

# GETTING STARTED



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# Getting Started & Sample Apps

# Getting Started with Twixl

**Twixl Publisher** consists of several components:

1. **Twixl platform:** an online platform where you'll manage your app and where you'll handle the content for your app.
2. **Twixl app:** install this app on your mobile device and you can scan the QR code of your app. This great tool allows you to experience the complete look and feel of your app while building it.
3. **Twixl macOS app:** when your app is ready, then build your app on a Mac with Twixl Publisher and start spreading the news!

Twixl Publisher has a lot more to discover. With our **InDesign plugin** you can export your InDesign files ready to import them on the Twixl platform. With the Twixl macOS app you can preview your app in our built-in simulator or on the device of your choice with the **Twixl Viewer Classic** app. You can even share this with other people to review your app before it's published on the App Store or Google Play Store.

This 'Getting Started' guide is intended to help you understand the basic concepts of Twixl Publisher and to learn how to create your first Twixl app.

## 1. Create a Twixl account

Every Twixl app starts on the Twixl Platform. That's why you need a Twixl account so you can be in full control of your app.

Don't have a Twixl account yet? No worries, you can create one here. It's totally free and grants access to our Twixl platform and much more.

### Twixl account ready?

- Go to [platform.twixlmedia.com](https://platform.twixlmedia.com)
- Login with your Twixl account

## 2. Add an app

Let's add your first app to the Twixl platform.

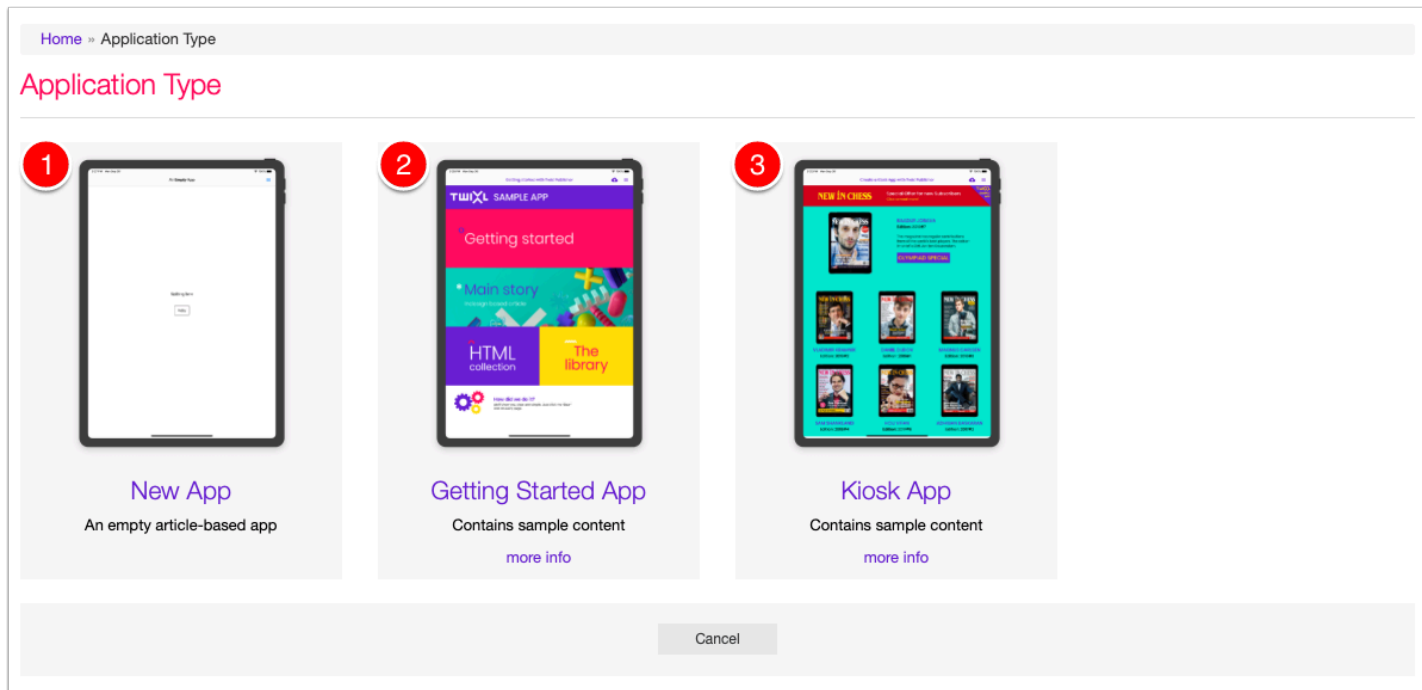
- On the [Twixl platform](#), Log in
- Click 'Add Application' (top right corner)

If you have a trial account, you can select the kind of app you want to add:



1. **Getting Started App:** Select this one if you are looking at Twixl for the first time and we will show you some cool features.
2. **Kiosk App:** Mimics a traditional kiosk with different magazines.
3. **New App:** confident enough to start from scratch with your own design?

Note that the **Getting Started** and **Kiosk** app are meant to be used only for testing purposes.



Next, select whether you want to publish the app in a testing or production environment. Let's go for safe and select '**Development**'.

The last step is to identify your app.

- Give it an '**Application Name**': How do you want to search for it?
- A '**Bundle Identifier**': this is a reverse DNS name. More info on what this is under the text field on the platform.
- If you wish you can add some metadata and an app icon. You can also provide other people access to your application. These last fields are not mandatory and we will skip them here.
- Click 'Add' and your first app will appear on the Twixl platform!

## 3. Add content to your app

Now that your app is on the Twixl platform, you can already preview it as is in our free Twixl App.

### Install and use the Twixl App:

- On your mobile (phone or tablet), download the "Twixl" App [from the App Store](#) or [from the Google Play store](#)

- Open the Twixl app, then scan the QR-code for your app on the Twixl platform, and you can check the preview

If you selected one of the sample apps, then you are done. We already inserted some cool features in the app for you.

Learn more about these features and what you can build yourself next time:

1. **Content Items:** different types of content that you can add to the app, e.g. interactive InDesign articles, HTML-based articles, a PDF document, and much more. Learn all about it in [Working with Content Items](#).
2. **Collections:** a group of content items, e.g. a monthly magazine is a collection of different articles. For more information on configuring your collections, please check [Working with Collections](#).

Now that your app has content, we can take a look at the design of the app itself in the next step.

## 4. Design the interface of your app

The way your app will look will be determined in this section.

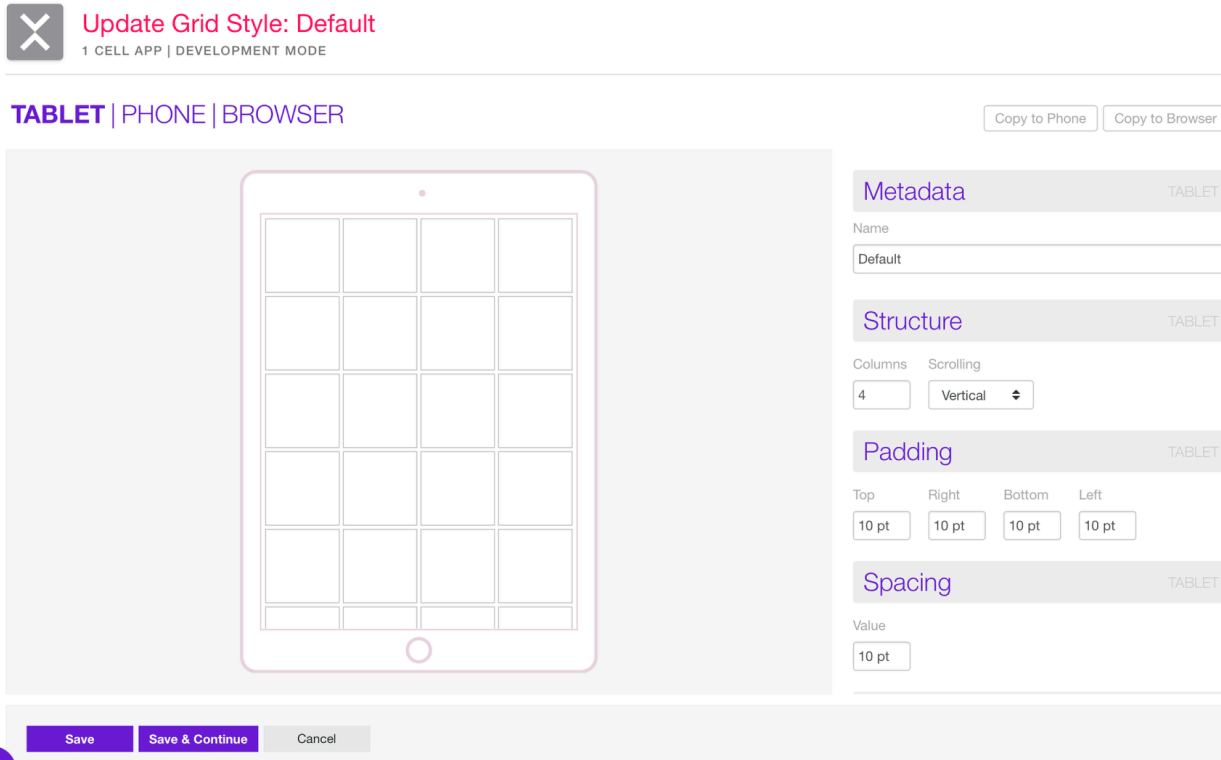
If you have used one of our 2 sample apps then all the work has been done for you already. Let's walk through each of these items below...

The screenshot shows the Twixl Distribution Platform interface. The top navigation bar is purple with the Twixl logo and 'DISTRIBUTION PLATFORM' text. Below the navigation bar, there's a sidebar on the left with a 'Projects' section containing 'Getting Started with Twixl'. The main content area is divided into several sections: 'Application Home' with an 'App Key' (76d7135e6fc18ce279e0dc90d300), 'Application Name' (Getting Started with Twixl), 'Entitlements Mode' (No Entitlements), 'Subscription Type' (No Subscriptions), and 'Browser Client' (Enabled). Below this is a 'Special Collections' section with a table listing 'Root Collection' and 'Hamburger Menu'. A dropdown menu is open, showing options like 'Edit Application', 'Root Collection', 'Hamburger Menu', 'Content Items', 'Grid Styles', 'Item Styles', 'Collection Background Images', 'Custom Fonts', 'Content Sources', 'Content Templates', 'Subscriptions', 'Push Notifications', 'Entitlements', 'Browser Client Settings', 'Launch Browser Client', 'Build Settings', 'API & Integration', and 'Delete App...'. The right side of the interface shows a 'Bundle Identifier' (com.twixlmedia.gettingstartedwithtwixl), a QR code, and a table of 'Items' with columns for 'Title', 'Items', and 'Grid Style'.

The dropdown menu lists a lot of options. Here are some examples that have an impact on the look and feel of your app.

## 1. Grid Styles

- Select '**Grid Styles**' from the dropdown menu.
- Select '**Default**'
- Now adjust the displayed items. You can use this Grid Style 'Default' later on in your app. Learn more about [Grid Styles](#) here.



- **Metadata:** can be used for referencing afterwards.
- **Structure:** adds the number of columns in your grid style. E.g. a grid of 4 columns will position your collections 4 in a row.
- **Padding:** will insert more space between your collections and the bezel of the device.
- **Spacing:** defines the space between each of your collections.
- **Colors:** be creative and give your background and text a distinct unique color.
- **Background Image:** by default the background will be a single coloured frame. You can, however, also select a [background image](#) that you've uploaded.
- Allowing horizontal swiping and displaying scrollbars are the last options.

### About Grid Styles:

**Grid styles** determine how your **Browse Grids** will display the collections in your app on different devices. You can define different Grid Styles for **tablets**, **phones** or the **browser**. Learn more about [Grid Styles](#) here.

## 2. Item Styles

The appearance of the cells in your browse grids can be determined in '**Item Styles**'. While a 'Grid Style' applies to a collection, an 'Item Style' applies to a [content item](#).

- Open the dropdown menu

- Select '**Item Styles**'
- Click on '**Default**'

Update Item Style: Default

APP WITH MONOLITHIC COLLECTIONS | DEVELOPMENT MODE

TABLET | PHONE | BROWSER

General Options

Metadata & Info

Cell Layout

Table of Contents

Image Layers (1/1)

Image Layer

Text Layers (2/2)

Text Layer

{title}

Add Text

Text Layer

Save

Save & Continue

Cancel

Copy to Phone

Copy to Browser

Metadata

TABLET

Name

Default

☒ Default

If enabled, this style will be used as the default style for new content items.

Info

TABLET

Twixl ID

100021917

Twixl UUID

20264e12ae1836d11987f39789d9ad5f

The sidebar on the left determines the options in the right side bar. The image in the middle provides a preview of how the content item will be displayed. The image is built up by layers of image and text and you can design these layers to give it a unique appearance.

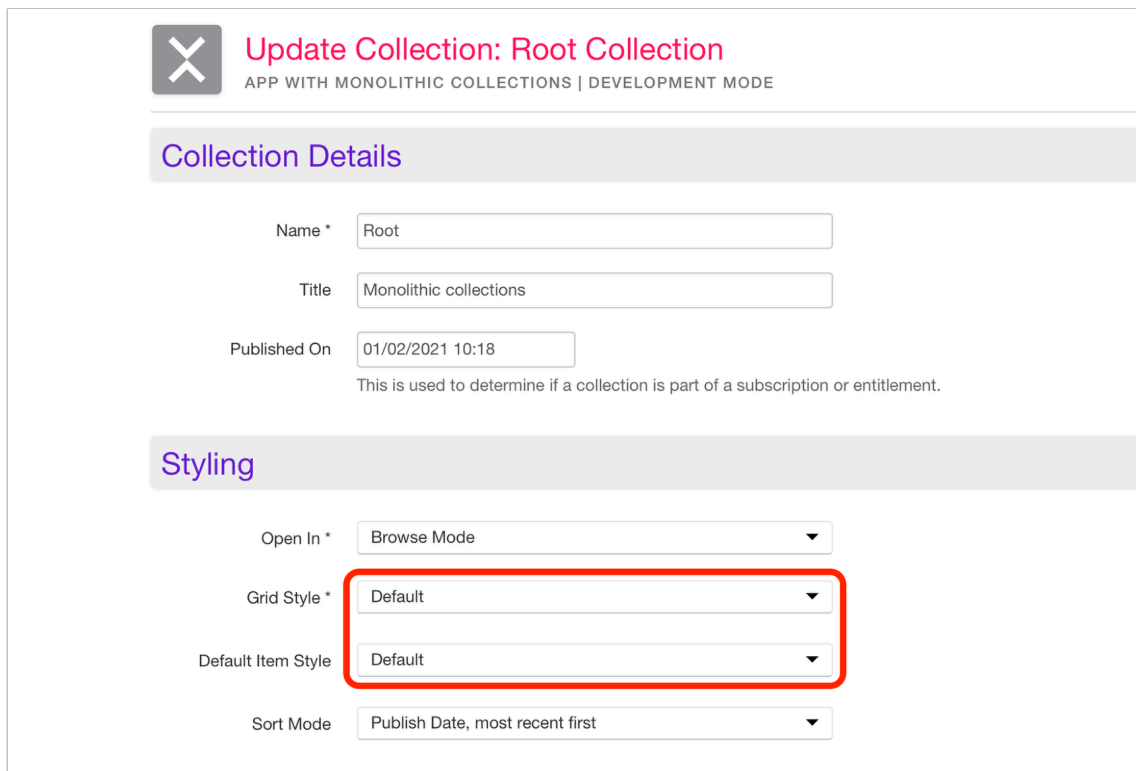
Again, these Item Styles can be different for tablets, phones or the browser.

To learn more about 'Item Styles', check [this article](#).

## Integrating the styles in your app

Now these default Grid and Item Styles have been defined, you can apply them the collections in your app.

- Go back to **Home** of your app
- At the right of Root Collection, select '**edit**'
- In '**Styling**' select '**Default**' in the dropdownmenu next to '**Grid Style**' and '**Item Style**'



**Update Collection: Root Collection**  
APP WITH MONOLITHIC COLLECTIONS | DEVELOPMENT MODE

### Collection Details

Name \*

Title

Published On   
This is used to determine if a collection is part of a subscription or entitlement.

### Styling

Open In \*

Grid Style \*

Default Item Style

Sort Mode

This means you can have all kind of unique Grid and Item Styles and give them distinctive names so you can select them in this section too.

### About Root Collection and Hamburger Menu...

Consider the Root Collection as the **home screen** of your app. The Hamburger Menu collects the menu options in your app. You can activate or deactivate this menu.

## 5. Preview your app

Previewing your app is the next step. It's the very beginning of your testing process. We offer an easy way to preview your app on mobile devices or in an iOS Simulator (on a Mac)! The following articles will help you to get started:

1. [Preview an app on a mobile device](#)
2. [Preview an app in the iOS Simulator](#)
3. [System Requirements](#)
4. [Downloads](#)

## 6. Build your app

The last step is to build a real iOS or Android app. During testing you can start with a Development version and in the end you turn it into a Production app. The process to build the app is the same in both cases.

- [Getting started with the Twixl macOS app](#)

**WHAT'S NEXT?**

If you master these basic skills, you can dive further into the world of Twixl Publisher. Don't forget that this site contains a lot of extra information, covering more advanced topics as well!

# Sample App 01: Getting started

This article explains the concept behind our **Getting Started app**.



## 1. General Info

### 1.1. Concept

The purpose of this sample app is to demonstrate some of the things that are possible with Twixl Publisher, to get you started and to make sure you understand the basic workflow. The app is meant to just give you an impression, it is neither a real nor a finished project. It's a basic app with the three main types of content (InDesign-based, HTML and PDF), a [Hamburger Menu](#) and support for the [Browser Client](#), next to iOS and Android.

## 1.2. Legal Info

### LEGAL INFO:

This app and its contents can be used for demonstration purposes only. It cannot be used for other commercial purposes without prior consent from Twixl media bv.

- [Disclaimer](#)
- [General Terms & Conditions](#)

## 2. The app

### 2.1. Basics

#### ABOUT SAMPLE APPS:

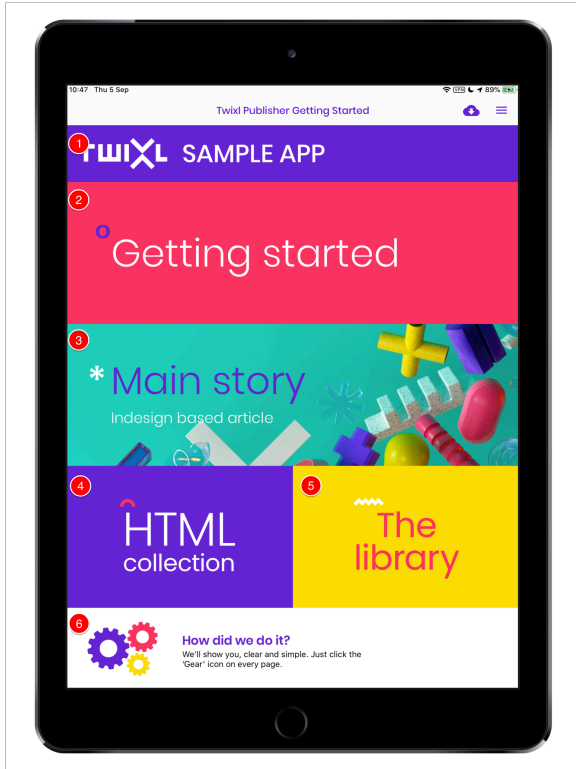
Please remember that you can play around with *Sample Apps*. In other words: the default settings can always be changed!

- It has a [Hamburger Menu](#)
- It has a [Browser Client](#) activated
- It has different [Browse Grids](#) & [Item Styles](#)
- It has mainly [3 types of content](#): Twixl articles (InDesign-based content items), HTML articles, PDF content items.
- It supports downloading of content for [offline access](#).



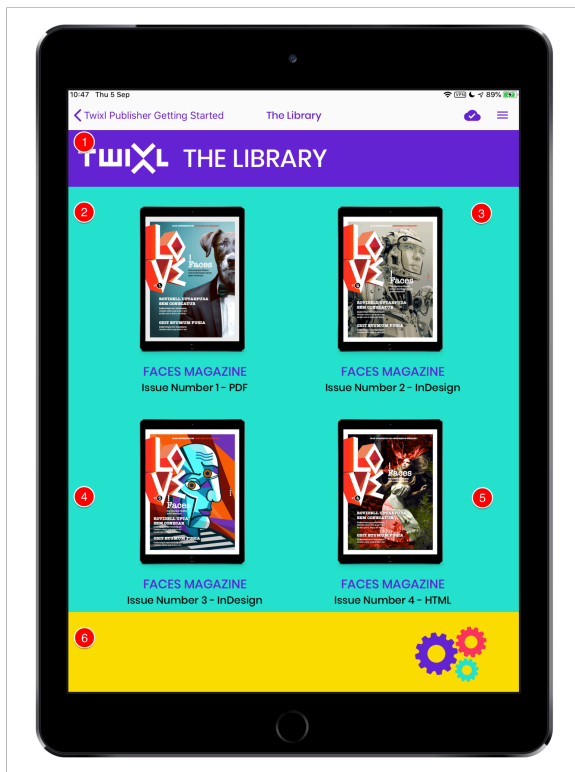
## 2.2. Structure

### 2.2.1. Root Collection



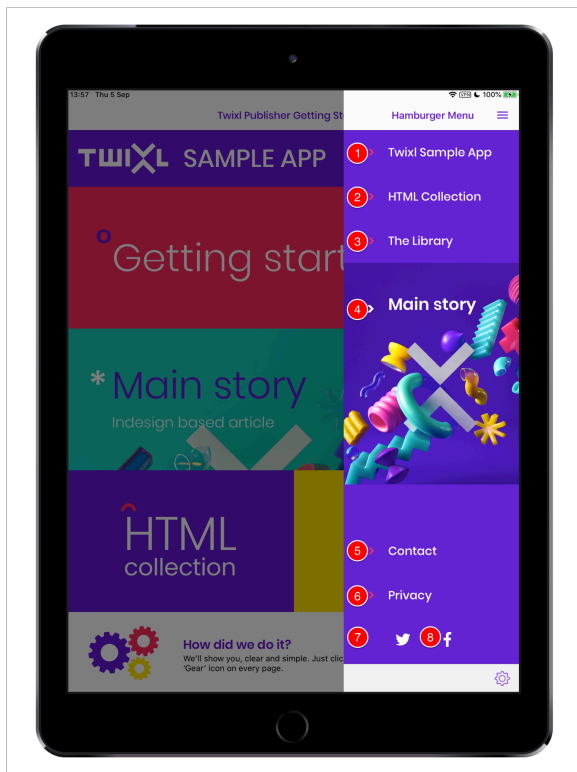
1. **Placeholder** with an image (logo) and text
2. **Placeholder** with text, functions as the title of the app
3. **Collection Link** that links to an **InDesign-based article**
4. **Collection Link** that links to an **HTML-article**
5. **Collection Link** that links to a **Collection** *The Library*
6. **Web Link** that links to this KB-article!

## 2.2.2. The Library Collection



1. **Placeholder** with an image (logo) and text
2. **Collection Link** that links to a Collection with 1 **PDF Content Item** in Detail Mode
3. **Collection Link** that links to a Collection in **Detail mode**, containing several **Twixl articles**
4. **Collection Link** that links to a Collection in **Detail mode**, containing several **Twixl articles**
5. **Collection Link** that links to a Collection in **Detail mode**, containing 1 **HTML article**
6. **Web Link** that links to this KB-article!

## 2.2.3. The Hamburger Menu Collection



1. **Placeholder** with an image (logo) and text
2. **Collection Link** that links to a Collection in **Detail mode**, containing 1 **HTML article**
3. **Collection Link** that links to a Collection The Library.
4. **Collection Link** that links to a Collection with an InDesign-article
5. **Web Link** that links to a `mailto` link
6. **Web Link** that links to our *Privacy Policy*
7. **Web Link** that links to our *Twitter Feed*
8. **Web Link** that links to our *Facebook page*

## 2.3. Content

**i** This app has sample content. You can download the original files below. The InDesign content was created with InDesign CC2020. The HTML content was created with [Bloccs.app](https://bloccs.app) but you can use any other tool to create HTML.

[Faces Magazine 1 \(PDF\)](#)

[Faces Magazine 2 \(InDesign\)](#)

[Faces Magazine 3 \(InDesign\)](#)

[Faces Magazine 4 \(HTML\)](#)

### 3. Related articles

- [Styling: Custom Fonts](#)
- [Styling: Grid Styles](#)
- [Styling: Item Styles](#)
- [Hamburger Menu](#)
- [The Browser Client](#)
- [Managing content downloading](#)

# Sample App 02: A Kiosk App

This article explains the concept of our **Kiosk app**. It's ideal if you want to create a traditional kiosk app.



## General Info

### Concept

The purpose of this sample app is to demonstrate how to create a traditional **Kiosk App**. The app is meant to just give you an impression, it is neither a real nor a finished project. It's a kiosk app with PDF Content Items, a [Hamburger Menu](#) and support for the [Browser Client](#) in addition to iOS and Android.

### Legal Info


#### LEGAL INFO:

This app and its contents can be used for demonstration purposes only. It cannot be used for other commercial purposes without prior consent from Twixl media bv.

- [Disclaimer](#)
- [General Terms & Conditions](#)

## The app

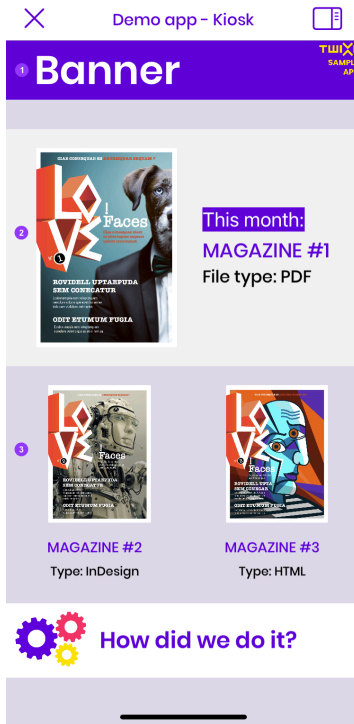
### Basics

 Please remember that you can play around with this app, and change any settings!

- It has a [Hamburger Menu](#)
- It has the [Browser Client](#) activated
- It has different [Browse Grids](#) & [Item Styles](#)
- It has **several types of content** mixed in the app.
- It supports downloading of content for [offline access](#).

## Structure

### Root Collection



1. **Banner** highlighting your brand or baseline. Can also be an image (logo) and text that links to a website. You could also use an **Inline** or **Embedded Web Viewer**, if you want to implement a *Web Banner*.
2. **Featured Issue:** is a **Collection Link** with text and an image that links to a **PDF Content Item**.
3. **Legacy issues:** linking to **InDesign** and **HTML** content.

## Related articles

- [Styling: Custom Fonts](#)
- [Styling: Grid Styles](#)
- [Styling: Item Styles](#)
- [Hamburger Menu](#)
- [The Browser Client](#)
- [Managing content downloading](#)

# Gathering Content

## Introduction

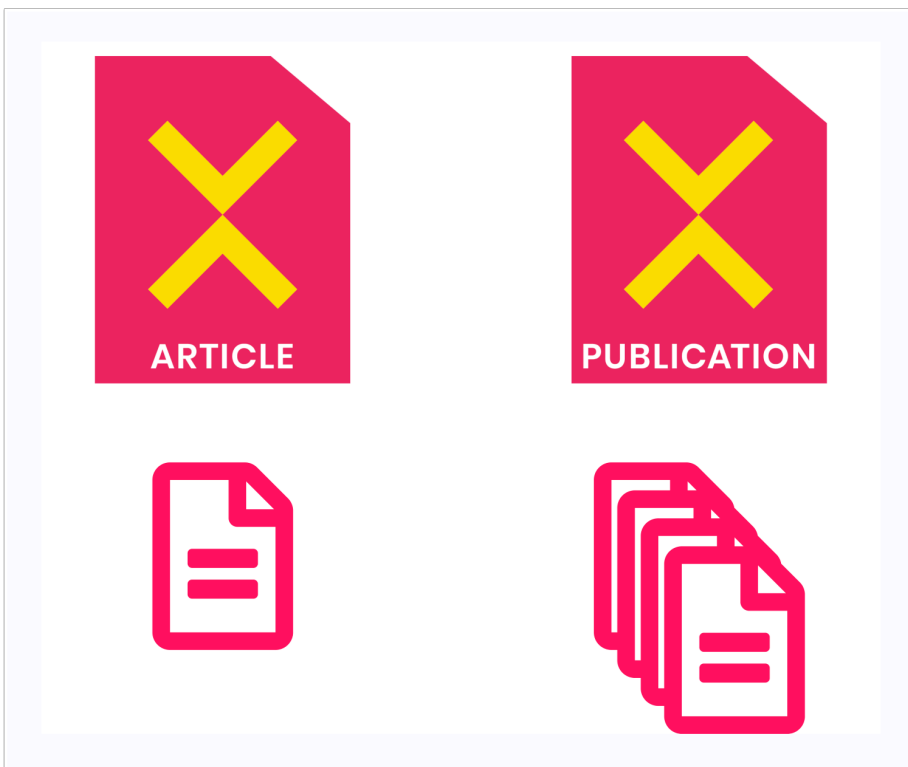
Twixl Publisher lets you use different content types in your app.

In addition to InDesign-based content created with the Twixl Publisher plug-in, or PDF files, you can also publish HTML articles.

You can combine InDesign, HTML and PDF content within the same app.



## Working with InDesign content





For detailed information on how to create your interactive InDesign content, check [this chapter](#).

## Working with HTML content



HTML content can be created manually, using such tools as Adobe Animate or Tumult Hype, or can be pushed from an [external source](#) like [WoodWing Inception](#), [WoodWing Aurora/Studio](#), [Canvasflow](#), or basically any type of CMS, like WordPress or Drupal.

You can upload simple .html files or a zipped set of HTML files, with the associated assets, JavaScript, etc. When processing a zipped HTML article uploaded to the platform, we'll look for an index.html file at the root level. If there is no index.html, but only one .html file at the root level, then this will be considered the index.html.

## Working with PDF content



Plain PDF files can be uploaded for inclusion in your app. Make sure to prepare the PDF according to the instructions in a [this article](#).

## Learn more about all types of content that can be used in a Twixl app

For a full overview of all kinds of content that can be added to a Twixl app, please check the article [Working with Content Items](#).

# Getting Started in InDesign

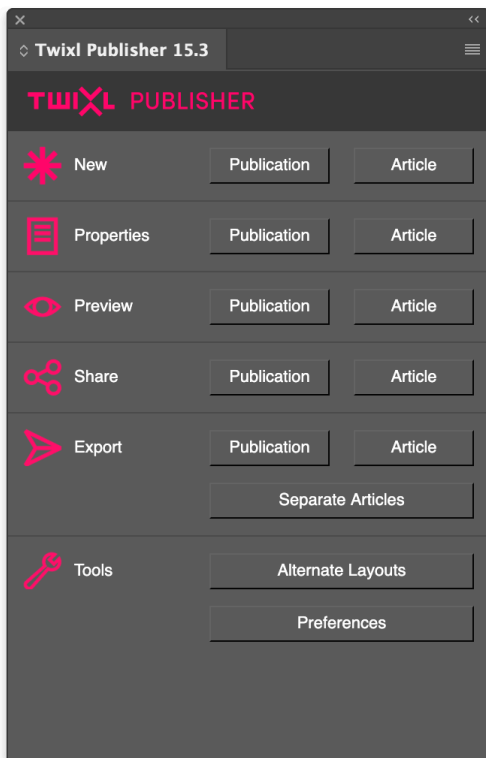
## To start

Before opening InDesign, make sure you have installed the Twixl Publisher plug-in according to [these instructions](#).

When you have started InDesign, select the *Window* menu, then navigate to *Extensions* -> *Twixl Publisher* to open the palette. You will notice a number of options are available in the palette.

If no object is selected in InDesign, the publication management options will be available.

If a certain object (like a movie or image) is selected, depending on the type of object, the relevant options for different interactive elements will be displayed.



## Article-based or publication-based workflow

Twixl Publisher offers two different approaches to creating your content:

### 1. Article-based

Create individual articles that can be uploaded to a collection on the Twixl platform – this works best when multiple designers are working on content for the same app, or when you have an app with frequently updated content.

## 2. Publication-based

Create a complete publication, using an InDesign book to manage the different articles – this works best if only one designer is working on the publication. When importing a Twixl publication to an app on the platform, it will automatically be split into a collection with individual articles for each of the InDesign documents.

## 1. Article-based workflow

You can decide to create and export individual articles separately. When you export an article, the exported file will have the extension **.article**.

Just zip that .article file, and it can be uploaded to the platform.

For more details about adding content to your app, please check [Working with Content Items](#).

Twixl Publisher supports **4 different sizes**, each of them in landscape and portrait:

- iPad (1024x768 and 768x1024 pixels)
- Android 10 inch (1280x752 and 752x1280 pixels)
- Android 7 inch – Kindle Fire (1024x552 and 552x1024 pixels)
- Phones (568x320 and 320x568 pixels)

For iPad retina, a scaled 2048x1536 and 1536x2048 version will automatically be generated when exporting. For phones, [3 renditions](#) will be generated.

New articles or publications created by the Twixl Publisher plug-in will use a specific naming convention for the alternate layouts:

- iPad: "iPad H" for landscape and "iPad V" for portrait
- Android 10 inch: "Android 10" H" for landscape and "Android 10" V" for portrait
- Android 7 inch: "Kindle Fire/Nook H" for landscape and "Kindle Fire/Nook V" for portrait
- Phones: "Phone H" for landscape and "Phone V" for portrait

### IMPORTANT NOTE:

If you create documents manually, i.e. by selecting New Document from the File menu instead of using the plug-in's 'New article' menu option), make sure your

alternate layouts use the naming convention above, and that your documents have the [page size Twixl Publisher expects](#). If you have layouts with a different name, you'll receive an error message during preflight.

## 2. Publication-based workflow

**New Publication**

**Publication Properties**

Name:

TOC Viewer:

**Initial Article**

Template:

File Name:

Title:

Tag Line:

Select "New Publication". Once you select a publication name and optional issue number, the plug-in will create a "book" in InDesign.

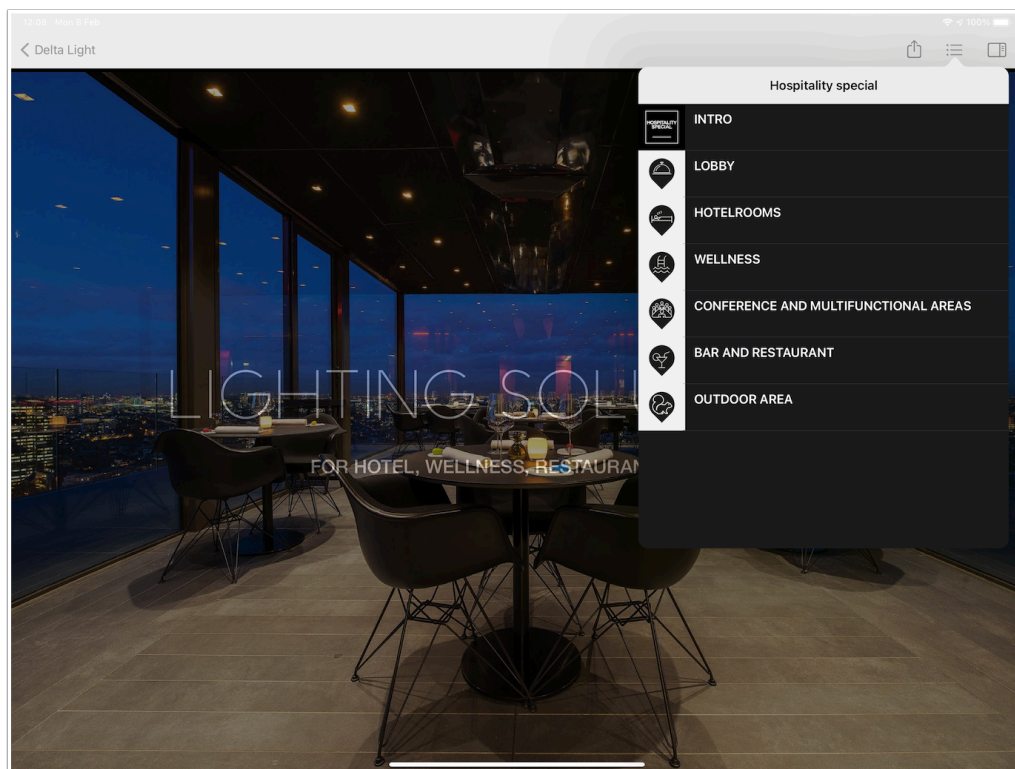
An InDesign book file is a collection of documents that can share styles, swatches, master pages, and other items.

There are two options for displaying your **Table of Contents (TOC)**:

- **Title Bar Button** (default)
- If you do not want to display a TOC viewer at all, select the option "**None**"

If you choose "**Title bar button...**" a TOC icon will appear in the right corner of the title bar, that will become visible when tapping anywhere on a page of your publication. If you also defined a [hamburger menu](#) in your app, it will appear to the left of that menu.

## Title bar button



## Initial article

Here, you can already create the first article of your publication, as well as select its title and optional tagline (these will be displayed in the TOC Viewer).

You can also select your starting template. The template you select for your first article will become the default template for that publication.

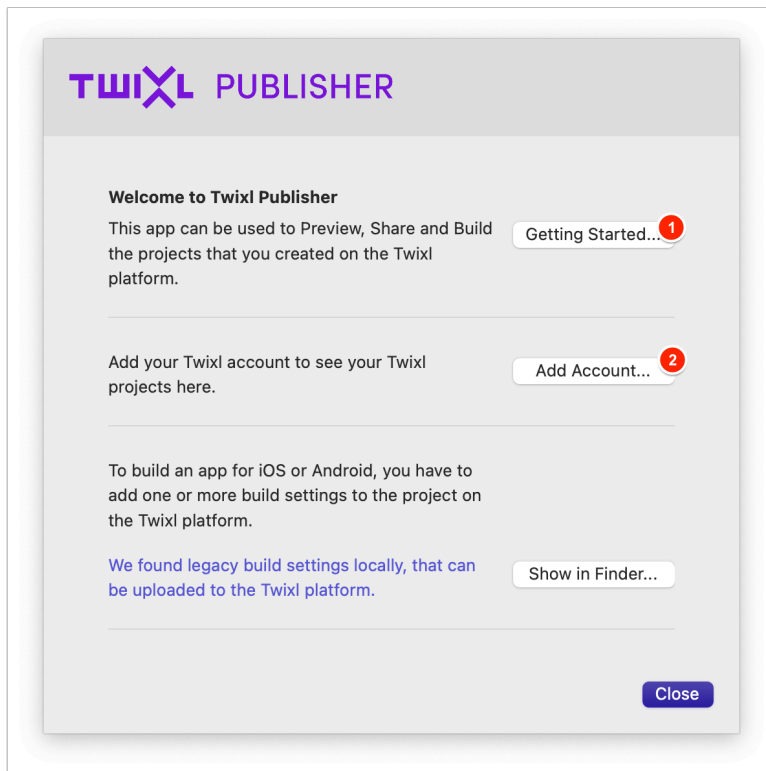
# Getting started with the Twixl macOS App

With the Twixl macOS App you can start building the app you have prepared and designed on the Twixl Platform. You can also preview your app or invite someone else to preview it.

The steps below describe how to use the Twixl macOS App. The multi-step process is described in several articles. Below we explain how to install the required components, how to setup your Twixl Platform account and how to setup Xcode properly.

## 1. Welcome

The Welcome screen explains how to setup your account.



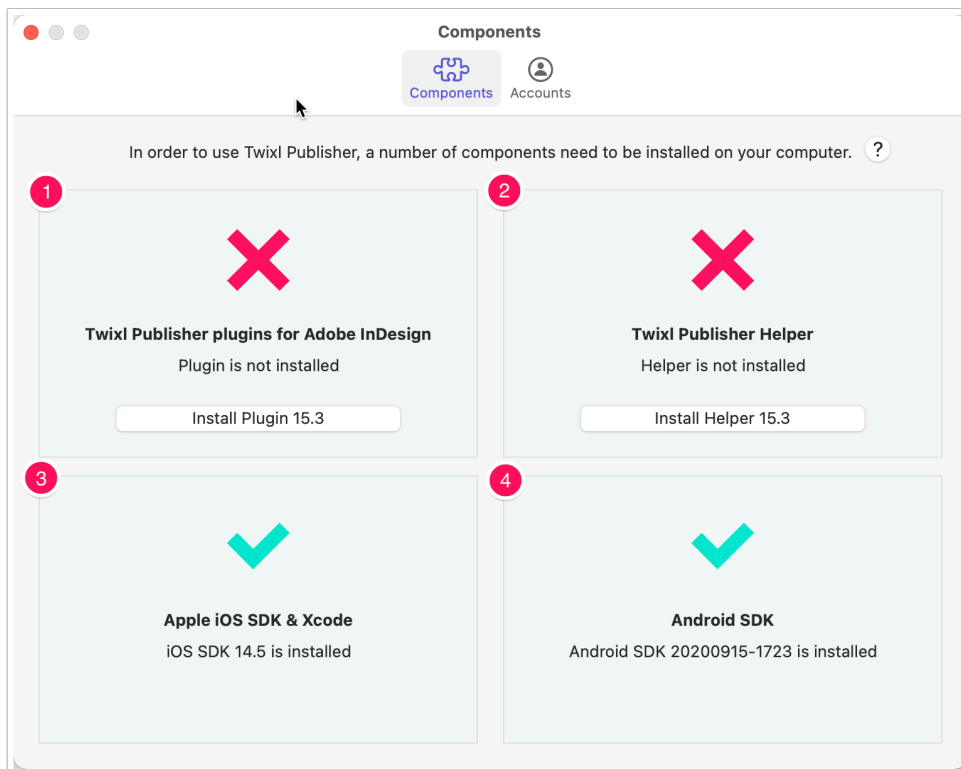
1. **Getting Started:** guides you to the Twixl Help pages.

2. **Add Account...:** click here to add your account (see [Add your Twixl account](#) ). Here you can also select the components pop-up (see below).

## 2. Setup components

You can access the components pop-up via:

1. Twixl Publisher > Preferences > Components
2. Welcome > Add Account > Components
3. Via the warning at the bottom left of the window that appears if something is missing to build your app.



The macOS app lets you install 4 extra components:

1. **Twixl Publisher plugins for Adobe InDesign:** only required if you intend to create InDesign-based content with interactive elements
2. **Twixl Publisher Helper:** required to export and preview InDesign-based content, and also required to build and preview Twixl Apps
3. **Apple iOS SDK & Xcode:** required to build iOS apps
4. **Android SDK:** required to build Android apps

To install these components, open the *Preferences...* screen in the Mac App ( **CMD** + **,** ) and install the required components.



**INSTALL ALL COMPONENTS:**




To avoid problems and unexpected behaviour, we strongly advise you to install all available components.

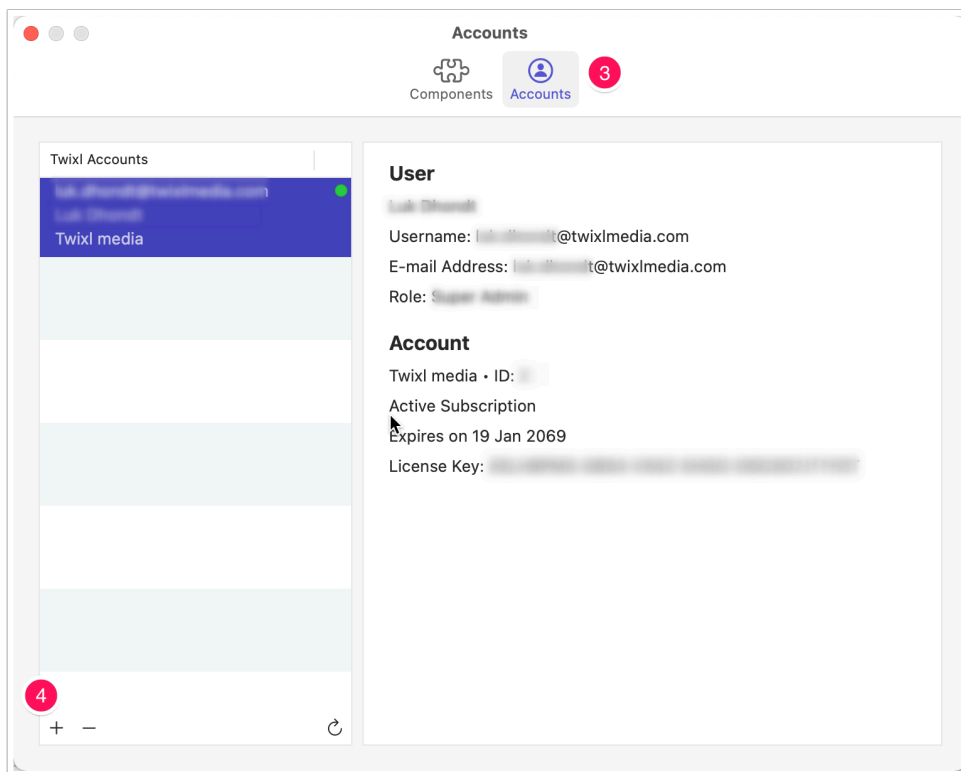
### 3. Add your Twixl account

In order to build and preview Twixl apps via the macOS App, you need to have an account on the Twixl platform. There are 2 types of Twixl accounts that will work:

- Administrator
- App Administrator

For more info on how to create accounts on the Twixl platform, [see this Help-article](#).

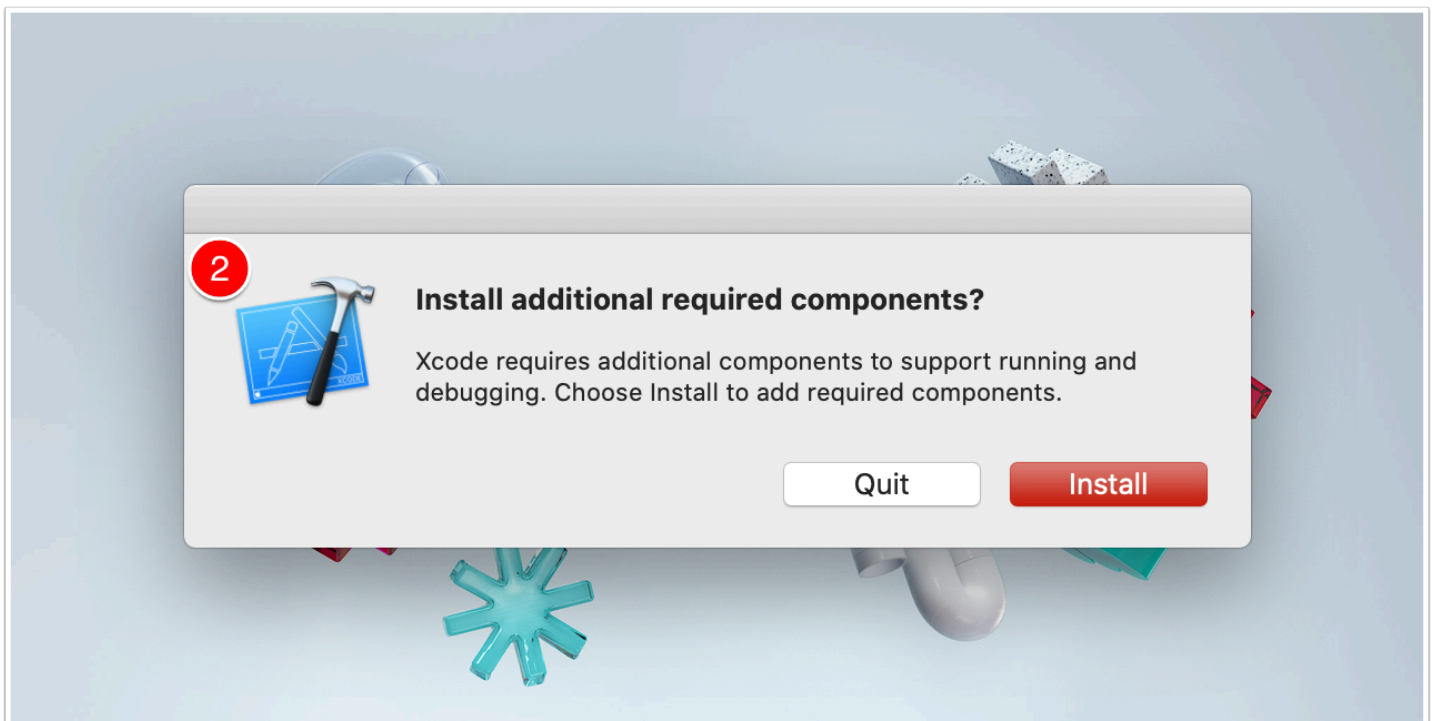
1. To add a Twixl account in the macOS app:
2. Open the *Preferences...* Screen
3. Select the *Accounts* tab
4. Click on the  Icon
5. Fill in your credentials and *Sign In*

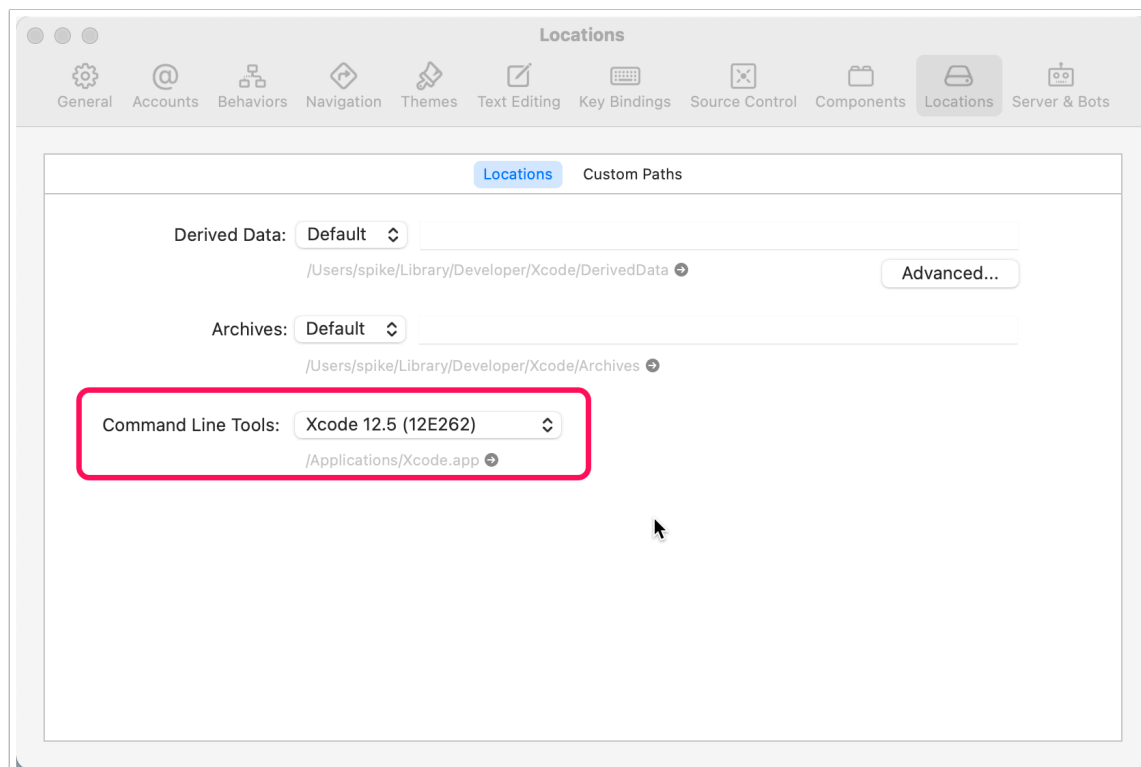
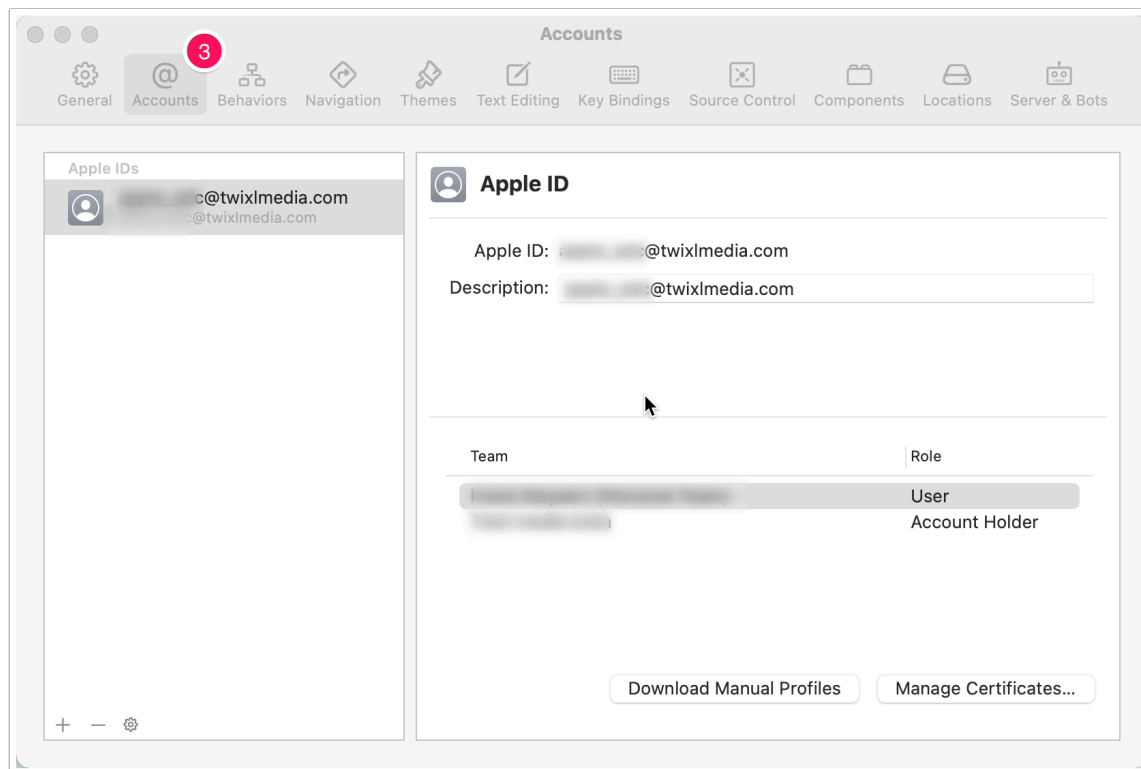


## 4. Setup Xcode

If you want to preview or build a Twixl iOS app, you also need to have Xcode installed. The new macOS App uses a much more simplified approach, so building your Twixl apps will be easier than ever! To get started, you need to:

1. Install the **latest version of Xcode**
2. Launch Xcode just once and install the **additional required components**
3. Add your **Apple Developer account ID** in the *Accounts* tab in Xcode's *Preferences...* window
4. Make sure a version of the **Command Line Tools (CLI)** is selected in the *Locations* tab of the *Preferences...* window





## 5. What's next ?

Before you are ready to finally build your app, there are two important steps to go through:

- [Configure a build setting](#) for your app on the platform.
- [Create a signing certificate in Xcode.](#)

Then you are ready to **[build your app](#)**.

## 6. Related articles



**These articles may be relevant for further reading:**

- [iOS app build types](#)
- [Google Play app signing](#)

# Software Installation

# System Requirements

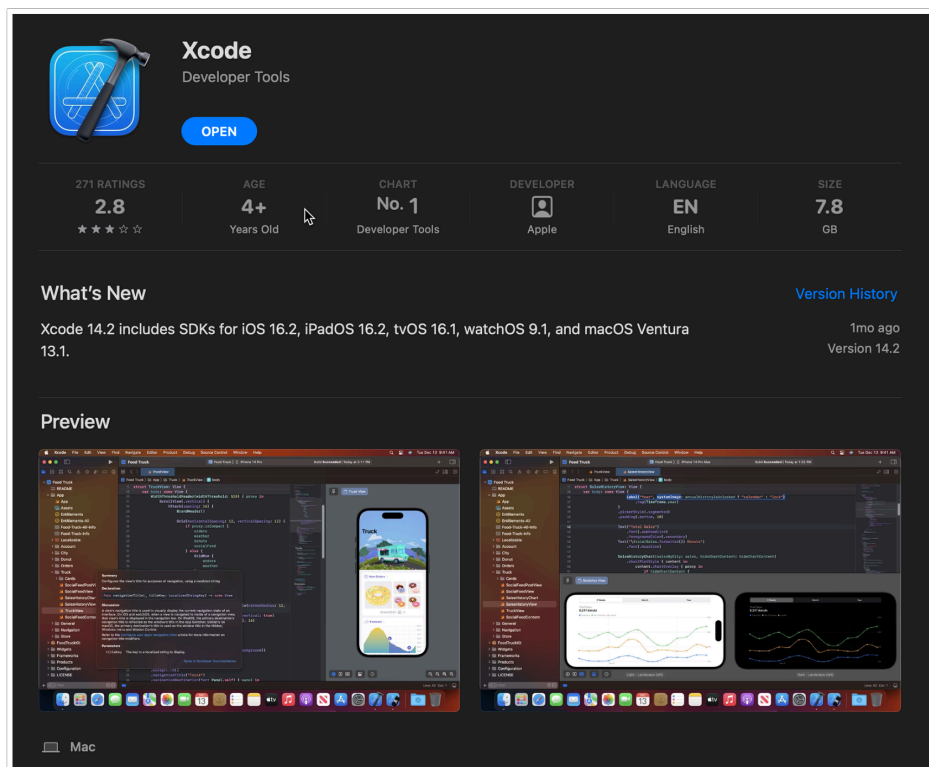
## For the InDesign plug-in

Adobe InDesign from CC2015 and up on macOS or Windows.

## For the app builder application

The Twixl Publisher application requires **macOS Monterey 12.x** or higher.

## For creating iOS apps



**Xcode** will allow you to get a preview of your application in the iOS simulator on macOS. The components panel of the macOS app will alert you if it needs to be installed or updated.

- **Xcode** is a [free download](#) from the Mac App Store
- In order to create app builds that can be installed on a device, or to submit apps in the App Store, you need at least **Xcode 14** and need to be registered as a developer in the "**iOS Developer Program**" (99\$/yr): [Start here](#) to enroll now.

## For creating Android apps

- **Android SDK:** the Android SDK needs to be available to create Android builds. The System Check in preferences allows you to check for the presence of the Android SDK and offer to install it if it's unavailable, or update it if a newer release is available.
- In order to submit Android apps in the Google Play store, you need a [Google Play account](#).

## Minimum version requirements

Below is an overview of the different OS and app versions that are supported by Twixl Publisher.

### iOS and Android

(refers to the OS versions required to install the apps on those devices)

- **iOS:** 14.x or higher
- **Android:** 7.x or higher

### macOS and Xcode

(refers to the versions required for creating app builds)

- **macOS:** 12.x or higher
- **Xcode:** Xcode 14.x or higher for building and submitting apps (to support the latest iOS versions and devices, you should always use the latest version).



#### IMPORTANT NOTE:

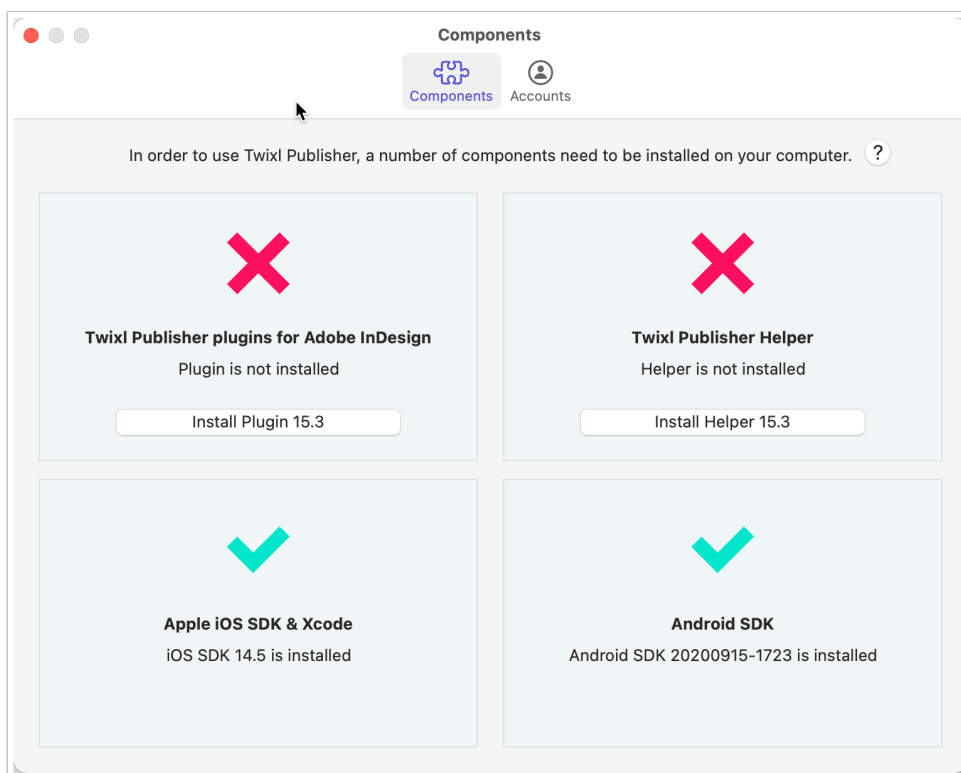
To submit mobile apps (.ipa) to the App Store, you need the Transporter App. [See this article](#).

# Installation

## macOS

First download from our [downloads page](#), then copy the *Twixl Publisher.app* from the disk image to your Applications folder. When opening this app, you will be prompted to install or update the InDesign plug-in if it has not been installed yet, or if it needs to be updated. The plug-in will then become available in InDesign from the menu Window -> Extensions. You also need to install the Twixl Publisher Helper.

In order to build iOS apps, Xcode needs to be installed. For Android, the Android SDK needs to be downloaded.



## Windows

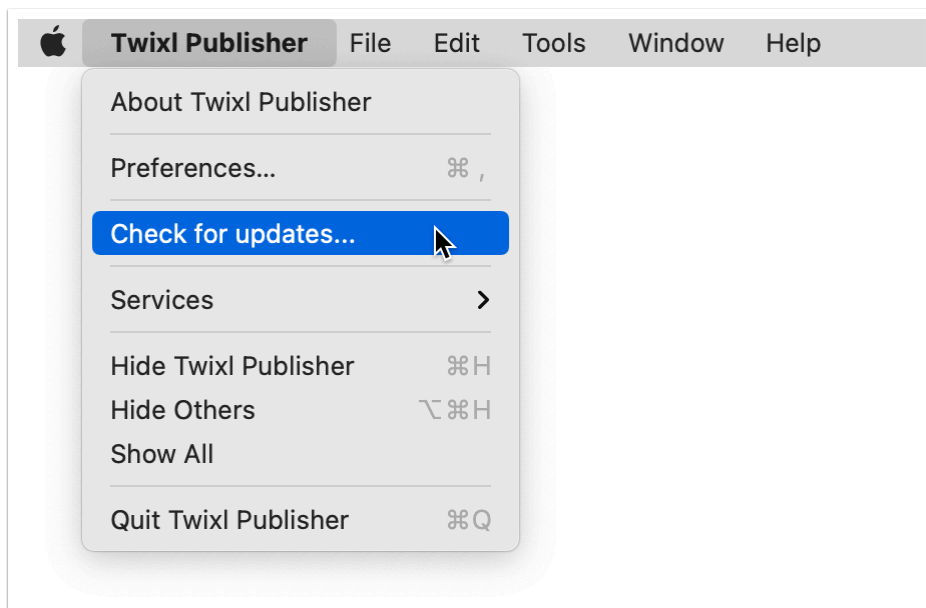
Double click the *Twixl Publisher.exe* [installer](#) to install the plug-in for all supported versions of InDesign that are installed on your system.

The plug-in will become available in InDesign from the menu *Window -> Extensions*.



# Check for updates...

## How to update the Twixl Publisher application?

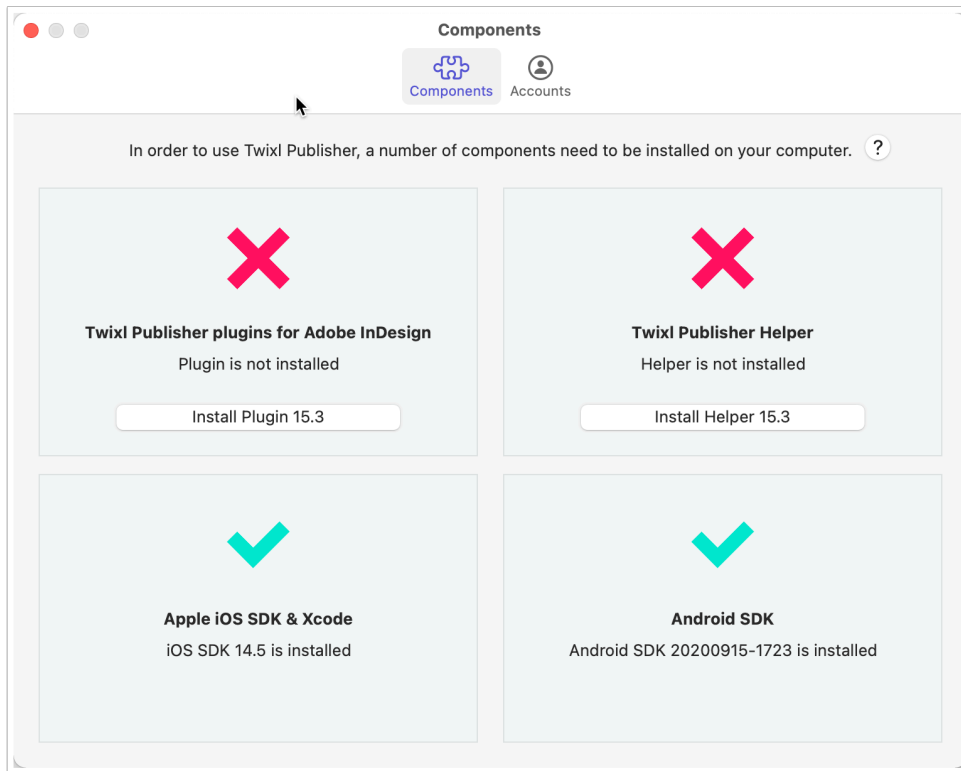


When the Twixl Publisher macOS app starts up, it checks whether an update for the application is available.

If an update for the app itself is available, it will display the release notes and offer to download it.

You can also manually select "Check for updates..." from the Twixl Publisher application menu.

## Check system components...



When the Twixl Publisher macOS app starts, it also checks the status of several components, and will report if a component needs to be installed or updated.

It will display information about the following checks:

- Whether the **Twixl Publisher plug-in** is up-to-date, and if it is not, you can update it
- Whether the **Twixl Publisher Helper** background application is up-to-date, and if it is not, you can update it
- Whether the **iOS SDK** (part of Xcode) is installed (required for iOS simulator previews and app builds) – if it's not, the "Install" button will link to Xcode in the Mac App Store
- Whether the **Android SDK** is installed (required for Android app builds) – if it's not, the "Install" button will allow you to download it

If all components are up-to-date, the Twixl Publisher app will automatically go to the main screen.

# Licensing information

## Manage your License on the Twixl platform

If you purchase a Twixl Publisher subscription, the license is managed on the Twixl platform. When your subscription is processed, we'll send you a separate email that contains your Twixl License Key. The mail will also contain instructions on how to activate your License Key on the Twixl platform.

[Home](#) » Account: Twixl media

**Account: Twixl media**Region: Europe • Account ID: 2

### Subscription

**Your local partner: Twixl media Direct**  
Account manager: [\[redacted\]](#)  
Tel: +32 493 25 25 77  
Email: [sales@twixlmedia.com](mailto:sales@twixlmedia.com)

**Subscribed user**  
Expiration date: 18 jan 2038  
Twixl Publisher - Unlimited Multi with Pro Pack - yearly subscription (legacy)  
# Production Apps: Unlimited  
**License Key**  
45LH8PMS\*\*\*\*\*  
[Replace License Key](#)

### Support

☐ Allow the Twixl media Support team to access the information in this account.  
Please note that the access to this account will be handled confidentially and will be used only for the purpose of examining and solving your support questions. The account shall be accessible for the members of our support team only.

For more info about the Support Access functionality, see [this info](#).

## Activating your macOS App

Once you have activated a license on the Twixl platform, you can activate your macOS App as well. This is done by adding an active User Account to the Mac App. More info on how to activate User Accounts can be found [here](#).

# Downloads

# Downloads

## 1. Latest release

### 1.1. Desktop Apps

#### Downloads

- **Twixl Publisher for macOS** consists of an application that allows you to build your iOS and/or Android apps, and also lets you install the Twixl Publisher plug-in for InDesign.
- **Twixl Publisher for Windows** will install only the Twixl Publisher plug-in for InDesign.
  - Build Twixl apps for iOS & Android (on a Mac)
  - Preview the result on your tablet or phone
  - Share your articles/publications with colleagues and clients

### 1.2. Mobile apps



- The **Twixl** app lets you preview your complete app in real time on your device, and lets you share it with others.
- **Twixl Viewer Classic** lets you preview content from InDesign with the Twixl Publisher plug-in.

## 2. Twixl Platform

# TWIXL DISTRIBUTION PLATFORM

- On the [Twixl Distribution Platform](#), you can create a sample app (or a completely new empty app and define its interface from scratch), preview your app's content and share it with others.
- During your 30-day trial, all extra paid options like the *Entitlement Pack*, *Integration API* and *Automated Content Sources* are enabled by default, so you can play around with these features if you wish.

## 3. Release notes

Release Notes

## 4. InDesign Example files

These are InDesign files with samples of the different interactive features.

Example Files

## 5. Older versions

Here you can find the downloads to some older releases of Twixl Publisher.

Older versions

IMPORTANT: Please note that **version 11.6** should only be used under the following circumstances:

- you are running a version of macOS older than 10.15.
- you want to create a [Web Reader export](#) of your InDesign content. note that the [Browser Client](#) is a more complete alternative.
- note that this version will expire for use on January 18, 2024.

# Release Notes

Release notes

# PDF Manuals

**i LATEST UPDATE:**

21 February 2023

## PDFs by chapter

Here you can download a PDF of the main chapters in our documentation.

[Getting Started](#)

[Create your interface](#)

[Create in InDesign](#)

[Build your app](#)

[Manage your app](#)

[Distribute your app](#)

[Advanced Features](#)

[Migrating from Adobe](#)

[Advanced Features \(Custom URL Schemes, Advanced Scripting, etc.\)](#)