TMEngine

An Open Source Translation Memory Manager

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Overview

TMEngine

TMEngine is an open source Translation Memory $^{\mathrm{TM}}$ manager written in Java.

TMEngine can be used either as an embedded library that manages translation memories in a Java application or as a standalone TM server via its REST API.

Overview 1

Java Library

REST API

REST Methods

The REST methods that TMEngine's server support are:

- Create Memory
- List Memories
- Open Memory
- Close Memory
- Import TMX File
- Export TMX File
- · Search Translations
- Concordance Search
- Rename Memory
- Delete Memory
- Stop Server

Default TMEngine URL is http://localhost:8000/TMEngine./

Note

It is possible to select a custom port for the server, passing the <code>-port</code> parameter to the script used for launching it.

All methods return a JSON object with a status field. Applications must watch this field and verify that it is set to OK

In case of error, the JSON response includes a field named reason that contains the error cause.

Create Memory

End Point: [TMEngine URL]/create

Send a post request to the method end point with these parameters in a JSON body:

Field	Required	Content
id	No	ID of the memory to create. The value of ID must be unique. Default value is current server time represented as the number of milliseconds since January 1, 1970, 00:00:00 GMT.
name	Yes	
owner	No	
type	No	Type of engine to use. Possible values are: MapDbEngine (default) and SQLEngine

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Example:

```
{
   "name": "First Memory",
   "type": "MapDbEngine"
}
```

The server responds with a JSON object containing two fields.

On success, field status is set to OK and field id contains the ID assigned to the new memory.

Example:

```
{
   "status": "OK",
   "id": "1234567890987"
}
```

On error, field status is set to failed and field reason contains the error cause.

Example:

```
{
   "status": "failed",
   "reason": "Duplicated id"
}
```

List Memories

Open Memory

Close Memory

Import TMX File

Export TMX File

Search Translations

Concordance Search

Rename Memory

Delete Memory

Stop Server

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