Betrachtung verschiedener Publikationssysteme

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Kapitel 1

Pressbooks

Pressbooks¹ modifiziert WordPress² mithilfe des Plugin-Mechanismus mit dem Ergebnis einer Buchproduktions-Suite. Leider ist die Software unter der GNU General Public License 2³ lizenziert, wohl, weil der WordPress-Code und das Plugin-Directory dies verlangen, während die Lizenz unbrauchbar ist für Code, der auf Servern ausgeführt wird⁴. Außerdem ist es abhängig von proprietärer Software, namentlich PrinceXML zum Generieren von PDF-Dateien und Amazon KindleGen zum Generieren von MOBI-Dateien, wobei das MOBI-Format ein proprietäres Format ist.

Der Initiator Hugh McGuire⁵ hat mehrere Vorträge darüber gehalten: zur Books-in-Browsers-Konferenz 2011⁶ mutmaßte er, dass Amazon mehr oder weniger zum EPUB-Standard übergehen würde, was nicht gerade wahrscheinlich ist, weil die einzigste Existenzberechtigung für das MOBI-Format darin besteht, einen Lock-in-Effekt⁷ hervorzurufen, indem Amazon das Format jederzeit ändern und die Firmware in den Geräten automatisch oder per Zwang aktualisieren kann (in seinem Vortrag auf der Books-in-Browsers-Konferenz 2014⁸ erkennt er die Folgen solcher Silo-Bildung an), während Amazon gleichzeitig EPUB-Dateien als Eingabeformat für ihre Plattform entgegennimmt und in MOBI intern HTML5-Technologie einsetzt. Ab 9:05⁹ beschreibt er eine der größeren Schwierigkeiten der traditionellen Verlage, die darin besteht, separate Workflows für die verschiedenen Zielformate zu betreiben, was letztendlich die Produktionskosten erhöht ohne vernünftigen Grund außer der Gleichgültigkeit gegenüber technischen Zusammenhängen. Um 17:04¹⁰ beantwortete er eine Frage, in welcher es darum ging, wie klassische Verlage zu XML-First-Workflows wechseln sollten, während deren alte Workflows vorhanden sind und sie kein Geld dafür ausgeben möchten, am Ende lediglich zu Ergebnissen zu gelangen, die sich nicht großartig von den bisherigen Ergebnissen der alten Workflows unterscheiden. In der ehemaligen Print-Welt hat manueller DTP-Handsatz Sinn

¹https://github.com/pressbooks/pressbooks

²https://wordpress.org/

³https://www.gnu.org/licenses/gpl-2.0.html

 $^{^4}$ https://www.gnu.org/licenses/why-affero-gpl.de.html

⁵http://hughmcguire.net/

⁶https://www.youtube.com/watch?v=tdWTz10Wb9s

⁷https://de.wikipedia.org/wiki/Lock-in-Effekt

 $^{^8 {\}tt https://www.youtube.com/watch?v=MsPRTnGADKY}$

 $^{^{9} \}verb|https://www.youtube.com/watch?v=tdWTz10Wb9s\&t=9m05s|$

¹⁰https://www.youtube.com/watch?v=tdWTz10Wb9s\&t=17m04s

gemacht, weil keine andere Verwendungsmöglichkeit außer dem Druck vorhanden war. Mit dem Druck, dem Web und E-Books würde man es sich sparen wollen, zwei zusätzliche, eigenständige Workflows dafür aufsetzen zu müssen, und es sind ja auch noch weitere Nutzungen denkbar wie zum Beispiel in Datenbanken und so weiter. Wenn die Quelldateien formatagnostisch vorliegen (was der Fall wäre mit semantischem XML/XHTML), ist es vergleichsweise einfach und kostengünstig, beliebige Ausgabe-Formate daraus zu erzeugen, die in der Zukunft noch aufkommen sollten.

Auf der Books-in-Browsers-Konferenz 2012¹¹ von 4:48¹² an vergleicht er Offline-Webbooks mit Online-Webbooks, erstere missverständlicherweise "E-Books" nennend, wobei E-Books schließlich auch Webbooks sind, beide Begriffe austauschbar sind und sich nur im Grad der Konnektivität voneinander unterscheiden. Jedes E-Book kann irgendwo hochgeladen werden, um ein Webbook zu werden, und jedes Webbook (eine Webseite) kann zu einem E-Book verpackt werden zwecks Offline-Lesung oder um zu einem anderen Ort im Webtransferiert zu werden. Wenn Copy & Paste nicht möglich ist bei einem Gerät oder in einer Software, dann nur, weil diese Funktion nicht eingebaut wurde. Es gibt keinen Grund, warum sie nicht eingebaut sein sollte. Er gab außerdem bekannt, dass die Pressbooks-Software unter freier Lizenz veröffentlicht werden würde (16:29¹³).

Auf der Books-in-Browsers-Konferenz 2013^{14} hat er über technische Details beim automatischen Erzeugen eines Print-Layouts gesprochen, konkret bezogen auf CSS zwecks Print-Layoutgestaltung.

 $^{^{11} \}mathtt{https://www.youtube.com/watch?v=s1Dxutb0vxo}$

¹²https://www.youtube.com/watch?v=slDxutb0vxo\&t=4m48

¹³https://www.youtube.com/watch?v=slDxutb0vxo\&t=16m29

¹⁴https://www.youtube.com/watch?v=ZyVTQ-N16N4\&t=28m36

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¹http://fsf.org/

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.> Copyright (C) < year > < name of author >

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Also add information on how to contact you by electronic and paper mail. If your software can interact with users remotely through a computer network, you should also make sure that it provides a way for users to get its source. For example, if your program is a web application, its interface could display a "Source" link that leads users to an archive of the code. There are many ways you could offer source, and different solutions will be better for different programs; see section 13 for the specific requirements.

You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU AGPL, see http://www.gnu.org/licenses/2>.

²http://www.gnu.org/licenses/