to protect your personal information, we cannot guarantee its absolute security.

If you have any questions about security on our Website, you can send email us at support@puzzlescloud.com .

2.1.3.1.6 *Changes to Our Privacy Policy*

We reserve the right to modify this Privacy Policy at any time, so please review it frequently. If we make material changes to this Policy, we will notify you here, or by email, or by means of a notice on our home page so that you are aware of what information we collect, how we use it, and under what circumstances, if any, we disclose it.

2.1.3.1.7 *Contact*

All comments, queries and requests relating to our use of your information are welcomed and should be addressed to support@puzzlescloud.com .

Sincerely yours, The PuzzlesCloud Team

2.1.3.2 *Terms and Conditions*

Effective: 24.11.2020

Welcome to the PuzzlesCloud website ("the Site", "the Website"). Through the Site, you have access to the Software as a Service ("the Service") offering. Please read these Terms of Service carefully before accessing or using our website. By accessing or using any part of the site, you agree to be bound by these Terms of Service. If you do not agree to all the terms and conditions of this agreement, then you may not access the website or use any services. If these Terms of Service are considered an offer, acceptance is expressly limited to these Terms of Service. Please note that you retain all rights and ownership you have in your content that you make available through the Services. If you do not wish to be bound by these Terms and Conditions then you may not use our Website, however you can contact us to discuss your constraints.

2.1.3.2.1 *Reservation of Rights*

The Site and Content provided on or through the Site are the intellectual property and copyrighted works of PuzzlesCloud or a third party provider. All rights, title and interest not expressly granted with respect to the Site and Content provided on or through the Site are reserved.

2.1.3.2.2 *About PuzzlesCloud*

PuzzlesCloud is a trading name of PuzzlesCloud Team operating under the laws of Serbia.

2.1.3.2.3   Registration for the Service

Our Services requires you to open an account. You must complete the registration process by providing us with current, complete and accurate information as required by the applicable registration form. User who is opening an Account on behalf of some company, must be entitled to represent that company. By opening an PuzzlesCloud Account User commits to us that action does not violate any laws or regulations applicable to him. You will be required to choose a password. Access to and use of password protected or secured areas of the Site are restricted to authorized users only. You agree not to share your password(s), account information, or access to the Site with any other person. You are responsible for maintaining the confidentiality of password(s) and account information, and all activities that occur through the use of your password(s) or account(s) or as a result of your access to the Site. You agree to notify PuzzlesCloud immediately of any use of your password(s) or account(s) that you did not authorize or that is not authorized by these Terms and Conditions.

2.1.3.2.4   Use of the Service

Subject to your compliance with these terms and the law, you may access and use the Services. PuzzlesCloud remains the sole owner of all right, title, and interest in the Services and Software. We reserve all rights not granted under these terms. Our Service provides storage, we recommend that you backup your generated documents regularly. We may create reasonable technical limits on your content, such as limits on file size, storage space, processing capacity, and other technical limits. Users can communicate with us and submit suggestions, ideas, comments, feedbacks, questions or any other information as long as the content is not illegal, obscene, threatening, invasive of privacy, infringing of intellectual property rights, or otherwise injurious to third parties or objectionable and does not consist of or contain software viruses, political campaigning, commercial solicitation, chain letters, mass mailings, or any other form of "spam".

2.1.3.2.5   Our Packages

We are offering the packages described under the following link: https://puzzlescloud.com/pricing/

2.1.3.2.6   Customer Support Service

We strive to provide excellence in our services, however without special Service Level Agreement contract, customers will be served without any service level guarantees.
The best and the fastest way to open a customer service or technical support ticket through the Application Dashboard page or drop us an email: support@puzzlescloud.com .

2.1.3.2.7   Invoicing and Service Payment

Invoices will be sent out once a month or year depending on plan type. Payment deadline is 10 days after customer has been invoiced.

2.1.3.2.8   Your Content

Our Service allows you to upload, store and generate content. You retain ownership of any intellectual property rights that you hold in that content. In short, what belongs to you stays yours. Our systems may analyze your content (if you configure this option) in course of providing you relevant application features (such as content search results). We don't use analysis outcome of your content for any other purposes except providing application functionalities. We do not monitor or control what your account users do with your content. You are responsible for determining the limitations that are placed on your content and for applying the appropriate level of access to your content. If you do not choose the access level to apply to your content, the system may default to its most permissive setting. It's your responsibility to let other users know how your content may be shared and adjust the setting

related to accessing or sharing of your content. You can find more information about how PuzzlesCloud uses, stores and secures the Content in the privacy policy.

2.1.3.2.9   Prohibited Actions

The PuzzlesCloud community often consists of users who expect a certain degree of courtesy and professionalism. You must use the Services responsibly. You agree not to access or use the Site in any manner that could damage, disable, overburden, or impair any PuzzlesCloud accounts, computer systems or networks. You agree not to attempt to gain unauthorized access to any parts of the Site or any PuzzlesCloud accounts, computer systems or networks. You agree not to interfere or attempt to interfere with the proper working of the Site or any PuzzlesCloud accounts, computer systems or networks. You agree not to use any robot, spider, scraper or other automated means to access the Site or any PuzzlesCloud accounts, computer systems or networks without PuzzlesCloud express written permission. You must not misuse the Services, Software, or content that we provide to you as part of the Services. For example, you must not:

43. Copy, modify, host, stream, sublicense, or resell the Services, or content;
44. Enable or allow others to use the Service, or content using your account information;
45. Use the content or Software included in the Services to construct any kind of database;
46. Access or attempt to access the Services by any means other than the interface we provided or authorized;
47. Circumvent any access or use restrictions put into place to prevent certain uses of the Services;
48. Share content or engage in behaviour that violates anyone's Intellectual Property Right ("Intellectual Property Rights" means copyright, moral rights, trademark, trade dress, patent, trade secret, unfair competition, right of privacy, right of publicity, and any other proprietary rights);
49. Upload or share any content that is unlawful, harmful, threatening, abusive, tortious, defamatory, libelous, vulgar, lewd, profane, invasive of another's privacy or hateful;
50. Impersonate any person or entity, or falsely state or otherwise misrepresent your affiliation with a person or entity;
51. Attempt to disable, interrupt, negatively impact, impair, or destroy the PuzzlesCloud Services, software, or hardware;
52. Disrupt, interfere with, or inhibit any other user from using the Services (such as stalking, intimidating, or harassing others, inciting others to commit violence, or harming minors in any way),
53. Engage in chain letters, junk mails, pyramid schemes, spamming, or other unsolicited mess;
54. Commercialize any information or software associated with PuzzlesCloud platform;
55. Use any data mining or similar data gathering and extraction methods in connection with the Services; or
56. Violate applicable law.

2.1.3.2.10   Copyright and Monitoring

The contents of the Site are protected by international copyright laws and other intellectual property rights. The owner of these rights is PuzzlesCloud or other third party licensors.
All product and company names and logos mentioned in our Website are the trademarks, service marks or trading names of their respective owners, including us. Copyright© 2020, PuzzlesCloud and/or its subsidiaries/affiliates. All rights reserved.

2.1.3.2.11   Electronic Communications and Contract

When a User uses PuzzlesCloud Service, or send e-mails to us, he is communicating with us electronically. User consent to receive communications from us electronically. We will communicate with the User by e-mail or by posting notices on this site. User agrees that all agreements, notices, disclosures and other communications that we provide to user electronically satisfy any legal requirement by domestic or international law that such communications be in writing. By registering on the PuzzlesCloud Website, contract between User and PuzzlesCloud is considered concluded, in accordance with article 7, of Law on foreign exchange operations.

2.1.3.2.12   Privacy Policy

PuzzlesCloud is taking care about your privacy and has developed a policy to address privacy concerns. For more information, please see PuzzlesCloud's Privacy Policy that is integral part of the Terms and Conditions.

2.1.3.2.13   Termination of Use

You may stop using the Services at any time. Termination of your account does not relieve you of any obligation to pay any outstanding fees. Under specific circumstances, based on reasonable grounds PuzzlesCloud reserves right to refuse, temporarily suspend or otherwise restrict access to the website or it's functionalities to any user without any notice (if it is possible we will make reasonable effort to notify you in the timely manner prior to termination).

Potential reasons for termination or access limitation are:

57. You breach any provision of these terms (or act in a manner that clearly shows you do not intend to, or are unable to, comply with these terms);
58. You fail to make the timely payment of fees for the Services, if any;
59. We are required to do so by law (for example, where the provision of the Services to you is, or becomes, unlawful);
60. We elect to discontinue the Services, in whole or in part, (such as if it becomes impractical for us to continue offering Services in your region due to change of law);

2.1.3.2.14   Linked Sites

The Site provides links to Web sites and access to Content, products and services of third parties, including users, advertisers, affiliates and sponsors of the Site. PuzzlesCloud is not responsible for third party Content provided on or through the Site or for any changes or updates to such third party sites, and you bear all risks associated with the access to, and use of, such Web sites and third party Content, products and services.

2.1.3.2.15   Availability of the Website

We use all necessary measures to keep our Site highly available but cannot guarantee that our Website will operate continuously or without interruptions or be error free and can accept no liability for its unavailability or errors on or in it.

2.1.3.2.16   The Application Updates

PuzzlesCloud is constantly changing and improving our Services. We may add or remove functionalities or features, and we may suspend or stop a Service altogether.

2.1.3.2.17   Terms and Conditions Updates

We may assign, novate or subcontract any or all of our rights and obligations under these terms and conditions at any time. We may alter these terms and conditions from time to time and post the new version on our Website, following which all use of our Website will be governed by that version. We'll post notice of modifications to these terms on this page and in the applicable Service. Changes will not apply retroactively and will be effective

starting from the date published on this page. We reserve the right to defer the date of delivery, amend the order or the Services (including without limitation, the amount ordered or their specification) if we are prevented from or delayed in carrying on our business due to circumstances beyond our reasonable control.

2.1.3.2.18   *Disclaimer*

EXCEPT WHERE EXPRESSLY PROVIDED OTHERWISE, THE SITE, AND ALL CONTENT PROVIDED ON OR THROUGH THE SITE, ARE PROVIDED ON AN "AS IS" AND "AS AVAILABLE" BASIS. PUZZLESCLOUD EXPRESSLY DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT WITH RESPECT TO THE SITE AND ALL CONTENT PROVIDED ON OR THROUGH THE SITE. PUZZLESCLOUD MAKES NO WARRANTY THAT: (A) THE SITE OR CONTENT WILL MEET YOUR REQUIREMENTS; (B) THE SITE WILL BE AVAILABLE ON AN UNINTERRUPTED, TIMELY, SECURE, OR ERROR-FREE BASIS; (C) THE RESULTS THAT MAY BE OBTAINED FROM THE USE OF THE SITE OR ANY CONTENT PROVIDED ON OR THROUGH THE SITE WILL BE ACCURATE OR RELIABLE;

ANY CONTENT ACCESSED, DOWNLOADED OR OTHERWISE OBTAINED ON OR THROUGH THE USE OF THE SITE IS USED AT YOUR OWN DISCRETION AND RISK. PuzzlesCloud SHALL HAVE NO RESPONSIBILITY FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OR USE OF CONTENT. PuzzlesCloud RESERVES THE RIGHT TO MAKE CHANGES OR UPDATES TO, AND MONITOR THE USE OF, THE SITE AND CONTENT PROVIDED ON OR THROUGH THE SITE AT ANY TIME WITHOUT NOTICE.

2.1.3.2.19   *Contact Information*

If you have any questions regarding these Terms and Conditions, please contact PuzzlesCloud at support@puzzlescloud.com

2.1.3.2.20   *Definitions*

"We", "us", "our" stands for PuzzlesCloud team.

"PuzzlesCloud Website", "The Website" or "The Site" stands for the website available at https://puzzlescloud.com

"The Account" is a company's account that can be opened and maintained through PuzzlesCloud Website.

"User" stands for the person that has rights to access the Account, and that uploads, shares, and generate content on our Website.

"The Content" stands for Business Information (Documents) that Users upload, share and generate on our Website.

"Privacy Policy" is the PuzzlesCloud's policy governing the processing of personal data that is available on our Website, as may be amended from time to time.

"Terms and Conditions", stands for these Terms and Conditions under which an Account can be opened and used, published on the Website and as may be amended from time.

Sincerely yours, The PuzzlesCloud Team

2.1.4   *use-cases*

2.1.4.1   *UC1 Work in GIT and Produce DOCX & PDF*

   # *Do you work in Git?*

 #   Do you like current DOCX editors?

 #   Do you need to produce high quality DOCX?

If answers are: **yes, no, yes** respectively, you are at the right place.

In this section we will explain the workflow on how you can work in Git and still produce high quality DOCX and PDF using our solution (very convenient for DevOps and Agile teams). This concept is known as docs-as-code, or we like to call it docx-as-code. The workflow is outlined in the following UML diagram:

61. Register (if not already done) and login to our application
62. Import a Git project where you have MarkDown based documentation.
63. Our application will connect to your repo and import it.
64. Upload your DOCX corporate template. For more details how to do it please check [Create docx Template](#).
65. Start a new doc in our application.
66. Create manually the structure (Table of Content) of the new document, based on MarkDown docs in your Git repo.
67. Save your new doc in our application and push it to your Git repo.
68. Our App will push to your Git project uploaded DOCX template.
69. Our App will push to your Git project created DOCX structure (Table of Content).
70. Our App will push to your Git project new updated DOCX and PDF documents.
71. **[If Updating the Content]** You can update the content and commit the change to your repo.
72. Your repo through webhook service will notify our App about the change.
73. Our App will generate updated DOCX and PDF.
74. Our App will push to your Git project new updated DOCX and PDF documents.
75. **[If Changing DOCX Template]** You can update the DOCX Template and commit the change to your repo.
76. Your repo through webhook service will notify our App about the new Template.
77. Our App will generate updated DOCX and PDF.
78. Our App will push to your Git project new updated DOCX and PDF documents.
79. **[If Changing Table of Content]** You can update the Table of Content and commit the change to your repo. There are different possibilities: add/remove chapters/ .md docs, change order/heading level
80. Your repo through webhook service will notify our App about the new Table of Content.
81. Our App will generate updated DOCX and PDF.
82. Our App will push to your Git project new updated DOCX and PDF documents.

If using PuzzlesCloud for Updates

This option is still in development, coming soon.

2.1.4.2   *UC2 Make Your Website Docs Available Offline*

 #   Do you use some of the Jamstack Static Site Generators (SSG) - Jekyll, Hugo, Next.js, Gatsby etc?

 #   Do you you think is cool to make your wesite content available offline?

If answers are: **yes, yes** respectively, you are at the right place.

In this section we will explain the workflow on how you can keep using your favorite SSG and still make your website content available offline. The workflow is outlined in the following UML diagram:

83. Register (if not already done) and login to our application
84. Import a Git project where you have MarkDown based documentation.
85. Our application will connect to your repo and import it.
86. Upload your DOCX corporate template. For more details how to do it please check Create DOCX Template.
87. Save your new doc in our application and push it to your Git repo.
88. Our App will autogenerate the DOCX structure from the SSG repo
89. Our App will push to your Git project uploaded DOCX template.
90. Our App will push to your Git project created DOCX structure (Table of Content).
91. Our App will push to your Git project new updated DOCX and PDF documents.
92. **[If Using Git for Updates][If Updating the Content]** You can update the content and commit the change to your repo.
93. Your repo through webhook service will notify our App about the change.
94. Our App will autogenerate updated DOCX and PDF.
95. Our App will push to your Git project new updated DOCX and PDF documents.
96. **[If Changing DOCX Template]** You can update the DOCX Template and commit the change to your repo.
97. Your repo through webhook service will notify our App about the new Template.
98. Our App will autogenerate updated DOCX and PDF.
99. Our App will push to your Git project new updated DOCX and PDF documents.
100 **[If Changing Table of Content]** You can update the Content structure and commit the change to your repo. There are different possibilities: add/remove chapters/ .md docs, change order/heading level
101 Your repo through webhook service will notify our App about the new Table of Content.
102 Our App will autogenerate updated DOCX and PDF.
103 Our App will push to your Git project new updated DOCX and PDF documents.

If using PuzzlesCloud for Updates

This option is still in development, coming soon.

2.1.4.3   UC3 Work in our App and Publish Docs in GIT

In this section we will explain the workflow on how you can work in our Webapp and publish docs in Git. The workflow is outlined in the following UML diagram:

2.2   Backticks

2.2.1   Backticks MD file

this is single line of backticks

Tis is text which contains text under backticks

this is backticks this is regular text

several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks several text lines under single backticks

2.2.1.1   Backtickts in heading

test test test test test test test test test test test test test test test test test test test test test test test test test test test test test

2.2.2   End of file

test

2.3 UML diagrams
2.3.1 Sequence Diagram

2.3.2 Use Case Diagram

2.3.3 Class Diagram
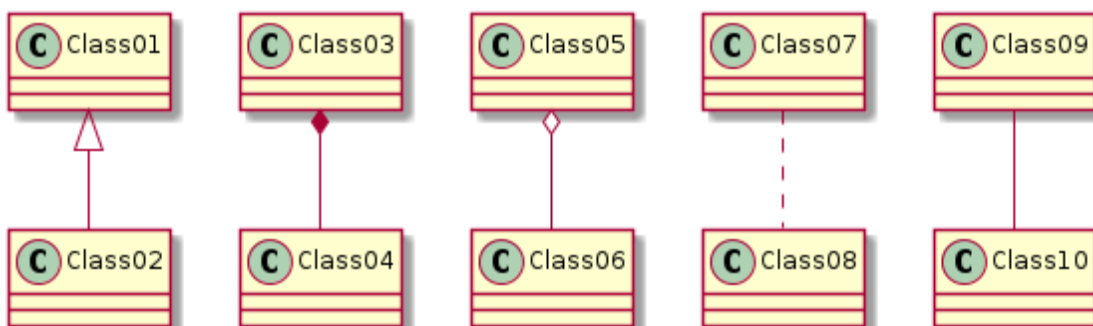
2.3.4 Activity Diagram
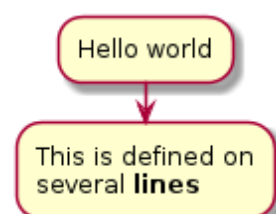
2.3.5 Component Diagram
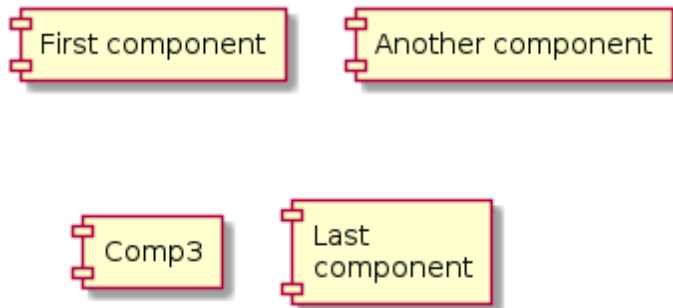
2.3.6 State Diagram
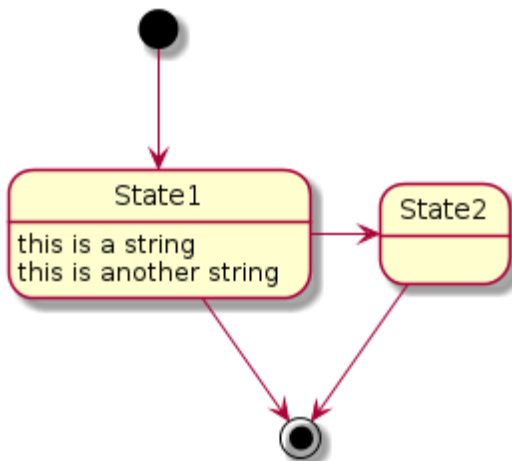
2.3.7 Object Diagram
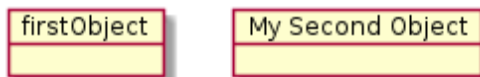
2.3.8 Deployment diagram

2.3.9 Timing Diagram
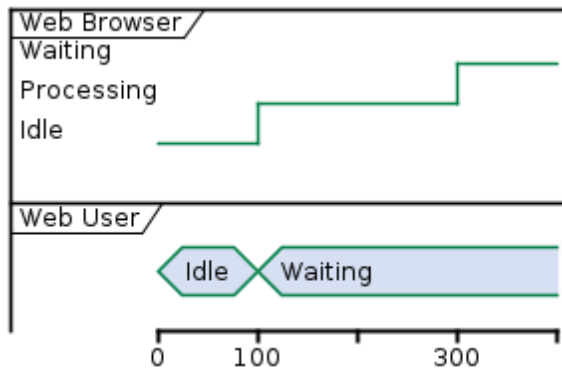
2.4 qa
2.4.1 Markdown1
2.4.1.1 PUZZLES CLOUD MARKDOWN FILE HEADING 1
2.4.1.1.1 Welcome to the puzzles cloud md file HEADING 2
####### 2.4.1.1.1.1 Let's start with stupid jokes HEADING 3

2.4.1.1.1.1.1 Let me tell you stupid joke on German: HEADING4

"Hey Philipp, wie war denn der Urlaub?"

"Gräßlich! Im Hotel hatte ich Zimmernummer hundert. Und vom Türschild ist die Eins abgefallen!"

ÜÜÜÜÜÜ- that was stupid

2.4.1.1.1.1.2 Let's switch to the Czech language HEADING 4

"Co r##óobi trak##óto##r u f##ry###zjera?"

War##kocze.

#####ó###!!!!

Just kidding, that was Poland language u fool, let's switch to the Czech for real

2.4.1.1.1.2.1 Real Czech language HEADING 5

ýžá##é#í#ó#š#ú#

Jak #íkáte albínskému muži z Prahy?

Prázdný #ech.

2.4.1.2 Longest Serbian word he he HEADING 1

Here you go: ############################

2.4.1.2.1 Serbian literature HEADING 2

####. ## ### ##### #### ####: „######## ###### ####!" #### ####, ## ## ####: „######## ######, ####!" „### ###, #####, ##### ###, ### ## ##### # „#" ####!" #### ##### # ########: „####, ###### ########!" ##### ### ## #####, ## ###### ### #######. #### ##### ## ## #### # ####### ###### ####. ##### #### ##### ####, ## ## ##### # ### ######: „####### ## ## ## ### #### ## ### ##### ###### ####!"

2.4.1.3 It's enough, lets start with some smart things HEADING 1

1.

PLAY THIS VIDEO AND THANKS ME LATER!

HIT THAT PLAY
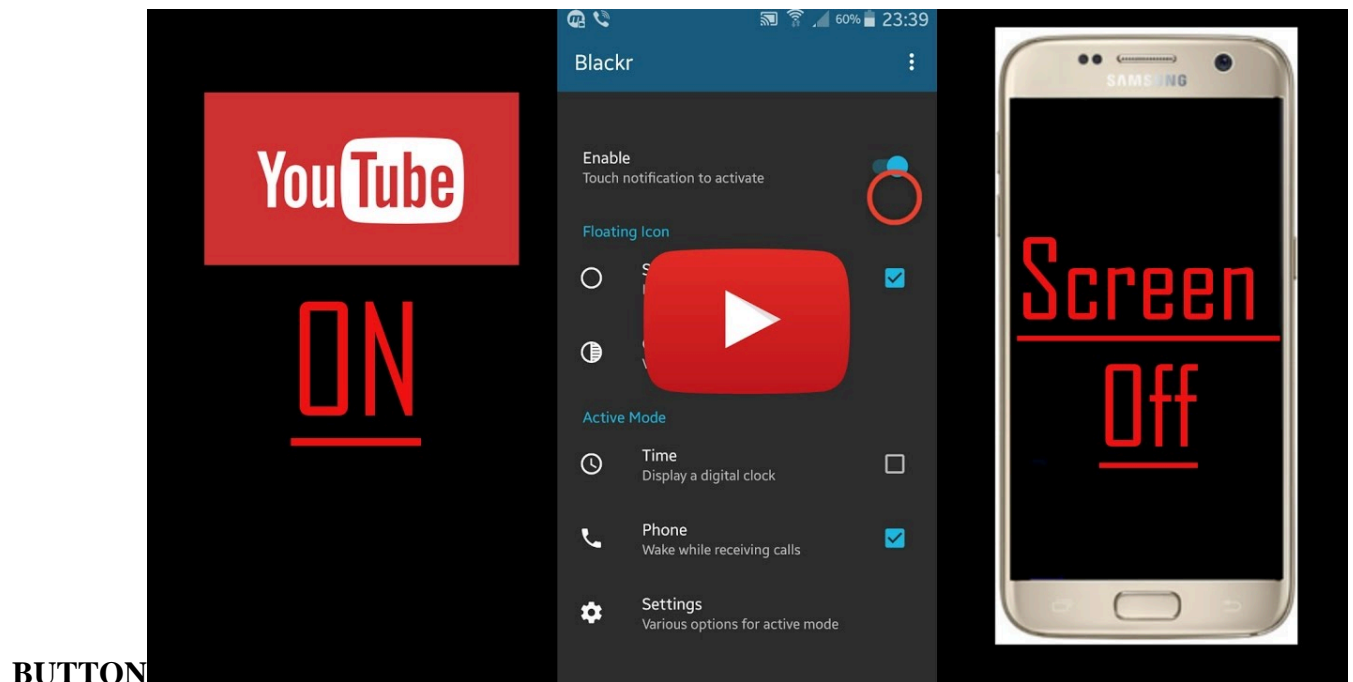
BUTTON

Yep, it's a picture, fool... lol Here you go, CLICK IT:

2.4.2   Markdown2

2.4.2.1   Formatted Text Examples

Below is an illustration of the Format toolbar used to format text:

Here are some examples of the effects different options have on text:

2.4.2.1.1   Font buttons:

As well as the standard Font drop down box showing a list of all the fonts on your system and the **Point** size box that allows you to set the font size, two shortcut buttons have been added that allow you to increase the selected text or group of text objects at the press of a button:

 Will increase the font size by 2 points every time you press the button.

 Will decrease the font size by 2 points every time you press the button.

2.4.2.1.2   Text Format:

The standard text format options are also available for text i.e. bold, italic, underline and outline:

Note: You can combine any of these formats together, as in the last example above which is a combination of the bold, underline and outline formats.

2.4.2.1.3   Text Justification:

   # *Text can be aligned to the*
1. *left,*
2. *right,*
3. *centre*

   # *or one of the three full justifications: Full Justification, Density Justification and Aspect Justification.*

Note: The Full justification spreads the words across the page but does not change the size of them. The Density Justification also spreads the words and does not change their size but puts spaces between the characters in a word. The Aspect Justification spreads the words but stretches the words to fill the space as well.

The Density and Aspect methods can provide some visually interesting effects.

2.4.2.2   Useful markdown links:

   # *Link 1*
1. *This is link 1*

   # *Link 2*
1. *This is link 2*

   # *Link 3*
1. *This is link 3*
      # *Link 4*
        # *This is link 4 ordered under link 3*

2.4.2.2.1   I just have to store some code here, if you don't mind

2.4.2.2.1.1   I'll put it here

LoGiC *iS* **rEaL** *!!!*

```
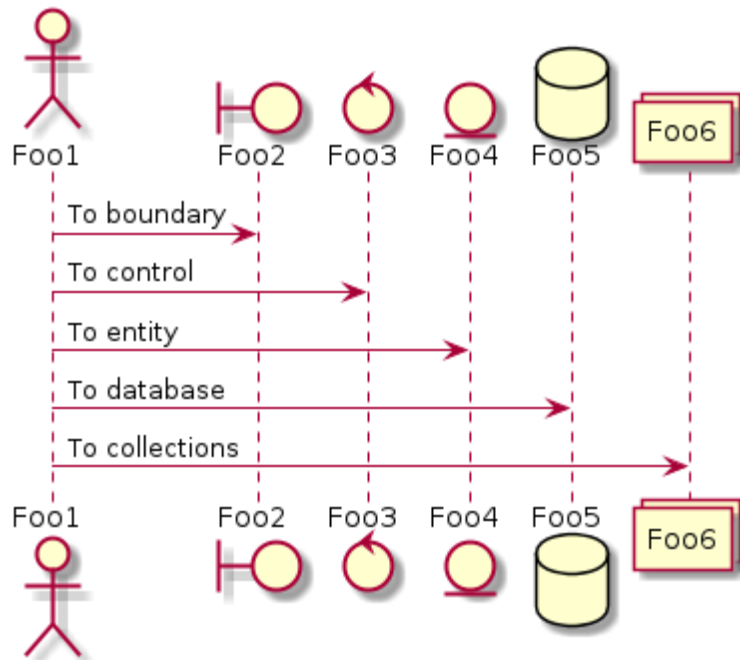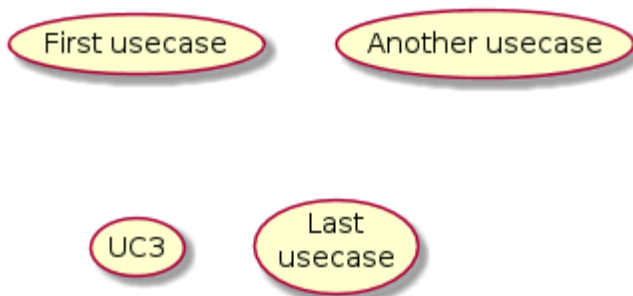if(a == 0){  a = 0; }
```

2.4.2.2.1.2   And also here

It's getting better

```
if (false == true) {  // log some message }
```

2.4.2.2.1.3   You know the process...

I'll just assert and finish this...

```
public void justAssert(){  boolean checkTrue = true;  Assert.assertTrue(checkTrue); } //let me return true he he  public boolean trueStatement()
{  return true; }
```

2.4.3   Markdown3

2.4.3.1   Edge Service

The Edge Service provides the interface between the public REST API and internal AMQP API.

2.4.3.1.1   TODO

2.4.3.1.1.1   TODO version 1.0

   # *[x] Test environment and credentials*
   # *[x] specify voucher content fields*
   # *[x] specify voucher pricing fields*
   # *[x] specify payment method fields*

2.4.3.1.1.2   TODO version 1.0-next

   # *[ ] refactor entities and apply relationships*
   # *[ ] provide full resource schemas*
   # *[ ] enforce validation of resource schemas*

2.4.3.1.2   Test environment and credentials

TODO

Username	Password	Description
test@test.org	test	just protected

Username	Password	Description
test@gmail.com	test	just testing
testtest	test	qa

2.4.3.1.3   Edge Service Registry

The Edge Service Registry is responsible to maintain an index of all currently available Edge Services and configure all its known [Load-Balancers] accordingly.

As of writing no hosting solution has been chosen yet. Therefor the actual API which is used to configure the load-balancers remains unspecified for now.

All Edge Service Instances **must** register themselves on the registry on startup and un-register on shutdown.

2.4.3.1.4   Edge Service Relay

Every Edge Service will be provided with a local relay connecting its instances to the central Message Broker cluster. The message exchange routing of the relay is configured in such a way, that only messages relevant to its connected Edge Services is routed to it from the broker cluster.

See [Message Relay] for more information.

2.4.3.1.5   Edge Service Client

Each Service that is to be served by the Edge Service is represented by a so-called Edge Service Client. It is responsible to provide the implementation of the public REST API for that given service.

2.4.3.1.6   ReST API

The Edge Service API acts as translation layer between the Services and the Frontend. The actual logic is implemented in separate [Edge Service Client]s for each individual Service consumed by the API or API endpoint provided by the API, respectively.

All public-facing endpoints **must** adhere to the [JSONAPI] specification and be subject to strict [Access Control].

2.4.3.1.6.1   Login

2.4.3.1.6.1.1 Login request

Variables	Description	Example
ICP_SHOP_ID	see [Test environment and credentials]	
ICP_SHOP_PASSPHRASE	see [Test environment and credentials]	
ICP_SHOP_DIGEST	Derived from ${ICP_SHOP_ID} and ${ICP_SHOP_PASSPHRASE}	MzAwMDAwMTY6dG9wLXNlY3JldC1wYXNzcGhyYXNl

|POST /api/rest/v1/auth/login HTTP/1.1 Authorization: Basic ${ICP_SHOP_DIGEST} Accept: application/vnd.api+json |

2.4.3.1.6.1.2 Login response

|HTTP/1.1 201 Created Content-Type: application/vnd.api+json |

2.4.3.1.6.1.3 Cookies

Name	Value	Domain	Path	Expires	HttpOnly	Secure
SESSION	MmQ5ZjkxOGItMmM0Yy00MjI0LWJlZjctNjYyYmUwN2ZiZDY5	master.your-api.mocks	/	Session	true	false

2.4.3.1.6.2　Logout
2.4.3.1.6.2.1 Logout request

Variables	Description	Example

```
|POST /api/rest/v1/auth/logout HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json                                    |
```

2.4.3.1.6.2.2 Logout response

```
|HTTP/1.1 204 No Content                                                                                                           |
```

2.4.3.1.6.3　Voucher list

See [VoucherWebList] method in the [Mimas integration] documentation for the source of these fields.

2.4.3.1.6.3.1 Voucher list request

```
GET /api/rest/v1/vouchers HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json                                         |
```

2.4.3.1.6.3.2 Voucher list response

```
HTTP/1.1 200 OK Content-Type: application/vnd.api+json
{ "data":[ { "id":"f634f09f-9a06-4297-a326-0d703938b702", "type":"voucher", "attributes":{ "code":"LEBALLINNL10",
"currency":"EUR", "ean-code":"8717472242211", "encryption-type":0, "kind":0, "name":"Lebara All-in NL 10 EUR", "provider-
code":"LEBARA", "provider-name":"Lebara", "short-name":"All-in NL 10", "value":10.0, "price-total":11.99, "price-tax":0.00,
"price-fee":1.99, "payment-methods": { "wirecard-creditcard":{ "name":"Credit Card", "provider-name":"Wirecard", "image-
url":"https://wirecard.com/logo.png" } "wirecard-paypal":{ "name":"PayPal", "provider-name":"Wirecard" } } } },
"id":"a3473e20-19b4-44fe-8389-67a511854759", "type":"voucher", "attributes":{ "code":"LEBALLINNL15", "currency":"EUR", "ean-
code":"8717472242129", "encryption-type":0, "kind":0, "name":"Lebara All-in NL 15 EUR", "provider-code":"LEBARA", "provider-
name":"Lebara", "short-name":"All-in NL 15", "value":15.0, "price-total":16.99, "price-tax":0.00, "price-fee":1.99, "payment-methods":
[ "wirecard-creditcard":{ "name":"Credit Card", "provider-name":"Wirecard", "image-url":"https://wirecard.com/logo.png" } "wirecard-
paypal":{ "name":"PayPal", "provider-name":"Wirecard" } ] } } } ]
```

2.4.3.1.6.4　Voucher detail
2.4.3.1.6.4.1 Voucher detail request

```
GET /api/rest/v1/vouchers/:voucher-id HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json                             |
```

2.4.3.1.6.4.2 Voucher detail response

```
HTTP/1.1 200 OK Content-Type: application/vnd.api+json
{ "data":{ "id":"f634f09f-9a06-4297-a326-0d703938b702", "type":"voucher", "attributes":{ "code":"LEBALLINNL10",
"currency":"EUR", "ean-code":"8717472242211", "encryption-type":0, "kind":0, "name":"Lebara All-in NL 10 EUR", "provider-
code":"LEBARA", "provider-name":"Lebara", "short-name":"All-in NL 10", "value":10.0, "price-total":11.99, "price-tax":0.00, "price-
fee":1.99, "payment-methods": { "wirecard-creditcard":{ "name":"Credit Card", "provider-name":"Wirecard", "image-url":"https://
wirecard.com/logo.png" }, "wirecard-paypal":{ "name":"PayPal", "provider-name":"Wirecard" } } } } }
```

2.4.3.1.6.5　Voucher order

See [VoucherWebReserve] method in the [Mimas integration] documentation for the source of these fields.

2.4.3.1.6.5.1 Voucher order request

| Variables | Description | Example | | -----------------------|
--- | --- | |

```
POST /api/rest/v1/voucher-orders HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json
{ "data": { "id": "c91feaf3-5968-4b60-aa5b-62fe7fdd905c", "type": "voucher-order", "attributes": { "voucher-code": "VODADE15"
"payment-method": "Wirecard VISA", "notification-type": "email", "notification-target": "me@my-email.com", "provider-text-url": "https://
provider.texts", "order-success-redirect-url": "/success", "order-failed-redirect-url": "failed", "order-canceled-redirect-url": "/cancel" } } }
```

field name	type	constrains	description	example
id	UUID	globally unique	globally unique UUID	c91feaf3-5968-4b60-aa5b-62fe7fdd905c
type	string	n/a	type of request, must be "voucher-order", "voucher-order"	
voucher-code	string	n/a	code of the voucher gathered from voucher list	"VODADE15"
payment-method	string	n/a	on of the allowed methods for the voucher, denoted in voucher list response	"Wirecard VISA"
notification-type	string	currently only "email" is supported	type of the notification target	"email"

field name	type	constrains	description	example
notification-target	string	n/a	target adress	"[me@my-email.com] (mailto:me@my-email.com)"
order-success-redirect-url	string	valid URL	Where the wirecard should redirect if payment was successfull	protect
order-failed-redirect-url	string	valid URL	Where the wirecard should redirect if payment fails	protect
order-canceled-redirect-url	string	valid URL	Where the wirecard should redirect if payment was canceled	protect

2.4.3.1.6.5.2 *Voucher order response*

HTTP/1.1 201 Created Content-Type: application/vnd.api+json
{ "data": { "id": "c91feaf3-5968-4b60-aa5b-62fe7fdd905c", "type": "voucher-order", "attributes": { "notification-status": "pending", "confirmation-status": "pending", "notification-type": "email", "notification-target": "me@my-email.com", "payment-provider": "wirecard", "payment-redirect-url": "https://wpp-test.wirecard.com/?wPaymentToken=y93bki675x2CdKP8-h0mLD2zDgf26ptjxSNRiKFiIlM", "payment-session-id": "4b7c0aec-3db3-4cd2-9b22-4d41fb964fdc", "payment-status": "pending", "payment-method": "creditcard", "voucher-code": "LEBALLINNL10", "voucher-currency": "EUR", "voucher-value": 10.0 "voucher-status": "pending", "order-price-total": 11.99, "order-tax-total": 0.00, "order-fee-total": 0.99, "order-status": "pending", "serial-number": "1234", "confirmation-date": "0", "batch-number": "1234" } } }

2.4.3.1.6.6 *Voucher order detail*

2.4.3.1.6.6.1 *Voucher order detail request*

GET /api/rest/v1/voucher-orders/:order-id HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json

2.4.3.1.6.6.2 *Voucher order detail response*

HTTP/1.1 200 OK Content-Type: application/vnd.api+json
{ "data": { "id": "c91feaf3-5968-4b60-aa5b-62fe7fdd905c", "type": "voucher-order", "attributes": { "notification-status": "pending", "confirmation-status": "pending", "notification-type": "email", "notification-target": "me@my-email.com", "payment-provider": "wirecard", "payment-redirect-url": "https://wpp-test.wirecard.com/?wPaymentToken=y93bki675x2CdKP8-h0mLD2zDgf26ptjxSNRiKFiIlM", "payment-session-id": "4b7c0aec-3db3-4cd2-9b22-4d41fb964fdc", "payment-status": "pending", "payment-method": "creditcard", "voucher-code": "LEBALLINNL10", "voucher-currency": "EUR", "voucher-value": 10.0 "voucher-status": "pending", "order-price-total": 11.99, "order-tax-total": 0.00, "order-fee-total": 1.99, "order-status": "pending", "serial-number": "1234", "confirmation-date": "1611313953175" } } }

2.4.3.1.6.7 *Provider Text*

See [GetProvicerTexts] method in the [Mimas integration] documentation for the source of these fields.

2.4.3.1.6.7.1 *Provider Text request*

Variables	Description	Example

GET /api/rest/v1/provider-texts/ HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json
GET /api/rest/v1/provider-texts/:provider-id HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json

2.4.3.1.6.7.2 *Provider Text response*

HTTP/1.1 201 Created Content-Type: application/vnd.api+json
{ "data": [{ "id": "f74bb480-d6df-47ad-8a17-8d7b1b176661", "type": "voucher-text", "attributes": { "provider-code": "ABOUTYOU", "kind": "title", "title": "Produktname", "body": "About You-Geschenkkarte" } }, { "id": "a598bf3b-abe0-4fc4-80fa-135a84510c81", "type": "voucher-text", "attributes": { "provider-code": "ABOUTYOU", "kind": "subtitle", "title": "Slogan", "body": "Hol Dir per E-Mail eine About You-Geschenkkarte." } }] }

2.4.3.1.6.8 *Content*

See [Content Service] for more information on the source of these fields.

2.4.3.1.6.8.1 *Content request*

Variables	Description	Example

GET /api/rest/v1/content/i18next.json HTTP/1.1 Authorization: No Auth Accept: application/json

2.4.3.1.6.8.2 Content response

HTTP/1.1 200 OK Content-Type: application/json
{ "en": { "world.hello": "Hello, World!", "example.text": "Lorem ipsum dolor sit amet...", "button.cancel": "Cancel", "radio.options": { "option-1": "Selection 1", "option-2": "Selection 2", } }, "de": { "world.hello": "Hallo, Welt!", "example.text": "Lorem ipsum dolor sit amet...", "button.cancel": "Abbrechen" "radio.options": { "option-1": "Auswahl 1", "option-2": "Auswahl 2", } } }

2.4.3.1.6.9 Verification

See for more information on the source of these fields.

2.4.3.1.6.9.1 Verification request by phone number

POST /api/rest/v1//auth/phone-number-verification HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json { "data": { "id": "38f4dfef-9baa-4302-831f-e41df4ce4084", "type": "phone-number-verification", "attributes": { "phone-number": "+381691994655", "sms-confirmation-code": "716569" } } }

2.4.3.1.6.9.2 Verification by phone number response

HTTP/1.1 200 OK Content-Type: application/json
{ "data": { "type": "phone-number-verification", "attributes": { "phone-number": "+381691994655", "ok": false, "remaining-number-of-attempts": 4, "remaining-expiration-time": 0 } } }

2.4.3.1.6.9.3 Verification request by sms

POST /api/rest/v1/auth/sms-verification-code HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json { "data": { "id": "48f4dfef-9baa-4302-831f-e41df4ce4084", "type": "sms-verification-code", "attributes": { "phone-number": "+381691994655" } } }

2.4.3.1.6.9.4 Verification by sms number response

HTTP/1.1 200 OK Content-Type: application/vnd.api+json
{ "data": { "type": "sms-verification-code", "attributes": { "phone-number": "+381691994655", "ok": true, "remaining-number-of-attempts": 2, "remaining-delay-time": 20, "remaining-expiration-time": 1800 } } }

2.4.3.1.6.10 Cookies

2.4.3.1.6.10.1 Cookies request

POST /api/rest/v1/cookies HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json { "data": [{ "type": "cookie", "id": "shopId", "attributes": { "name": "shopId", "value": "1234" } }, { "type": "cookie", "id": "ns_dev_id", "attributes": { "name": "ns_dev_id", "value": "device_id" } }] }

2.4.3.1.6.10.2 Cookies response

HTTP/1.1 200 OK

2.4.3.1.6.11 Documentation

Returns list of Json Schemas for request and response for requested rest endpoint. Use exact endpoint plus schema url parameter. For example, /api/rest/v1/vouchers?schema will return json schemas for /api/rest/v1/vouchers endpoint.

2.4.3.1.6.11.1 Documentation request

GET /api/rest/v1/vouchers?schema HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json

2.4.3.1.6.11.2 Documentation response

Complete Response is omitted because of size , here is just a part :

HTTP/1.1 200 OK
{ "required": ["createdDate", "notificationStatus", "notificationTarget", "notificationType", "orderFeeTotal", "orderPriceTotal", "orderStatus", "orderTaxTotal", "paymentMethod", "paymentProvider", "paymentStatus", "shortId", "voucherCode", "voucherCurrency", "voucherStatus", "voucherValue"] }

2.4.3.1.6.12 i18 internationalization

Retrieves i18next json based on requested language

2.4.3.1.6.12.1 i18 request

GET api/rest/v1/content/i18next.json/de HTTP/1.1 Authorization: No Auth Accept: application/vnd.api+json

2.4.4 Markdown4

2.4.4.1 From today's featured article

Lionel Matthews (15 August 1912 -- 2 March 1944) was an Australian Army officer during World War II who was posthumously awarded the George Cross, the highest non-combat award for heroism for members of the Australian armed forces at the time. Matthews served in the 27th Brigade during the Malayan campaign, and at the surrender of Singapore in 1942 became a prisoner of war (POW). He was awarded the Military Cross for courage, energy and ability under fire during this fighting.

2.4.4.1.1   Did you know ...

  #   *that in 2017 you could finally have breakfast at Tiffany's (pictured)?*
  #   *that the British mycologist Denis Garrett, "one of the last 'string and sealing wax' scientists", once bought plastic lavatory cisterns for his laboratory to use in experiments?*
  #   *that sand in the stomach of the ocean surgeon helps to grind up its food?*

2.4.4.1.1.1   In the news

104 More than 300 girls are kidnapped from a secondary school by armed bandits in Zamfara, Nigeria.

105 In tennis, Naomi Osaka wins the women's singles and Novak Djokovic wins the men's singles at the Australian Open (both winners pictured).

2.4.4.1.1.1.1 On this day

2.4.4.1.1.1.1 March 2

1444 -- *The League of Lezhë, an alliance of regional chieftains, was established in Venetian Albania with Skanderbeg as its commander.*

1865 -- *New Zealand Wars: Carl Sylvius Völkner (pictured), a Protestant missionary, was killed by Hauhau militants in #p#tiki for working as an agent for George Grey, Governor-General of New Zealand.*

1937 -- *The Steel Workers Organizing Committee, precursor to the United Steel Workers of America, had a major success when it signed a collective-bargaining agreement with U.S. Steel.*

1962 -- *Led by General Ne Win, the Burmese military seized power in a coup d'état.*

aaaaaaaaaaaaaaaaaa
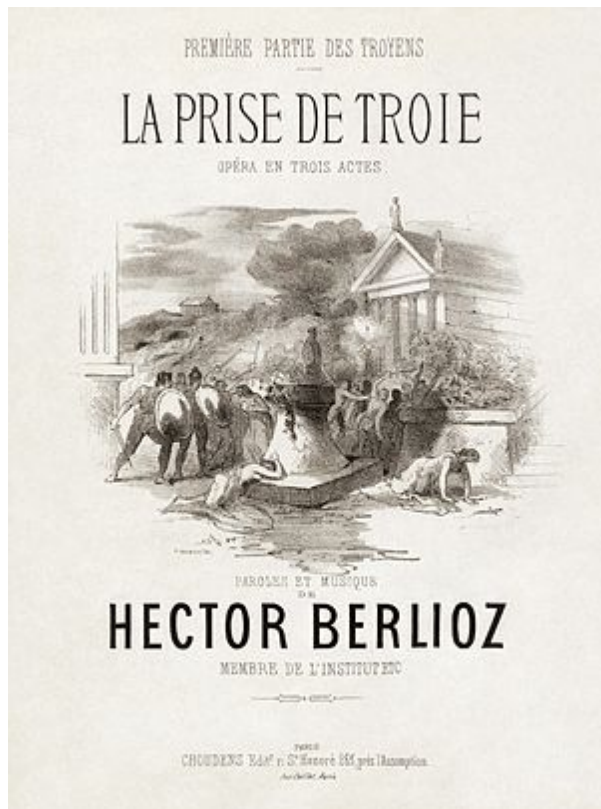
2.4.4.2   Armed conflicts and attacks

Zamfara kidnapping

1. All 279 abducted schoolgirls from a boarding school in Zamfara State, Nigeria, are released by their armed kidnappers. (Reuters)

2.4.4.2.1   Health and environment

COVID-19 pandemic

1. COVID-19 pandemic in Asia

    # COVID-19 pandemic in Indonesia

        # Indonesia reports their first two cases of Lineage B.1.1.7 variant first detected in the United Kingdom. (Liputan6.com)

    # COVID-19 pandemic in Iraq

        # Iraq receives 50,000 doses of Sinopharm vaccines as the country officially begins its vaccination campaign. (Asharq Al-Awsat)

    # COVID-19 pandemic in Mongolia

        # Mongolia surpasses 3,000 cases of COVID-19. (Montsame)

    # COVID-19 pandemic in the Philippines

        # The Philippines reports their first six cases of 501.V2 variant first detected in South Africa. (GMA News)

2.4.5   Markdown5

2.4.5.1   ######### ###### 19

2.4.5.1.1   #### ######### #

2.4.5.1.1.1   ##########

####	##### #########	##########
#####	23. ##### 2020	11 081 000

####	##### #########	##########
_########_	**23. ##### 2020**	**6 630 000**
E###	**23. ##### 2020**	**1 007 700**
####	**24. ##### 2020**	**490 900**
#####	**24. ##### 2020**	**5 590 200**
######	**24. ##### 2020**	**497 600**
_######_	**24. ##### 2020**	**4 135 900**

#########, ##########, ## ### # ###### #####. #### ############# ## ######### ## ## ######### #### #### ### ## ###### ## ########. ########### ###### # ###### ########## ###### ######### ###### ##### ## ###### #######. 25. #######, ####### ###### ######### ########## ############ #### ## ###### ###### ########### ######.

#########, ##########, ## ### # ###### #####. #### ############# ## ######### ## ## ######### #### #### ### ## ###### ## ########. ########### ###### # ###### ########## ###### ##### ## ###### #######. **25. #######,** ####### ###### ######### ########## ############ #### ## ###### ###### ########### ######.

2.4.5.1.1.1.1 ############ ###### ###### # ####

22. #######. ######### ########, #### ###### # #### ######### ## #### ######### ####-#.

2.4.5.1.2   Here are some test codes

```
public class Test {   /**   * This method returns status of checkbox (is checkbox checked). Method finds element by checkbox text
and gets class of that element, after that  * it checks if class contains 'checkbox-checked', if class contains that text then checkbox is
selected and true value is return  * if checkbox doesn't contain that text then false is returned  *  * @param checkboxText - text of
checkbox of witch you want to get status (e.g. "Read Only")  * @return - method is returning boolean value. If checkbox class contains
"checkbox-checked" then true is returned in other case * false is returned  */  private boolean getCheckboxCheckedStatusByName(String
checkboxText) {  boolean isChecked = false;  waitForDisplayedElement(ue("getCheckboxStatusByText", checkboxText));  String checked
= getDisplayedElement(ue("getCheckboxStatusByText", checkboxText)).getAttribute("class");  if (checked.contains("checkbox-checked"))
{  isChecked = true;  }  return isChecked;  } }
<div  class="plainlinks"   style="background-color: #FBEBEA;  border-radius:5px;  margin-top:10px;  position:relative;  border:
1px  solid  #aaa;  font-family:  'Helvetica',  'Arial',  sans-serif;  line-height:  18px;  box-shadow:  0  1px  1px  rgba(  0,
0,  0,  0.15  );  overflow:hidden;">    <div  style="display:block;  top:4px;  width:100%;  text-align:center;;">    <div
style="color:#000085; font-size:25px; line-height:25px">   <div style="padding-left:50px;"></div>   </div>   <div style="padding-
top:2px;  color:#444;  font-size:1.15em;  line-height:1.5;">    <div  style="padding-left:8px;  padding-right:8px;">##########
#  <b><a   href="/wiki/%D0%92%D0%B8%D0%BA%D0%B8%D0%BF%D0%B5%D0%B4%D0%B8%D1%98%D0%B0:%D0%9A
%D0%B0%D0%BC%D0%BF%D0%B0%D1%9A%D0%B0_
%D1%83%D1%80%D0%B5%D1%92%D0%B8%D0%B2%D0%B0%D1%9A%D0%B0_
%D1%80%D0%B5%D1%84%D0%B5%D1%80%D0%B5%D0%BD%D1%86%D0%B8_1Lib1Ref_2021"    title="##########:#######
######### ######### 1Lib1Ref 2021">###### ######### #########  „1lib1ref"</a></b> ## 15. ####### ## 5. ########.  </div>  </
div>  </div>  </div>
```

2.4.5.2   Here is some youtube video

2.4.6   h1 Heading 8-)
2.4.6.1   h2 Heading
2.4.6.1.1   h3 Heading
2.4.6.1.1.1   h4 Heading
2.4.6.1.1.1.1 h5 Heading
2.4.6.1.1.1.1.1   h6 Heading
2.4.6.2   Horizontal Rules

2.4.6.3   Typographic replacements

Enable typographer option to see result.

(c) (C) (r) (R) (tm) (TM) (p) (P) +-

test.. test... test..... test?..... test!....

!!!!!! ???? ,, -- ---

"Smartypants, double quotes" and 'single quotes'

2.4.6.4   *Emphasis*

This is bold text

This is bold text

This is italic text

This is italic text

~~Strikethrough~~

2.4.6.5   *Blockquotes*

> *Blockquotes can also be nested...*
>
>> *...by using additional greater-than signs right next to each other...*
>>
>>> *...or with spaces between arrows.*

2.4.6.6   *Lists*

Unordered

- *Create a list by starting a line with +, -, or **
- *Sub-lists are made by indenting 2 spaces:*
    1. *Marker character change forces new list start:*
        - *Ac tristique libero volutpat at*
        - *Facilisis in pretium nisl aliquet*
        - *Nulla volutpat aliquam velit*
- *Very easy!*

Ordered

106. Lorem ipsum dolor sit amet
107. Consectetur adipiscing elit
108. Integer molestie lorem at massa
109. You can use sequential numbers...
110. ...or keep all the numbers as 1.

Start numbering with offset:

111. foo
112. bar

2.4.6.7   *Code*

Inline `code`

Indented code

```
// Some comments line 1 of code line 2 of code line 3 of code
```

Block code "fences"

```
Sample text here...
```

Syntax highlighting

```
var foo = function (bar) {  return bar++; };  console.log(foo(5));
```

2.4.6.8   *Tables*

Option	Description
data	path to data files to supply the data that will be passed into templates.

Option	Description
engine	engine to be used for processing templates. Handlebars is the default.
ext	extension to be used for dest files.

Right aligned columns

Option	Description
data	path to data files to supply the data that will be passed into templates.
engine	engine to be used for processing templates. Handlebars is the default.
ext	extension to be used for dest files.

2.4.6.9 Links

link text

link with title

Autoconverted link https://github.com/nodeca/pica (enable linkify to see)

2.4.6.10 Images

Like links, Images also have a footnote style syntax

With a reference later in the document defining the URL location:

2.4.6.11 Plugins

The killer feature of markdown-it is very effective support of [syntax plugins](#).

2.4.6.11.1 Emojies

Classic markup: :wink: :crush: :cry: :tear: :laughing: :yum:

Shortcuts (emoticons): :-) :-(8-) ;)

see [how to change output](#) with twemoji.

2.4.6.11.2 Subscript / Superscript

- # 19th
- # H_2O

2.4.6.11.3 <ins>

Inserted text

2.4.6.11.4 *<mark>*

==Marked text==

2.4.6.11.5 *Footnotes*

Footnote 1 link 1.

Footnote 2 link 2.

Inline footnote^[Text of inline footnote] definition.

Duplicated footnote reference 2.

2.4.6.11.6 *Definition lists*

Term 1

Definition 1 with lazy continuation.

Term 2 with *inline markup*

Definition 2

|{ some code, part of Definition 2 } |

Third paragraph of definition 2.

Compact style:

Term 1 ~ Definition 1

Term 2 ~ Definition 2a ~ Definition 2b

2.4.6.11.7 *Abbreviations*

This is HTML abbreviation example.

It converts "HTML", but keep intact partial entries like "xxxHTMLyyy" and so on.

*[HTML]: Hyper Text Markup Language

2.4.6.11.8 *Custom containers*

::: warning *here be dragons* :::

___

113Footnote **can have markup**

and multiple paragraphs.

#

114Footnote text.

#

2.5   web docs

2.5.1   Where To Get Support

Note: This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section. **Lorem ipsum dolor sit amet, consectetur adipiscing elit.** Donec ut nulla laoreet, finibus purus sit amet, ullamcorper felis. Aliquam sagittis consectetur ullamcorper. Ut dapibus ex a nibh euismod tincidunt. Vestibulum quam velit, placerat vel ipsum eget, vulputate aliquet nibh. Cras hendrerit, justo a sagittis pharetra, ante elit imperdiet quam, eget euismod mauris lacus at eros. Sed et est interdum leo ultricies feugiat non non est. Aenean sit amet sollicitudin tellus, at pellentesque massa. Vestibulum dapibus magna quis dui ultrices vestibulum.

2.5.1.1   Stack Overflow

Suspendisse hendrerit maximus metus in placerat. In ligula magna, efficitur sed ultrices non, iaculis ut ligula. Sed finibus efficitur cursus. Proin quis molestie purus. Vestibulum ut magna

eget tortor tempor egestas eget eu orci. Integer porta cursus rutrum. Quisque porta suscipit sem, et tincidunt felis malesuada vel.

2.5.1.2 Popular Discussion Forums

Donec eget tellus magna. Duis eu metus sem. Donec nec ullamcorper dui. Phasellus turpis mauris, lacinia ac imperdiet eu, dapibus eu metus. Vestibulum porta lectus vel dui eleifend pretium. Nulla facilisi. Nam luctus quam at velit congue tincidunt. Ut tempus justo at urna varius commodo.

2.5.1.3 Twitter

Vestibulum maximus volutpat eros a lobortis. Duis cursus neque id sollicitudin vehicula. Morbi varius dapibus est, sed bibendum diam aliquam eu. Morbi maximus consequat sem id vestibulum.

Nam semper, augue pharetra commodo commodo, magna augue ornare ligula, ut gravida nisi nulla vel velit. Quisque tincidunt posuere ex eget luctus.

Sed a dui in turpis porttitor hendrerit quis id odio.

2.5.2 Plug-ins

Note: This is the demo content for demonstration purpose only. The primary function of this content is to show you what this theme can do. There is a more detailed explanation in the **Getting Started** section.

2.5.2.1 Syntax highlighting

You can add a language identifier to enable syntax highlighting in your code block. For example, to highlight the **JavaScript** code, specify javascript next to the tick marks before the fenced code block:

```
```javascript if (condition) { code to run if condition is true } else { run some other code instead } ```
```

The rendered output looks like this:

```
if (condition) { code to run if condition is true } else { run some other code instead }
```

Or to highlight the **CSS** code, specify css next to the tick marks before the fenced code block:

```
```css body { background: #fff; color: #666; line-height: 1.66667; } a { color: #d4a259; text-decoration: underline; -webkit-transition: background .3s ease, color .3s ease; transition: background .3s ease, color .3s ease; } a:hover { color: #1d1d1d; text-decoration: none; } ````</pre> The rendered output looks like this: ```css body { background: #fff; color: #666; line-height: 1.66667; } a { color: #d4a259; text-decoration: underline; -webkit-transition: background .3s ease, color .3s ease; transition: background .3s ease, color .3s ease; } a:hover { color: #1d1d1d; text-decoration: none; } ``` Tables You can build tables with markdown to help you organize information. To add a table, use three or more hyphens (—) to create each column's header, and use pipes (|) to separate each column like in the example below.   | Title || Title | | | ------|- ----- || Text | Text || Text | Text |        Title Title        Text Text    Text Text
```

2.6 Integrations with other Apps

We do support integrations with other popular Apps. Check out the details below.

On the following Figure, are outlined integration capabilities with the other apps:

2.6.1 Integration with Git Repositories

In order to import one of your projects to our App, you would need to keep your cool projects in one of the supported Git service providers.

Currently we support the following Git providers:

- 115GitHub
- 116GitLab
- 117Azure DevOps
- 118Atlassian (Bitbucket)

But no worries, we are working hard to support the others as well. Stay tuned.

2.6.2 Integration with OAuth Providers

We want your user experience on the top level. You don't need to remember many passwords any more. It is enough to register and login with one of the supported authentication providers.

Currently we support the following OAuth providers:

119 Google
120 GitHub
121 GitLab

2.7 UC1 Work in GIT and Produce DOCX & PDF

Do you work in Git?
Do you like current DOCX editors?
Do you need to produce high quality DOCX?

If answers are: **yes, no, yes** respectively, you are at the right place.

In this section we will explain the workflow on how you can work in Git and still produce high quality DOCX and PDF using our solution (very convenient for DevOps and Agile teams). This concept is known as docs-as-code, or we like to call it docx-as-code. The workflow is outlined in the following UML diagram:

122 Register (if not already done) and login to our application
123 Import a Git project where you have MarkDown based documentation.
124 Our application will connect to your repo and import it.
125 Upload your DOCX corporate template. For more details how to do it please check Create docx Template.
126 Start a new doc in our application.
127 Create manually the structure (Table of Content) of the new document, based on MarkDown docs in your Git repo.
128 Save your new doc in our application and push it to your Git repo.
129 Our App will push to your Git project uploaded DOCX template.
130 Our App will push to your Git project created DOCX structure (Table of Content).
131 Our App will push to your Git project new updated DOCX and PDF documents.
132 **[If Updating the Content]** You can update the content and commit the change to your repo.
133 Your repo through webhook service will notify our App about the change.
134 Our App will generate updated DOCX and PDF.
135 Our App will push to your Git project new updated DOCX and PDF documents.
136 **[If Changing DOCX Template]** You can update the DOCX Template and commit the change to your repo.
137 Your repo through webhook service will notify our App about the new Template.
138 Our App will generate updated DOCX and PDF.
139 Our App will push to your Git project new updated DOCX and PDF documents.
140 **[If Changing Table of Content]** You can update the Table of Content and commit the change to your repo. There are different possibilities: add/remove chapters/ .md docs, change order/heading level
141 Your repo through webhook service will notify our App about the new Table of Content.
142 Our App will generate updated DOCX and PDF.
143 Our App will push to your Git project new updated DOCX and PDF documents.

If using PuzzlesCloud for Updates

This option is still in development, coming soon.

2.8 UC2 Make Your Website Docs Available Offline

Do you use some of the Jamstack Static Site Generators (SSG) - Jekyll, Hugo, Next.js, Gatsby etc?
Do you you think is cool to make your wesite content available offline?

If answers are: **yes, yes** respectively, you are at the right place.

In this section we will explain the workflow on how you can keep using your favorite SSG and still make your website content available offline. The workflow is outlined in the following UML diagram:

144 Register (if not already done) and login to our application

145 Import a Git project where you have MarkDown based documentation.

146 Our application will connect to your repo and import it.

147 Upload your DOCX corporate template. For more details how to do it please check [Create DOCX Template](#).

148 Save your new doc in our application and push it to your Git repo.

149 Our App will autogenerate the DOCX structure from the SSG repo

150 Our App will push to your Git project uploaded DOCX template.

151 Our App will push to your Git project created DOCX structure (Table of Content).

152 Our App will push to your Git project new updated DOCX and PDF documents.

153 **[If Using Git for Updates][If Updating the Content]** You can update the content and commit the change to your repo.

154 Your repo through webhook service will notify our App about the change.

155 Our App will autogenerate updated DOCX and PDF.

156 Our App will push to your Git project new updated DOCX and PDF documents.

157 **[If Changing DOCX Template]** You can update the DOCX Template and commit the change to your repo.

158 Your repo through webhook service will notify our App about the new Template.

159 Our App will autogenerate updated DOCX and PDF.

160 Our App will push to your Git project new updated DOCX and PDF documents.

161 **[If Changing Table of Content]** You can update the Content structure and commit the change to your repo. There are different possibilities: add/remove chapters/ .md docs, change order/heading level

162 Your repo through webhook service will notify our App about the new Table of Content.

163 Our App will autogenerate updated DOCX and PDF.

164 Our App will push to your Git project new updated DOCX and PDF documents.

If using PuzzlesCloud for Updates

This option is still in development, coming soon.

2.9 Filebeat

2.9.1 Filebeat

Filebeat is a lightweight shipper for forwarding and centralizing log data. Filebeat monitors the log files or locations that you specify, collects log events, and forwards them either to Elasticsearch or Logstash for indexing.

2.9.2 1.0 Installing filebeat

To download and install Filebeat, use the commands that work with your system.

```
curl -L -O https://artifacts.elastic.co/downloads/beats/filebeat/filebeat-7.5.0-amd64.deb sudo dpkg -i filebeat-7.5.0-amd64.deb
```

for other download options visit [this](#) page.

2.9.3 2.0 How filebeat works

Filebeat consists of two main components: inputs and harvesters.

2.9.3.1 2.1 What is a harvester

A harvester is responsible for reading the content of a single file. One harvester is started for each file and it reads the file, line by line, then sends the content to output. The harvester is responsible for opening and closing the file, which means that the file descriptor remains

open while the harvester is running. If a file is removed or renamed while it's being harvested, Filebeat continues to read the file.

2.9.3.2   *2.2 What is an input*

An input is responsible for managing the harvesters and finding all sources to read from. Filebeat currently supports several input types. If the input type is log, input finds all files in the provided paths and starts a harvester for each file.

```
filebeat.inputs: - type: log  paths:  - /var/log/*.log  - /var/path2/*.log
```

For more informations on how filebeat works visit this page.

2.9.4   *3.0 Filebeat configuration*

To configure Filebeat, you need to edit the configuration file. The default configuration file is called filebeat.yml and should be located in /etc/filebeat/. There is also example configuration file in the same folder called filebeat.reference.yml.

2.9.4.1   *3.1 Specifying modules*

Using filebeat modules is optional.

Modules provide quick way to get started with processing log formats. They contain default configurations, elasticsearch pipeline definitions and kibana dashboards for a quick implementation. Modules can be enable in a few ways:

  # *Enable modules configs in the modules.d directory*
  # *Enable modules when you run filebeat*
  # *Enable module configs in the filebeat.yml file*

For more information on each way visit this page.

2.9.4.2   *3.2 Inputs configuration*

Another way of configuration is to manually configure inputs as oppose to enabling modules. To do so you specify list of inputs in the filebeat.inputs section of filebeat.yml file. Inputs specify how filebeat locates and processes input data.

```
filebeat.inputs: - type: log  paths:  - /var/log/system.log  - /var/log/wifi.log - type: log  paths:  - "/var/log/apache2/*"  fields:  apache: true
fields_under_root: true
```

Multiple inputs can be used even if they are the same type. Filebeat supports many inputs. See all available here.

2.9.4.3   *3.3 Output configuration*

Output can be configured in an output section of a filebeat config file. Only one output can be defined. Filebeat supports a variety of outputs. Some of them are logstash and elasticsearch. Example of logstash output:

```
output.logstash:  hosts: ["0.0.0.0:5044"]  ssl.enabled: true  ssl.certificate_authorities: ["/etc/logstash/logstash.crt"]
```

For more information about logstash output go here or for more information on other output options go here

2.9.4.4   *3.4 Multiline messages management*

Log files that are processed can contain messages that span multiple lines of text such as java stack traces.

2.9.4.4.1   *3.4.1 Configuration options*

To handle these multiline events you need to configure multiline settings in the filebeat.yml config file. You can specify these options in the filebeat.inputs section of the config file. Here is the example:

```
multiline.pattern: '^\[' multiline.negate: true multiline.match: after
```

In multiline.pattern is specified regexp pattern to match. Multiline.negates defines whether the pattern is negated and multiline.match specifies how filebeat combines matching lines into an event. The settings are "before" and "after" and behaviour depends on the value in negate option. For more info on multiline management visit this page or for more multiline example this page

2.9.4.5   *3.5 Filter and enhance the exported data*

In some cases there might be some sufficient data or some additional information needs to be included. Filebeat provides a couple of options for data modification. For each input can be specified to include or exclude certain files or lines. This is done by adding corresponding options to the filebeat.inputs section

```
filebeat.inputs: - type: log  ...  exclude_files: ['\.gz$']  include_lines: ['^ERR', '^WARN']
```

The disadvantage of this approach is that you need to implement a configuration option for each filtering criteria that you need.

Another approach is to define processors to configure global processing across all data.

2.9.4.5.1   3.5.1 Processors

Processors are defined to process events before they are sent to the configure output. Processors can be used for:

- # *reducing the number of exported fields*
- # *enhancing events with additional metadata*
- # *performing additional processing and decoding*

Each processor receives an event, applies action and returns the event. If there is multiple processors defined they are executed in order they are defined. Some of the processors that can be used are drop_event and json decode. Examples:

```
processors: - drop_event:  when:  regexp:  message: "^DBG:"
```

Full list of processors and their definitions can be found [here](#).

2.9.4.6   3.6 Other configurations

There is a lot more configuration that can be done. Some of it include specifying SSL or general settings, loading external configuration files and much more. See full list [here](#).

2.9.5   4.0 Running filebeat

2.9.5.1   4.1 Command line

Filebeat can be run from command line with following command

```
filebeat run -e
```

or

```
filebeat -e
```

It could also be run as a service

```
service filebeat start
```

For all filebeat commands visit [this](#) page.

2.9.5.2   4.2 Running filebeat on docker

Docker images for Filebeat are available from the Elastic Docker registry.

2.9.5.2.1   4.2.1 Pulling the image

Filebeat docker image can be obtained with docker pull command:

```
docker pull docker.elastic.co/beats/filebeat:7.5.0
```

2.9.5.2.2   4.2.2 Configure filebeat on docker

Configuration can be done in multiple ways, by providing config file via a volume mount or by creating custom image with user defined configuration.

2.9.5.2.2.1   4.2.2.1

One way to configure Filebeat on Docker is to provide filebeat.docker.yml via a volume mount. With docker run, the volume mount can be specified like this.

```
docker run -d \  --name=filebeat \  --user=root \  --volume="$(pwd)/filebeat.docker.yml:/usr/share/filebeat/filebeat.yml:ro" \  --volume="/var/lib/docker/containers:/var/lib/docker/containers:ro" \  --volume="/var/run/docker.sock:/var/run/docker.sock:ro" \  docker.elastic.co/beats/filebeat:7.5.0 filebeat -e -strict.perms=false \  -E output.elasticsearch.hosts=["elasticsearch:9200"]
```

2.9.5.2.2.2   4.2.2.2 Custom image configuration

It's possible to embed your Filebeat configuration in a custom image. Here is an example Dockerfile to achieve this:

```
FROM docker.elastic.co/beats/filebeat:7.5.0 COPY filebeat.yml /usr/share/filebeat/filebeat.yml USER root RUN chown root:filebeat /usr/share/filebeat/filebeat.yml USER filebeat
```

2.10   Tech Tailors

[HTTPS](#)

[HTTP](#)

2.11   Images (captions)

2.12   Logstash

2.12.1   *Logstash*

Logstash is an open source, server-side data processing pipeline that ingests data from a multitude of sources simultaneously, transforms it, and then sends it to your favorite "stash".

2.12.2   *1.0 Instalation*

Logstash requires Java 8 or Java 11.

2.12.2.1   *1.1 Installing from a downloaded binary*

Logstash binaries are available here. Just unzip the package into desired directory.

2.12.2.2   *1.2 Installing from package repositories*

There are repositories for APT and YUM based distributions. To install logstash using APT follow this link or if you use YUM follow this link.

2.12.2.3   *1.3 Running logstash on docker*

Docker images for logstash are available from the elastic docker registry. Obtaining logstash for docker can be done with following command

```
docker pull docker.elastic.co/logstash/logstash:7.5.0
```

2.12.3   *2.0 How logstash works*

The Logstash event processing pipeline has three stages:

  #   *inputs*
  #   *filters*
  #   *outputs*

Input generates events, filters modify them and outputs ships them elsewhere.

2.12.3.1   *2.1 Inputs*

You use inputs to get data into Logstash. Most common inputs are:

  #   *file: reads from a file on the filesystem*
  #   *syslog: listens on port514 for syslog messages*
  #   *redis: reads from a redis server*
  #   *beats: processes events sent by beats*
       1. *filebeat*
       2. *auditbeat*
       3. *metricbeat*
       4. *...*

Input examples:

```
input {  beats {  port => 5044  ssl => true  ssl_certificate => "/etc/logstash/logstash.crt"  ssl_key => "/etc/logstash/logstash.key"
ssl_verify_mode => "none"  } }  input {  file {  path => "/var/log/*.log"  } }
```

For more information about input plugins visit this page.

2.12.3.2   *2.2 Filters*

Filters are used to process events. You can combine filters with conditionals for more specific processing.

Some of most used filters are:

  #   *grok: parse unstructured log data into something structured*
  #   *mutate: perform transformations on event fields(rename, remove, replace)*
  #   *drop: drop an event*
  #   *geoip: add information about geo location of IP addresses*

Filter examples:

The following example will pull out fields from a simple log:

```
55.3.244.1 GET /index.html 15824 0.043    filter {    grok {    match => {  "message"  =>  "%{IP:client}  %{WORD:method}
%{URIPATHPARAM:request} %{NUMBER:bytes} %{NUMBER:duration}" } } }
```
After the filter the event will have additional fields in it:

> # *client: 55.3.244.1*
> # *method: GET*
> # *request: /index.html*
> # *bytes: 15824*
> # *duration: 0.043*

For more information about filter plugins visit [this](#) page.

2.12.3.3 2.3 Outputs

Finally outputs are use to ship events to other services. One event can be sent to multiple outputs. Some of the outputs are:

> # *elasticsearch*
> # *file*

Output examples:
```
output{ elasticsearch{ hosts => "path.to.your.elastic.search.com"  index => "auth-logs-%{+YYY.MM.dd}"  user => "elastic"  password =>
"xxxxxxxx"  } }
```
For more information about availabe outputs visit [this](#) page.

2.12.3.4 2.4 Codecs

Codecs are stream filters that can operate as part of an input or output. A codec plugin changes the data representation of an event. Some of the codecs are:

> # *json: encode or decode data in the json format*
> # *multiline: merge multiple text lines into a single event (java exception and stacktrace).*

For more information about available codecs visit [this](#) page.

2.12.4 3.0 Logstash Configuration

There are two types of configuration files for logstash: pipeline configuration files and settings files.

2.12.4.1 3.1 Pipeline configuration

Pipeline configuration files define logstash processing pipeline. As it was said earlier logstash pipeline consists of three sections (stages), two of them are required (input, output) and one is optional (filter). In each section you can specify plugins that you need to use and also specify settings for them. You can reference specific event fields in configuration and use conditionals to process events based on criteria. To run logstash with specific configuration files use following command:
```
bin/logstash -f logstash.conf
```
where -f flag represents path to config file or path to folder where the config files are located. Config file can be separeted in mulitple files where each file can represent one section or part of a section.

2.12.4.1.1 3.1.1 Plugin configuration

Plugin configuration consists of the plugin name followed by a block of settings.
```
input {  file {  path => "/var/log/messages"  type => "syslog"  } }
```
More about was said earlier [input plugins](#), , .

2.12.4.1.1.1 Value types

> # *Lists*

path => ["/var/log/messages", "/var/log/*.log"]

> # *Boolean*

ssl_enable => true

> # *Bytes*

my_bytes => "1113" # 1113 bytes my_bytes => "10MiB" # 10485760 bytes

> # *Codec*

codec => "json"

For more value types go [here](#)

2.12.4.1.2   3.1.2 Accessing Event Data and Fields

As it was said before pipeline consists out of 3 sections (stages): inputs, filters, outputs. Inputs generate events, filters modify them and outputs ship them. All events have properties or as they're called in logstash fields. In logstash you can reference field by a name. Syntax to access the field is [fieldname]. To access nested field full path must be specified [top-level field][nested field].

Click to see example of the event.

```
``` {   "message" => "127.0.0.1 - - [11/Dec/2013:00:01:45 -0800] \"GET /xampp/status.php HTTP/1.1\" 200 3891 \"http://cadenza/
xampp/navi.php\" \"Mozilla/5.0 (Macintosh; Intel Mac OS X 10.9; rv:25.0) Gecko/20100101 Firefox/25.0\"",   "@timestamp" =>
"2013-12-11T08:01:45.000Z", "@version" => "1", "host" => "cadenza", "clientip" => "127.0.0.1", "ident" => "-", "auth" => "-", "timestamp"
=> "11/Dec/2013:00:01:45 -0800", "verb" => "GET", "request" => "/xampp/status.php", "httpversion" => "1.1", "response" => "200",
"bytes" => "3891", "referrer" => "\"http://cadenza/xampp/navi.php\"", "agent" => "\"Mozilla/5.0 (Macintosh; Intel Mac OS X 10.9; rv:25.0)
Gecko/20100101 Firefox/25.0\"" } ```
```

Fields values can be accessed from within other strings.

```
output {  file {  path => "/var/log/%{type}.%{+yyyy.MM.dd.HH}"  } }
```

2.12.4.1.2.1   Conditionals

Conditionals act the same as they do in programming languages. Conditionals support if, else if and else statements and can be nested. It support following comparison operators:

  # *equality: ==, !=, <, >, <=, >=*

  # *regexp: =, !*

  # *inclusion: in, not in*

and these boolean operators:

  # *and*

  # *or*

  # *nand*

  # *xor and unary operator*

  # *!*

Examples of conditional uses:

```
output {  if [loglevel] == "ERROR" and [deployment] == "production" {  pagerduty {  ... } } } filter{  if [foo] in ["hello", "world", "foo"] {
mutate { add_tag => "field in list" } } } output {  if "_grokparsefailure" not in [tags] {  elasticsearch { ... } } }
```

2.12.4.1.3   3.1.3 Configuration example

```
input {  file {  path => "/tmp/access_log"  start_position => "beginning"  } } filter {  if [path] =~ "access" {  mutate { replace => { "type"
=> "apache_access" } }  grok {  match => { "message" => "%{COMBINEDAPACHELOG}" } } } date {  match => [ "timestamp" , "dd/
MMM/yyyy:HH:mm:ss Z" ] } } output {  elasticsearch {  hosts => ["localhost:9200]  } stdout { codec => rubydebug } }
```

2.12.4.2   3.2 Settings files

With logstash installation comes a couple of config files:

  # *logstash.yml*

    1. *contains config flags, values can be set instead of passing them from command line. [More info.](#)*

  # *pipelines.yml*

    1. *contains instructions for running multiple pipelines in a single logstash instance. [More info.](#)*

  # *jvm.options*

    1. *contains jvm configuration flags. Most used for setting heap space.*

  # *log4j.properties*

    1. *contains settings for log4j. [More info](#)*

  # *startup.options*

2.12.4.3   3.3 Configuring logstash for docker

2.12.4.3.1   3.3.1 Pipeline configuration

Pipeline configuration should be placed in "/usr/share/logstash/pipeline/" which is the default place where container looks for configuration files. Configuration files can be provided by following command:

```
docker run --rm -it -v ~/pipeline/:/usr/share/logstash/pipeline/ docker.elastic.co/logstash/logstash:7.5.0
```

Every file in the host directory ~/pipeline/ will then be parsed by Logstash as pipeline configuration. If no configuration files are provided logstash uses minimal configuration.

2.12.4.3.2   3.3.2 Settings configuration

Similar to pipeline configuration, settings files are expected to be in "/usr/share/logstash/config/" folder. They can also be provided by docker run command:

```
docker run --rm -it -v ~/settings/:/usr/share/logstash/config/ docker.elastic.co/logstash/logstash:7.5.0
```

this command provide whole folder, a single file can also be provided.

2.12.4.3.3   3.3.3 Custom images

Bind-mounted configuration is not the only option. Custom image with custom configuration can be created using dockerfile:

```
FROM docker.elastic.co/logstash/logstash:7.5.0 RUN rm -f /usr/share/logstash/pipeline/logstash.conf ADD pipeline/ /usr/share/logstash/pipeline/ ADD config/ /usr/share/logstash/config/
```

Be sure to replace or delete logstash.conf in your custom image.

For more info visit this page.

2.12.5   4.0 Running logstash

Logstash can be run from command line, as a service or on docker.

2.12.5.1   4.1 Running from command line

Logstash can be run with a simple command

```
bin/logstash [options]
```

where options are flags that can specified. All options can be specified in logstash.yml file.

2.12.5.2   4.2 Running logstash on docker

Docker images for logstash are available from the elastic docker registry. Obtaining logstash for docker can be done with following command

```
docker pull docker.elastic.co/logstash/logstash:7.5.0
```

2.13   Numbering

2.13.1   Ordered Lists

165 First item
166 Second item
167 Third item
    1. Indented item
    2. Indented item
168 Fourth item

2.13.2   Unordered Lists

\# First item
\# Second item
\# Third item
    1. Indented item
    2. Indented item
\# Fourth item

2.14   markdown ekstenzija

2.14.1   drugi heading

2.15   RefImages

2.16 SameHeadingsTest (1)
2.16.1 Heading 2
2.16.2 Heading 2 (text1)
2.16.3 Heading 2 (text2)
2.17 Style Guide

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2.17.1 This is an H1

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2.17.1.1 This is an H2

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2.17.1.1.1 This is an H3

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####### 2.17.1.1.1.1 This is an H4

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2.17.1.2 Quoting

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> *Creativity is allowing yourself to make mistakes. Design is knowing which ones to keep. - Scott Adams*

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2.17.1.3 Unordered Lists

- *Donec non tortor in arcu mollis feugiat*
- *Lorem ipsum dolor sit amet, consectetuer adipiscing elit*
- *Donec id eros eget quam aliquam gravida*
- *Vivamus convallis urna id felis*
- *Nulla porta tempus sapien*

2.17.1.4 Ordered Lists

169 Donec non tortor in arcu mollis feugiat
170 Lorem ipsum dolor sit amet, consectetuer adipiscing elit
171 Donec id eros eget quam aliquam gravida

172Vivamus convallis urna id felis

173Nulla porta tempus sapien

2.17.1.5 *Video Embeds*

2.17.1.6 *Code Blocks*

Blocks of code are either fenced by lines with three back-ticks, or are indented with four spaces.

```
<!-- Some example CSS code --> body {  color:red; }
window.$docsify = {  coverpage: true,   // Custom file name  coverpage: 'cover.md',   // mutiple covers  coverpage: ['/', '/zh-cn/'],   // mutiple
covers and custom file name  coverpage: {  '/': 'cover.md', '/zh-cn/': 'cover.md'  } };
```

2.17.1.7 *Tables*

Header content 1	Header content 2
Body content 1	Body content 2

Table : Table with thead, tfoot, and tbody

Note: Both of the features you used above are parts of the Document Object Model (DOM) API, which allows you to manipulate documents. **Important:** In this article, try entering the example code lines into your JavaScript console to see what happens. For more details on JavaScript consoles, see Discover browser developer tools.

2.18 Table (captions)

Colons can be used to align columns.

Tables	Are	Cool
col 3 is	right-aligned	$1600
col 2 is	centered	$12
zebra stripes	are neat	$1

Table : first table caption

There must be at least 3 dashes separating each header cell. The outer pipes (|) are optional, and you don't need to make the raw Markdown line up prettily. You can also use inline Markdown.

Markdown	Less	Pretty
Still	renders	nicely
1	2	3

Table : second table caption

2.19 Table

Colons can be used to align columns.

Tables	Are	Cool
col 3 is	right-aligned	$1600
col 2 is	centered	$12
zebra stripes	are neat	$1

There must be at least 3 dashes separating each header cell. The outer pipes (|) are optional, and you don't need to make the raw Markdown line up prettily. You can also use inline Markdown.
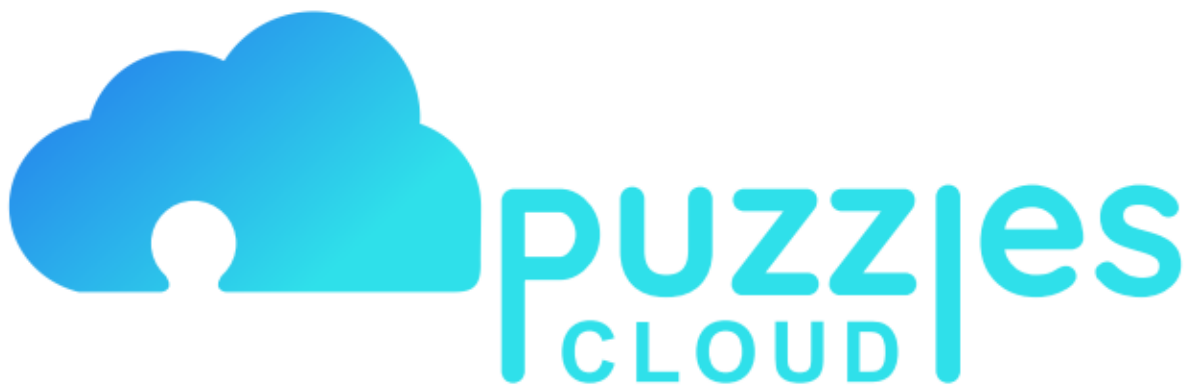
Markdown	Less	Pretty
Still	renders	nicely
1	2	3

Figure 1: Last Page