



PUBCODER ANNOUNCES NEW HTML5 OUTPUT FOR MAC AND RELEASES THE BETA VERSION FOR WINDOWS

PubCoder adds HTML5 export to its 1.5 version for Mac and opens the beta version for Windows to the public.

Torino, Italy – July 22, 2015 – [PubCoder](#), the innovative digital publishing software for interactive ebooks and apps, announced today that it has added **HTML5 export** to its new 1.5 version for Mac and opened the **beta version for Windows** to the public.

"For months our community asked us new possibilities of publication", said Paolo Giovine, CEO and Founder of PubCoder, "our export HTML5 opens up new exciting opportunities: today we allow anyone to build and export interactive content anywhere on the web, making it available also in a browser. This is the road that will lead us, in the near future, to see interactive content in social media networks, created and distributed by publishers, agencies, brands, creative people, teachers and students. We work on the standards such as EPUB3 and HTML5, which allow us to imagine a world of content easily accessible and distributable; a world where creating content for all platforms and all users, even those with disabilities or special needs, will be a standard practice. It is in this spirit, that today we also launch our first public version for PC, only few days away from the public release of Microsoft Windows 10: there is no other tool versatile such as PubCoder in the whole Windows world, and we already received enthusiastic feedback from our community"

PubCoder already allows to easily export in all publishing formats such as EPUB3 FXL, IOS, Android and KF8, making incredibly easy to publish projects for smartphones and tablets. PubCoder can also easily create and manage different versions of a project in different languages, in all alphabets such as Chinese, Arabic and Cyrillic and both left-to-right and right-to-left writing directions and pages browsing modes.

The beta version of PubCoder for Windows can be downloaded free of charge from [PubCoder website](#) and can be used without any limitation until the launch of PubCoder 2.0, planned for Q4 2015. PubCoder for Windows requires Windows 7 Service Pack 1 or later and Internet Explorer 11 or later and incorporates all features of the latest 1.4 stable release for the MacOS platform.

What's new in PubCoder 1.5 for Mac:

- Create digital publications and marketing materials that can be embedded into the browser and displayed on a website.
- MathML validation in EPUB Output.
- Customize icons in the Image Gallery widget.
- Insert Tables in Text Objects.

About PubCoder

PubCoder, the digital publishing solution which enables the creation of interactive digital content such as books, corporate documents, apps across all major platforms including smartphones, tablets and the web. More than 3.000 publishers, creative agencies, illustrators, graphic designers, in more than 50 countries are betting on PubCoder to build their digital content and significantly lowering their costs.

In 2014 PubCoder was included in the shortlist of recommended software by [DBW](#) (Digital Book World conference in New York); the same year **Apple iTunes officially recommended PubCoder as authoring tool**. PubCoder is active member of [IDPF](#) (the international organization dedicated to the development of the EPUB standard), and participated as invited member to the technical meetings of the **Radium Foundation** (the global consortium responsible for the promotion of the EPUB3 standard format). PubCoder is the preferred digital publishing tool of some of the best creative people and publishers in the world.

For more information about PubCoder, please visit www.pubcoder.com

[See](#) an example of **HTML5** book made with PubCoder

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