

使用 zTranslate 将本土项目自动更换为国际项目

zTranslate 支持所有 Pascal 源码自动翻译

zTranslate 支持所有 C/C++/H/PHP/CS 的源码自动翻译

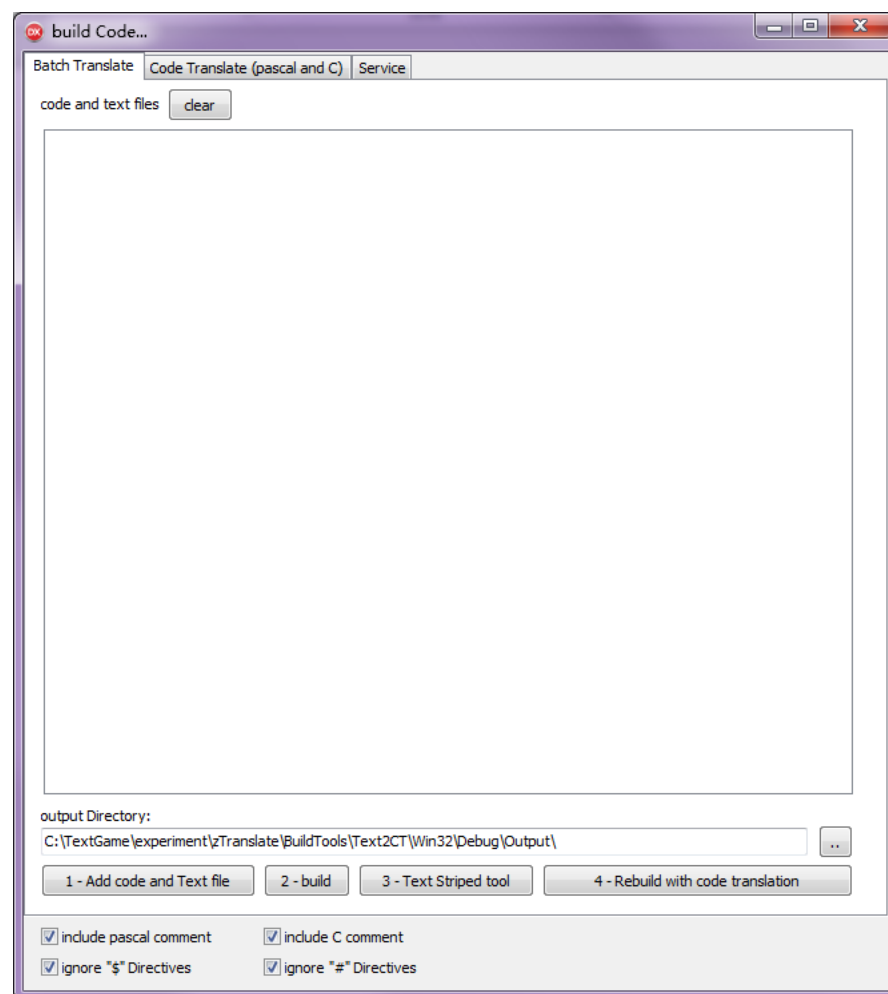
zTranslate 支持所有纯文本文件的自动翻译

先启动百度翻译服务，BaiduTranslateService，如果不了解编译方法，请阅读编译指南

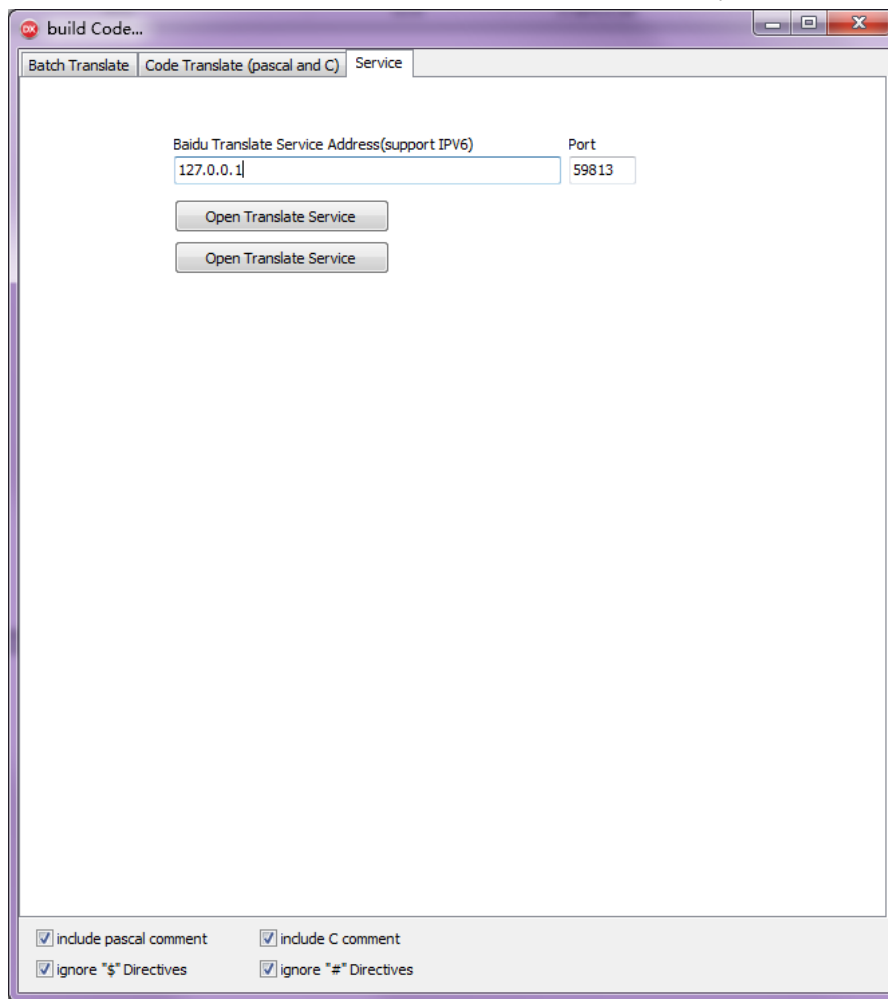
因为翻译服务在转换大型工程时，工作量巨大，单词量几个小时就可以达到 200 万，然后，我们就需要给百度交钱了。所以，我建议使用一台公网服务器做翻译服务器，服务器会 Cache 许多常用的单词，和语句，一旦 Cache 成功，翻译速度将会快于百度。

服务器系统可以 Windows 也可以是 Ubuntu，如果不了解 Ubuntu 的开发和部署，请去 ZServer4D 工程找相关资料

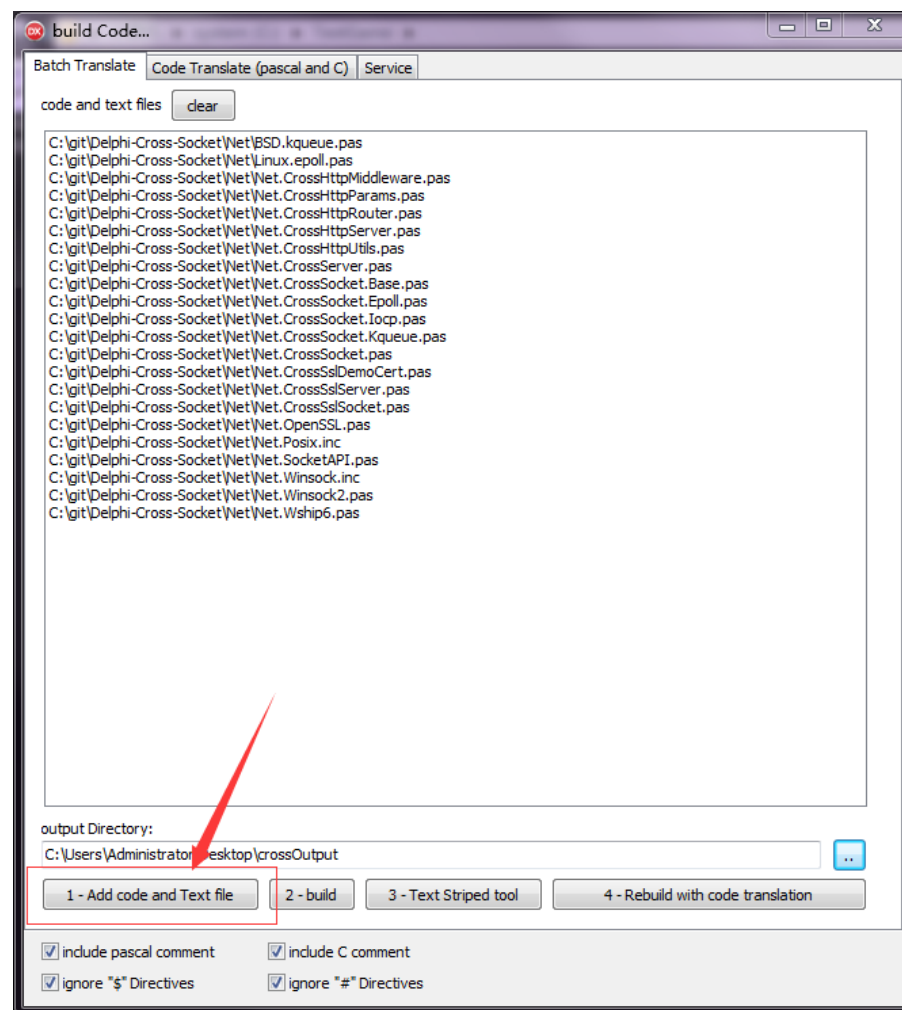
接下来启动 BuildCode



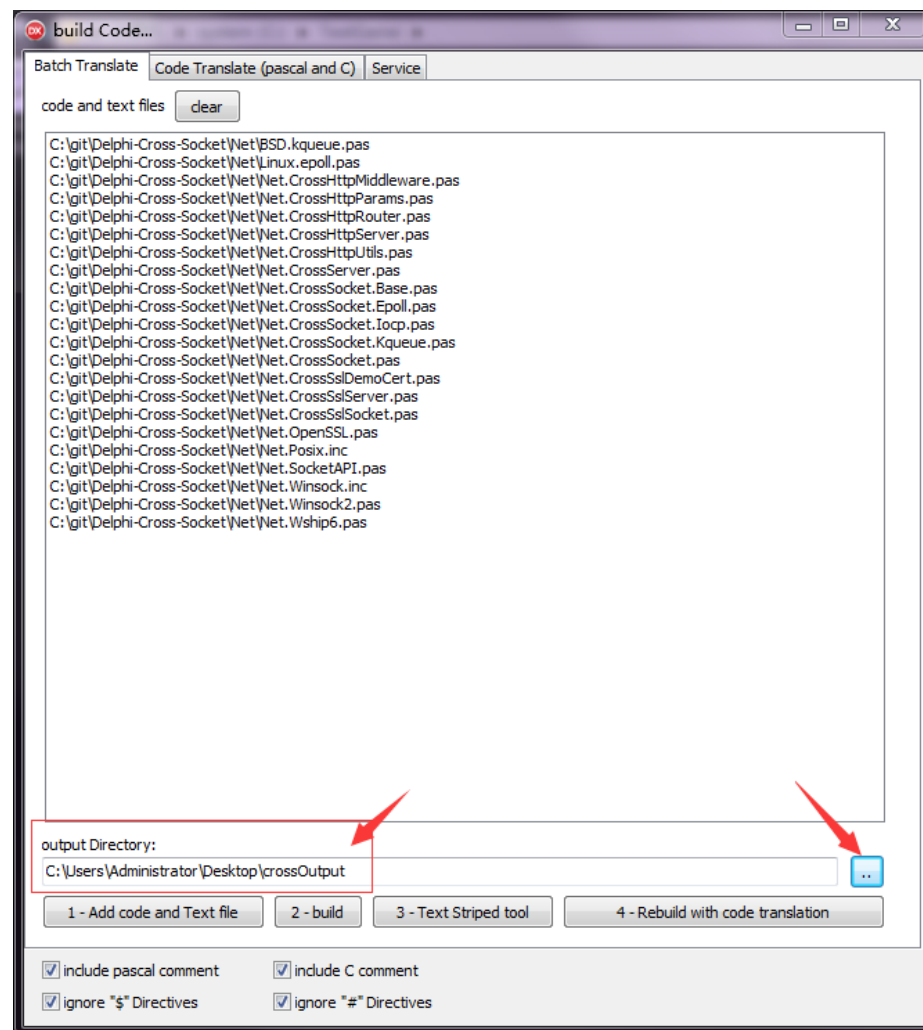
接下来，在 Service 中，填写百度翻译的目标地址，然后 Open Translate Service



下列是以 Delphi-Cross-Socket 为例
将 CrossSocket 主目录下的所有 pascal 和 inc 代码都加进了 Batch Translate 中

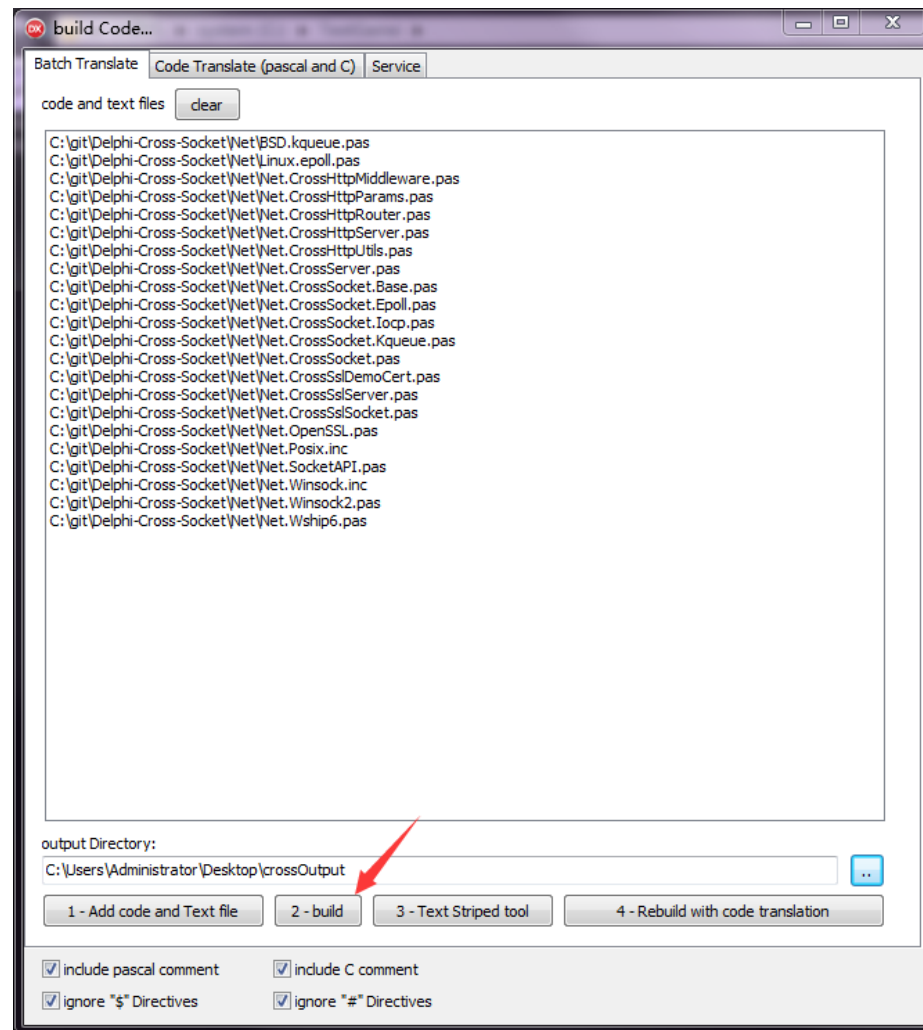


设定代码输出目录

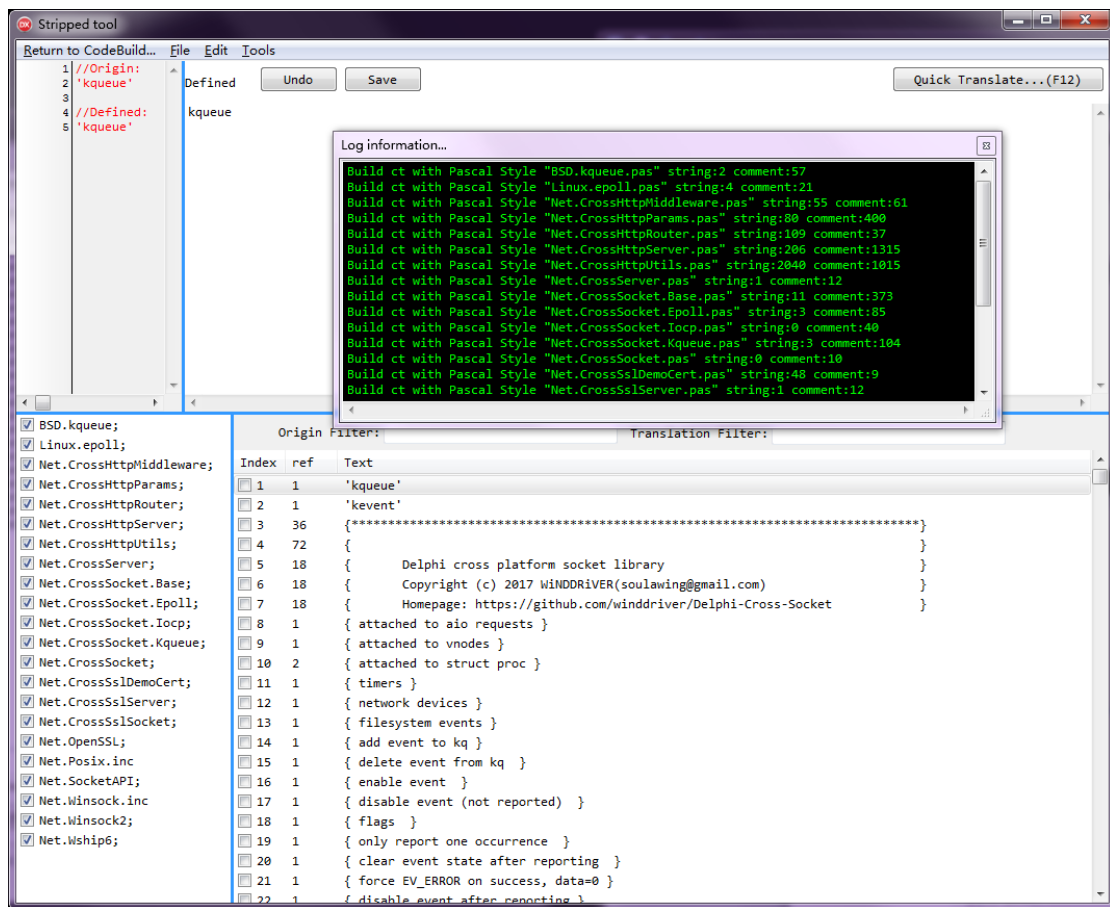


2-Build

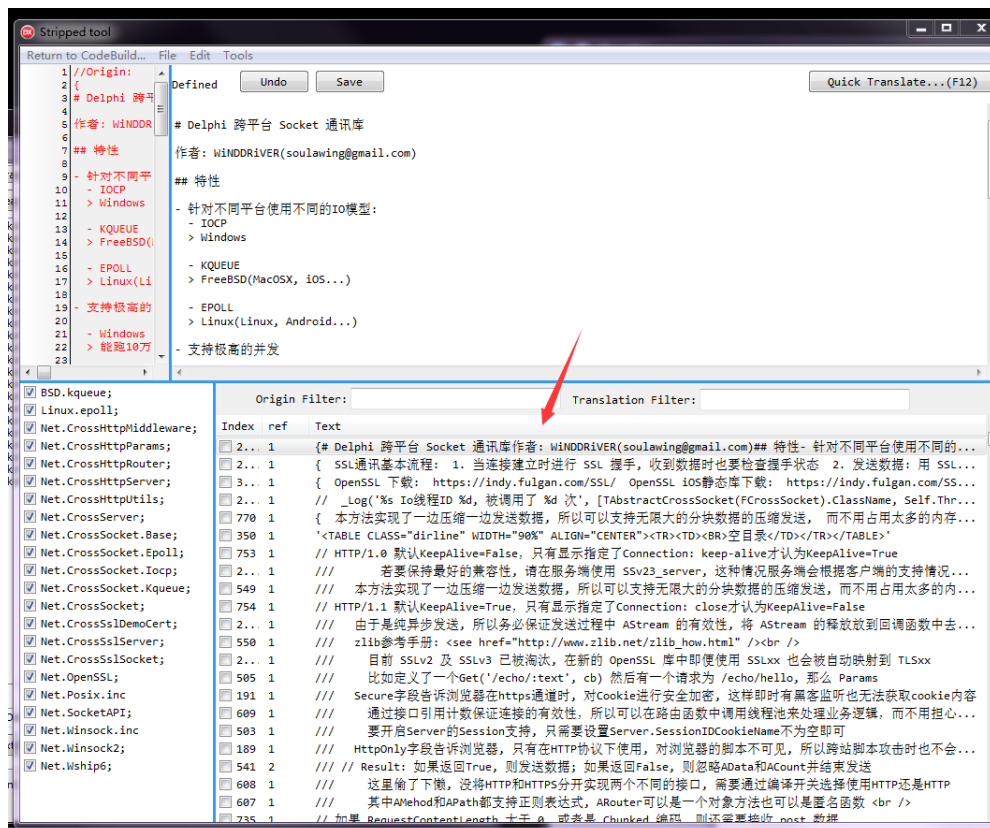
系统这时候会自动分析和提取出 CrossSocket 库中的全部字符串和备注, 并且打开一套可视化校对和编辑系统



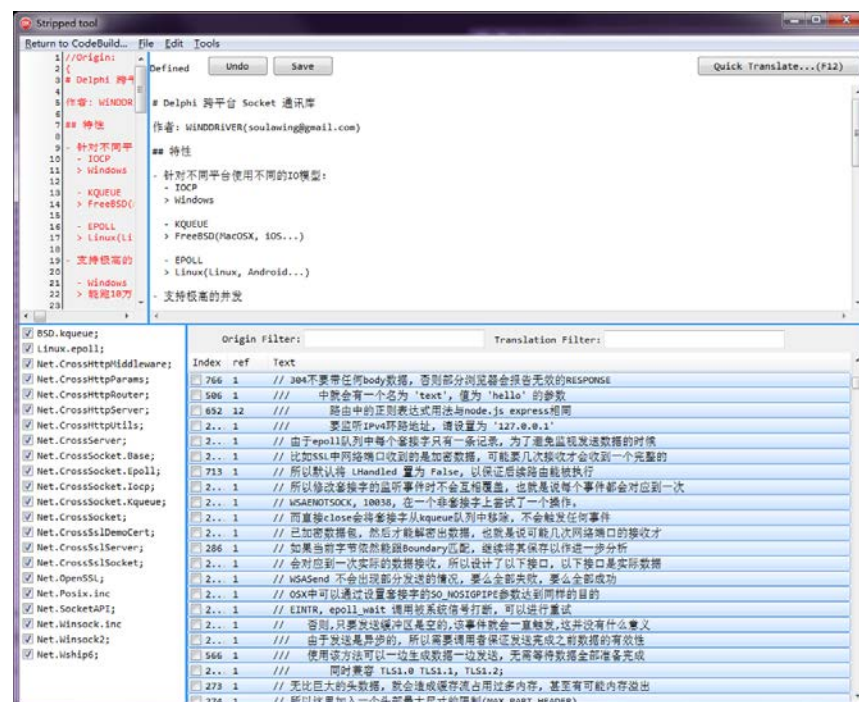
编辑校对工具



点击 Text 可以将中英文进行区分排序



假设我们现在需要中译英，我们先选中全部中文条目



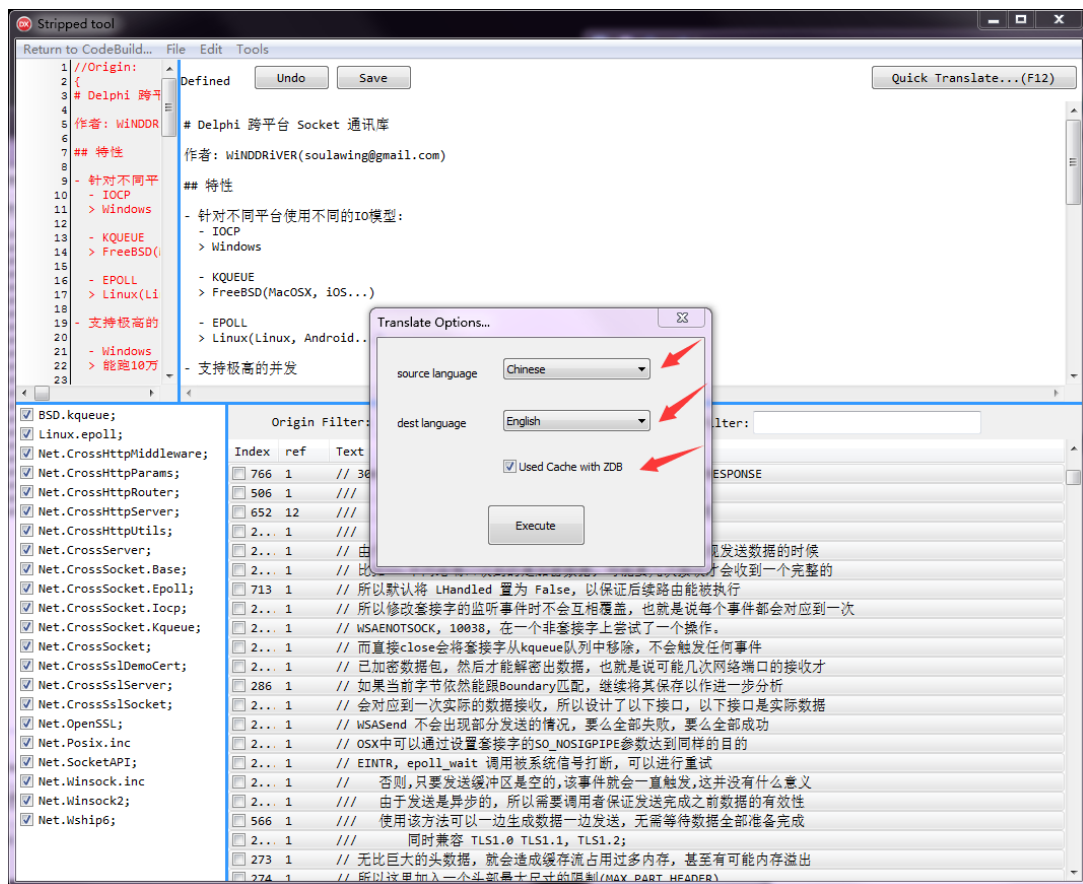
假设，现在我们需要做将中文翻译成英文的工作，那么，现在我们有三种选择

1，如果我们很懒，我们就使用百度翻译引擎，将所有中文的备注和字符串，全部翻译了。待翻译完成后，我们再基于校对工具，来手动的做调整

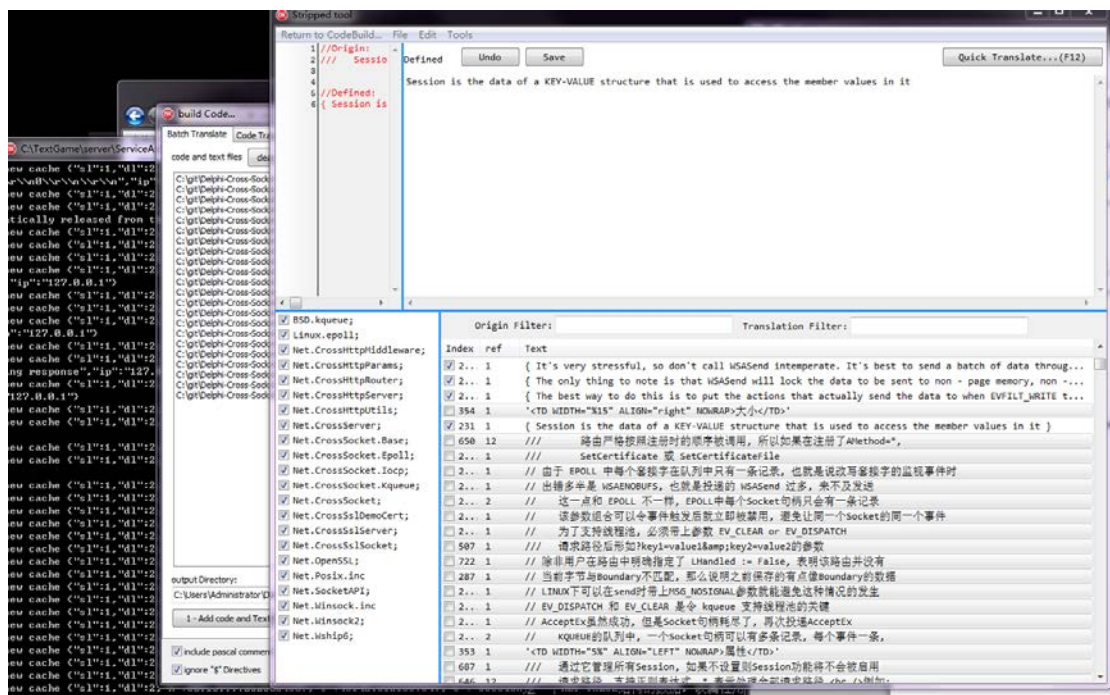
2，如果我们需要追求翻译质量，我们就直接雇佣外包翻译人员，目测 CrossSocket 的汉字量，差不多 1-3 百块左右可以包出去。外包给翻译人员时，我们只需要将选中的条目，pick 上，然后导出成文本，待外包翻译完成后，我们再导入进来。

3，我们基于编辑校对系统，通过热键 F12，使用 Quick Translate 子系统来辅助手动编译

如果我们要使用自动翻译，我们要指定源语言和目标语言，并且确保打开了Cache 数据库



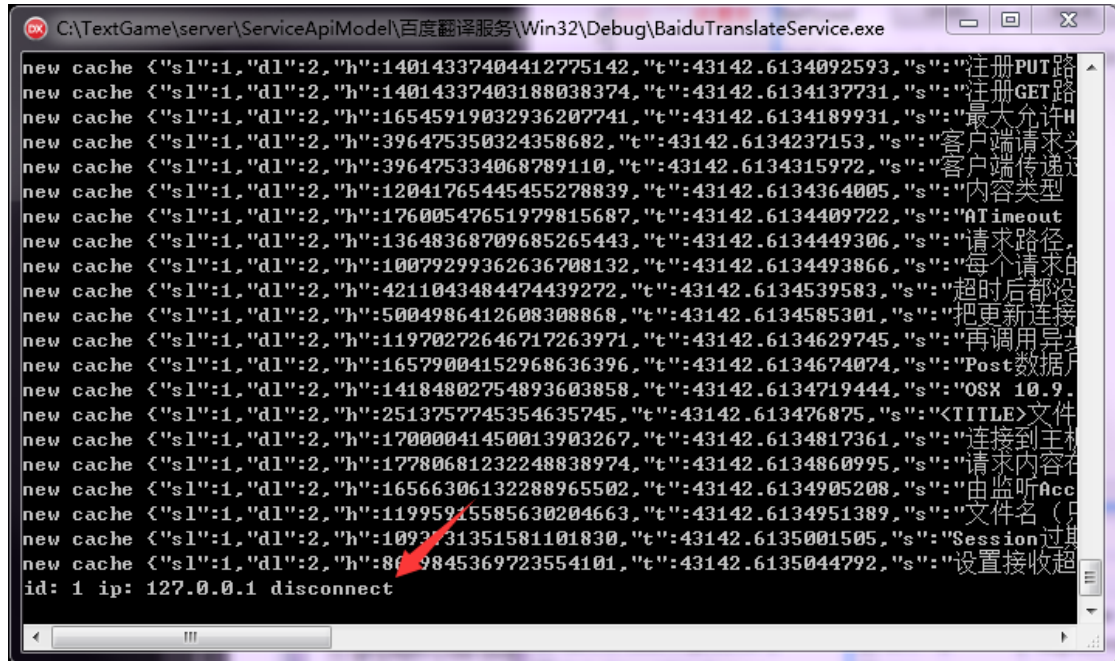
在自动翻译中，系统会频繁的滚屏，提示写数据库，提示翻译状态那些，整个过程是自动化的，这时候，校对工具不会锁操作，我们最好不要做任何操作，安静的等它翻译完成



目测我的速度大概每秒 4 条语句翻译，每条语句 20 个单词

在翻译过程中，因为百度服务器，有时候会发生翻译无效，然后不给我们任何反馈，我们的自动关翻译进行到中间，它就停止了

通过我们的服务器控制台窗口，我们看见服务断线



```
C:\TextGame\server\ServiceApiModel\百度翻译服务\Win32\Debug\BaiduTranslateService.exe
new cache <"s1":1,"d1":2,"h":14014337404412775142,"t":43142.6134092593,"s": "注册PUT路
new cache <"s1":1,"d1":2,"h":14014337403188038374,"t":43142.6134137731,"s": "注册GET路
new cache <"s1":1,"d1":2,"h":16545919032936207741,"t":43142.6134189931,"s": "最大允许H
new cache <"s1":1,"d1":2,"h":396475350324358682,"t":43142.6134237153,"s": "客户端请求头
new cache <"s1":1,"d1":2,"h":396475334068789110,"t":43142.6134315972,"s": "客户端传递通
new cache <"s1":1,"d1":2,"h":12041765445455278839,"t":43142.6134364005,"s": "内容类型
new cache <"s1":1,"d1":2,"h":17600547651979815687,"t":43142.6134409722,"s": "ATimeout
new cache <"s1":1,"d1":2,"h":13648368709685265443,"t":43142.6134449306,"s": "请求路径,
new cache <"s1":1,"d1":2,"h":10079299362636708132,"t":43142.6134493866,"s": "每个请求的
new cache <"s1":1,"d1":2,"h":4211043484474439272,"t":43142.6134539583,"s": "超时后都没
new cache <"s1":1,"d1":2,"h":5004986412608308868,"t":43142.6134585301,"s": "把更新连接
new cache <"s1":1,"d1":2,"h":11970272646717263971,"t":43142.6134629745,"s": "再调用异
new cache <"s1":1,"d1":2,"h":16579004152968636396,"t":43142.6134674074,"s": "Post数据尸
new cache <"s1":1,"d1":2,"h":14184802754893603858,"t":43142.6134719444,"s": "OSX 10.9.
new cache <"s1":1,"d1":2,"h":2513757745354635745,"t":43142.613476875,"s": "<TITLE>文件
new cache <"s1":1,"d1":2,"h":17000041450013903267,"t":43142.6134817361,"s": "连接到主机
new cache <"s1":1,"d1":2,"h":17780681232248838974,"t":43142.6134860995,"s": "请求内容在
new cache <"s1":1,"d1":2,"h":16566306132288965502,"t":43142.6134905208,"s": "由监听Acc
new cache <"s1":1,"d1":2,"h":11995915585630204663,"t":43142.6134951389,"s": "文件名(只
new cache <"s1":1,"d1":2,"h":1093131351581101830,"t":43142.6135001505,"s": "Session过期
new cache <"s1":1,"d1":2,"h":869845369723554101,"t":43142.6135044792,"s": "设置接收超
id: 1 ip: 127.0.0.1 disconnect
```

这时候，我们只需要重复一次上面的操作即可，在重复过程中，因为有服务器 Cache，并不会使用和涉及到百度本身的翻译服务，除非在 cache 数据库没有找到翻译匹配项。

The screenshot shows the Stripped tool interface. The top window displays a code editor with the following content:

```

1 //Origin:
2 // 标题
3
4
5 //Defined:
6 { Title }

```

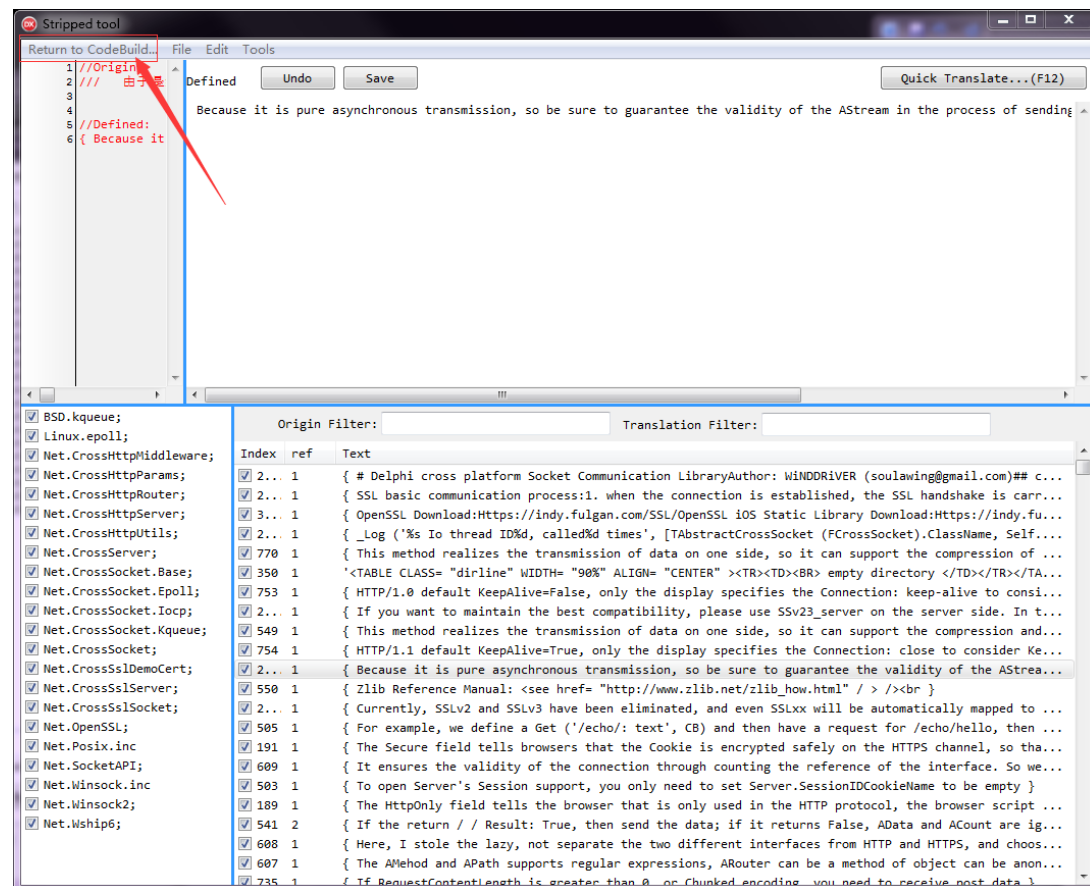
The bottom window shows a list of cross-platform socket communication libraries and their translation filters. A red arrow points to the 'Translation Filter' column header.

Index	ref	Text
2.. 1	1	{ # Delphi cross platform Socket Communication LibraryAuthor: WINDDRIVER (soulawing@gmail.com)## c...
2.. 1	1	{ SSL通讯基本流程: 1. 当连接建立时进行 SSL 握手, 收到数据时也要检查握手状态 2. 发送数据: 用 SSL...
3.. 1	1	{ OpenSSL Download:Https://indy.fulgan.com/SSL/OpenSSL iOS Static Library Download:Https://indy.fu...
2.. 1	1	{ _log ('%s Io thread ID%d, called%d times', [TAbstractCrossSocket (FCrossSocket).ClassName, Self...
770 1	1	{ This method realizes the transmission of data on one side, so it can support the compression of ...
350 1	1	<TABLE CLASS="dirline" WIDTH="90%" ALIGN="CENTER"><TR><TD> empty directory </TD></TR></TA...
753 1	1	{ HTTP/1.0 default KeepAlive=False, only the display specifies the Connection: keep-alive to consi...
2.. 1	1	{ If you want to maintain the best compatibility, please use SSV23_server on the server side. In t...
549 1	1	{ 本方法实现了一边压缩一边发送数据, 所以可以支持无限大的分块数据的压缩发送, 而不用占用太多的内存和...
754 1	1	{ HTTP/1.1 default KeepAlive=True, only the display specifies the Connection: close to consider Ke...
2.. 1	1	{ Because it is pure asynchronous transmission, so be sure to guarantee the validity of the Astrea...
550 1	1	{ Zlib Reference Manual: <see href= "http://www.zlib.net/zlib_how.html" / > />
2.. 1	1	{ Currently, SSLv2 and SSLv3 have been eliminated, and even SSLxx will be automatically mapped to ...
585 1	1	{ For example, we define a Get ('/echo/: text', CB) and then have a request for /echo/hello, then ...
191 1	1	{ The Secure field tells browsers that the Cookie is encrypted safely on the HTTPS channel, so tha...
609 1	1	{ It ensures the validity of the connection through counting the reference of the interface. So we...
503 1	1	{ To open Server's Session support, you only need to set Server.SessionIDCookieName to empty }
189 1	1	{ The HttpOnly field tells the browser that is only used in the HTTP protocol, the browser script ...
541 2	1	{ If the return // Result: True, then send the data; if it returns False, Adata and Acount are ig...
608 1	1	{ Here, I stole the lazy, not separate the two different interfaces from HTTP and HTTPS, and choos...
607 1	1	{ The Almod and APath supports regular expressions, ARouter can be a method of object can be anon...
735 1	1	{ If RequestContentLength is greater than 0, or chunked encoding, you need to receive post data }

The screenshot shows the 'Quick Translate' application window with a purple title bar. The interface includes a 'source language' dropdown set to 'Chinese' and a checked checkbox for 'Used Cache with ZDB'. Below this are four separate translation sections, each with a 'dest language' dropdown set to 'English' and a status indicator 'Finished...'. Each section contains a scrollable text area with the source text and a corresponding button on the right.

Source Language	Destination Language	Status	Action Button
SSL通讯基本流程: 1. 当连接建立时进行 SSL 握手, 收到数据时也要检查握手状态 2. 发送数据: 用 SSL_write 写入原数据, BIO_read 读取加密后的数据进行发送 3. 接收数据: 用 BIO_write 写入收到的数据, 用 SSL_read 读取解密后的数据	English	Finished...	used (F1)
Or the BIO object that is bound to it Due to the need to decrypt and encrypt the data to receive and receive data, the SSL object is also required to be pro So it's a lot less efficient than not using SSL, which is unavoidable. Transport layer security protocol: https://zh.wikipedia.org/wiki/%E5%82%B3%E8%BC%B8%E5%B1%A4%E5%AE%89%E5%85%A8%E5%BD%94%	English	Finished...	used (F2) Fixed
SSL basic communication process: 1. when the connection is established, the SSL handshake is carried out, and the handshake state is also checked wher 2. send data: write the original data with SSL_write, BIO_read read the encrypted data and send it 3. receive data: write the received data with BIO_write and read the decrypted data with SSL_read OpenSSL's SSL object is not thread safe!!!!!!!!!!!!!!!!!!!!!! Even when the OpenSSL is initialized, the threads related callbacks are the same.	automatic	Finished...	used (F3) Fixed
'error!'	automatic	Finished...	used (F4) Fixed

待我们的所有校对和编辑工作都完成时，点 Return to Codebuild
这时候，CrossSocket 的英文国际就自动完成了



然后我们重新编译，我们做的国际化 CrossSocket，并且编译通过

以此操作，可以大规模翻译 **Pascal** 和 **c** 的项目为国际化或则本土化项目

by.qq600585

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