



* A target contains the path to a base folder which is usually the site root; In essence defining a site and where it lives in Cascade.

* A template is based on a Base Asset, which is usually an asset of type page.

* "System-Regions" are defined in a template's content area using hand written Cascade defined XML tags.

* A configuration's assignment of blocks to regions can extend or override its template's assignments.

* A page references a configuration set, thereby allowing the page to publish to any child configuration's destinations: HTML, PDF, Printer Friendly, etc...

*These are the basic types of assets, however custom assets can be created by creating asset factories which create new instances of the assets.

*A destination's directory path is appended to its transport's server directory.

*A Transport can be of many types: Database, Local Server Hard Drive, or FTP/SFTP.

"The Data"

"The View"

