SDL Passolo 2011

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General

Content Overview

This manual is subdivided into these chapters, together with an appendix containing a glossary:

General

This chapter covers the typographic conventions employed in this Reference Manual.

First steps

This chapter provides notes on starting up Passolo for the first time.

Passolo Projects

This chapter explains the structure of translation projects as well as their administration with Passolo.

String Lists

This chapter covers the basic properties and editing options of source and translation lists.

Preparing the Translation

This chapter describe how source lists can be edited in order to optimize the subsequent translation process.

The Translation

This chapter explains the actual translation process with the program and illustrates which editing options Passolo provides.

Reports and statistics

This chapter describes how to generate a statistical analysis of your projects and how to document your projects by creating reports.

Binary Resources

This chapter covers how binary resources such as bitmaps, icons, or cursors can be administered and edited with Passolo.

Add-Ins

This chapter describes how Passolo can be expanded by new functions through the use of add-ins.

File Formats

This chapter describes all file formats that are supported by Passolo.

Export and Import Interfaces

This chapter describes how text resources can be exported for external editing, and then be re-imported. This chapter also contains a description of an interface to the TRADOS translation tool.

Simulation

This chapter describes the options Passolo offers for checking the source files for general translatability.

Macros

This chapter describes how to add new functions and automate repeating tasks by defining macros.

The Team Edition

This chapter describes the features specific to the Team Edition of Passolo. This edition allows you to generate translation bundles which can then be translated using the free Translator Edition of Passolo.

Options

This provides an overview of all options that can be set up in Passolo.

Batch Mode for Passolo

This describes the batch mode, used to use Passolo in the command line.

Other Functions

This chapter contains further useful information that did not fit into any of the preceding chapters.

Appendix

The *Appendix* includes information about code pages, a description of glossary file structures, and other information.

Typographic Conventions

Before starting to work with Passolo, you should familiarize yourself with the general and special typographical conventions used in this documentation.

General

The following formats are used:

Formatting	Description
Bold	In this manual, the names of all elements of the graphic user interface (menus, commands, dialogs, buttons, etc.) as well as data types, functions, procedures, etc. are indicated by bold formatting.
Italics	Terms or characters that must be input, as well as cross-references to chapters or sections, path and file names.
"Resource"	Terms or characters in the source or translation list.
CAPITALIZATION	Key designations.

Keyboard Conventions

All keys are written in capital letters. For example, the control key is written as CTRL key (or simply CTRL), and the escape key as ESC. Since hardware manufacturers employ differing conventions, it is possible that the designations on your keyboard differ from those used in this manual.

Keys	Description
KEY1+KEY2	Keyboard conventions often use several keys in combination or in sequence. In this manual, such combinations are known as "shortcuts"). If, for example, the shortcut SHIFT+F1 is used, it means you have to press and hold down the shift key while pressing the F1 key.
ARROW KEYS	Use the arrow keys (UP, DOWN, LEFT, and RIGHT arrows) to move the

HOME, END, PAGE UP, PAGE DOWN	cursor in a text field. Some directional keys can be used in combination (e.g., CTRL+HOME).
Numeric keypad	Generally, your keyboard will be an "extended" keyboard that allows you to use the numeric keypad to input numbers. To activate number entry, press the NUM LOCK key.

First Steps

First steps

Starting Passolo

After installing Passolo you can start the program via the Windows Start menu (the Start button in the lower left corner of your screen) or by double-clicking the desktop icon.

Passolo is **Unicode** enabled, i.e. it works with the Unicode character set which means it is not subject to codepage-related issues. It is compatible with Windows XP, Vista and Windows 7

When the program is started, the *start page* (S. 5) appears first of all, where you can open existing projects or create new projects.

Information about getting started with Passolo

The *Overview* (S. 11) chapter explains the basic principle of how Passolo projects work.

Creating a New Project (S. 12) explains how to set up a new Passolo project.

The Project Window (S. 15) chapter describes how to manage the string lists in a project.

Editing a Translation List (S. 73) describes how to carry out a translation in Passolo.

The *Generating the Target File* (S. 9) chapter shows you how to generate the translated target files.

The Start Page

The start window is displayed when SDL Passolo is started. Most of the window is taken up by the list of recently opened projects. Mark the project to be opened and click on **Open**. You can also choose the **Mode** in which the project is to be opened (see *Shared Mode*, S. 41). Passolo saves the last selected mode for each project and shows the corresponding mode icon in the in the "Last opened" column.

The start page can be called up at any time using the **Start Page** command in the **View** menu.

The "Commands" field on the left contains links that can be used to open other existing projects or create a new project.

User

For many changes, Passolo saves the name of the user who made the changes. The name from the Windows login is used as standard. However, you can also specify another user name. The name can only be changed if no projects are open. For further information, please see *User Management* (S. 40).

SDL Passolo News

Important announcements about Passolo are reported here, e.g. when a new service pack is available. Have a look in this field from time to time so that you are always up to date with the latest news.

Creating a Project

A Passolo Project contains all settings to read your localizable files and the translations to all target languages.

Creating a Project

1. Click on **New** in the **File** menu to display the **Project Setup** dialog.
2. Select a name for the new project, such as *MyProject*, and enter this in the **Name** field.
3. Then enter the directory you want SDL Passolo to use to create and save the project in the **Location** field.
4. Click on the **Add source file** button and select one or more source files that you wish to translate.
5. Check the settings in the **Source String List Properties** dialog
6. Click on the **Add language** button and select the language into which you wish to translate the source files in the **Language** dialog. Repeat this procedure for any additional target languages.
7. Confirm all your settings by clicking on **OK**. The dialog closes and the appears with the source files and languages specified by you.

Further information

The Project Setup Dialog (S. 22)

Adding Source Files (S. 13)

The Source String List Properties Dialog (S. 28)

The Language Dialog (S. 31)

The Project Window (S. 15)

Updating and Alignment

Once the project has been created, the string lists have to be generated. If you already have localized target files, you can import these into the Passolo translation lists using the **Alignment** function.

Generating the String Lists

1. Open the new Passolo project, if it is not already open
2. Click on **Update String List** in the **String List** menu
3. In the **Update Texts** dialog, select the **All string lists in project** option
4. Click on **OK**

All source string lists and translation lists are now created. Double-clicking on one of the lists in the project window opens the list and you can check that all of the texts to be localized have been extracted. In the event of error messages, or if no texts have been extracted, you need to check the settings for the source string list.

Checking the Settings for a Source String List

1. Open the Passolo project, if it is not already open
2. In the project window, click once on the source string list that could not be read (source string lists are displayed in blue)
3. Click on **String List Settings** in the **Project** menu
4. Check that the correct **File path** is set.
5. Check that the correct **Parser** is set. You may need information from the developer for this.

6. The source file may contain several languages. Check that the right **Language to extract** has been selected. If you are not sure which language has been marked for the texts to be localized, select **All languages** here.
7. Click on **Options** and check the parser-specific settings.
8. Click on **Info** to see what resources Passolo has found in the source file.

Aligning a Translation List

1. In the project window, click once on the translation list that you wish to align (translation lists are displayed in black)
2. Click on Scan Target File (Alignment) in the String List menu
3. Check that the target file in question is specified correctly in the Scan target file field.
4. If the target file contains several languages, select the language to be extracted.
5. Select the **All strings in the target file are translated** option.
6. Click the OK button

Further information

The Source String List Properties Dialog (S. 28)

Updating String Lists (S. 61)

Transferring Existing Translations (S. 37)

Translating With Passolo

The translation of the string lists is carried out in the Passolo project or in the exported translation bundles. The process is the same in both cases.

Translation of Texts in the Translation List

1. Open the Passolo project or the translation bundle, if it is not already open.
2. Double-click on the translation list you require (translation lists are displayed in black).
3. Once the text list has opened, double-click on the first red entry, i.e. the first text not yet translated.
4. Delete the existing text in the original language in the translation window.
5. Write the translation
6. Jump to the next string by pressing the Enter key or using the Ctrl+down key combination

Further information

Exporting Translation Bundles (S. 210)

Editing a Translation List (S. 73)

Translation Support

Passolo has a number of features to support the translator during translation.

Existing translations from the same or other Passolo projects can be used for pre-translation or for searching for translations of similar texts (fuzzy matching).

Translations can also be supplied from simple string lists (glossaries), extensive Trados/SDLX Translation Memories or machine translation services on the internet (e.g. Google).

A spell check and other checks for general errors or software-specific errors ensure the quality of the translations.

Using a Glossary for Pre-Translation

1. To check the current settings, click on **Glossaries** in the **Tools** menu.
2. Make sure that the glossary *MFC.glo* is activated.
3. Close the dialog.
4. Click on **Options** in the **Tools** menu and select the **Translation Helpers**/**Pre-Translation** page.
5. In the list of providers, make sure that **Common Glossaries**/**MFC.glo** is selected.
6. Close the Options dialog.
7. In the project window, open a translation list by double clicking on it.
8. Mark the texts that you wish to translate automatically (Ctrl-A marks all texts).
9. In the **String** menu, click on **Pre-Translate String**.
10. Passolo now searches for the marked strings and enters the found strings directly. down

Using a Trados Translation Memory for Fuzzy Matching

1. Click on **Options** in the **Tools** menu and select the **Translation Helpers**/ **Fuzzy Matching** page.
2. In the list of providers, select the entry SDL Trados Studio under Translation Add-in
3. Click on **Setup**
4. The dialog for editing the translation memories is similar to the dialog in SDL Trados Studio. Add an existing translation memory with a compatible language pair. See *SDL Trados Studio 2009*, S. 94)
5. Back in the Options dialog, make sure that the newly created translation memory is selected in the provider list.
6. Close the Options dialog.
7. In the project window, open a translation list by double clicking on it.
8. Mark an un-translated string and click on Find Fuzzy Translations in the String menu.
9. If translations are now found that are similar to the searched string, these are displayed in the **Translation** results window. The differences between the source text found and the searched source text are shown in color.
10. Double-clicking on a fuzzy translation copies the text to the translation list. In general, all the translation will need now is some editing.

Checking the Translated Strings

1. Open the translation list
2. Click on **Check All Strings** in the **String** menu.
3. All errors found are displayed in the **Check** results window. Double clicking on the error will take you straight to the relevant translation so that you can correct it.

Further information

Pre-Translation of Individual Strings (S. 78)

Using the Fuzzy List (S. 81)

Translating with the Concordance Search (S. 82)

Terminology Display (S. 83)

Pre-Translation Providers (S. 89)

Spell Checking (S. 124)

Check Functions (S. 119)

The Output Windows (S. 255)

Generating the Target File

The target file can be created at any time, even before the texts have been fully translated.

Generating the Target File

1. Open the Passolo project, if it is not already open
2. In the project window, click once on the translation list of the target file you wish to generate.
3. Click on **Generate Target File** in the **String Lists** menu.
4. Click on **OK**.

If the target file is not written as expected, you can check the settings of the translation list. The settings of the source file may in some circumstances affect the generation of the target file (see *Updating and Alignment*, S. 6)

Checking the Settings of a Translation List

1. In the project window, click once on the translation list for which you wish to check the settings (source string lists are displayed in blue)
2. Click on **String List Settings** in the **Project** menu
3. Check that the correct **Target file name** has been set.
4. Click on **Advanced** and check the parser-specific settings.

Further information

Generating the Target File (S. 9)

Extending Passolo

Passolo offers a few options for expanding existing functions or adding new functions. This means, for example, that localization with Passolo can be added to a personal workflow.

Further information

User-defined Properties (S. 44)
Macros Overview (S. 237)
Add-Ins for Passolo (S. 149)

Passolo Projects

Overview

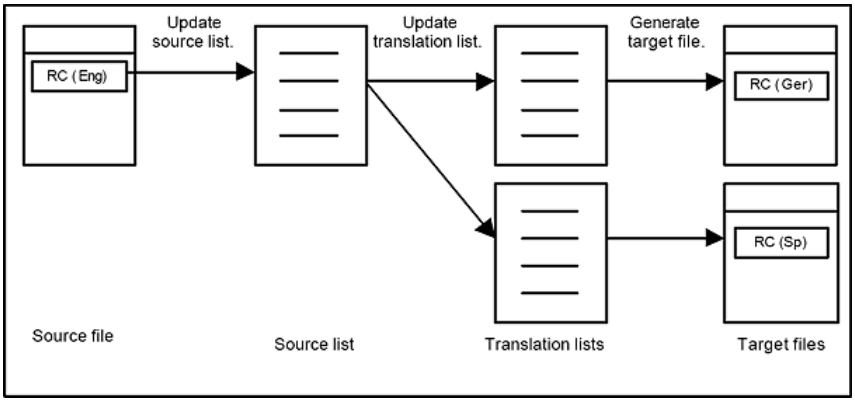
A **Passolo project** consists of one or more source files and a certain number of languages.

Note: Passolo Essential allows only one source file in the project.

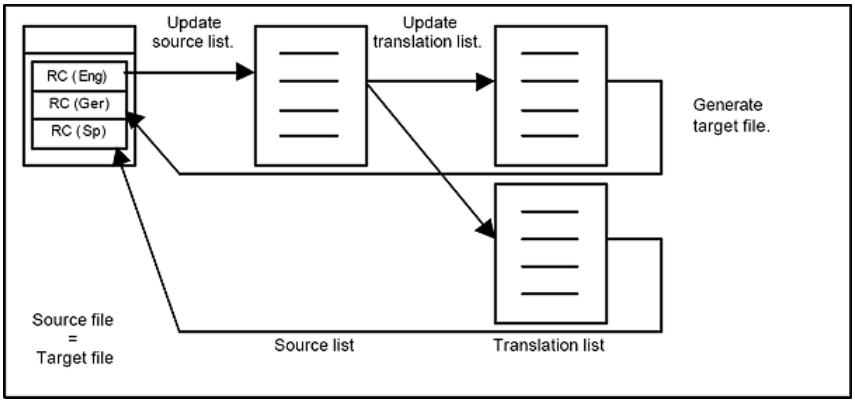
Source files are executable program files (*.EXE) and/or libraries (*.DLL), as well as any other files containing source strings to be translated in one of the formats supported by Passolo. For more information about the file formats that can be handled with Passolo, please refer to *Add-Ins for Passolo* (S. 149). If, for example, two programs are to be translated into three different languages, this creates six new applications. The six files generated by Passolo are described as **target files**.

The Passolo project window displays all the components of a project, i.e. the source and target files. Each of the fields displayed in the project window corresponds to a **string list**. In the case of a source file, this is the **source list**, which comprises all the string resources of the original file in a single column. A **translation list** is assigned to the target file. This is basically a copy of the source list, but it contains an additional column for the translated strings. The actual localization process in Passolo consists of editing this second column in the translation list. Glossaries and a dialog editor are available to support the user in this process. For further information about working with string lists, please refer to *Creating String Lists* (S. 47).

Once all string have been translated, the target file is generated. Passolo creates a copy of the source file in which all the string resources – and dialog resources, as the case may be – have been changed to reflect the translation. The following diagram, in which an English resource code is translated into German and Spanish, illustrates the translation process:



Depending on the file format, Passolo also offers the option of writing all of the translated resources back to the source file so that this contains all of the language versions in a single file:



The translation lists can also be exported for editing outside of the project, thus allowing translation work to be contracted out without having to copy the entire project. In this case, the translator simply edits the file to be translated. For further information, please refer to *Export and Import Interfaces* (S. 207).

Further information

Creating a New Project (S. 12)

Changing the Project Settings (S. 17)

Creating String Lists (S. 47)

Changing View Options (S. 54)

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The Project Window (S. 15)

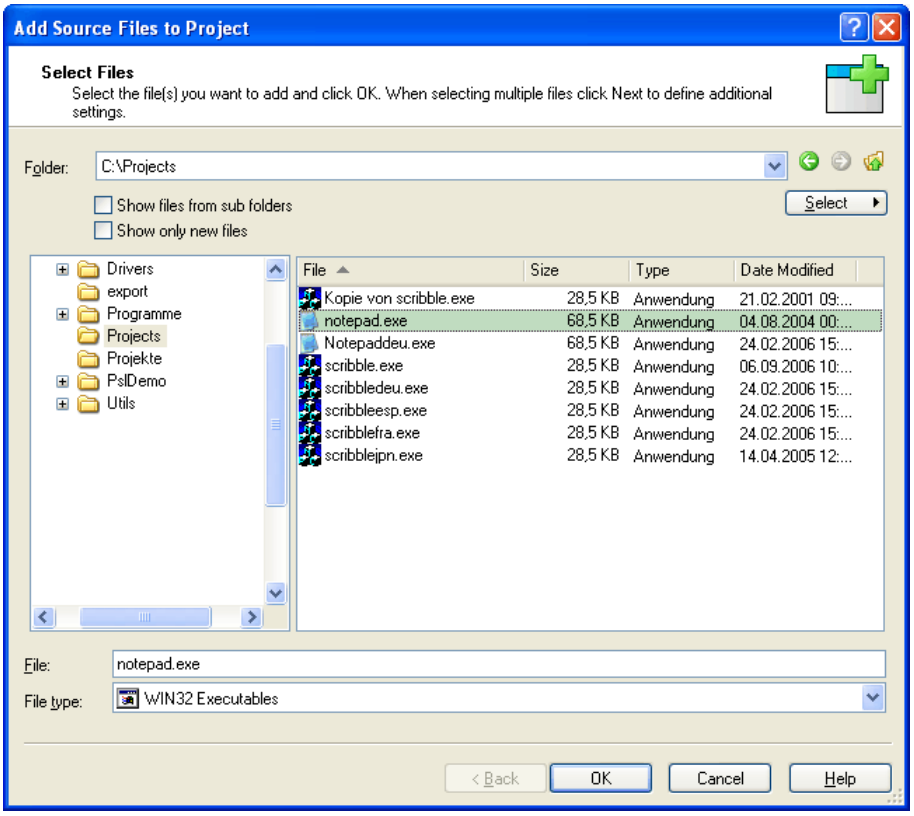
Creating a New Project

To create a new project you need to specify at least one **source file** and at least one **target language**. Proceed as follows:

1. In the **File** menu, click on **New/Project** to open *the project Setup dialog* (S. 22).
2. Select a name for the new project, such as *MyProject*, and enter this in the **Name** field.
3. Then enter the directory you want Passolo to use to create and save the project in the **Location** field.
4. Click on the **Add source file** button and select one or more source files to be translated. (see *Adding source files*, S. 13)
5. Check the settings in *The Source String List Properties Dialog* (S. 28)
6. Click the **Add language** button and then select the language into which you want to translate the source file(s) via *the language dialog* (S. 31). Repeat this procedure for any additional target languages.
7. You may also want to adjust the standard target path rules so that the resulting target paths are created according to your requirements. To do so, click the **Target rules** button. For further information on this, please refer to *Target Path Rules* (S. 23).
8. Confirm all your settings by clicking on **OK**. The dialog closes, and the *Project window* (S. 15) appears, showing all of the source files and languages that you specified.

Adding Source Files

When a new source file is added to a project, the following dialog appears



Folder

Select (or enter) the folder containing the files you want to add. If you used this folder previously, it is also listed in the **Folder** dropdown list. You can also enter a folder path into the **File** field and press the Enter key.

To display files from an entire folder structure, activate the **Show files from subfolders** checkbox. With the **Show only new files** option, files that are already included in the project as source files are not displayed.

File Type

This dropdown list shows all of the file types that can be parsed with Passolo. If you know the file format of your source file, select the corresponding entry. If you don't know what the file format is, select **All files** or **All supported types** (this is a combination of all types). Passolo will then scan the files and try to determine and set the file type automatically.

Selecting Files

You can select one or more files to add to the project. Use the **Select** command to select files that have not been added to the project yet or whose names match a certain criterion.

If you select a single file and click on **OK**, you can enter additional settings in *The Source String List Properties Dialog* (S. 28).

If you select several files, click on **Next** to display the **Parser** page.

Parser

This page lists all of the files that you selected on the first page. The parser that will be used to read the file is displayed next to each file.

To change the parser for a file or to let the parser be determined again, click on the ▸ symbol. You can test the parser by selecting **Show content**. If there is no content in the file you should select another parser.

Click on **Next** to display the **Source Language** page.

Source Language

If all of the source files have the same language you should select that language now. If not, or if you don't know the language, select **The files have different languages**. Passolo will then check the content of each file to determine the language and set it automatically. The selected default language is used for source files where this is not possible.

Click on **Next** to display the **Target Path Rule** page.

Target Path Rule

Please see *The Target Path Rule Dialog* (S. 24) for information about target path rules

If you have already defined a target path rule for the new source files, select **Use existing target rule** and then select the rule from the dropdown list

If you select **Create a new target rule**, a new rule will be created now. If, for example, you are adding all of the files in a folder structure, you should create the **Copy folder** rule. With this rule, a copy of the folder along with all of its subfolders is created for each target language.

Click on **OK** to add the selected files now.

Cascaded Projects

A cascaded project based on the target language of another project. All source files and settings are automatically transferred from this project. The source lists contain the texts from the translation string lists in the base project.

More complex workflows can therefore be displayed. If the source files were created in a "developer language" that has to first be translated into correct English, for example. The English then acts as a basis for translation into other languages.

Creating a cascaded project

To create a project, you need to specify the base project file and at least one **target language**. Proceed as follows:

1. Go to the **Files** menu and click on **New/Cascaded Project** to display the *Project Setup dialog* (S. 22).
2. Select a name for the new project, such as *MyProject*, and enter this in the **Name** field.
3. Geben Sie anschließend im Feld **Verzeichnis** den Pfad ein, in dem Passolo das Projekt anlegen und speichern soll. It is recommended that you select the base project folder here to ensure that the target path rule can be transferred correctly, for example.
4. Specify the base project or click on "<img src="../icons/icn_glossopen.gif">" and select it using the File Selection Dialog.
5. Select the target language for the base project, which will serve as the **base language** for the cascaded project.

6. Click the **Add language** button and then select the language into which you want to translate the source file(s) via *the language dialog* (S. 31). Repeat this procedure for any additional target languages.
7. Confirm all your settings by clicking on **OK**. The dialog closes, and the *Project window* (S. 15) appears, showing all of the source files and languages that you specified.

Working with cascaded projects

You can work with cascaded projects in exactly the same way as with normal projects. Please note the following points:

- When updating the source lists, the original source files are not read. The texts from the base project translation string lists are applied instead.
- No additional source files can be added to the cascaded project. The list of source files is applied when it is opened from the base project.
- The source file settings cannot be changed in the cascaded project. These are also transferred from the base project. Changes to the parser settings, for example, must therefore be made in the base project.
- The target path rules are taken from the base project. If these include the placeholder (project folder), the cascaded project should be created in the same folder as the base project. (See *Target Path Rule Dialog*, S. 24)

The Project Window

The Project Window

The project window displays all the components of a project, i.e. the source lists and translation lists. This is where you perform project operations, as well as operations that apply to several string lists, and open string lists for processing.

The tree view shows the project components in a project tree and a project list, similar to the display in the Windows Explorer.

The **project tree** on the left contains the source files and the target languages. The **project list** contains the string lists for the current selection in the project tree.

Selection in the project tree	Content of the project list
"String lists"	All source string lists and all translation lists

"Sources"	All source string lists
Single source file, e.g. "scribble"	Selected source string list and all corresponding translation lists
"Targets"	All translation lists
Single target language, e.g. "German"	All translation lists for the selected language
"Folder"	All source string lists and translation lists, grouped by source file or target file folder

The displayed lists can be **sorted** according to different criteria. Click on a column header to sort the list according to the contents of the column in ascending or descending alphanumeric order. An arrow symbol in the column heading shows the current sorting selection. Clicking again on the same column header toggles the sorting direction.

To restore the original sorting according to the order of objects in the project, select **Sort**, then **Project Sorting** from the **View** menu.

String List Status

The icons in the fields of the standard view, or in the project list of the tree view, indicate the status of the individual string lists:

Icon	Description	Comments
	The indicated source file does not exist.	Make sure the correct source file and path are specified in the project settings.
	The string list has not been created yet.	Select the **Create/Update String List** command from the **String List** menu.
	The string list is not up to date, because the source file or source string list has been modified since the latest update.	Select the **Create/Update String List** command from the **String List** menu.
	The string list is open.	
	The target file does not exist.	When all the string resources have been translated, select the **Generate Target File** command from the **String List** menu.
	The string list was exported as a translation list (TRX) or as a non-licensed translation bundle (TBA).	The string list cannot be edited until it has been re-imported or released. For further information, please see *Exporting Translation Bundles* (S. 210).
	The string list was exported as a licensed translation bundle.	The string list cannot be edited until it has been re-imported or released. For further information, please see *Exporting Translation Bundles* (S. 210).
	The target file is no longer up to date, because the original translation list has been modified.	Select the **Generate Target File** command from the String List menu.

Bookmarks

You can use bookmarks to mark strings list. This is particularly useful in large projects with numerous string lists. The bookmarked string lists are marked with a light blue symbol on the left edge of the entry in the project window. To toggle the bookmark for a string list on or off choose **Toggle Bookmark** from the **Edit** menu or press **Ctrl+F12**.

To jump to the next or previous bookmark in the current string list, choose **Next bookmark** or **Previous bookmark** in the **Edit / Go to** menu.

Bookmarks remain in place even after the project is saved, closed, and reopened. To delete all bookmarks in a string list, go to the **Edit** menu and select the **Clear all bookmarks** command.

Further information

- *Working in the Project Window* (S. 17)
- *Changing the Project Settings* (S. 17)
- *Configuration of the columns in the project list* (S. 18)

Working in the Project Window

Selecting String Lists

To select a particular string list, simply click on it. To select several string lists, press and hold down the CTRL key while you click on the second and any subsequent string lists.

If you click on a field with the right mouse button, the field is selected and its associated context menu appears. This menu contains the commands most frequently used with string lists.

Selecting Commands

After selecting one or more string lists, you can use the commands on the menu bar. The most important commands are also available via the toolbar in the project window:

Displays the string list properties (for further information, please see *Source String List Properties dialog* (S. 28) or the *Translation List Properties*, S. 32).

Creates or updates a string list (for further information, please see *Creating String Lists*, S. 47).

Generates a target file (for further information, please see *Generating the Target File*, S. 9).

Changing the Project Settings

You can change the list of source files or target languages in *the Project Setup Dialog* (S. 22) or in the *project window* (S. 15). The following commands are available from the **Project** / **Setup** menu:

Project Settings

Opens the **Project Setup** dialog

Add source

Opens the *Adding Source Files* (S. 13) dialog, in which you can select one or more files to be localized. If you select only one file, *the Source String List Properties dialog* (S. 28) appears next.

Delete source

This command removes the currently selected source file from the project. This also deletes any associated translation lists.

Add language

Opens *the Language Dialog* (S. 31), where you can select a new language.

Delete language

This command removes the currently selected language from the project. This also deletes any associated translation lists.

Delete translation list

If certain translation lists are not required – for example, when a specific source file is not to be translated to all target languages – the corresponding translation lists can be deleted. This helps to keep the project window "tidy" and also reduces the size of the project file.

In the project window, the lists then appear in the **Deleted translation lists** section. If you later decide that you do need these lists you can restore them by right-clicking on them and selecting **Restore** from the shortcut menu. The lists are thus returned to the project structure. Before they can be edited, the translation lists have to be generated/updated. (See *Creating String Lists*, S. 47)

Move up

The currently selected source file or language is moved up one position. You can use this function, for example, to move specific source files that you want to process to the top of the list for easier access.

Move down

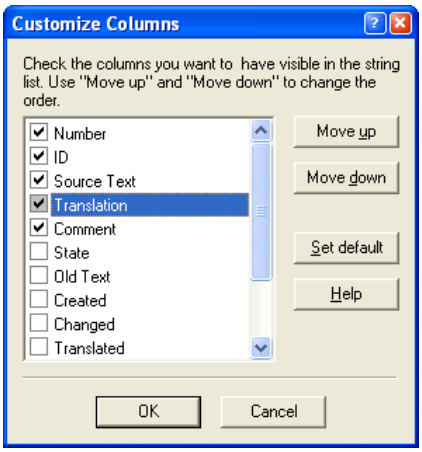
The currently selected source file or language is moved down one position.

User-defined Properties

This command defines additional properties to be used in the project. (See *User-defined Properties*, S. 44)

Configuration of the columns in the project list

In addition to the columns shown by default, further data can be shown, and the display order can be changed by simply dragging the column header. Click on a column header with the right mouse key to open its context menu. You can show or hide the individual columns here. You can also click on **Customize...** for additional settings options:



In the dialog **Customize Columns** the following data columns can be shown or hidden by selecting the appropriate check box.

File status contains one of the icons used to indicate the status of the source or target file. (default)

String list **status** contains one of the icons used to indicate the status of the source string list or translation list. (default)

Is Open shows if a text list is currently opened.

Title displays the title of the string list. (default)

Language displays the language of the string list. (default)

Folder displays the path to the folder containing the source file / target file. (default)

Filename displays the name of the source file / target file. (default)

Size shows the number of strings in the list. Since some strings are only displayed in the source string list, the value for a corresponding translation list may be slightly lower. (default)

Translated indicates how much of the string list (in percent) has already been translated. If this column is made wide enough, it will also display a small bar graph representing the translation progress. (default)

File modified indicates when the source file / target file was last modified.

Parser indicates the parser used to process this file. (See *Add-Ins for Passolo*, S. 149)

Last update indicates when the string list was lasted updated.

Last modified indicates when the string list was lasted processed or otherwise modified.

Last generated indicates when a given target file was last generated – with source files this field is empty.

User shows which user is currently using the string list in projects that were opened in Shared Mode. (See *Shared Mode*, S. 41)

ID contains an ID used internally to identify the string list. This information is only needed for service purposes.

Custom1 - Custom4 These are four columns that can be used to display any user defined content. (see below)

User defined columns

You can define up to four columns with any content you want to display. Select one of the columns from **Custom1** to **Custom4** and click on the **Define** button.

In the **Customize Columns** dialog you can specify the column heading and the content to be displayed. The content is specified by entering the name of a user defined property in angle brackets (see *User-defined Properties*, S. 44).

For example, if you have defined a "CountryCode" property with the name "20000" you can enter "<20000>" as the column content and the CountryCode will be displayed in this extra column.

Tip: If you select a string in the translation list *before* you call up the **Customize Columns** dialog the available properties are displayed when you click on the black rectangle.

Sorting and Grouping in the Project Window

By default, the string lists in the project window are sorted by their order within the project file.

You can also specify any other sorting order. Select a **Sort** submenu entry from the **View** menu or click a column heading with the mouse to sort the content of the list by the content of the chosen column in ascending or descending order. An arrow symbol next to the column heading shows the current sorting selection. You can restore the standard string list sorting order by clicking on the left-most, empty column heading field.

For a **Grouped display** of resources, choose **Display in groups** from the **View/Sort** menu. This can be done even faster by right-clicking on the column title of a list. This allows you to sort string lists, for example, by change date and display string lists that were changed on a certain day in a group with "File changed on..." in the heading.

Filter Functions in the Project Window

With projects that have many string lists, it can be advantageous to display only those string lists that correspond to specific criteria, e.g. all string lists that need to be updated.

The project window has a filter function for this purpose. You can define and save filters with different criteria in order to select them quickly later on.

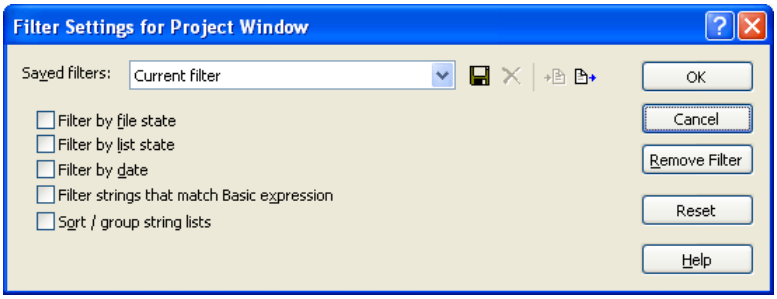
Selecting or removing filters.

Open the relevant string list and select **Filter/Define** from the **View** menu or click the  icon on the title bar to display the **Filter settings for Project Window** dialog. To quickly select one of the stored filters, click the small arrow next to the  icon.

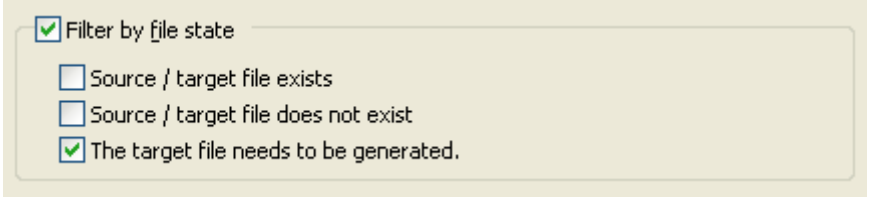
To **deactivate** the filters, go to the **Filter for...** dialog and click the **Remove filter** button. You can also select the **Remove Filter** command in the **View** menu, or click the  icon on the toolbar.

The filter dialog

In this dialog you can edit the current filter settings and manage stored filters. Additional input options appear as soon as you select one of the criteria.

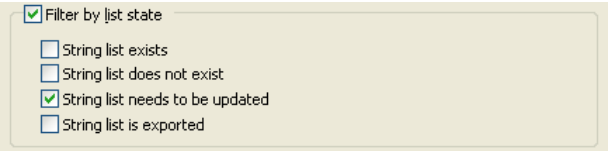


Filter by file state



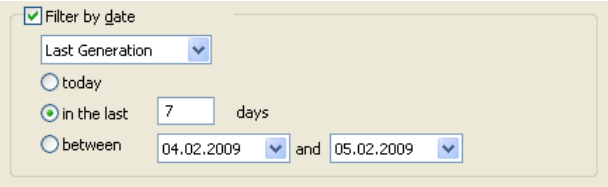
This filter displays string lists with a given file status, i.e. the status of the source or target file.

Filter by list state



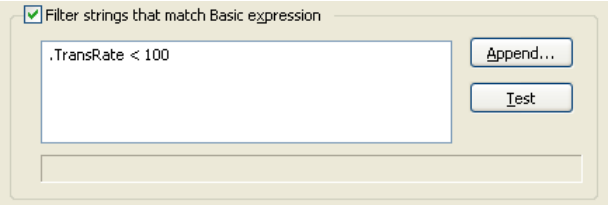
This filter displays string lists with a given list status.

Filter by date



Select a date field and enter a date range to filter the respective string lists.

Filter with Basic expression



Enter any Basic expression that refers to the properties of the **PslSourceList** or **PslTransList** object. Some examples:

.TransRate < 100 Displays all string lists that are not yet 100% translated

instr(.Title, "main") 0 Displays all strings whose title contains "main".

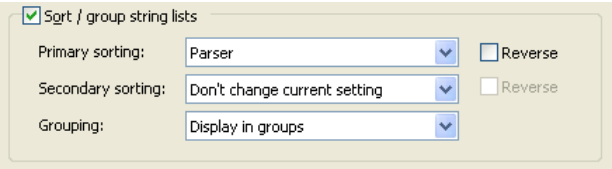
Please make sure that all of the properties that you enter begin with a dot (.).

Click **Append** to open a dialog that helps you generate Basic expressions.

Click **Test** to check the Basic expression for correct syntax.

For further information on the use of Basic expressions, please refer to the Automation Help (in the **Help** menu), in particular the descriptions of **PslSourceList** and **PslTransList**.

Sorting and grouping



You can also define sorting and grouping settings and save these with your filter settings. The selected sorting and grouping is then set along with the filter. For a filter that displays translations after a certain change date, for example, you might want to have the results sorted by date.

Saving, exporting or importing a filter

You can save filter settings for future use – the settings are saved in a named file. This is done by clicking on the disk icon  next to "Saved Filters" and entering a name for the filter. To call up a list of your saved filters in the string list window, click the small white triangle next to the Filter icon. Select an entry in the list to activate the corresponding filter settings.

To delete a saved filter, select the relevant entry in the Filter dialog and click the  icon

You can also **export** the current filter to a file, for example if you want to send it to another user. To do this, click on the  icon and enter a file name for the filter. You may need to save the filter and give it a name first.

To **import** a filter, click on the  icon and select the corresponding file.

The Project Setup Dialog

Select the **Setup** command from the **Project** menu to open the **Project Setup** dialog, where you can change the project properties.

This dialog shows the individual components of a project (source files and target languages). Here you add additional components, delete existing ones, and modify various parameters.

The **Name** and **Location** fields indicate the project's name and location. This information is defined when a project is first created.

All files that are to be translated as part of this Passolo project appear on the **Source Files** page. All languages that the source files are to be translated into can be seen on the **Target Languages** page. Both lists can also be displayed on top of one another. To do this, change the layout in the bottom left-hand corner.

Adding additional source files

1. Switch to the **Source files** page.
2. Click **Add source file**.
3. The **Add Source Files** dialog appears. (See *Adding Source Files*, S. 13)
4. After this, you should check the information shown in the **Source string list properties** dialog (for more detailed information, please refer to the *Source string list properties dialog*, S. 28).

Adding additional languages

1. Switch to the **Target Languages** page.
2. Click on the **Add language** button.
3. From the **Language** box, select the language into which you want to translate the source file.
4. Choose any other language-specific options, such as **Codepage** and **Font**. See *The Language Dialog* (S. 31).

Removing source files or target languages

1. In the associated list, mark the source file or language you wish to remove.
2. Then click on the **Delete** button.
3. A prompt appears, asking you to confirm the deletion. Only by responding yes to this prompt will the entry and the associated object be removed.

Note that doing this will also delete all associated string lists: If you close the **Project Setup** dialog by clicking on **OK** any changes and translations will subsequently no longer be available, even if you later add the same source file or language again.

Changing the sequence

Use the **Move Up** or **Move Down** buttons to change the sequence in which several source files and/or languages are displayed in the list. You can also sort this list by **Title** or **File path** by clicking the corresponding column headings. This only affects the display in the dialog, however, not in the project window.

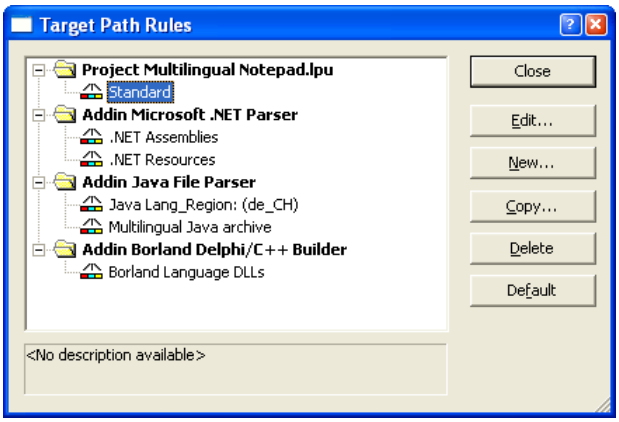
Editing the target rules

To open the dialog of the same name, click on the **Target Rules** button. In this dialog you can specify the rules for projects with multiple source files and target languages (for further information refer to *The Target Path Rule Dialog*, S. 24).

Target Path Rules

You can freely select the paths of target files for a project to meet your needs. If a given project has several source files and target languages, this may become complicated if you do it for each translation list. In addition, experience has proven that ordering target files according to a specific principle is practical. In the Target path rules dialog you can define different rules to generate the target paths for the project target files automatically.

In the **Project** menu click on **Target path rules** to call up the dialog of the same name in which you can view and manage the rules defined for the project.



Within a given project you can define and save rules for different file types. Passolo **add-ins** export their own uneditable rules that fit with the localization concept of the relevant programming language. These rules can also be copied into a project and are then editable. The rule specified as the the **default** rule for a project is always applied when a file is added.

Editing a target path rule

Select a rule in the list and click on **Edit** to call up the *Target path rule dialog* (S. 24), where you can review and edit the rule settings. A target path rule can only be edited as part of a project, for all other rules the settings are uneditable.

Adding a new target path rule

Select a rule in the list and click on **New** to call up the *Target Path Rule dialog* (S. 24), where you can create a new rule.

Copying a target path rule

Select a rule in the list and click on **Copy** to copy the rule and call up the *Target Path Rule dialog* (S. 24) – you can then review and edit the rule settings. A target path rule cannot be copied within saved rules or add-ins.

To copy a rule from an add-in to a project, click the entry and drag it with your mouse into the project. You can also copy rules from one project to another in the same way.

Deleting a target path rule

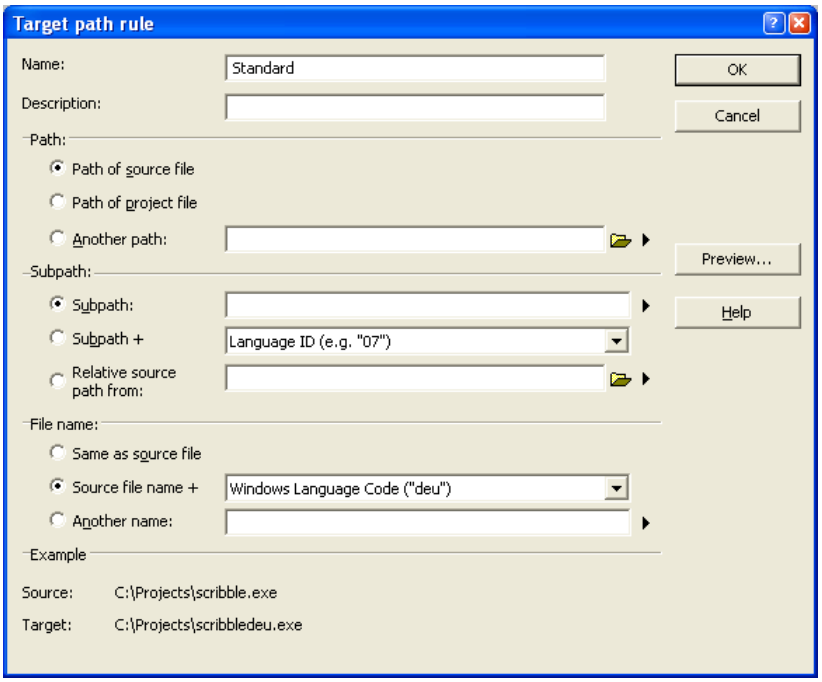
Select a rule in the list and click on **Delete** to remove this rule from the project. Rules from add-ins cannot be deleted.

Setting the default target path rule

In the list of rules select one of the rules contained in a project and click on **Default** to make this the default rule. The default rule is applied to target files that result from adding new source files or target languages to the project. The default rule is always shown at the top of the list.

The Target path rule dialog

This dialog is accessed via the *Target path rules* (S. 23) dialog. You can define a rule specifying the paths and filenames for target files.



For each target path rule you can enter a **Name** and a short **Description** both of which are displayed in the overview of target path rules.

Placeholders for language encodings and project variables

The available language encodings support naming conventions as used in Microsoft .NET, for example, and may be used to extend the target file name or path. The following placeholders can be used in the path definitions

Placeholder	Description	Example
<LangID>	Numerical language ID, hexadecimal. Languages with *Default* or a neutral sub-language are displayed in binary code, other languages are displayed in four-	"0C"

	digit codes. The first byte indicates the primary language, the second byte the sub-language.	
<LangID:x>	Numerical language ID, hexadecimal, without leading zeros.	"40C"
<LangID:0x>	Numerical language ID, hexadecimal, four-digit with leading zeros.	"040C"
<LangIDDec>	Numerical language ID, decimal	1036
<LangCode>	Windows language code	"fra"
<LangRgnCode>	Language/region code	"fr-FR"
<LangISO639_1>	ISO 639-1 code	"fr"
<LangISO639_2B>	ISO 639-2 code, bibliographic	"fre"
<LangISO639_2T>	ISO 639-2 code, terminological	"fra"
<LangName>	Language name in current Passolo language	"French (France)"
	English Language Name	"French (France)"
<PrjDir>	Project folder	"c:\MyProject"
<SrcDir>	Source file folder	"c:\Sources"
<SrcName>	Source file name	"Example.exe"
<SrcTitle>	Source file title (source file name without extension)	"Example"
	Source file extension	"exe"
	Extracts the part of the source file name marked with *. This is primarily used to remove language codes from file names. For example, if the name of the source file is "Example_en.exe", delivers the text "Example"	"Example"
	As for <SrcPart:*>, but * is a regular expression. The result is the part of the match specified by the number (back reference), 0 delivers the entire text found. Example: <SrcPartEx:0:[^_]+> delivers everything up to the first _ sign.	"Example"
<Title>	Name of the source file as assigned in the Properties - Source List. (See *The Source String List Properties Dialog*, S. 28)	"Example"
<User-defined property> see "Additional placeholders" below		

Path Specification

In the **Path** dialog select the path along which you want target files to be created. To save target files along the same path as the source files or in an associated subpath, select the **Path of source file** radiobutton. If you activate the **Path of project file** radiobutton, the target files will be stored on the Passolo project path. This is the same path that contains the *.LPU project file.

To specify a different path, activate the **Another Path** radiobutton. The path can be selected with a dialog. Simply click on the icon. The menu button ▸ on the right side of

the edit field offers a list of standardized language encodings and project variables. The selected entry is inserted in the edit field as a placeholder (e.g.).

Subpath Specification

The subpath is attached to the path specified above. Enter the desired partial path in the field. This path name may also start with the entry (..\) if a higher ranking path is to be used. The menu button ▸ on the right side of the edit field offers a list of standardized language encodings and project variables. The selected entry is inserted in the edit field as a placeholder (e.g. "").

If you activate the **Subpath +** language ID radiobutton, the numeric ID of the language being used is attached to the target files' subpath. This allows target files to be automatically assigned to different subfolders.

The **Relative source path** option serves to create target files in the same folder structure as the source files. A subpath is added to the specified folder path, according to the relation of the source file to a reference folder. All source files must be contained in the reference folder or one of its subfolders.

Example:

Your source files are

c:\MyProgram\MainProgram.exe

c:\MyProgram\Graphic\GraphicRoutines.dll

c:\MyProgram\System\System.dll

The program files translated to German are to be saved to *c:\MyProgram-deu*, with the DLLs in the same relative position. Please choose the following settings

Path – **Another path**: *c:\MyProgram-<LangCode>*

Subpath – **Relative source path from**: *c:\MyProgram*

File name: **Same as** source file

Thus, the German target files are:

c:\MyProgram-deu\MainProgram.exe

c:\MyProgram-deu\Graphic\GraphicRoutines.dll

c:\MyProgram-deu\System\System.dll

Before applying your settings, you can use the Preview function to confirm that they are correct. (see below)

File Name Specification

Target file names can also be configured in various ways: If you activate the **Same as source file** radio button, the source file names are used unchanged. Activating either the Source file **name +** language ID or Source file **name + language code** radiobuttons attaches the numeric language ID or language code. To create your own file name, use the **Another name** field. The menu button ▸ on the right side of the edit field offers a list of standardized language encodings and project variables. The selected entry is inserted in the edit field as a placeholder (e.g. "").

Updating Existing Path Structures

If you change the target file rules, your new specifications will be applied as soon as you create any new target files by adding source files or target languages. Previously defined target files can be adapted with regard to a target path rule or connected permanently with a rule. (See the *Translation List Properties* (S. 32) dialog)

Preview

You can use the **Preview** function to see how the chosen settings will affect any existing target files.

This dialog box shows all the target files as they would result from the current specifications. You can keep this dialog box open while you make any further changes in the **Target path rule** dialog. The display will be updated automatically.

Additional placeholders

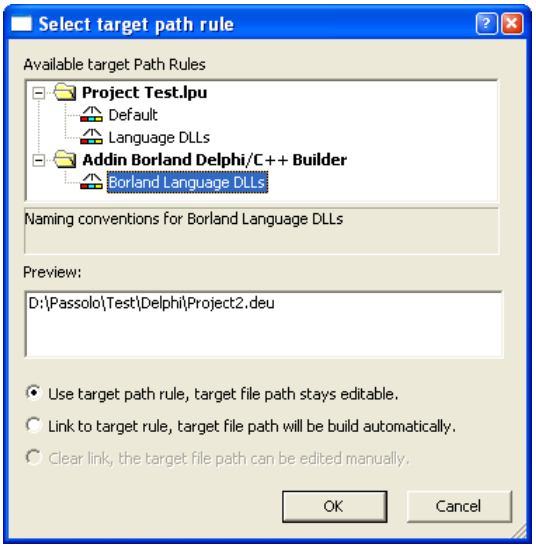
You can use additional placeholders by employing user-defined properties (see *User-defined properties*, S. 44).

For example, if you have defined a **Country code** property for languages, you can use the placeholder <*country code*> e.g. in **Subpath**:

Subpath Code <*country code*>

Select Target Path Rule

In this dialog you can choose a target path rule for one or more target files. It is opened from the *Translation List Properties* (S. 32) dialog



From the list of **available rules** stored in this project select the relevant target path rule to be used. The information field below the list contains a short description of the rule – the Preview field contains a preview of the target path that will be generated on the basis of the selected rule.

Use rule

With the option *Use target path rule* the target paths are revised according to the selected rule. Nevertheless, you will still be able to edit the path in the *Translation List Properties* (S. 32) dialog. If the rule is changed, there is no automatic update of the file paths.

Link to rule

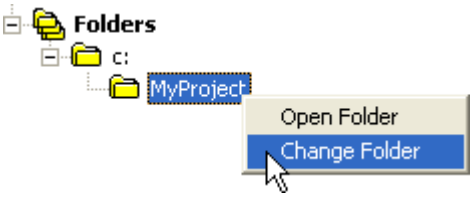
With the option *Link to rule* the target path is always updated automatically whenever the rule changes. In this case the target path can no longer be edited in the *Translation list properties* dialog.

To clear an existing link, choose the **Clear link** option. The path can them be edited manually.

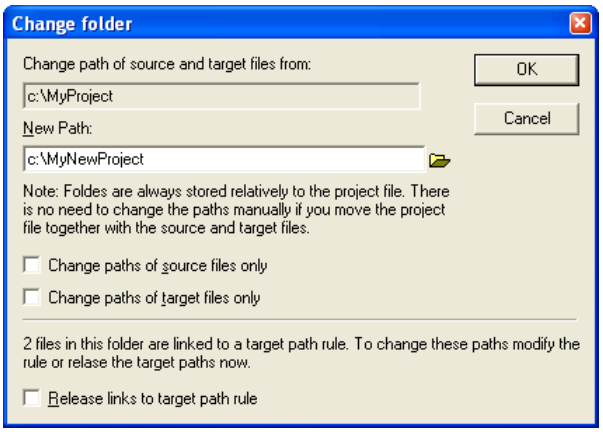
Changing Folder Paths

You can change the paths of multiple source files and target files with one command.

To do so, right-click the folder and select the command: **Change folder**.



The following dialog appears:



Enter the new folder into the **New Path** field. This will modify all paths in the selected folder and its subfolders so that they are under the new path.

You can restrict the modification to **source files** or **target files** by selecting the corresponding option.

The lower part of the dialog is displayed if at least one target file in the selected folder is linked to a target path rule. This means that the path for this file is defined automatically in accordance with that rule. Such paths are not modified unless you select the **Release links to target path rule** option.

The Source String List Properties Dialog

Mark a source string list in the project window, then select **String list properties** from the **Project** menu to call up the **Source List Properties** dialog.

This dialog displays the properties of a source file and its associated source string list. It allows you to change the source files path or name.

Source File

Enter the full source file path into the **File name** field, or select the path with the help of the **Open** dialog by clicking on the button. No error message is generated if the file does not yet exist, but the file must be available in order to generate the target file.

Enter a name for the string list in the **Title** field. This name will be used in the project window and also for exporting translation lists. When working on a project with two source files with the same name, the source files can be differentiated by using different designations.

Parser

Passolo supports various file formats. Win32 applications, such as the ones generated by Microsoft Developer Studio, for example, are processed directly by Passolo. In other words, Passolo is the *parser* for Win32 applications. Other formats are processed by a corresponding add-in, or by a system macro. For example, there are parsers for RC files or .NET applications.

The correct *parser* will normally be selected automatically. If a certain file format can be processed by several different parsers, however, you have the option of specifying the parser to be used. For more detailed information about Passolo's built-in and optional file parsers and their configuration, please refer to *Add-Ins for Passolo* (S. 149).

If the parser offers additional settings options, you can call these up by clicking on **Settings**.

Segmenter

Certain file formats (such as HTML) require a *Segmenter*. This is an add-in that divides long strings into shorter segments (in general, separate sentences). If a segmenter is required, the suitable add-in is determined the first time the source string list is updated. If you have several segmenter add-ins or want to make sure the correct segmenter is selected *prior to* the first update, you can make your selection here.

Passolo is supplied with an SRX segmenter (see *The SRX Segmenter*, S. 204).

On the other hand, most software file formats do not require a segmenter – with these formats, no segmenter add-in is specified following an update. The selection of a segmenter add-in for these formats has no effect on the extracted strings.

If the segmenter offers additional settings options, you can call these up by clicking on **Settings**.

Language to extract

In general, the string resources contained in a source file are classified according to language. If there are several languages available (in the source file), you will have to indicate which of these languages are to be extracted from the source file to generate or update the source string lists. Click on the ▸ button next to the field to obtain a list of the available languages.

In this list, click all the languages to be extracted, one after another. You also have the option of choosing **All languages** or **All languages except Neutral**. The latter is recommended for cases where it is ensured that only resources that are not to be translated, e.g. bitmaps, have been marked as NEUTRAL by the developer(s).

If you use Passolo to create multilingual programs, by setting up the source file as the target file, you must be sure to select exactly the languages that were originally contained in the source file to avoid extracting resources that have already been translated.

Codepage

The Codepage field is used if conversion from Unicode strings to DBCS (Double Byte Character Set) strings (or vice versa) is required. Use the **Default** entry to select the codepage that corresponds to the language being extracted. Experienced users can also

select a different codepage by selecting the desired entry from the dropdown list or by entering the number of the desired codepage. However, the specified codepage must be installed on the system (for further information, please refer to *Codepages*, S. 265).

Language of text

The **Language of text** field specifies the actual language of the text. This can be different from the language with which the resources in the source file were marked. This is the language shown in the project window and the string lists and is used for automatic translation with glossaries. If the language you want to use is not shown in this list, choose Other… (at the end of the list) and enter the language ID manually.

Font

Font contains the font which will be used to display resource texts in the source string list. **Standard** means, the standard system font of the operating system will be used. Choose a different font, if text will not be displayed correctly or if you want to increase the font size for better readability.

The entry next to **File time** indicates the time the source file was most recently edited.

Target path rule

If you assign a target path rule to this source string list, that rule will be used for all newly created translation lists. (See *Target Path Rules*, S. 23). Some parsers assign a target path rule automatically when a source file is added to a project.

Source String List

The entry next to **last update** tells the user when the source file in Passolo was last updated. If this was before the last changes were made in the source data, then a new update is required.

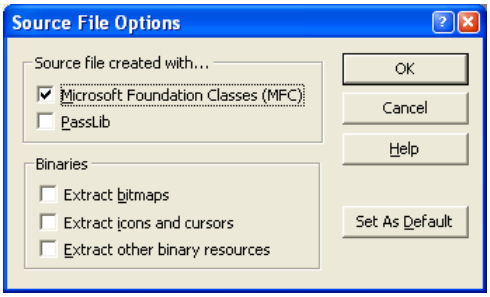
The entry next to **last change** tells the user when the source file in Passolo was last worked on (e.g. insert comments).

Status

The same icons as are used in the project window appear here, but the explanatory information is different.

The Source File Options Dialog

When you are specifying the source string list properties in the **Source string list properties** dialog, you can click on the **Options** button in order to open a dialog that contains additional settings. The nature of this dialog, or whether additional settings are available, depends on the parser in use. This chapter describes settings for Win32 resources. For other parsers, please refer to the relevant parser documentation.



In this dialog you can define the options for creating source string lists or modify the existing options. However, any changes you make will only take effect after you update the string lists.

Source file created with...

Click on the corresponding checkbox if the source file was generated with Microsoft Foundation Classes (MFC). In this case, Passolo recognizes some of the resource types used by the MFC.

Click on the corresponding checkbox if the source file was generated with the PASSLIB. PASSLIB is a program library created by PASS Engineering GmbH.

Binaries

Generally, string lists do not contain binaries but only resources whose text can be automatically extracted. Thus, for example, text in bitmaps should not, if possible, be used since these are only translatable to a limited extent. If, however, bitmaps, icons, or cursors must be modified for the purposes of localization click on the corresponding **Extract bitmaps, Extract icons and cursors** checkbox. If the source file contains other, non-standard resources that must be changed as part of the translation process, activate the **Extract other binary resources** checkbox. For more information about working with binaries, please see *Configuration of Binaries* (S. 141).

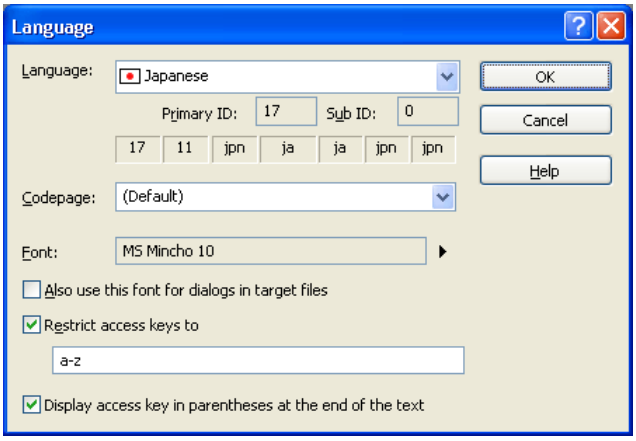
Set As Default

If you click this button, all current settings will be stored as the default that will be applied to all new source string lists. However, the settings of already existing string lists will not be changed.

The Language Dialog

The settings for a language are made in this dialog. It appears

- when you add a new target language to a project or modify one of the existing target languages.See *Changing the Project Settings* (S. 17) or *The Project Setup Dialog* (S. 22)
- when you modify the standard settings for a language, see *Default Settings for Languages* (S. 35)



The **Language** field only contains a selection of languages when a new language is being added. When modifying the settings for an existing language, the language itself cannot be changed. All the languages defined in Windows are contained in the list. To enter additional language number codes, choose the entry **Other...** at the end of the list. The language is displayed in different standard encodings. The name of the corresponding encoding standard is shown in a tooltip if you move the mouse over the field.

From the **Codepage** list, choose the corresponding codepage. The recommended selection is to use the **(Default)** entry to select the codepage that corresponds to the language being extracted. Experienced users may also choose a different codepage by

selecting the required entry from the list. Please note, however, that this codepage must be installed on the system.

You can choose the font to be used for strings in this language from the popup menu of the **Font** field. To indicate that the same font is to be used in the dialogs of the generated target files, activate the checkbox **Also use this font for dialogs in target files**. This will only work correctly with file formats that support variable font settings for dialogs, as for example Win32, Delphi and .NET applications.

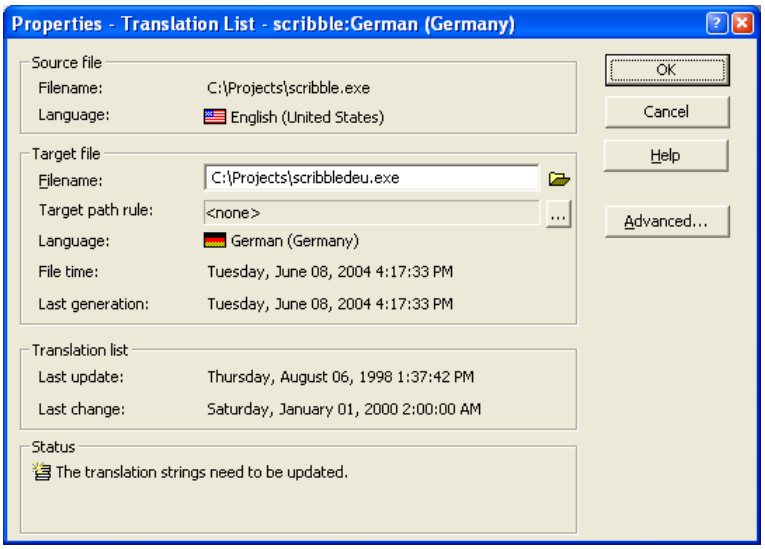
If you don't want to use all the characters of the selected character set as access keys, activate the check box **Restrict access keys to**. This option is useful when you use the automatic assignment of access keys. In the edit field enter the valid access keys. Define a range by entering the first character, a hyphen, and the last character. You can define several ranges. These must be separated by semicolons. For example: „a-z;ä;ö;ü".

For languages such as Japanese or Chinese, the access is shown at the end of the text, e.g. "ファイル(&F)". Passolo will use this method if you select the **Display access keys in parentheses at the end of the text** option

The **Save settings** and **Load settings** buttons are enabled when one of the target languages of the project is being modified. **Save settings** stores the current settings as the *default settings* for the given language. The next time you add this language to a project, these settings will be used. **Load settings** retrieves the saved settings for the given language, if any have been saved. All saved language settings are listed under the Passolo options; see *Default Settings for Languages* (S. 35)

Translation List Properties

Select a translation list in the project window, then select **String list properties** from the **Project** menu to open the **Translation list properties** dialog.



This dialog displays the properties of a target file and the associated translation list.

Source File

The source file path together with the **language** of the original file are displayed in this area to the right of the **Filename** field.

Target File

The **Filename** field shows the target file path – when a project is created, this path is automatically set according to the rules specified in the *Target Path Rules* (S. 23) dialog. You can, however, change this path here. If the specified folder does not exist, Passolo

creates it as soon as the target file is generated. If you don't want to change the path manually, click on the [...] button to display the *Select Target Path Rule* (S. 27) dialog

If the target file is *linked* with a target path rule, the path cannot be edited. Click on the button next to **Target path rule** to apply a target path rule or to link a rule with the target file. (See *Select Target Path Rule*, S. 27)

The specification next to the **Language** field indicates the target language into which the text is to be translated. If a target file exists, the time the most recent edit took place as well as that of the most recent update are indicated next to the **File time** and **Last generation** fields, respectively. Normally, both these dates will be the same unless the target file was altered in some way since the most recent generation.

Translation List

The entry next to **last update** tells the user when the translation file in Passolo was last updated from the source file.

The entry next to last change indicates when the translation file in Passolo was last modified (e.g. translations done). If this was before the last update, then it is necessary to check whether new texts have been added which need translating.

The entry next to **Last generation** indicates the time the target file was most recently generated.

Status

The same icons as are used in the project window appear here, but the explanatory information is different.

Advanced

You can generate a resource DLL directly from a Win32 source file with Passolo. To do this, you must specify a ".dll" file extension instead of, for example, an ".exe" extension for the target file. A more detailed description of the options provided by Passolo to create multilingual applications is given in the Quick Startup Guide under *Creating Multilingual Applications*. For more information, please refer to *The Advanced Target File Options Dialog* (S. 33).

Un-Export

This button is displayed if the translation list is exported to a translation bundle.

Click the **Un-Export** button to reset the status of the translation list to un-exported; this makes the translation list available for further processing.

Note: If you un-export a translation list, the corresponding translation bundle – including all the translations it contains – can no longer be imported into a Passolo project.

You should use this function only if you are certain that the translator does not intend to deliver a further version of the translation bundle with updated translations or corrections, or if you want to reset the license slots for lost translation bundles. A translation bundle may contain several translation lists. If all of the translation lists in a translation bundle are un-exported, the corresponding license slot is automatically released. For more information about this subject, please refer to *About the Team Edition* (S. 225).

The Advanced Target File Options Dialog

If you want to define the properties of a translation list in the **Translation list properties** dialog, you can click on the **Advanced** button to open a dialog that contains additional settings. The nature of this dialog, or whether additional settings are available,

depends on the parser in use. This chapter describes settings for Win32 resources. For other parsers, please refer to the relevant parser documentation.

The settings in this dialog define the behavior for generating target files. In order to examine how a change to these options will affect the target files, you must have an understanding of the Microsoft resource format. Please consult your Microsoft developer documentation in this regard.

Writing Resources to Target File...

When resources are written to the target file, the source file is copied and all resources are replaced by the input translations. However, you can activate the **Keep original resources** radio button, so that the previous resources are not replaced but the new ones are added. In this case, the target file will contain all resources in both languages (the original and the target language version).

If the target file is the same as the source file, the original resources are always retained, regardless of the setting for this option.

The **...keep NEUTRAL resources** option replaces only those resources that do not have a language ID. Resources lacking a language ID (NEUTRAL) are retained. If resources that should not be translated, e.g., cursors or icons, are marked as NEUTRAL in a source file, you can use this option to create a multilingual application, in which the target file does not contain multiple instances of such resources.

Mark Resources with Original Language ID

If you activate this checkbox, the localized resources will not be marked with the target language ID when they are written to the target file. Instead, the original language ID will be retained. If the source and target files are the same, or if you have activated **Keep original resources** radio button, the original resources will nonetheless be overwritten since a given resource can only exist once with a given language ID.

Generate 'Resource-Only' DLL

Activating this checkbox creates a DLL containing only the resources as a target file. The file specified under **Options/System** will be used as the default DLL.

The **Generate 'resource-only' DLL** checkbox is automatically activated if the source file is not a DLL file, but the target file is. If the target file is an .EXE file, the **Generate 'resource-only' DLL** option is automatically deactivated.

If you use other file types and wish to generate resource DLLs as target files, you must manually activate this option.

A more detailed description of the options provided by Passolo to create multilingual applications is given in the Quick Startup Guide under *Creating Multilingual Applications*.

Write checksum to PE header

If this checkbox is activated, the checksum of the target file is written to the PE header (Portable Executable format metadata.) This may be necessary when localizing drivers, as these are checked by Windows to ensure that the checksum is correct.

Tag Version Info With Language ID

The target file version resource contains additional fields in which the target file language is filled. This information is used by the operating system for display in the properties window. Passolo will only change the language ID in the version resource if this option has been selected.

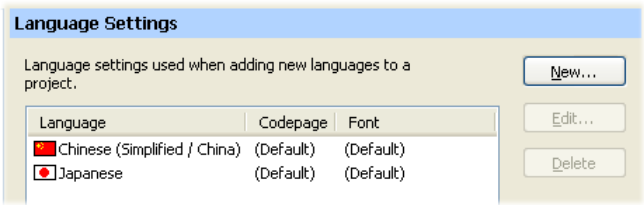
Mirror Application

To mirror the whole application for right-to-left languages like Arabic check this option. This tells Windows that the main window of the application and all child windows should be mirrored.

Default Settings for Languages

The settings for a language can be defined as the default settings, so that they are automatically loaded whenever the given language is added to a project.

Select **Tools**, then **Options**, and then **Language Settings** to display the **Language Settings** dialog.



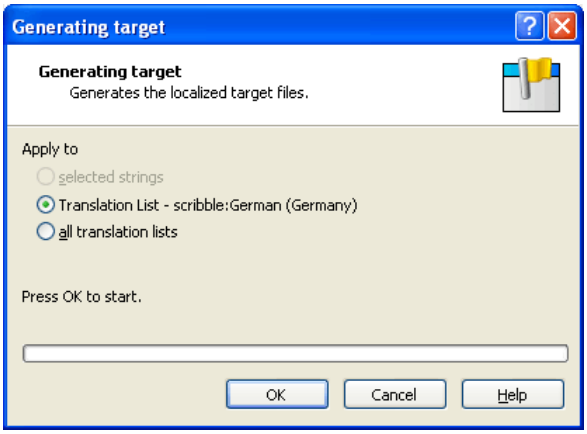
Click on **New** to generate the default settings for the selected language. This calls up the **Language** dialog in which you can make the required settings. See *The Language Dialog* (S. 31)

Click on the **Edit** button to edit the default settings for the selected language.

Click on the **Delete** button to delete the default settings for the selected language.

Generating The Target File

In order to create the associated target files after editing a translation list, mark the corresponding entry in the project window and then select the **Generate Target File** command from the **String List** menu.



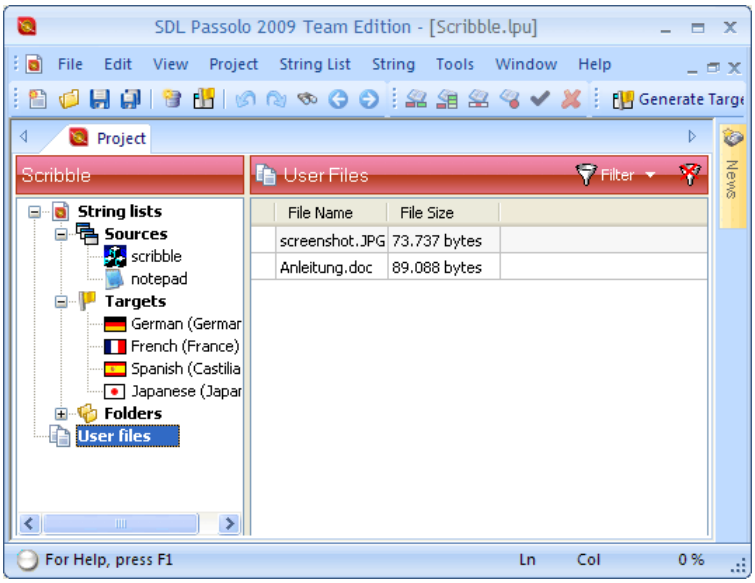
This dialog allows you to specify whether you wish to generate only the marked target file or all target files. To start the selected generation, close the dialog by clicking on **OK**. Status and other information, as well as any error messages, are displayed in the output window **Messages**.

User Files

In addition to source string lists, translation lists and glossaries, projects also can contain other files that are relevant to the localization project. These so-called user files are stored in the Passolo project.

Click **Project** then **Embedded Files** and **Insert User File** to add a file to the current project.

Apart from the Sources and targets, the project tree also contains the group **User Files**. Click on **User Files** in the project tree to display the user files in the project.

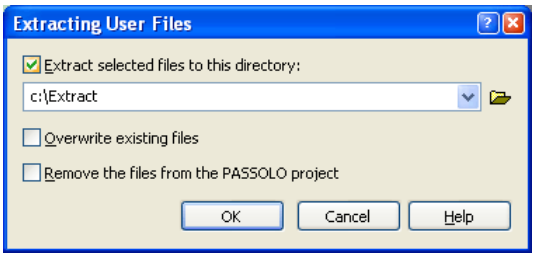


You can open a user file by double clicking on the filename in the list of user files. This command is also available in the context menu and in the menu **Project/Embedded Files/Open User File**. If you want to change and save the changes in a user files, you must save and close the user file before you close the Passolo project. Otherwise the changes get lost.

Note: User files can only be managed with the Passolo Team or Professional Edition. In the Translator Edition you can view and edit user files stored in translation bundles, but you can not delete user files. For more information about translation bundles, please see *Exporting Translation Bundles* (S. 210).

Extracting User Files

You can delete user files from the project or store copies of user files on the hard disk. To do this, select one or more user files from the list and click **Project** and then **Embedded Files** and **Extract User File**.



Activate the **Extract the selected files to this directory** checkbox and enter the path to which the extracted files are to be written. You can also specify the path using the Open dialog.

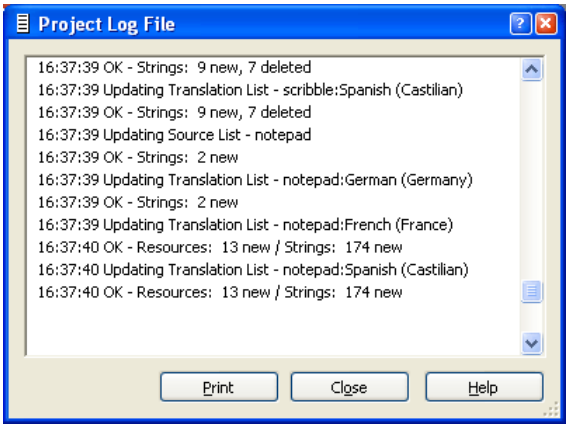
If you activate **Overwrite existing files**, any files in the target directory that have the same name will be overwritten. If this option is not checked, existing files will not be overwritten and an error message is logged in the status window.

Activate **Remove the files from the Passolo project** to remove the selected files from the Passolo project. If the option **Extract the selected files to this directory** is simultaneously deactivated, the removed files will be irretrievably deleted and no copies will be made.

The Log File

During procedures such as the generation of string lists or target files, certain information and error messages are written to an output window **Messages**. To examine this information at a later date, a special log file is created for each project. Log files can store a maximum of 200 Kbytes of text. Once this limit is reached, any new information overwrites older information.

To show the current log file, go to the project window and choose **Display Log File** from the **Project** menu.

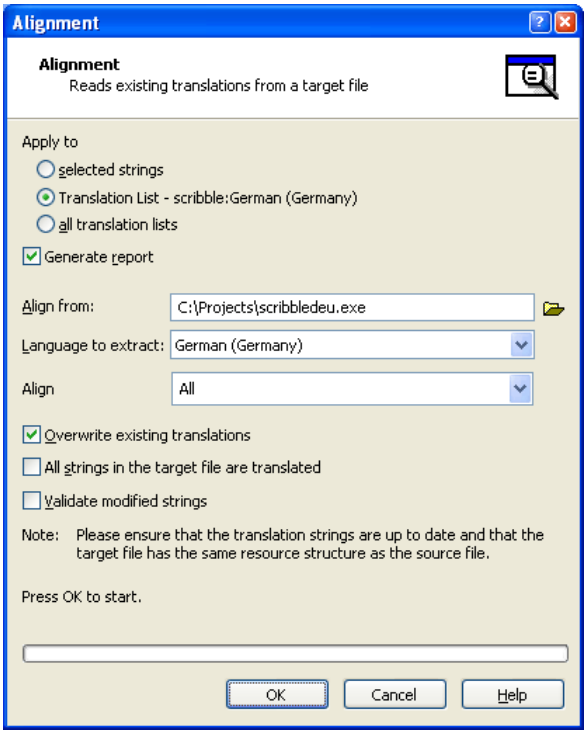


You can use the **Print** command to send the contents of the file to your printer.

Transferring Existing Translations

The function **Scan Target File** can be used to import translations from an existing target file into a Passolo project. This may be useful, for example, when you are creating a Passolo project for a program that has already been translated. (see below).

Select **Scan Target File (Alignment)** from the **String list** menu. The following dialog appears:



Aligning a single translation list

In the **Import translations from** field, enter the path to the program file from which you want to import the translations.

The list field **Language to extract** shows a list of the resource languages contained in the selected program. Choose the appropriate target language. To import the resources for several languages, you will have to repeat this procedure for each language.

Aligning multiple translation lists

When multiple translation lists are aligned, the translations are read from the current target file of each translation list.

Alignment of individual strings

To align only specific strings, open the string list and select the relevant entries. If you then choose the **Alignment** function, you have the option of only using translations from the target file for **the selected strings**.

Options

Normally, all the translations available in the target file are aligned. To apply only **strings**, **coordinates** or **other properties** from the target file, select the appropriate options under **Apply**.

By activating the checkbox **Overwrite strings that already have been translated**, you can specify that any strings already localized in the translation list are overwritten during the import. Otherwise, the already translated strings remain intact, and translations are imported only for strings that have not yet been translated.

If you activate the **All strings in the target file are translated** checkbox, all strings that are found in the target file will be read as translations, even if they are identical to the source string

If you activate the **Validate modified strings** checkbox, the imported translations will be validated immediately (black), otherwise the strings are marked as being "for review" (green).

Click OK to close the dialog. Passolo scans the specified program and imports the translations for any strings that correspond to an available source string. The strings are matched according to their **ID**.

If a string in the source file corresponds with the matching string in the scanned target file, Passolo cannot distinguish whether this is a valid translation or whether this string was never translated. For example, the term "OK" is used in many languages. In such cases, the target string is not imported and the entry is marked as *untranslated* (red type).

Example

Assume you wrote a program some time ago (for example: *version1.exe*) and had it translated to French (*version1-fra.exe*) either manually or with a program other than Passolo. You have now developed the next version of this program (*version2.exe*) and want to translate it with Passolo. To set up a Passolo project in order to localize Version 2 of your program, please proceed as follows.

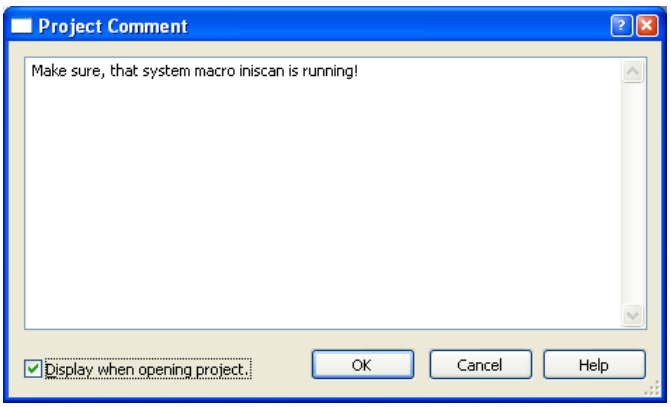
1. Create a new Passolo project with *version1.exe* as the source file and *French* as the target language. (For more information on this please see *Creating a New Project*, S. 12).
2. Next, generate the source string list and the translation list. (See *Creating String Lists*, S. 47).
3. Select the translation list in the project window, and choose **Scan Target File (Alignment)** from the **String List** menu.
4. In the **Import translation from** field, enter the path for *version1-fra.exe*.

5. You can ignore the option **Overwrite strings that have already been translated**, since the translation list does not yet contain any translated strings.
6. The **All strings in the target file are translated** and **Validate modified strings** checkboxes do not need to be activated since you can assume that the translations in *Version1-fra.exe* were reviewed previously.
7. Click **OK** to close the dialog. If you subsequently open the translation list, you will see that the translated strings from *version1-fra.exe* have been imported.
8. Now change the source file path to *version2.exe* and the target file path to *version2-fra.exe*
9. Update the source string list and the translation list. Only the strings appearing in red in the translation list need to be edited in order to create the new localized application (*version2-fra.exe*).

Project - Comment

If required, you can add a commentary to your project. The commentary is a text that can be displayed to the user when the project is opened. For example, the commentary could include a list of the required macros, or other notes for the translator.

Choose the **Comment** command from the **Project** menu:



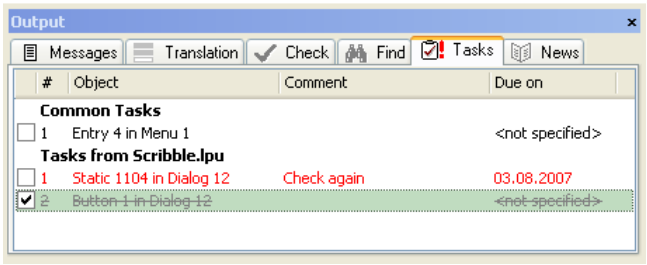
In the main text field you can enter the notes for your commentary.

If the option **Display when opening project** is activated the comment dialog box automatically appears when the project is opened.

Managing Project Tasks

Passolo offers a function for the management of tasks in localization projects. A task is a general or project-related job that you want to track until it is completed. The Task Management function facilitates the tracking of jobs and makes it easier to find the associated entries within a project related.

The *Adding a Task* (S. 129) section describes how to create new tasks.



The tasks are displayed in a table in the **Tasks** output window. General tasks are always visible when Passolo is running. Project-related tasks are only displayed when the relevant project is open. The task list is grouped according to general and project-related tasks. Tasks that are overdue are colored red. Completed tasks are displayed in gray, strikethrough format.

Opening a Task

Double-click on a line in the task list or choose **Goto object** from the context menu to jump to the item in the string list associated with the given task and open the corresponding editor. If the project associated with the given task is not open, it will be opened on confirmation.

Editing a Task

Right-click on the task you want to edit. From the context menu choose **Properties** to open the **Task** dialog in which you can review and edit the details of the selected task.

Marking a task as completed

Click on the check box in the first column of the task list to mark the task as completed. A check mark is displayed and the task is shown in gray, strikethrough format.

Deleting a Task

Right-click on the task you want to delete. From the context menu choose **Delete** and confirm the security check by clicking **Yes**.

Copying the Text for One or More Tasks

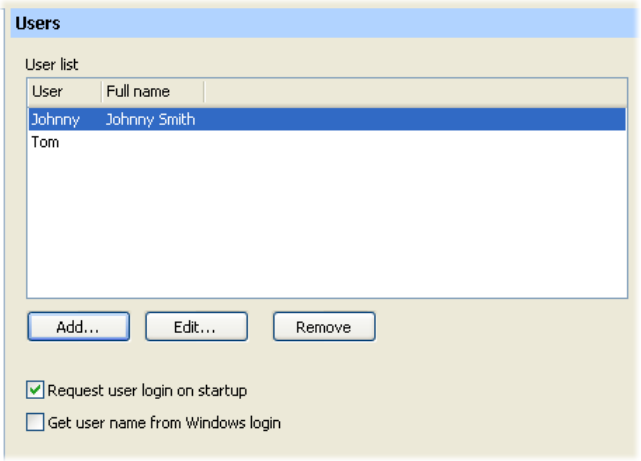
Right-click on the task you want to copy. From the context menu choose **Copy** to copy the text from the selected task onto the clipboard.

The **Copy all** command copies the texts for all tasks onto the clipboard.

User Management

Passolo offers a function for managing users in localization projects. Users log in on the Start Page of Passolo (see *The Start Page*, S. 5). Whenever the comments for a source list entry or the translation or status of a translation list entry are modified, Passolo stores the name of the current user with the entry. This enables the localization manager to determine who made which changes to an entry. This facilitates the quality assurance process, especially in distributed projects.

To specify the user management options, click on **Options** in the **Tools** menu and then select **Users**. No users are defined by default.



Click on **Add** to add a new user. *The Edit User Dialog* (S. 41) will appear.

Click on **Edit** to modify the settings for the selected user. The **Edit user** dialog will appear.

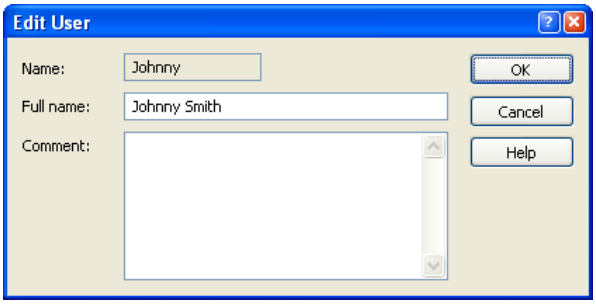
Click on **Remove** to delete the selected user from the list.

By activating **User log in requested on startup**, you can specify that Passolo can only be started when a user is specified.

By activating **Get user name from Windows log in**, you can specify that the name of the current Windows user will be used for logging in to Passolo.

The Edit User Dialog

User settings are entered in this dialog. It appears when you are editing user settings, see *User Management* (S. 40).



Enter the login name to be used into the **Name** field.

You can enter further information to distinguish the user into the **Full Name** and **Comment** fields.

Shared Mode

Passolo's Professional and Team editions enable several users to work on the same project simultaneously. You can choose one of these modes when opening a project:

Normal (exclusive)	This is the default mode. Only one user can open the project. He can modify all settings and data as needed.
Shared - Project Management	The project is opened in Shared Mode. The user can modify project settings and edit string lists. Only one user at a time can work in this mode.
Shared - Translation	The project is opened in Shared Mode. The user can edit string lists.
Shared - Read-only	The project is opened in Shared Mode. The user can view the string lists but cannot make changes.

Opening a String List

When you open a string list and a message appears telling you that the string list is currently in use, you have the following options:

Retry - Once the other user has closed the string list, you can open it for your own editing purposes.

Read-only - You can open the string list in Ready-Only Mode if you just want to look at it or use it as a reference when translating another string list. In this case, you will get the version that was saved most recently. If the other user makes additional changes, these won't be displayed automatically. To see them, you'll need to close and then re-open the string list.

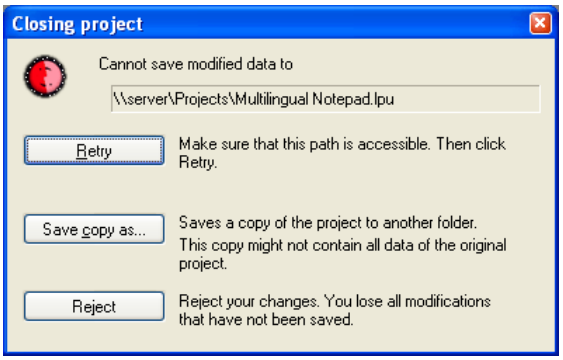
Cancel - The text list will not be opened now

Projects in Network Folders

It is generally recommended that projects are opened on a local hard disk. Projects that are on a network drive may be damaged if the connection is severed when saving. For this reason, they should be copied to a local hard disk for editing.

If the use of network drives cannot be avoided, for instance when you have several users working on the same project (see *Shared Mode*, S. 41), Passolo creates a local copy of the project. Changes can be saved there even without a connection. When the connection becomes available again, the changes are also saved to the project on the network drive.

When you close a project for which all changes could not be saved yet, the following message appears:



Once it is possible to restore the connection to the network, click **Retry**.

If it is not possible to establish a connection, you can also save the local copy of the project to a different folder. To do this, click **Save copy** and choose the location you want to save the file to. Please note however that other users may continue to modify the original project on the network drive.

Permanent Unpacking of a Project File

Normally the files for a project are unpacked into a temporary folder for editing. They are repacked when the project is closed.

To minimize the risk of data loss as a result of network problems, you can also unpack the project file permanently. The files are extracted to the same place as the project file, in a *.content directory.

The time-consuming packing operations are not required for projects unpacked in this way.

How to Unpack a Project

1. Open the project file you require
2. Make sure that no text files are open.
3. Click on the **Settings** /**Unpack Project File** command in the Project menu
4. **Important:** The project file must not be moved while a project is permanently unpacked; otherwise the connection with the Contents folder will be lost.

How to Repack the Project

1. Open the project file you require

2. Make sure that no text files are open.
3. Click on **Settings**/**Repack Project File** in the Project menu.
4. The project file can now be moved again as required.

Extract Sub Projects

This function can be used to copy a part of the project to a new project or to split a project into two parts.

To extract a sub-project:

1. Go to the **Project** menu and click on **Setup**/**Extract Sub-Project**
2. Enter the path of the new sub-project to be created in the **New Project** field
3. Select the method:
   - **Extract Source Files**
     The selected source lists are then extracted from the project along with all target languages and the associated translation string lists.
     A project with source files *Source1* and *Source2* and target languages *German*, *French* can therefore be used to create a project *Source2* → *German*, *French*, for example.
   - **Extract translation string lists**
     The selected target languages are then extracted from the project along with all source files.
     A project with source files *Source1* and *Source2* and target languages *German*, *French* can therefore be used to create a project *Source1*, *Source2* → *French*, for example.
   - **Extract translation string lists for cascaded project**
     The selected target languages are then also extracted from the project along with all source files. The extracted project is simultaneously created as a cascaded project (see *Cascaded Projects*, S. 14), which is based on the current project. You then also need to specify the target language of the current project, which constitutes the **source language** in the cascaded project.
     In general, you should also remove the extracted languages from the current project when using this method. (See Point 5)
4. Select the source files or languages to be extracted under **All items** and click **Add**.
5. The option **Remove extracted string lists from current project** essentially splits the current project.
6. Click **OK**.

Tip: If you select source lists or languages in the project window, they will be displayed in the list of items to be extracted *before* you select the Extract function.

Merge Projects

You can merge two projects. All of the second project's **source files** will then be transferred to the first project.

If the second project includes **target languages** that do not exist in the first project, these languages are created here. In this case, new translation string lists are created for the existing source files in the first project.

To merge projects:

1. Open the first project
2. Go to the **Project** menu and click on **Setup**/**Merge Project**
3. In the file selection dialog, select the project that you would like to merge with the first project.
4. The information box shows which source files are merged and which target languages may need to be created.
5. Check the information in the information box and click **OK**

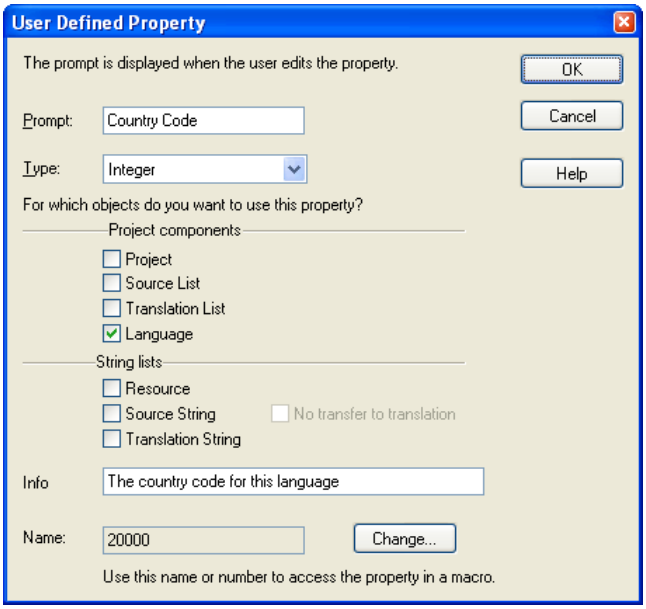
User-defined Properties

You can define additional properties for objects in a Passolo project. For example, you can create additional data fields for string lists and use them for target path rules. Or you can define additional status values for strings that reflect the translation workflow for the string.

To display the list of additional properties, open the project window and choose **User-defined Properties** from the **Project/Setup** menu. You can **Add** new properties and **Edit** existing ones.

When you delete a property, all data linked to it is also deleted.

Defining an Additional Property



Enter a name for the property into the **Prompt** field. This name will be displayed in the properties window of the corresponding object.

The **Type** determines the contents of the property. This can be either a text, an integer or a Boolean value (yes/no). The latter is displayed with a checkbox in the properties window.

You must then choose which objects you want to use the property with. To avoid consuming unnecessary memory, try to select only those objects for which the property is truly needed.

If you define a property for **Source String**, the value is generally transferred to the corresponding translation string when the translation list is updated. If you don't want this to happen and the property is required only for the source string, select the **No transfer to translation** option.

An additional **Info** text helps the user to set the values of the property.

The **Name** of the property can be accessed in macros by means of the **Property** function. It is assigned automatically and does not normally need to be changed. You can only specify your own property name when defining a new property. Click on **Change** and enter a name for the property using either a number between 20000 and 29999 or a text name that begins with "U:". This naming restriction is important so that Passolo can distinguish the user-defined properties from properties created by an add-in or a macro..

Using the User-defined Properties

When you select an object, e.g. a language in the project window or a string in a translation list, the user-defined properties are displayed on the **More** tab of the object's **properties window**. You can also select several objects of the same type and enter a value for all of these objects simultaneously.

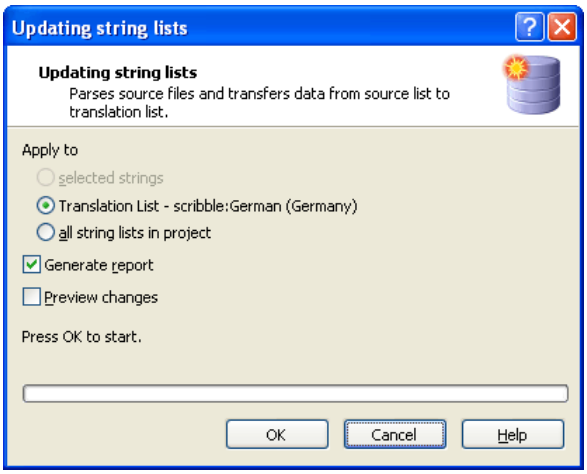
For an example of how to use this property, please see *The Target Path Rule Dialog* (S. 24).

String Lists

Creating String Lists

When you create a new project, or add new source files or target languages to an existing project, you will need to generate the corresponding string lists. Missing string lists are identifiable by the icon in the project window. When a **source string list** is created, the resources are extracted from a source file. When a **translation list** is created, the resources are copied from the source string list and a column is added for the translation.

Select the relevant string list in the project window, and choose **Update String List** from the **String List** menu.



You can now specify whether only the selected string lists or all string lists for the project are to be generated or updated. To start the corresponding procedure, click on **OK**. Status and other information, as well as any error messages, are displayed in the output window **Messages**.

Choose **Generate report** to receive a report on the changes to the string list resulting from the update. To open the report, click the "Show report" link (underlined blue) in the output window, or choose the **Report** command in the **String List** menu. (See *Reports*, S. 136)

If you activate the **Preview changes** option, the changes to the string lists are not carried out, you just receive a report showing the potential changes that would result from the specified update.

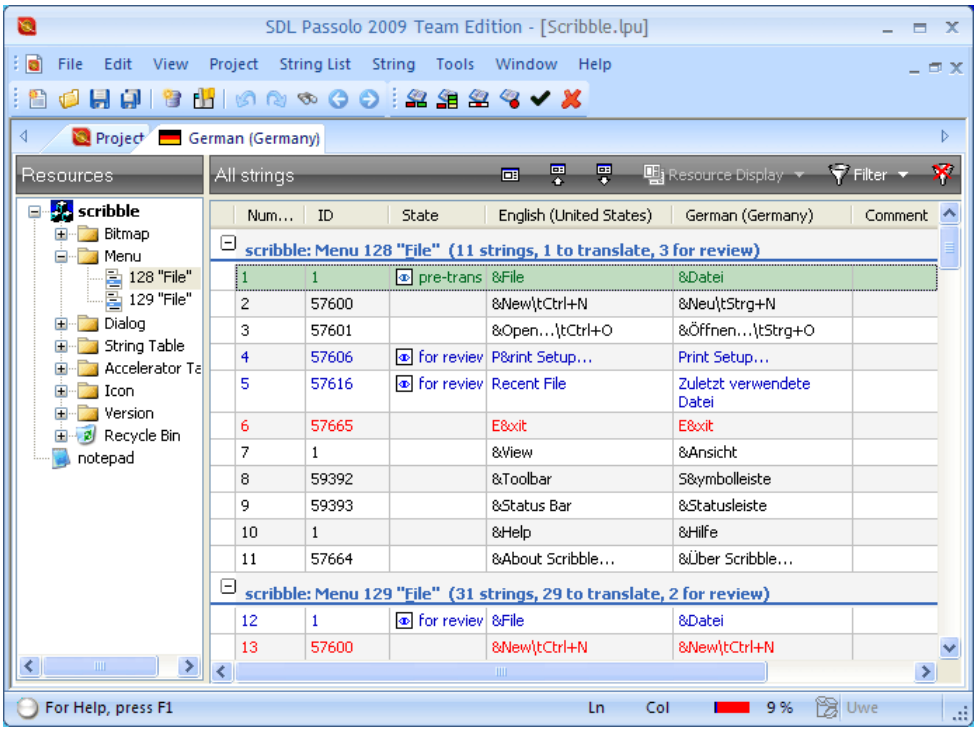
Tip: The easiest way to create a single string list is to choose the **Open String List** command or simply double click on the string list in the project window. If the string list is missing, Passolo will suggest creating it on the fly.

Displaying String Lists

Displaying String Lists

Double-clicking on a field in the project window opens the relevant string list. If the string list is missing, Passolo will suggest creating it on the fly. Each string list can be opened only once. If you attempt to "reopen" an already open string list, the currently available window will be activated and moved to the foreground. Open string lists are identifiable by the icon in the project window.

String lists have the following structure:



String lists

The string list window can contain one or more string lists of the same language. All the string lists that can be opened in a window are displayed in the **Resources** tree on the left. By double-clicking such an entry you can load additional string lists in the window. To close a specific string list, right-click the entry and choose **Close** from the shortcut menu. To close the string list window completely, right-click the tab above the string list and choose **Close**.

Resources

The resource lists are displayed on the left side of the window in the form of a tree structure showing the available resource types. Click on the small plus symbol next to a resource type (e.g., "Menu") to open a list of the resources this type contains. Each resource is displayed with its ID (number or string) and optionally a short info text. In the case of dialogs this info text contains the title of the dialog.

Depending on the status of a resource the following icons are displayed:

Flag	Description
read only	This resource is write-protected and the string it contains cannot be modified by the translator.
hidden	While this resource is available in the source string list, it is hidden in the translation list.
new	This resource has been added to the source string list.
changes	(Binaries only.) This resource was modified in the source file. This attribute will only be displayed in the translation list if the resource was modified

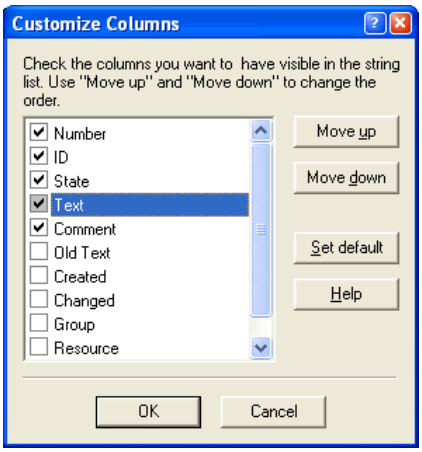
	by the translator.

Strings

The right side of the page lists all the extracted strings together with their string number, resource ID, and any comments. You can also filter the display so that only certain strings are shown (see *Filter functions* (S. 50) and *Displaying resources*, S. 53).

Configuration of Columns in the String List

In addition to the columns shown by default, further data can be shown, and the display order can be changed by simply dragging the column header. Click on a column header with the right mouse key to open its context menu. You can show or hide the individual columns here. You can also click on **Customize...** for additional settings options:



In the dialog Customize Columns the following data columns can be shown or hidden by selecting the appropriate check box.

Number shows the sequence number within the resource (default).

ID shows the resource ID of the entry (default).

The column for the source text is included in the language of the source text data.

The column for the translated text is included in the language of the target data. This entry is selected as standard. This column cannot be hidden and is only available in the translation list.

Comment shows the resource comment (default).

State shows the attributes of the resource as described above.

Text shows the current string.

Old Text shows the previous text in case the current string was changed as the result of an update. (default, only in source string lists)

Source String shows the source string (default, only in translation lists)

Created shows the date and time when the source text was first saved in the source file.

Changed shows the date and time when the source text was last changed in the source file.

Translated shows the date and time when the target text was last translated in the text list. This column is only available in the translation list.

Group indicates the group that contains the control element (for dialog elements only), see *Grouping Control Elements* (S. 70).

Resource shows the resource type and ID.

Source Title shows the title of the source file. This can be useful when you are displaying several string lists in the same window and you want to be able to assign strings to files.

User shows the user that made the last change to the entry, see *User Management* (S. 40).

Reference language displays the translation in another target language, see *Displaying a Reference Language* (S. 128).

Match shows the match value for pre-translated strings. (only in translation lists)

Origin shows the origin of pre-translated strings..

With **Move up** and **Move down** you can match the sequence of the display as you prefer.

With the **Set default** button you can restore the standard settings (Number, ID, Source, Target, Comment).

Custom1 - Custom4 These are four columns that can be used to display any user defined content. (see below)

User defined columns

You can define up to four columns with any content you want to display. Select one of the columns from **Custom1** to **Custom4** and click on the **Define** button.

In the **Customize Columns** dialog you can specify the column heading and the content to be displayed. The content is specified by entering the name of a user defined property in angle brackets (see *User-defined properties*, S. 44).

For example, if you have defined a property "TestValue" with the name "20001" you can enter "<20001>" as the column content and the TestValue will be displayed in this extra column.

Tip: If you select a string in the translation list *before* you call up the **Customize Columns** dialog the available properties are displayed when you click on the black rectangle.

Sorting and Grouping String Lists

By default, the strings in a translation list are sorted according to their order in the source file and grouped by resource type.

This can be changed to any other sorting. Select a **Sort** submenu entry from the **View** menu or click a column heading with the mouse to sort the content of the list by the content of the chosen column in ascending or descending order. An arrow symbol next to the column heading shows the current sorting selection. You can restore the standard string list sorting order by clicking on the left-most, empty column heading field.

For a **Grouped display** of resources, choose **Display in groups** from the **View/Sort** menu. This can be done even faster by right-clicking on the column title of a list. This allows you to sort strings, for example, by change date and display strings that were changed on a certain day in a group with "Created on..." in the heading.

Filter Functions

During translation it may be helpful not just to be able to search for individual strings with specific attributes or flags, but also to have all the resources with specific properties displayed in a list. For this purpose, Passolo integrates filters with various search criteria for translation and source string lists to permit resource searches based on individual or

combined properties. This allows you to display search results for resources that meet very specific criteria, e.g., "not yet translated".

Selecting or removing a filter.

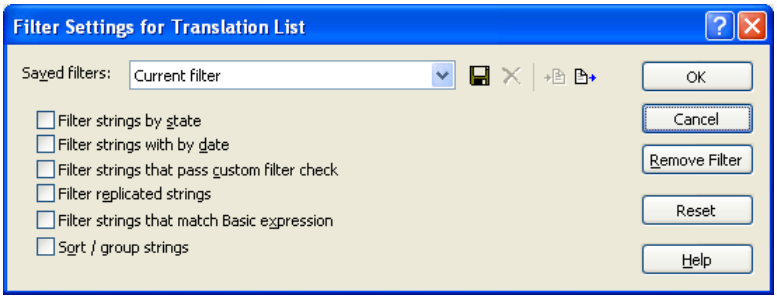
Open the relevant string list and select the **Filter/Define** command from the **View** menu or click the  icon on the title bar to open the **Filter settings for...** dialog. To quickly select one of the stored filters, click the small arrow next to the  icon.

To deactivate the filters, go to the **Filter for...** dialog and click the **Remove filter** button. You can also select the **Remove Filter** command in the **View** menu, or click the  icon on the toolbar.

If the filtered search fails to find any strings that match the specified criteria, the message “No text matching current filter conditions found.” appears in the corresponding list.

The filter dialog

In this dialog you can edit the current filter settings and manage stored filters. Additional input options appear as soon as you select one of the criteria.



Filter by status

This filter enables the display of strings with a specified status. Different status choices are available for source string lists and translation lists.

Source string lists

Unchanged Displays strings that were not changed when the source string list was updated

Changed Displays strings that were changed when the source string list was updated

New Displays strings that were added when the source string list was updated

Translation lists

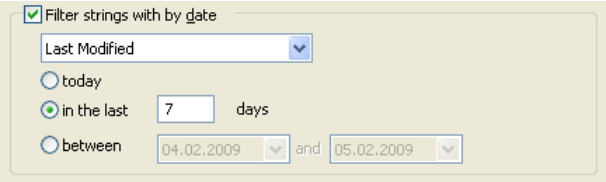
Validated (black) Displays strings that have been translated and validated

Untranslated (red) Displays strings that have not yet been translated

For review (blue) Displays strings that have been translated but still need to be validated

Auto translated (green) Displays strings that have been automatically pre-translated but not yet validated.

Filter by date



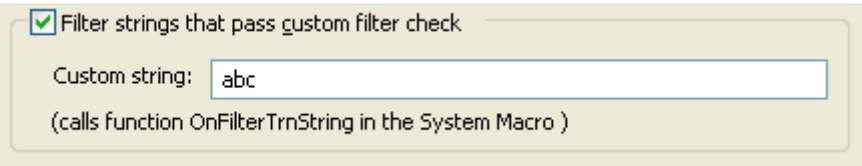
Select a date field and enter a date range. Translation lists also contain date fields that start with "History:". These refer to entries in the string history lists. The **History: Edited** field, for example, filters all strings which were edited during the specified date range.

Created Displays strings that were added to the source string list within the given date range.

Changed Displays strings that were changed in the source string list within the given date range.

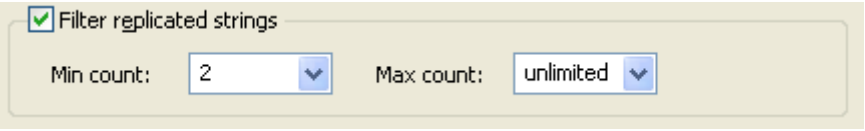
Translated (for translation lists only) Displays strings that were translated within the given date range.

Filter with system macro



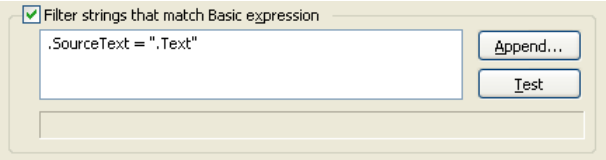
This filter calls the **OnFilterSourceString** or **OnFilterTransString** function in the system macro (see *Macros Overview*, S. 237). The Automation Help (in the **Help** menu) describes how to use these functions.

Filter replicated strings



This filter shows only those strings that appear at least twice in the current display. The options specified for replications are used here. (See *Options for the translation of replicate strings*, S. 86). Please note that replications only include those strings that are currently displayed. This means that in order to filter replicated strings across the entire project, you need to open all translation lists for one language.

Filter with Basic expression



Enter any Basic expression that refers to the properties of the **PslSourceString** or **PslTransString** object. Some examples:

.Number > 200 Displays all strings with a number > 200

instr(.Comment, "[TAG]") > 0 Displays all strings that contain "[TAG]" in the comment.

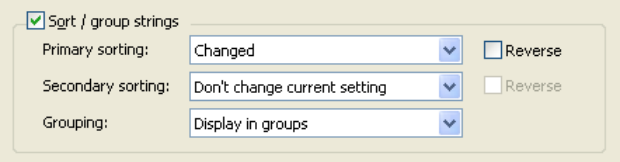
Please make sure that all of the properties that you enter begin with a dot (.).

Click **Append** to open a dialog that helps you generate Basic expressions.

Click **Test** to check the Basic expression for correct syntax.

For further information on the use of Basic expressions, please refer to the Automation Help (in the **Help** menu), in particular the descriptions of **PslSourceString** and **PslTransString**.

Sorting and grouping



You can also define sorting and grouping settings and save these with your filter settings. The selected sorting and grouping is then set along with the filter. For a filter that displays translations from a certain date range, for example, you might want to have the results sorted by date.

Saving, exporting or importing a filter

You can save filter settings for future use – the settings are saved in a named file. This is done by clicking on the disk icon  next to "Saved Filters" and entering a name for the filter. To call up a list of your saved filters in the string list window, click the small white triangle next to the Filter icon. Select an entry in the list to activate the corresponding filter settings.

To delete a saved filter, select the relevant entry in the Filter dialog and click the  icon

You can also **export** the current filter to a file, for example if you want to send it to another user. This is done by clicking on the  icon and entering a filename for the filter. You may need to save the filter and give it a name first.

To **import** a filter, click on the  icon and select the corresponding file.

Displaying Resources

You can limit the string list display to a single resource, e.g., a menu or dialog. The visual editors for dialogs and menus are displayed in this view.

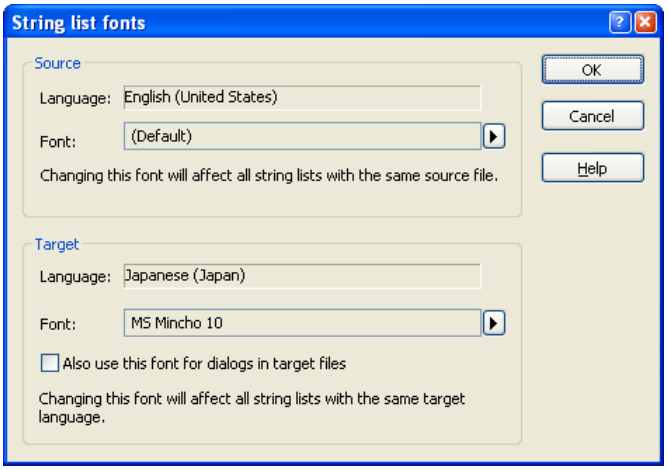
You specify this "excerpt" by double-clicking on the relevant resource – for example, "Dialog 100" – in the list of resources on the left, by clicking on the **View** menu and selecting the **Open resource** command, or by clicking on the  icon in the title bar above the string list.

With  and  you can display the previous and next resource.

If you want to hide the selected excerpt and display the strings for all resources again, simply click on the  icon once more.

Changing the Font Used to Display a String List

It is sometimes necessary to change the font used to display sting lists, for example if the default font cannot display all the characters required for the target language. To change the font, open a string list and select **Font** from the **String List** menu.



Source

This font is used for source string lists and the source column in translations lists. Click on the menu button ▸ to select a font or specify the **Default** font.

Target

This font is used for the translation column in translation lists. Click on the menu button ▸ to select a font or specify the **Default** font.

To indicate that the target language font is to be used in the dialogs of the generated target files, activate the checkbox **Also use this font for dialogs in target files**. This will only work correctly with file formats that support variable font settings for dialogs, as for example Win32, Delphi and .NET applications.

These settings are the same as the ones you can choose in the properties of a source file or target language. See *The Source String List Properties Dialog* (S. 28) and *The Language Dialog* (S. 31).

Changing View Options

To change the display of certain elements, choose **Options** from the **Tools** menu, and go to the **View** page in the options dialog.

Resource editor

For the coordinate display in the dialog editor you can choose whether you want to use **Dialog units** or **Pixels** for the coordinate and size values. In Windows resources, the coordinates are specified in Dialog Units, which are independent of the font setting for the dialog. On the other hand, if dialogs or control elements are supposed to have specific sizes in pixels, for example, it is advisable to choose Pixels as the coordinate unit. This setting is used for Win32 dialogs. Other file formats may use different units. These can then be switched directly in the Dialog Editor.

String List

The list of resources in the tree view on the left can be sorted alphabetically. Set the **Sort resources** option to **Sort by ID** to sort the list of resources according to their IDs. If the resources contain info texts, you can also choose **Sort by info text**. If you choose **Original order** the resources will be displayed without sorting according to the original order of elements in the source file.

Entries in string lists can contain ID values and ID names. You can choose **Display ID names if available** if you want to display ID names in string lists. If there are no ID names available for the string lists, the ID values are displayed. With **Display ID values** you can specify that only ID values will be displayed in the string lists even if ID names

are available. You can also choose the option **Display both** to display both the ID values and the ID names.

With **Show state** you can determine how status information such as "new" or "translated" is to be displayed in the string lists. By default, the symbol and status text is displayed. You can choose **Symbols only** if you are familiar with the meaning of the symbols and you want to save some screen space. You can also display symbols **in different columns** – each status is then displayed in a separate place.

The **Display empty strings** option determines whether empty strings are to be displayed in the translation list. Please note that empty strings are always displayed in source string lists.

If **Dynamic row height** is activated, the row height in the string lists is adapted to the length of the displayed stings. The strings are then displayed in multiple lines so that the complete string is visible whenever possible. If this option is not activated, each row is displayed in a single line, which means the string may be truncated.

If the **Synchronize resource tree selection** option is activated, selecting a string in the string list automatically highlights the corresponding resource in the resource tree.

Application

Using the **Restore last string list display when opening a project** option, you can continue working from exactly the point where you last closed a project.

Search Functions

Finding strings

There are several ways of searching for a specific string within a string list.

Searching for string numbers

Choose **Edit / Go to / String** (Ctrl + G) to open the **Go to...** dialog, and then enter the number of the string you want to find (see *Searching for a String Number*, S. 55).

Recently changed strings

Using the **Back** and **Forward** functions in the **Edit / Go to** menu you can jump directly to the most recently changed strings. This works like the Back/Forward commands in an Internet browser

Searching for text strings

Choose **Edit / Find** (Ctrl + F) to open the **Find...** dialog, and then enter the expression you want to find and specify the relevant search options (see *Finding Texts*, S. 56).

Replacing text strings

When you search for text strings you can replace the matching expressions with a different text (see *Replacing Texts*, S. 58).

Finding Projects

The *Finding Projects* (S. 60) function searches for text in all projects within a folder on your computer.

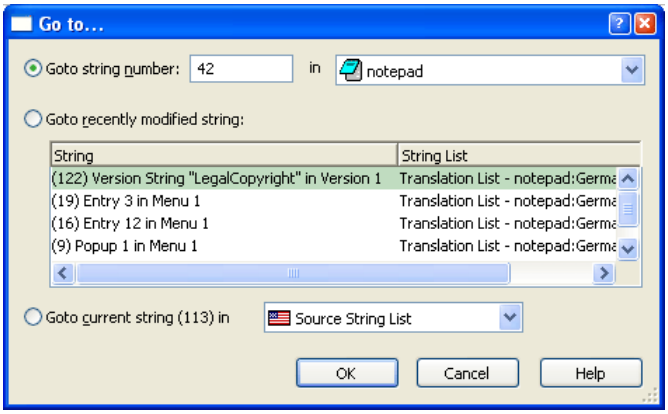
Searching for a string number

Passolo assigns each string in a string list a unique number, which is identical in the source string and translation lists. This string number does not change, even when the

string lists are updated. This allows certain strings to be easily searched for and directly identified in the string lists – regardless of the resources in which they are contained.

If new resources are implemented, the new strings are assigned string numbers that have not yet been used, which is why sequential strings do not necessarily have sequential numbers.

To find a string by searching for its associated number, select **Go To** / **String Number** (Ctrl+G) from the **Edit** menu.



...to string number

If you call up this dialog from a string list, you can enter the number of the string you are searching for. If there are several string lists open in the same window, it may be that a number is assigned more than once. In this case, please select one of the currently open string lists from the selection box on the right.

...to recently modified string

The list contains strings within the project that have recently been changed. By double-clicking an entry, you can jump directly to the string.

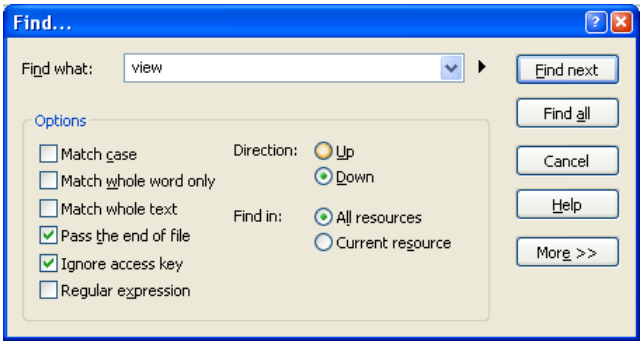
With the **Back** and **Next** commands in the **Edit / Go to** menu you can jump to the last (or next) change without opening the dialog box. This works like the Back/Forward commands in an Internet browser.

...to current sting in...

If you call up this dialog from a string list and there is currently a string selected, you can jump to the corresponding entry in the source string list or - if your project contains multiple target languages - to the translation in another language.

Finding Texts

In the **Edit** menu choose **Find** (Ctrl+F) to call up the **Find...** dialog.



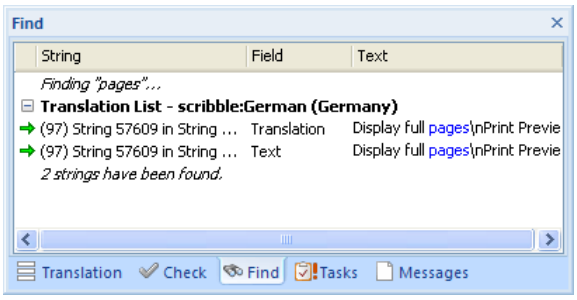
Enter the terms for which you wish to search in the **Find what** field; you can use the dropdown list to select a previous search string. The menu button ▸ next to the edit field allows the entry of certain standardized special characters. The set of special characters shown in this list depends on the selected search algorithm (e.g. regular expressions).

Start the search

Click on **Find next** to start the search as specified. If the string is found, the dialog is closed and the string is highlighted. Press the **F3** key to search for further occurrences of the string. If possible, the found string is also highlighted in the corresponding property window.

List of search hits

Click **Find all** to display a list of all search hits in the output window **Find**.



The output of strings found is displayed as a table with entries grouped by list. The columns contain the following data.

Entries with a green arrow → refer to a string in a string list. Double-click on the entry in the output window to call up the respective string. **F4** and **Shift+F4** can be used to jump to the next/previous string.

The **String** column contains a description of the found string. The **Field** column indicates the data field in which the searched text was found. The **Text** column contains the string for the found entry with the search string highlighted in blue.

Options

If capitalization is important for the search, click on the **Match case** checkbox. If you only want to replace whole words, activate the **Match whole word** only checkbox. If the checkbox is not activated, strings within words will also be found.

The **Match whole text** option only finds complete strings, not partial strings.

In order to automatically continue a search once the end of the list is reached, click on the **Pass the end of file** checkbox.

Activate **Ignore access key** if the access key should be ignored during the search. Use this option if you want to search for example for "Print" and you also want to find "P&rint". If you want to search for identical texts deactivate this option.

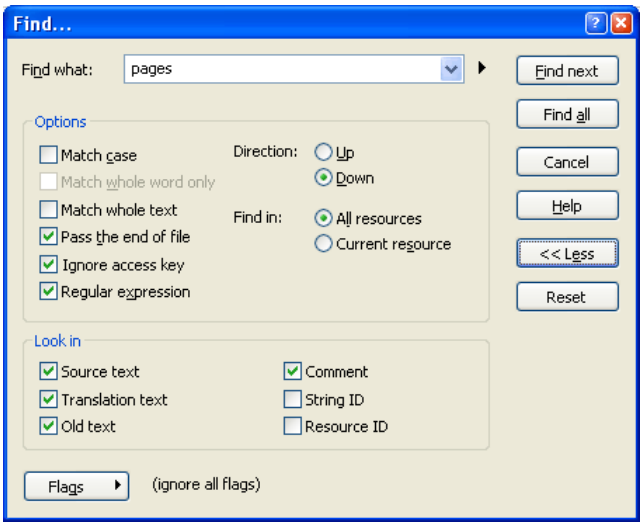
Activate the **Regular expression** check box if you want to use regular expressions for searching (see *Regular Expressions*, S. 271)

You can specify the desired search direction in the **Up** and **Down** radio buttons.

If you have selected the texts of a single resource only, you can restrict the search to this resource, by activating **Current resource**. Activate **All resources**, if you want to search in all resources.

If you have selected the texts of a single resource only, you can restrict the search to this resource, by activating **Current resource**. Activate **All resources**, if you want to search in all resources.

Click on the **More >>** button to call up additional search options.



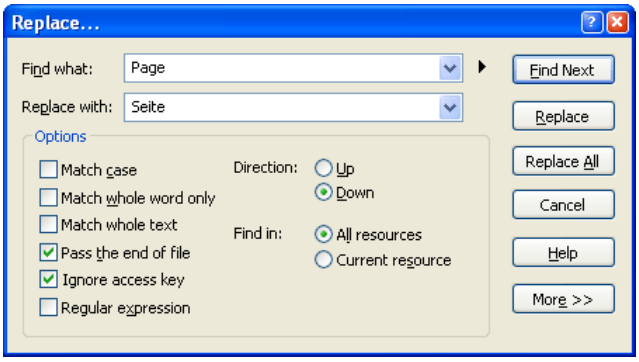
You can use the **Look in** settings to determine which fields will be searched. For example, if you only activate the **Comment** check box, Passolo will only search in the "Comment" column.

You can further limit or define your search by setting additional attributes. Depending on the string list in question, you will be shown a selection of different flags you can either set or release. If, for example, you select "Read Only" under **Flag** the text you are searching for will only be found if this attribute is set. If, on the other hand, you select **Not "Read Only"**, search results will be restricted to entries for which this attribute is *not* set. If you enter several attributes, the search will be restricted to only those entries that exhibit all of them.

If you use special flags, you do not need to enter anything in the **Find what** field. In this case, Passolo searches for the next entry that meets the specified criteria, regardless of the text it contains.

Replacing Texts

You can replace strings within translation lists by clicking on **Replace** in the **Edit** menu (CTRL+F3).



Enter the terms you want to replace in the **Find what** field; you can use the dropdown list to select a previous search string. The menu button on the right side of the edit field ▸ offers a list of standardized language encodings and project variables. The set of special characters shown in this list depends on the selected search algorithm (e.g. regular expressions).

Enter the replacement string in the **Replace with** field. You can use the dropdown list to go back to a previous entry.

If capitalization is important for the replacement, activate the **Match case** checkbox. If you only want to replace whole words, activate the **Match whole word** only checkbox. If the checkbox is not activated, strings within words will also be found.

The **Match whole text** option only finds complete strings, not partial strings.

In order to automatically continue a search once the end of the list is reached, click on the **Pass the end of file** checkbox.

Activate **Ignore access key** if the access key should be ignored during the search. If you want to search for identical texts deactivate this option.

Activate the **Regular expression** check box if you want to use regular expressions for searching (see *Regular Expressions*, S. 271)

When searching for regular expressions you can use the expressions $1 to $10 to refer to **"backwards references"**.

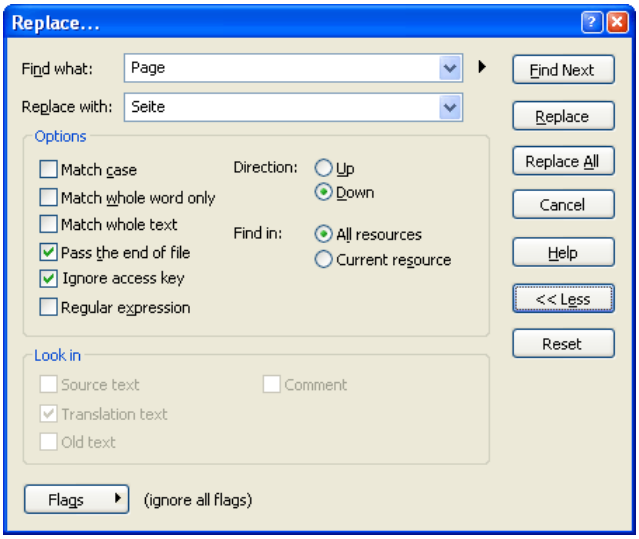
You can specify the desired search direction in the **Up** and **Down** radio buttons.

If you have selected the texts of a single resource only, you can restrict the search to this resource, by activating **Current resource**. Activate **Find in**/**All resources**, if you want to search in all resources.

Click on **Replace** to find the first string. If you want to replace the string that has been found, click on **Replace** again to confirm this. The string is replaced and the search function automatically moves to the next string to be replaced. If you do not wish to replace the string, click on **Find next**

If you want to automatically replace this string in the entire translation list, click on **Replace all**.

Click on the **More >>** button to call up additional search options.



You can further limit or define your search by setting additional attributes. For example, you can limit the replace function to strings that have not been reviewed by selecting the **"for review"** flag.

The **Look in** option is deactivated as only strings in the field can be replaced.

Finding Projects

This function searches for text in all projects within a folder on your computer. These projects do not need to have already been opened in Passolo.

Finding Text in Passolo Projects

1. Click on **Find in Projects** in the **File** menu to display the dialog for finding projects.
2. Enter the required search options. Most fields correspond to a search for text within a project (see *Finding Texts*, S. 56).
3. Enter the **folder** here in which the search is to be carried out and specify whether its subfolders are also to be searched. You can refine the search to **projects** or **translation bundles**.
4. Via **Options**, you can also specify a **language**. Only string lists in the language you have selected will then be searched. Using this filter is recommended as it makes the search significantly faster.
5. Click on **Find next** to start the search as specified. If relevant text is found, the dialog closes, the relevant project is opened and the text is highlighted. Press the **F3** key to search for further occurrences of the string. Further projects may also be opened if required.
6. Alternatively, you can also click on **Find all** to list all the matches in the **Find** output window. Double clicking on a match marked with ➔ opens the project, if required, and brings up the text. You can use the **F4** and **SHIFT+F4** keys to jump to the next or the previous string.

Bookmarks

Bookmarks allow you to mark entries in order to subsequently return to them for additional editing or checking. These entries are displayed with a light blue ■ icon to their left. To turn bookmarks on and off, use the **Switch Bookmarks** command in the **Edit** menu, or use **CTRL+F12**.

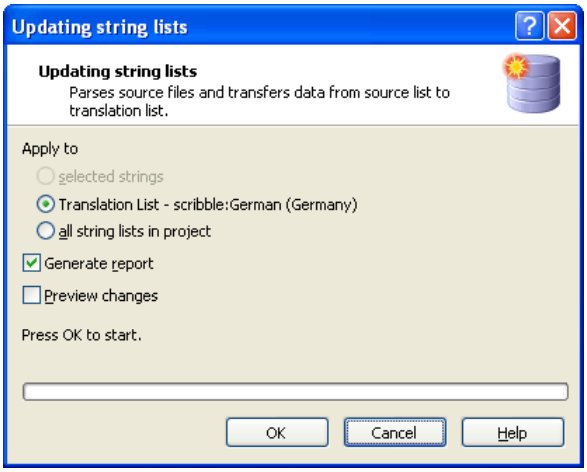
To jump to the next or previous bookmark in the current string list, choose **Next bookmark** or **Previous bookmark** in the **Edit / Go to** menu or press the **F12** or **Ctrl+F12** button.

Bookmarks remain in place even after the project is saved, closed, and reopened. To delete all bookmarks in a string list, go to the **Edit** menu and select the **Clear all bookmarks** command.

Updating String Lists

If a source file has changed, for example because the program is still under development or because a new version has been released, the corresponding string lists will have to be updated. Likewise, a translation list will have to be updated if the corresponding source string list has changed. These string lists are identifiable by the icon in the project window.

To update a string list, select the **Create/Update String List** command from the **String List** menu.



You can now specify whether only the selected string lists or all string lists for the project are to be generated or updated. To start the corresponding procedure, click on **OK**. Status and other information, as well as any error messages, are displayed in the output window **Messages**.

There are two ways to use a new program version as a source file.

1. You can overwrite the previous program version with the new version. In this case, no changes are necessary in the Passolo project – Passolo automatically recognizes that the source file has changed. This approach makes sense when you want to start translating a program while it is still under development. All you have to do is update the string lists regularly.

2. You can change the path to the source file in the Passolo project (so that it points to the new program version). Thus, instead of *c:\MyProgram\Program.exe* you would change the source file path, for example, to *c:\MyProgram\Program2.exe*. This approach is necessary if the new program version uses a filename or path different from the previous version. See *The Source File Options Dialog* (S. 30).

Effect on the translation

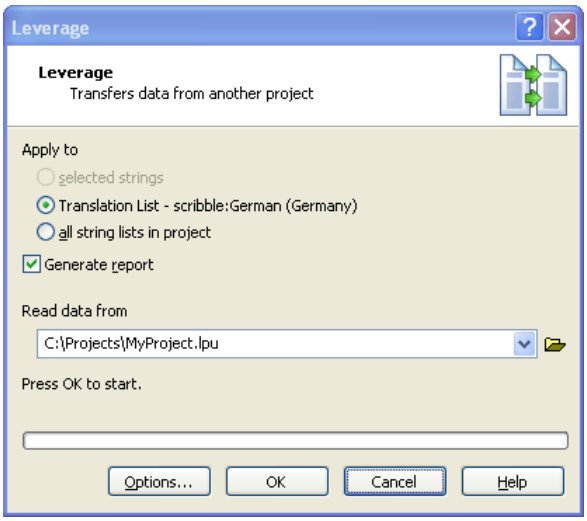
When a string list is updated, any changed strings in the source file are marked with **changed**" (see also *Status and Attributes in the Source String List*, S. 71). If a changed string was **already translated**, it is marked as either "**untranslated**" or "**for review**" in the translation list. The preferred method can be set in the Options dialog under *Options for String List Operations* (S. 66). In any case, the previous translation remains in place.

Leverage

The "Leverage" function is used to transfer data from another project.

Passolo then opens the other project and attempts to find matching string lists, and strings within these string lists. Open the **Leverage Options** dialog to specify which string lists and strings are to be searched and which data you want to transfer.

To open the function dialog, choose **Leverage** from the **String List** menu:



Operate on...

The **selected strings** option is only available if the function is called up from a string list or translation list with one or more strings selected. In this case, only the selected strings are used.

To process all the strings in one or more string lists, select these string lists in the project window before you run the function.

Activate **all string lists in project** to process the entire project.

Generate report

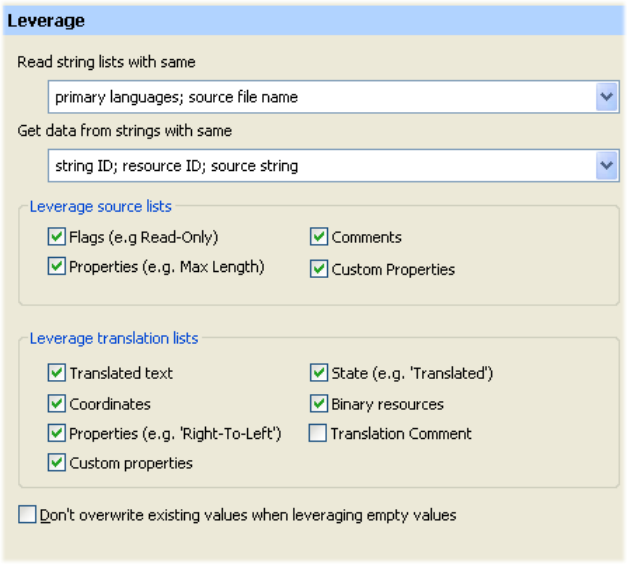
You can generate a detailed report, indicating which string lists in the original project were used and which strings were processed.

Read data from

This is the original project file to be used for leverage.

Leverage Options

On this page of the Options dialog you can specify the settings for the leverage of previous translations in corresponding string lists and strings. In addition you can select the files to be transferred.



Read strings with same...

When leveraging data, Passolo looks for a matching string list in the original project first. For this setting, choose the properties that are to be compared. If you activate the **languages** option, a string list is only used if it has exactly the same language. If you activate the **primary languages** setting, only the primary language ID is compared, for example a string list in American English is also taken into account for a string list is in British English.

If you activate the **source file** option, the full path to the source file has to match. With **source file name** only the name of the source file has to match.

Get data from strings with same...

Select the properties you want to compare when searching for a matching string in the leveraged string list.

Leverage Source Lists / Leverage Translation Lists

Select the data elements you want to transfer from the relevant list in the original project.

Don't overwrite existing values when leveraging empty values

This option prevents some data elements (Max. length, comment, translation comment) from being cleared. E.g. if this project contains a source text comment, but not the corresponding text in the other project, then the current comment remains and will not be overwritten with the empty comment in the other project.

Deleted Texts

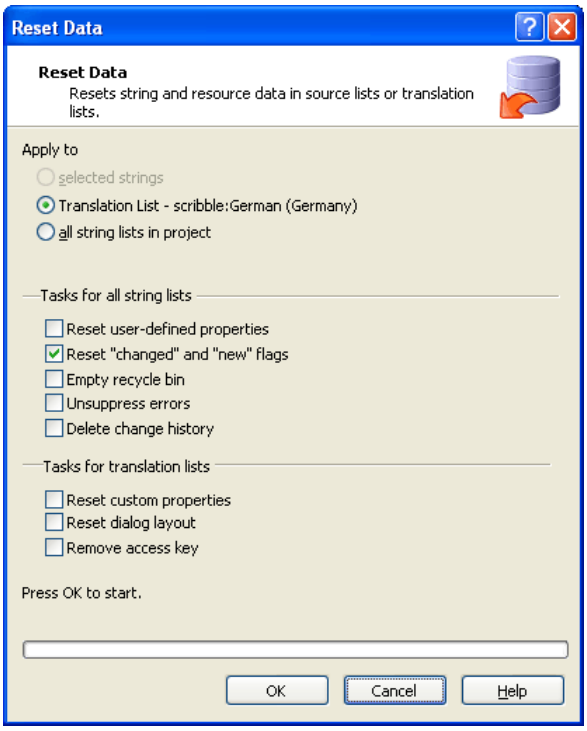
If the developer has removed certain elements such as strings, dialogs or menus from the software, the corresponding strings and resources will also be deleted from the source string list when an update is carried out. The deleted strings remain saved in the respective translation lists of the project file, however. In the resource list, depicted as a tree structure, there is an additional resource called **Recycle Bin**, which contains all the deleted resources. This ensures that the type of resource, the ID and the strings remain intact, including any advanced properties. All other information, such as the position of strings within the dialogs, is lost.

If the recycle bin is used, previously translated strings are not lost when you update source string lists. They are used in addition to other data sources for an automatic translation or an interactive translation with the fuzzy list.

The translations are contained in the recycle bin can be worked on quite normally. Resources and single string pairs stay stored in the project until they are deleted using the **Delete Permanently** function in the **Edit** menu.

Reset data

You can reset certain data in the string lists by means of the **Reset Data** command in the **String List** menu.



Depending on the current window and selection, you have the choice of resetting a single string list or all the string lists in the project.

Activate at least one of these tasks:

Reset Custom Properties

All user-defined properties are deleted. In translation lists, this only deletes properties that were not automatically transferred from the source strings (see *User-defined properties*, S. 44)

Reset "changed" and "new" flags

This deletes the flags for "new" and "changed" strings in source string lists. You should generally perform this command whenever you begin translating a new program version. (see *Status and attributes in the source string list*, S. 71)

Empty recycle bin

All the strings contained in the string list recycle bin will be deleted permanently.

Unsuppress errors

If you have suppressed any error messages (see *Check Functions*, S. 119) you can unsuppress them so that the errors are reported again the next time you carry out a check.

Delete change history

Deletes the entire change history (see *History*, S. 131). This can make sense when the project is complete and you no longer need to track changes. It is also useful for reducing the file size of the project.

Reset custom properties

In translation lists, all custom properties are reset to the original values they were set to in the source file.

Reset dialog layouts

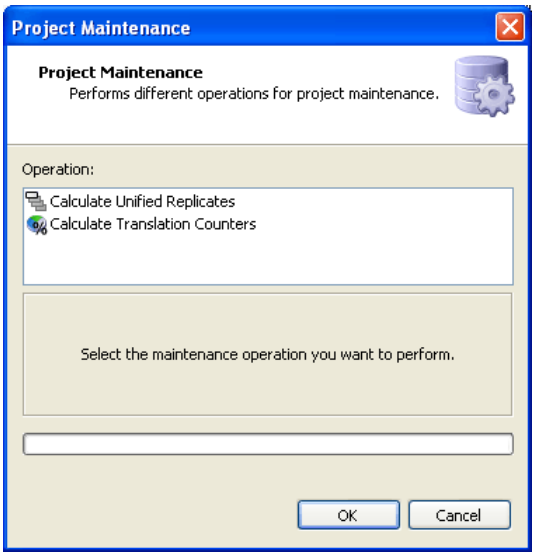
All changes made to the dialog layouts are reset.

Remove access key

Removes all & characters in strings that use them as access keys.

Project Maintenance

Relations and references between string lists are updated in the Project Maintenance dialog. Click on **Maintenance** in the **Project** menu to call up this dialog:



Select the desired maintenance function and click on OK to start it.

Calculate Unified Replicates

If there are strings in the project that use the "Unify replicates" option (see *Translating replicate strings*, S. 84) this operation should be carried out regularly. Following the update of a translation list it serves to locate the master strings, and it also ensures that the same text and status are set for all the related replicates before target files are generated.

If you activate the corresponding option this step is **carried out automatically** when required Since it is not always possible to process all the strings in a project (e.g. when a string list is exported) it is advisable to carry out this step manually on a regular basis.

Calculate Translation Counters

If a process in the project window fails to update the size or translation value for the string lists, you can correct this using this maintenance function.

Options for String List Operations

Choose **Options** from the **Tools** menu, and go to the **String list operations** page to specify the options for processing string lists

Configuration of the recycle bin

Every source file and all of the translation files belonging to them has its own recycle bin. To activate this function, select the respective control button **Move deleted strings to recycle bin** in the **Updating source string lists** and **Updating translation string lists** groups.

Updating translation string lists

You can specify how Passolo should update the translation string lists here. You can specify how the translation status changes when the source of a translated text or a source comment has been changed.

You can also choose what happens when the coordinates of the control elements are altered.

Generating target files

You can specify whether the source text or current translation string is written to the target file for untranslated texts (red) or "for review" texts (blue or green) here.

Inline Tags

Inline tags are specially designated components within a string that contain formatting instructions or other information. In some formats they are also used to designate placeholders that are replaced at runtime with the corresponding data. The exact formatting of tags depends on the text format used. In HTML and XML, tags are always enclosed in angle brackets, but other methods are also conceivable.

You can also define personal tags, for example to protect a product name (see *Inline Patterns*, S. 68).

Some examples:

HTML uses the **and** tags to format bold text.

```
This <b>text</b> is bold.
```

The IMG tag is used in HTML to embed images.

```
<img height=351 src="home_files/logo_mid4.gif" alt="Logo" width=153>
```

In XML, the meaning of the tags depends on the XML application

```
This is  an inline tag
```

Example for placeholder tags

```
{'Number'} files were deleted from the {'Path'} folder!
```

Display of tags in Passolo

The strings in the string list always show the original text containing the original tags (not replaced by placeholders). When the string is edited or displayed in the translation window, the tags are shown as small yellow placeholder symbols. These yellow tag symbols contain a short caption to help identify the tags. Optionally, tags can also be

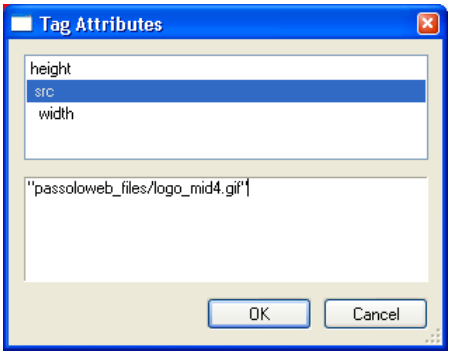
displayed as in the original text or as yellow symbols without captions. (see below "Tag options")

Editing tags

Tags can be edited just like the normal characters in a string. Like text characters, they can be copied to the clipboard (Ctrl+C) and pasted (Ctrl+V). The tags contained in the source string can be selected using the shortcuts **Alt+Right** and **Alt+Left** and then inserted into the translation string with **Alt+Down**.

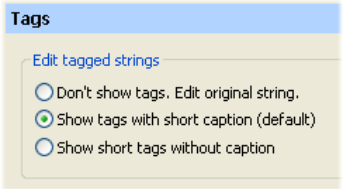
Some parsers also allow the option of inserting tags that do not occur in the source string. This is done by **right-clicking** the relevant place within the translation and then choosing **Insert Tag** from the shortcut menu.

Tags may also include attributes containing text that has to be translated. An example is the **alt** attribute within **<img>** elements in HTML files. This attribute will usually contain a short description of the corresponding image, so it should normally be included in the translation. By **double-clicking** on this tag symbol you can call up a settings dialog with a list of the attributes specified in this tag. If you click on the attribute you want to edit, this attribute's current value is displayed in the second field and you can edit it there.



Tag options

From the **Tools** menu choose **Options** and then click on the **Tags** page to set the options for the display of tags.



Edit tagged strings

This setting specifies how inline tags will be displayed during editing. The default setting is **Show tags with short caption**.

If you choose **Don't show tags** you can edit the original string directly (as is). In this case, however, you must take care to ensure that the format of the tags remains

unchanged. If you enter an invalid format, e.g. an HTML tag that does not include the closing angle bracket, the parser will no longer be able to generate the target file.

For a more compact display of strings you can choose **Show short tags without caption**. In this case the tags are also displayed as a yellow symbol, but the symbol is narrower and contains no caption.

Inline Patterns

Personal tags (see *Inline Tags*, S. 66) can also be defined using inline patterns. This method enables product names to be protected, for example, so that they cannot be changed by the translator.

Definition of a personal tag with an inline pattern

1. In the **Project** menu, click on **Inline Patterns**.
2. Select the **General** area to save the new pattern for no specific project or select the project under which the new pattern is to be saved.
3. Click on **Add**.
4. In the **Pattern Name** field, enter a name for the new inline pattern, e.g. *Product name*.
5. Enter the text to be searched for, e.g. *SUPER PRODUCT*.
   Use a **regular expression** to search with more flexibility (see *Regular Expressions*, S. 271).
6. In the **Tagging** field, select the **Convert to inline tag** option.
7. Close the dialog with **OK**.
   The text *SUPER PRODUCT* is then displayed in the translation window as an inline tag and it can also be moved or copied from the source text. Unlike the tags delivered by file parsers, the individually defined tags are displayed in violet.

Preparing the Translation

Editing a Source String List

You can perform a translation without ever having to edit the **source string list**. However, the procedure described here simplifies and supports the actual translation process.

- Strings can be **read-only** so that they remain unchanged during translation.
- Strings can be **hidden** so that they are not displayed at all during translation. (See*Protecting and Hiding Strings* (S. 69))
- Strings can be given a **maximum length** so that translations that use too many characters can be found. (See *Maximum Length of Strings*, S. 70)
- **Corrections** to the source program can be marked to indicated that retranslation is not necessary.
- Strings may be assigned **comments** to support the translator during translation. (See *Using Comments*, S. 71)
- Control elements from complex dialogs can be **grouped**, which makes the dialog easier to edit. (See *Grouping Control Elements*, S. 70)
- The source list can be **checked** in order to indicate any existing problems (e.g. spelling errors) to the developers. (See *Check Functions*, S. 119)

Protecting and Hiding Strings

Strings in the source string list can be protected or hidden. *Protected* resources and strings are displayed to the translator but they cannot be edited or otherwise modified. *Hidden* resource and strings cannot be seen by the translator, and thus are not available for processing.

When program libraries are used, additional resources that are never called up in the application are often included. In these cases, it is practical to hide such resources, since they are irrelevant to the translation. The source may also include strings that must not be translated for localization. These can include, for example, internationally accepted terms such units of measure or names. These types of entries should be protected and assigned an explanatory comment.

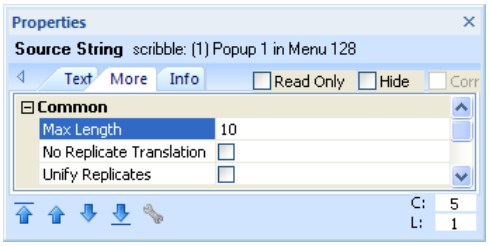
In particular, individual strings in dialogs that must not be translated should not be hidden, but merely protected: Since hidden resources are displayed in the dialog editor in order to allow them to be moved as required, it provides the translator with a greater degree of transparency if the translation list and the dialog editor contain the same elements.

To edit a string in the source string list, use the **Properties** command in the entry's context menu to open the corresponding dialog (**Source String *x* – Entry *x***) where you can protect (**Read Only** checkbox) or hide (**Hide** checkbox) the current string. These properties are then transferred to the source string list and are subsequently displayed in the "Status" column.

To protect or hide several strings at once, it is easier to go directly to the source string list. Select the resources, or strings within the resources, and call up the **Toggle "read only"/ "hide" flag** command from the context menu.

Maximum Length of Strings

For the localization of a program it may be necessary to limit the length of strings in the translation. For each item in the source list a maximum string length can be specified, and this restriction can be checked when testing the translation list. See *Passolo Error Messages* (S. 121).



To change the maximum string length for one or more entries in the source string list, select the relevant entries in the list and choose **Properties** from the shortcut menu to display the corresponding Properties window. Switch to the **More** tab and enter the maximum string length in the **Max length** field.

Grouping Control Elements

In complex dialogs it sometimes happens that software developers have placed several control elements on top of each other. To simplify the localization of such dialogs, several control elements can be grouped. Groups, or also individual control elements, can then be hidden during the localization of the dialog. This reduces the number of control elements being shown simultaneously and eases the navigation and selection of control elements.

Some programming languages (e.g. Microsoft .NET and Borland Delphi/C++ Builder) offer hierarchical dialogs. If you add a control element to a group, all of the elements under it (child controls) will also be added to the group automatically.

The grouping procedure should normally be undertaken in the source string list when the project is first created, because at this point (e.g. from developers' feedback) information is available concerning which control elements of a dialog will be shown together later on at runtime. If the grouping is already specified in the source string list, the settings are also saved in the source string list and are therefore available in all languages.

 or **Group controls** in the submenu **Layout/Groups** produces a new group which contains the selected controls. Enter a name for the new group. It is possible to save the control elements in different groups.

 or **Ungroup** in the sub menu **Layout/Groups** deletes the existing group.

 or **Add to group** in the sub menu **Layout/Groups** adds the selected control elements to the existing group.

 or **Remove from Group** in the sub menu **Layout/Groups** removes the selected control elements from the existing group.

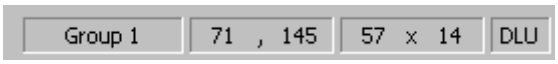
 or **CTRL+K** or **Select next** in the sub menu **Layout/Groups** shows the next group of control elements. When the last defined group is shown, selecting this command again hides all groups. Then the first group is continued. In addition it is possible to show a certain group in the sub menu **Layout/Groups/Selection**. If the **SHIFT** button is pressed while making menu selections several groups can be shown simultaneously.

 or **Hide temporarily** in the submenu **Layout/Groups** hides the selected controls temporarily. When the text list is closed this characteristic is lost, and the control element is shown the next time the dialog field is opened.

 or **Unhide all** in the sub menu **Layout/Group** shows again all of the controls which were temporarily hidden in this dialog.

Displaying the Current Group

If there are groups defined in a dialog, the current group is shown in a status field next to the coordinates of an element:



Double-clicking on this field has the same effect as the command **Select next**, while right-clicking opens the Group menu from which you can select a group.

It is also possible to display the group setting of every element in the string list. This is achieved by adding the **Group** column to the list display. See *Configuration of Columns in the String List* (S. 49).

Using Comments

You can add a note to entries in the source string list which will then appear in the **Properties** dialog during translation.

Such comments support the translator and can be particularly helpful for "string table" resources, in other words, for those resources that are not assigned to any dialog or menu. The comment can be used, for example, to describe the context in which the associated string is used.

Comments can also contain hyperlinks (see *Hyperlinks*, S. 262).

Status and Attributes in the Source String List

Resources in the source program can be modified or expanded during the course of a software project. Passolo automatically recognizes such changes and displays them in blue after the source string list is updated

The **Status** column in the source string list shows the status of each string. Depending on your settings, there will just be an icon displayed or also a status text. (see also *Changing View Options*, S. 54)

Flag	Description
new	This is a **new** string that was added as a result of a source file update
changed	This is a **changed** string that was modified as a result of a source file update. Existing translations remain intact, but they are flagged as "untranslated" or "for review". The preferred method can be set in the Options dialog. (see *Options for String List Operations*, S. 66)
moved	This is a dialog element that was moved or resized as a result of a source file update.
Correction	This string is flagged as a **correction**. The changes made by the programmer do not require a new translation. To flag a string as a correction, activate the corresponding setting in the source string properties, *before* the translation list is updated.
read only	This string can be viewed by the translator, but not changed. (see *Protecting and Hiding Strings*, S. 69)

hidden	This string is not displayed in the translation list. (see *Protecting and Hiding Strings*, S. 69)

Reset flags

The flags are required in connection with the update of a translation list. Even with multiple updates of the source string lists these flags remain in place. Once all the translation lists have been updated you can manually delete these flags. This also deletes any "old strings" that were contained in the source list before the latest update.

To reset the update flags, open the project window or the source string list and choose **Reset data** from the **String list** menu. In the dialog, choose the **Reset "changed" and "new" flags**. Depending on the current window and selection, you have the choice of resetting a single string list or all the string lists in the project.

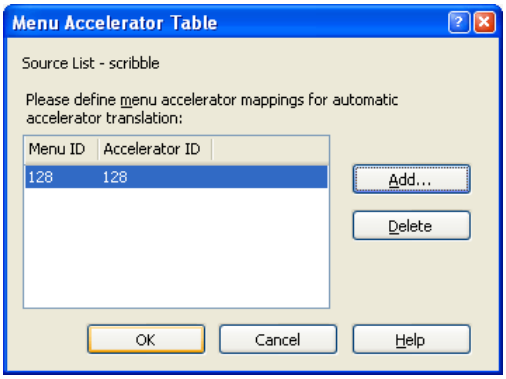
Menu Accelerator Tables

A user alternative to the menu structure is the utilization of shortcuts (key combinations with so-called accelerators or access keys) that are initiated with one or more keys. Normally, a shortcut key combination is shown next to its associated menu entry. In the resources of a source application, the actual menu entry and the key combination are separated by a tab (for example, "Paste\tCTRL+V" or "Quit\tAlt+F4"). The actual key combination, however, is filed in a table in its own resource category known as "Accelerator".

In Passolo, functions to automatically match accelerator tables and menu entries have been integrated so that a change to a key combination in the menu resource is immediately reflected in the associated accelerator table. Thus, only menu entries need be changed.

However, since a program can contain several menus and accelerator tables, it must be determined which menu and which accelerator table go together.

If a menu and accelerator have the same designation or ID, it is assumed that they form a combined unit. Otherwise, assignment must be performed manually. To open the **Menu Accelerator Table**, go to the String List menu and select the **Menu Accelerator Table** command. This menu entry is only displayed if the source string list is open. Use this dialog to add or delete associations.



During subsequent localization, only the accelerator in the menu entry will need to be translated (e.g. "CTRL+Alt+Entf" - "Ctrl+Alt+Del"). The associated entry in the accelerator table is directly adjusted when the automatic translation function is called up.

The Translation

Editing a Translation List

Display of strings

The translation list contains all the resources and strings of a program. Each entry consists of the source and the target string. The status of the entries is indicated by different colors:

- Entries colored red have not yet been translated, or the source string has changed so that a new translation is needed.
- Entries colored green have been pre-translated but not yet reviewed.
- Entries colored blue have been manually translated but not yet reviewed.
- Entries colored black have been translated and reviewed.

If these colors are hard to distinguish on your monitor, you can adjust the brightness settings as follows. From the **Tools** menu choose **Options**, and in the **View** settings click on **Colors**.

Additional status information is displayed in the **Status** column. Depending on your settings, there will just be an icon displayed or also a status text. (see also *Changing View Options*, S. 54)

Flag	Description
moved	This is a dialog element that was moved or resized as a result of a source file update.
read only	This string can only be read – translation is not possible.
locked	The string has been locked in the translation list – it cannot be changed.
for review	The string has been changed manually, but not yet validated.
pre-transl.	The string has been automatically pre-translated, but not yet validated

The Translation

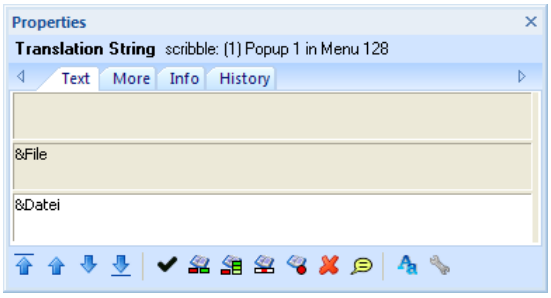
Programs are localized by editing the translation list. The following options are available for this:

- You can edit entries in the **Property** window. If this is not yet visible, double click on an entry in the translation list or select **Properties** in the **View/Toolbars and Docking Windows** menu. For a detailed description of this window, see the *Translation Window* (S. 74)
- You can have Passolo automatically pre-translate the current entry or the entire translation list. In this case, any strings that have already been translated are automatically recognized and replaced. You can pre-translate the current entry by choosing **Pre-Translate String** from the **String** menu, by pressing **F8**, or by clicking the icon on the toolbar. To have the entire translation list automatically translated, select the **Pre-Translate** command. For more information and a detailed description of the pre-translation process, please refer to *Translation Helpers* (S. 77).
- If no exact match was found you can call up a list of suggested translations for the current entry. Use **CTRL+F8** or the icon in the toolbar to search for translations of similar strings. For further information please refer to *Using the fuzzy list* (S. 81).

- If no similar strings or known terms were found, you can select a specific word or a part of the text and use **SHIFT+F8** or the icon in the toolbar to display a concordance list based on translations that contain the specified word or section of text. For further information please refer to *Translating with the Concordance Search* (S. 82).
- You can **modify** the **Layout** of a dialog. To open the dialog editor, select a dialog or one of the strings belonging to the dialog in the resource list and choose **Open Resource** from the **View** menu. For more detailed information please refer to *The Dialog Editor* (S. 110).
- You can mark entries with bookmarks in order to subsequently return directly to these strings. For more information about working with bookmarks, refer to *Bookmarks* (S. 60).
- The program can automatically assign an access key to an entry. The automatic function makes sure that the desired letter is assigned uniquely (in the sense of once and only once). To automatically assign an access key, press F9 or select the **Add Access Key** command from the **String** menu.
- As a translator you can add an additional comment. This comment is independent of the general comment in the source file and is saved in the translation list. To do this select **String** in the menu and the command **Edit translation comment**.
- You can use Passolo to check the translation for certain errors that may occur during the localization of programs. To do this select **String** in the menu and the command **Check all translations**. For more information about the various check functions, refer to *Check Functions* (S. 119).
- You can change the translation status of an entry by using the **Validate Translation** or **Untranslate** commands in the **String** menu. The following section provides further information and a detailed description of this process.

The Translation Window

The actual translation is carried out in the Translation window. If this window is not visible yet, double-click an entry in the translation list or select **Properties** from the **View/Toolbars and Docking Windows** menu.



Text tab

The top field contains any **comments** that may have been entered during editing of the source string list. If there is a maximum length defined, Passolo will automatically insert a corresponding note in the comment field. If you are working on an entry that was changed as the result of an update to the source program, this field will also contain the original source string (prior to the update).

The **source string** to be translated is shown in the text field in the middle.

If **Terminology highlighting** option is activated, appropriate translations for individual terms are marked in red brackets. (See *Terminology Display*, S. 83).

In the text field at the bottom the **Translation** dialog, the current translation is displayed – you can enter or edit the translation string in this field. If a spell checking

add-in is activated and the option to check spelling during entry is selected, and if there is a corresponding dictionary available for the target language, any recognized spelling errors will be marked with a wavy red underline. For methods of correction see *Spell checking during entry* (S. 124).

More tab

Special properties of the current string are listed in different categories – these properties can be modified for the translated version of the software.

The strings for certain dialog control elements may have the **Multiline** attribute activated. This gives control certain additional attributes in the target file, so that it will display multiline text. For example, buttons in Win32 applications are single-line controls – in general. If the button text is too long, you can use a control setting to break the text into multiple lines in order to achieve a better dialog layout. Exactly what effect this setting will have depends on the file system used.

The **Right to left** option is only displayed if this particular attribute has been specified (see *Options for the translation window*, S. 76). This function is used for the translation into, for example, Arabic or Hebrew, where entries concerning control elements written to the right must be reversed when written to the target file. The list box contains several options for changing the right/left styles. Exactly what effect this setting will have depends on the file system used.

Depending on the type of control and the parser used, the current control may support further custom properties which can be modified in context-dependent data fields. User-defined properties are also specified here. (see *User-defined properties*, S. 44)

Info tab

This tab contains further general information about the current control:

Created shows the date and time the string was first saved in the translation list.

Changed shows the date and time when the source text was last changed in the source file.

Changed shows the date and time the string was last changed in the translation list.

User shows the user that made the last change to the entry, see *User management* (S. 40).

History tab

This tab displays the history of the translation string. (See *Displaying the History*, S. 132)

Navigation Toolbar

The lower area of the dialog contains a navigation toolbar containing functions to move through the translation list and to edit a selected entry:

or CTRL+HOME jumps to the start of the translation list.

or CTRL+UP jumps to the previous entry in the translation list. If the translation assistant is turned on, this function will behave as described in *Options for the translation assistant* (S. 88).

or CTRL+DOWN jumps to the next entry in the translation list. If the translation assistant is turned on, this function will behave as described in *Options for the translation assistant* (S. 88).

or CTRL+END jumps to the end of the translation list.

or CTRL+T validates the entry. Use this button to transfer a string to the target language without translating it, or to confirm that an automatically translated string is correct.

or F8 automatically translates the entry. The program searches for an appropriate translation in the other entries of both the current and any other open project and in the linked glossaries. For further information, please refer to *Pre-Translation of individual strings* (S. 78).

or CTRL+F8 searches for translations of similar strings. Depending on where the insertion point is currently positioned, either the string belonging to the currently selected entry in the translation list or the string shown in the translation window will be used. If part of the string is selected in the translation window, Passolo will only look up translations for the selected part. Contrary to translation without fuzzy list, you can also look up translations for strings in the two upper text fields (comment and source string). For further information please refer to *Using the fuzzy list* (S. 81).

or Shift+F8 searches for translations of partial strings using the concordance function. Before calling up the concordance function, highlight the section of text you want to find a translation for. For further information please refer to *Translating with the Concordance Search* (S. 82).

or CTRL+F5 turns the translation assistant on and off. The translation assistant helps to automate different tasks in connection with the translation of a string list. Depending on the task and the user's preferences, the navigation method and the handling of translated and untranslated strings can be specified. This can help reduce the required number of mouse clicks or keystrokes and thus accelerate the translation process. See *Options for the Translation Assistant* (S. 88).

or CTRL+U undoes (i.e. retracts) the translation. The translated string is replaced by the source string.

adds a translator comment for this entry. Translator comments are saved in the translation list as well as in the source list.

or Alt+A calls up the character table to access special letters, characters, symbols, and paragraph marks that cannot be input directly from the keyboard or via the ANSI code.

calls up the options tab for the configuration of the translation window. See *Options for the Translation Window* (S. 76).

On the right side of the navigation bar the number of characters (C) and lines (L) in the source and target strings is displayed. The first number refers to the source string, the second number to the target string.

Options for the Translation Window

To configure the translation window settings, choose **Options** from the **Tools** menu, and go to the **Translation Window** page.

Display

Using the **Show tooltips** check box you can specify that ToolTips will be displayed for the buttons on the navigation toolbar in the **Properties** window.

Use the **Long lines** field to specify how large entries are displayed in the translation field. With **Word Wrap**, the string is automatically wrapped at the edge of the translation field, even if the string does not contain an explicit line break at that point. This view does not necessarily correspond to the display in the target file, but it allows you to read the complete string without having to scroll horizontally. With **Scroll Horizontally**, the string is not wrapped at the edge of the translation field. To display parts of the string that are not visible you have to move the cursor within the translation field. With **Scroll Horizontally with Scrollbar**, the string is not wrapped at the edge of the translation field. To display parts of the string that are not visible you can move the cursor in the translation field or use the scrollbar functions.

The text in the edit field can be zoomed for easier viewing, if required. In the **Zoom** list field, choose a value greater than 100%.

Behavior of the ENTER key

A radio button can be used to specify the function of the ENTER key in the translation window. With **Select next string**, pressing the ENTER key closes the current string and opens the next string in the translation list. In this case, line breaks within the text have to be inserted using the key combination CTRL+ENTER. If the option **Insert line feed** is activated, pressing the ENTER key inserts a lines feed into the edited string.

Edit

The **Keep white spaces at beginning and end of strings** option is activated by default. This ensures that the number of spaces or line breaks at the beginning or end of a string is not changed by the translator. If, for example, the source text has a line break at the end, the translated text will also always contain precisely one line break. Generally, this means that high translation reliability is achieved. Deactivate this option if it is necessary to insert additional spaces in the translation.

The **Validate strings when edited** option is deactivated by default. This sets each entry that is translated or edited to **For review** status so that it is colored blue. Deactivate this option if you want to set the strings you translate or edit to **Translated and validated** status.

With the option **Allow direct editing of strings in the list box** activated you can edit the current string in the translation list box by pressing **F2** or by clicking the string.

The **Emphasize terminology** option is deactivated by default. If there is a translation add-in activated that supports terminology highlighting, you will need to activate this option so that appropriate terms are marked with red brackets.

The **Check directly after translating a string** option carries out a check on an individual string as soon as this has been modified and saved in the translation list. The same options apply as for the check functions to be started manually (see *Checking Options*, S. 120).

Select the **Check spelling as you type** option if you want to search for spelling errors in the background while you work in the translation window. As you type, the spelling checker will automatically check the text and mark any recognized spelling errors with a wavy red underline.

If strings are modified as part of an update you can highlight the differences between the previous and the current version of the source string list by activating the **Mark source string differences** option. Deleted text is marked with a strikethrough and added text is underlined.

Translation Helpers

Translation Helpers

An important quality aspect of localization is the consistent use of identical terms. Since, depending on the complexity of an application, translation lists can be very extensive, maintaining this consistency represents a great challenge to the translator. Using existing translations speeds up the translating process and gives the translation greater consistency.

Passolo's **pre-translation** searches for matching translations in translation lists and glossaries. The matches can be inserted in the current translation list automatically or manually. The procedure differs slightly between translation lists and the translation window. In the translation window you also have the option of searching for similar

translations (fuzzy matching). The different functions and configuration options are described in the following sections.

Further information

- *Pre-Translation of Individual Strings* (S. 78)
- *Pre-Translation of All Strings* (S. 78)
- *Display of Selections During Pre-Translation* (S. 79)
- *Pre-Translation in the Translation Window* (S. 81)
- *Using the Fuzzy List* (S. 81)
- *Options for the Fuzzy List* (S. 82)
- *Options for Pre-Translation* (S. 79)

Pre-Translation of Individual Strings

To auto-translate individual strings from the translation list, select one or more entries and choose **Pre-Translate String** from the **String** menu. You can also use the **F8** or the  icon.

Depending on the settings, Passolo then searches different providers for the selected entries, regardless of whether they were already translated or not. If just one translation is found for a given string, this translation is automatically inserted. If there are several matches, Passolo will proceed according to your selected settings. See *Options for Pre-Translation* (S. 79).

Pre-Translation of All Strings

To translate all the strings in the translation list, or all the currently selected strings, choose **Pre-Translate** from the **String List** menu in the project window or from the **Translation** menu in the translation window.

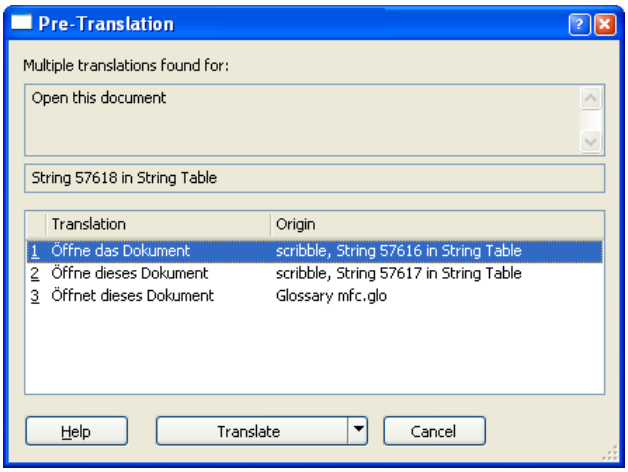
Automatic translation of **selected strings** is possible when the function is called from the translation window.

Otherwise you have the choice of pre-translating only the **current translation lists** or **all of the translation lists** in the project.

Click on the **Options** button to configure the procedure for pre-translation. See *Options for Pre-Translation* (S. 79)

Display of Selections During Pre-Translation

This dialog is displayed when Passolo finds several possible matches for the translation of a string during pre-translation, and the option to display all matches is activated.



The list shows all the matching translations found. In addition, the origin is indicated, for example the translation list or glossary in which the translation was found.

Choose an entry from the list, and click on **Translate**. Alternatively, you can double-click on the correct entry, or you can use the key combinations from CTRL+1 to CTRL-0. The corresponding digit is shown next to each entry.

The function of the **Translate** button can be modified. Click on the small arrow and choose on the these commands:

Translate all

Uses this translation for the current source string and any other occurrences of the string.

Translate all of this type

Uses this translation for the current source string and any other occurrences of the string as long as the source string is of the same type (dialog button, menu item, ...).

If several entries or a translation list are being pre-translated, an additional **Skip** button is displayed. If the list does not contain an appropriate translation, you can click on **Skip**, in which case Passolo will continue with the auto translation, or you can choose **Abort** to terminate the pre-translation process.

Options for Pre-Translation

Choose **Options** from the **Tools** menu and go to the **Pre-Translation** tab to select the options for pre-translation.

Providers

For details on selecting providers see *Pre-Translation Providers* (S. 89).

Find translations

The **Retranslate strings that are already translated** option only applies when auto-translating *all* the stings in the current string list (via the **Pre-Translate** menu item). When an *individual* string is pre-translated (**Pre-Translate String**, **F8**) the current translation of the string, if available, is always overwritten.

With this option you can specify which methods should be used to find already translated strings. Depending the chosen settings, the number of translations found for a given string will be very different.

Select the option **With exact match** if the pre-translation should only be inserted when the source strings match exactly. In this case the exact spelling including upper and lower case, use of spaces and punctuation, as well as the access key have to match. If you select a method to restrict the exact match requirement the option will be deactivated automatically.

Select the restriction **Ignore case** if automatic translations should be accepted even if the source strings differ regarding the use of upper and lower case.

Select the restriction **Ignore access key** if automatic translations should be accepted even if the source strings differ regarding the use of the ampersand to specify the access key.

Select the restriction **Ignore spaces** if automatic translations should be accepted even if the source strings differ regarding the use of leading and trailing spaces Select the restriction **Ignore punctuation** if automatic translations should be accepted even if the source strings differ regarding the use of leading and trailing punctuation marks.

Note: These settings only apply to translations from projects and glossaries. The system macro and the translation add-ins ignore these settings.

Use these settings to determine how to proceed if Passolo finds different translations for the same source text during pre-translation.

Besides the automatic selection of the **first match**, you also have the option of leaving the string **untranslated**.

It is also possible to set a **bookmark** for all multiple translations. (See *Bookmarks*, S. 60). You can then jump to the bookmarked entries using the **F12** key, and then press the **F8** key to call up the list of matches without having to change the settings chosen here.

If you choose **Display all matches**, the list of matches will appear as soon as a multiple translation is found. See *Display of Selections During Pre-Translation* (S. 79).

If no match is found, you can also use **fuzzy matching**. In this case, the string with the best match value is inserted as the translation, provided the value is above the specified **Minimum match**. The settings for **Fuzzy Matching** apply. (See *Options for the Fuzzy List*, S. 82). Strings translated in this way are marked as "pre-translated" and the match value is stored. In the translation list you can display an additional column that shows the match value. (See *Configuration of Columns in the String List*, S. 49). In addition, you can also allow the use of **automatic translations**.

Using translations

These options apply to pre-translation when working in translation lists.

If the **Validate translated strings** check box is selected, all pre-translated entries will be marked as "translated". These entries are displayed in the translation list formatted in black. Otherwise the status of entries is set to "pre-translated" – these entries are displayed in the translation list formatted in green and have to be validated in a later step.

The option **Insert unique access key...** adds an ampersand character (&) to the string if the original string also contains one. If you deactivate this option, the translated string is entered without modification.

With the settings for **Transfer these characters...** you can specify which characters should be kept at the beginning and end of the text during pre-translation. If you activate the dot, for example, leading and trailing dots will be stripped from the text before translation. The dots will be added to the translation according to the original source text.

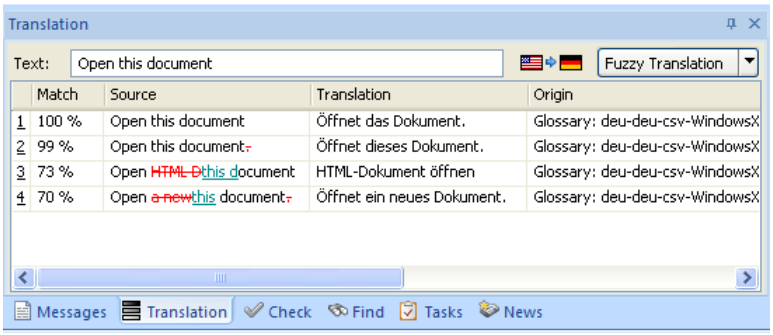
Pre-Translation in the Translation Window

If you press the **F8** key or click on the icon when the *translation window* (S. 74) is open, Passolo will look up a translation for the string in the lower text field. If part of the string is selected, Passolo will only look up a translation for the selected part. If the insertion point is located in one of the upper text fields or if the string is set to read-only, the translation found is copied to the clipboard.

The matching translation will replace the string or the selection. The selected *Options for Pre-Translation* (S. 79) are applied when searching and using translations.

Using the fuzzy list

When you use the fuzzy list for translation, Passolo carries out a "fuzzy search" which also looks up translations of similar strings. It qequires a search string that comprises at least 3 charachters. For further information see *Options for the Fuzzy List* (S. 82).



To search for translations of similar strings, press **CTRL+F8** or click on the icon. Depending on where the insertion point is currently positioned, either the string belonging to the currently selected entry in the translation list or the string shown in the translation window will be used. If part of the string is selected in the translation window, Passolo will only look up translations for the selected part. Contrary to translation without fuzzy list, you can also look up translations for strings in the two upper text fields (comment and source string).

The fuzzy list is shown in the **Translation** output window and contains all the matches found for similar translations. The value in the **Match** column indicates the degree of concordance. The found source strings are displayed under **Source**, while the associated target strings are shown under **Translation**. The **Origin** column indicates the translation list or glossary in which the translation was found.

If the text in found source segment is different to the search string, the differences are indicated by underlining or strike through.

- Red text with a line through it, is text that appears in the found translation but not in the search text.
- Cyan, underlined text is text that has been added to the search string or which has been changed.

That is: the source text in the found translation consists of the black and the red parts. If the translation is used, the cyan parts must be added by the translator.

If there are too many differences, only the source text is shown in dark red color.

The display of the differences can be switched on or off in the context menu of the fuzzy list. To do so, right-click in the fuzzy list and choose **Show differences**

If a matching translation is found, you can double-click the entry in the fuzzy list to insert the chosen translation in the text field. You can use the key combinations from **CTRL+1**

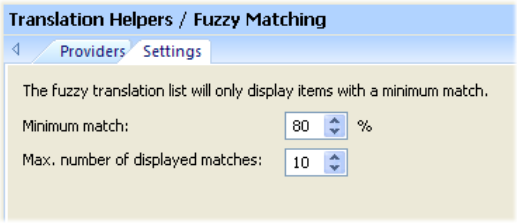
to **CTRL+0** to insert the first ten entries. The corresponding digit is shown next to each entry. The translation is inserted as follows:

- If you looked up a translation for the entire string in a text field, the string in the translation field will be replaced with the translation.
- If you looked up a partial string, the translation is inserted at the insertion point.

It is also possible to start a fuzzy search for a text entered in the **Text** field of the translation output window. Press the ENTER key to start the search.

Options for the Fuzzy List

Choose **Options** from the **Tools** menu, and go to the **Fuzzy Matching** page to specify the options for fuzzy matching.



Providers

For details on selecting providers see *Pre-Translation Providers* (S. 89).

Settings

When searching for translations, Passolo will only display strings that correspond at least to the degree specified in the **Minimum match** setting. The higher this value is set, the more exact the matches will be but the fewer you will get.

You can limit the size of the fuzzy list with the setting **Max number of displayed matches**.

Translating with the Concordance Search

Use this method when no translations of similar strings or no known terms were found but the source string contains words or sections that have been translated in other entries. For further information please see *Options for the Concordance Search* (S. 83).

Select the section of text in the source string (or in some other text field) and press the **Shift+F8** key combination or click the icon. Passolo will search for the selected text in the source language of the selected providers to determine whether a translated entry is available.

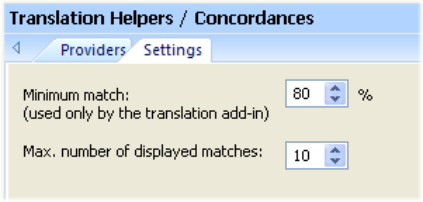
The concordance list displayed in the **Translation** output window contains all the entries in which the selected text was found. The value in the**Match** column is the degree to

which the text that is found matches the text you searched for. The found source strings are displayed under **Source**, while the associated target strings are shown under **Translation**. The **Origin** column indicates the translation list in which the translation was found.

If an appropriate translation is found you can copy or enter the translation of the selected section of text in the translation field or translation list, or you can copy the entire text to the clipboard by choosing **Copy translation** from the context menu. The key combinations **CTRL+1** through **CTRL+0** or the **Write to translation list** and **Copy to translation window** commands in the context menu can be used to transfer the entire text to the translation list – the translation will then have to be edited accordingly.

Options for the Concordance Search

In the **Tools** menu click on the **Options** command and then select **Concordances** to specify the options for the concordance search.



Providers

To select providers, please see *Pre-Translation Providers* (S. 89).

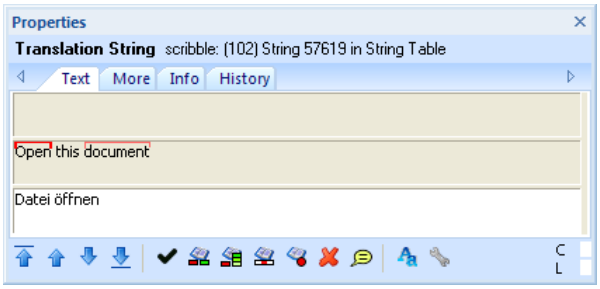
Settings

When searching for concordances, Passolo will only display strings that match at least to the degree specified in the **Minimum match** setting. The higher this value is set, the more exact the matches will be but the fewer you will get. This option is only supported by translation add-ins.

You can limit the size of the concordance list with the setting **Max number of displayed matches**.

Terminology Display

The **Emphasize terminology** option (see *Options for the Translation Window*, S. 76) marks terminology in the **source string field** of the translation window.



Each term is marked with a red bracket. One of the brackets has slightly bolder line - this marks the *current* term. You can insert its translation using the **Alt + Down Arrow** key combination in the **Translation** field. Repeatedly pressing this combination inserts a different translation if several translations were found. Use the **ALT + Left Arrow** and **Alt + Right Arrow** key combinations to move the current selection to the previous or next term.

You can also select the translations directly in the context menu of the term:

You can use the **Write to translation field** and **Copy to clipboard** options to determine what happens when you click on the translation for a term.

The **Write all to fuzzy translation list** option transfers all of the translations for the term into the Translation output window.

If further information is available for a term, an additional window showing this information appears when you mouse over the term. It shows the source text for the translation, which may vary a bit from the selected term. If the terminology stems from the current project, you can click **Go To** to jump to the corresponding text.

Terminology Display in the Output Window

Besides the terminology markup in the source field, all currently found terms are displayed in the output window **Term Recognition**. (The *The Output Windows*, S. 255). The symbol buttons provide the commands **Lookup Term** and **Write to Translation Window**.

Providers

You can search for terminology in the current project, in glossaries or in other external terminology databases that are connected to Passolo via an add-in (e.g. SDL MultiTerm, see *Connection to the Termbase*, S. 104).

Projects and glossaries need a QuickIndex in order to serve as terminology providers. (See *Pre-Translation Providers*, S. 89)

Options for the Terminology

In the **Tools** menu click on the **Options** command and then select **Terminology** to specify the options for the terminology display.

Providers

For details on selecting providers please refer to *Pre-Translation Providers* (S. 89).

Setup

The terminology does not require any further settings.

Translating replicate strings

Software projects often contain replicate strings. To ensure consistent translation of replicates that occur in various places throughout the software, Passolo offers a method to proliferate a translation to all other occurrences that have the same source text. As soon as you have entered a translation, Passolo searches for untranslated replicates and indicates the number of occurrences found (**Translate replicates**).

If you click **Yes** the current translation will be used for all the repetitions found that have the same source string. The replicates translated in this manner will be marked as *automatically translated* and displayed in green text.

Depending on your settings, the entries found and the use of the translation may vary. See *Options for the translation of replicate strings* (S. 86).

Changing the automatic translation of replicates

To prevent the automatic replicate translation of individual strings you can mark the relevant strings in the source string list.

- Select the string in the source string list
- Make sure that the property window of the source string is visible
- Click on the "More" tab
- Activate the "No replicate translation" option

Unifying replicates

Replicate strings can also be *unified*. This means that 100% matching source strings are unified in such a way that only the first occurrence of the string can be translated. The remaining occurrences of the string cannot be translated and are not counted in the statistics.

This is how you unify replicate strings

- Select the relevant strings in the source string list
- Make sure that the property window of the source string is visible
- Click on the "More" tab
- Activate the "Unify replicates" option

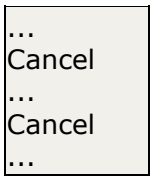
Applying replicate translations

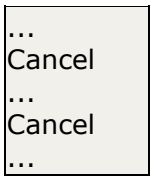
Only the first string from the *unified replicates* can be translated – this is called the *master string*. The other replicates are set to read-only for the translator. It can happen that the master string is exported to and translated in a translation bundle. To ensure that all translations among the unified replicates are identical, after updating a translation list and before generating the target file you should select the function *Calculate unified replicates* in the *Project Maintenance* (S. 65) dialog. You can also specify that this is to be carried out automatically when required.

Example

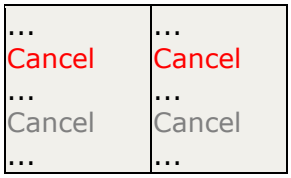
Suppose you have two source string lists in which you want to unify the "Cancel" string.

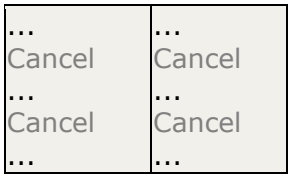
For these strings, activate the *Unify replicates* option as described above.



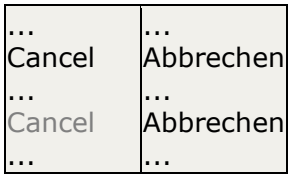


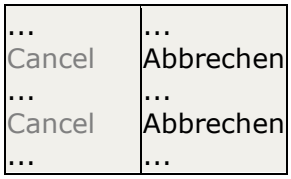
After the *Calculate Unified Replicates* operation in the project maintenance dialog the strings are set to read-only, except for the first one. In addition, only the first of the four strings is counted in the statistics.





When the master string is translated, its translation and status are carried over to the subsequent replicates

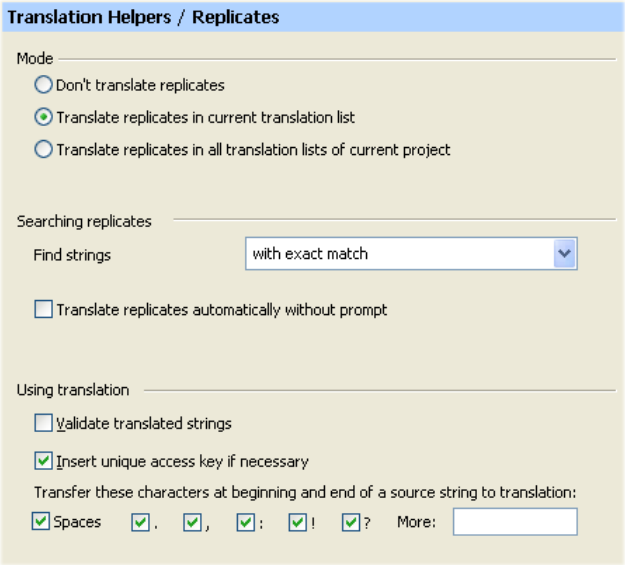




This last step may not be possible with some strings. For example, if the strings are contained in an exported string list. For this reason it is advisable to carry out the operation *Calculate unified replicates* in the Project Maintenance dialog before generating the target file. This will then update any missing replicates.

Options for the translation of replicate strings

In the **Tools** menu click on the **Options** command and then select **Replicates** to specify the options for the translation of replicates. By default, the translation of replicates is switched off.



Mode

With this setting you determine which translation lists will be included in the translation of replicate strings.

If you do not want replicates to be translated automatically, choose the **Don't translate replicates** option.

The **Translate replicates in current translation list** option makes sense, if you want to limit the translation of replicates to the given translation list that is being translated.

Choose the **Translate replicates in all translation lists of current project** option if you want the automatic translation of replicates to apply to the complete project.

Searching replicates

With this option you can specify which method should be used to find replicate strings. Depending on the chosen settings, the number of replicates found for a given string will be very different.

Select the option **With exact match** if the pre-translation should only be inserted when the source strings match exactly. In this case the exact spelling including upper and lower case, use of spaces and punctuation, as well as the access key have to match. If you select a method to restrict the exact match requirement the option will be deactivated automatically.

Select the restriction **Ignore case** if automatic translations should be accepted even if the source strings differ regarding the use of upper and lower case.

Select the restriction **Ignore access key** if automatic translations should be accepted even if the source strings differ regarding the use of the ampersand to specify the access key.

Select the restriction **Ignore spaces** if automatic translations should be accepted even if the source strings differ regarding the use of leading and trailing spaces.

Select the restriction **Ignore punctuation** if automatic translations should be accepted even if the source strings differ regarding the use of leading and trailing punctuation marks.

Using translations

With these settings you can specify the methods used for replicate translations. Depending on the chosen settings, the quality of the translations will be very different.

If the **Validate translated strings** check box is selected, all pre-translated entries will be marked as "translated". These entries are displayed in the translation list formatted in

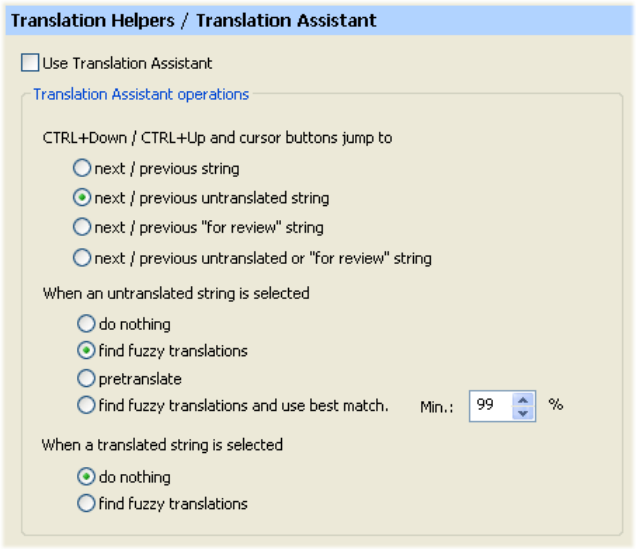
black. Otherwise the status of entries is set to "pre-translated" – these entries are displayed in the translation list formatted in green and have to be validated in a later step.

The option **Insert unique access key...** adds an ampersand character (&) to the string if the original string also contains one. If you deactivate this option, the translated string is entered without modification.

With the settings for **Keep these characters...** you can specify which characters should be kept at the beginning and end of the text during pre-translation. If you activate the dot, for example, leading and trailing dots will be stripped from the text before translation. The dots will be added to the translation according to the original source text.

Options for the Translation Assistant

Choose **Options** from the **Tools** menu, and go to the **Translation Assistant** page in the options dialog to specify the options for the translation assistant.



The translation assistant is turned off by default. To activate the translation assistant function for the current Passolo work session, click on Use translation assistant. This option is not saved and has to be activated again for the next Passolo session.

Navigation options

The **next / previous string** option corresponds to the navigation method when the translation assistant is turned off.

The option **next / previous untranslated string** jumps only to untranslated entries (colored red) and entries that have just been translated. With this method you can view all the entries in a string list in context during translation but automatically call up only the untranslated strings for editing.

The option **next / previous "for review" string** jumps only to blue and green colored translated entries and entries that have just been translated. With this method you can view all the entries in a string list in context during review but automatically call up only the strings that are actually due for review.

The option **next / previous untranslated or "for review" string** jumps only to unvalidated entries or validated entries that have just been edited. With this method you can view all the entries in the string list in context if you want to translate strings and also validate already translated entries.

When selecting an untranslated string

The **do nothing** option corresponds to the navigation method when the translation assistant is turned off

The **find fuzzy translation** option searches for translations of the current untranslated string in all the activated sources and shows the found fuzzy matches in the output window **Translation**, sorted according to concordance level.

The **translate automatically** option searches in all the active sources for an exact translation (100% match) of the current entry and inserts this translation. If more than one exact match is found, Passolo will proceed according to the options specified for pre-translation.

The option **find fuzzy translations and use best match** searches in all the active sources for possible translations of the current entry and inserts the translation with the highest concordance value, provided it is above the specified **minimum match**.

When selecting a translated string

The **do nothing** option corresponds to the navigation method when the translation assistant is turned off.

The **find fuzzy translation** option searches for translations of the current translated string in all the activated sources and shows the found fuzzy matches in the Translation tab (in the output window), sorted according to concordance level.

Pre-Translation Providers

There are provider lists for the various translation aids in which you can specify where Passolo should search for translations.

Select **Options** from the **Tools** menu, and navigate to the **Pre-Translation**, **Fuzzy Matching**, **Concordances** or **Terminology** page. Each of these functions has its own provider list. This makes it possible, for instance, to use a glossary only for the terminology but not for fuzzy matching.

Translation List that contains the string

Uses translations from the translation list that contains the string. This option is ignored, if you select 'Current Project'.

Current Project

Uses translations from the project containing the string to be translated. To make searches for translations faster, you should create a QuickIndex. To do this, select this entry and click **Create QuickIndex** (see *QuickIndex for Glossaries and Projects*, S. 90).

Other Opened Projects

Also uses other projects that are currently open.

Include Recycle Bin

When using a translation list or project as provider the fuzzy search also searches texts from the recycle bin. (see *Deleted Texts*, S. 63).

Project Glossaries / Common Glossaries

The tree nodes show all of the active glossaries. Select the glossaries you want to use here. You can also define these settings in a slightly different way in the glossary list (see "Using glossaries" in *Editing the Glossary List*, S. 91). To make searches for translations faster, you should create a glossary index. To do this, select the relevant glossary and click **Create QuickIndex** (see *QuickIndex for Glossaries and Projects*, S. 90).

System Macro

The system macro can be used during pre-translations and for fuzzy matching. You need to start the system macro, which requires the **PSL_OnAutoTranslate** function. (See *The System Macro*, S. 238)

Translation Add-in

The tree nodes show all the translation add-ins that can be used with this function. You can switch these on and off as translation aids here. Depending on what type of add-in it is, each add-in also offers a selection of *connections* to translation databases. These are listed in a subordinate tree node.

Order

The order is only important for **pre-translations**. You can use the **Move Up** and **Move Down** buttons to change the order of the providers.

Settings

If you select an add-in, you can access its configuration by clicking **Settings**.

Create Index

Creates an index for the selected project or glossary. (See *QuickIndex for Glossaries and Projects*, S. 90).

QuickIndex for Glossaries and Projects

Passolo QuickIndex is a database that is generated from a glossary or a project in order to speed up searches for translations. In addition, terminology based on translations from glossaries and projects can only be displayed if a QuickIndex exists.

You can create both types of index in the glossary list (see *Editing the Glossary List*, S. 91) or in the translation provider list (see *Pre-Translation Providers*, S. 89). You can also create project glossaries by selecting **Create QuickProject** from the **Project** menu.

As soon as you start the indexation, a database is created in a subfolder in the same location as the glossary and/or project file. In the case of very large glossaries of over 100,000 entries, this can take some time. However, this takes place in the background so that you can continue to work with Passolo. You can check the current state of indexation in the glossary list.

You should always create a new **Project QuickIndex** if the content of the source string lists was modified during an update. A new **Glossary QuickIndex** is only necessary if the glossary was modified.

Using Glossaries

Using Glossaries

Glossaries are dictionaries that the system consults during automatic translation. A differentiation is made between general and project-specific glossaries.

General glossaries containing e.g. standard text translations for Windows programs can be used with all projects.

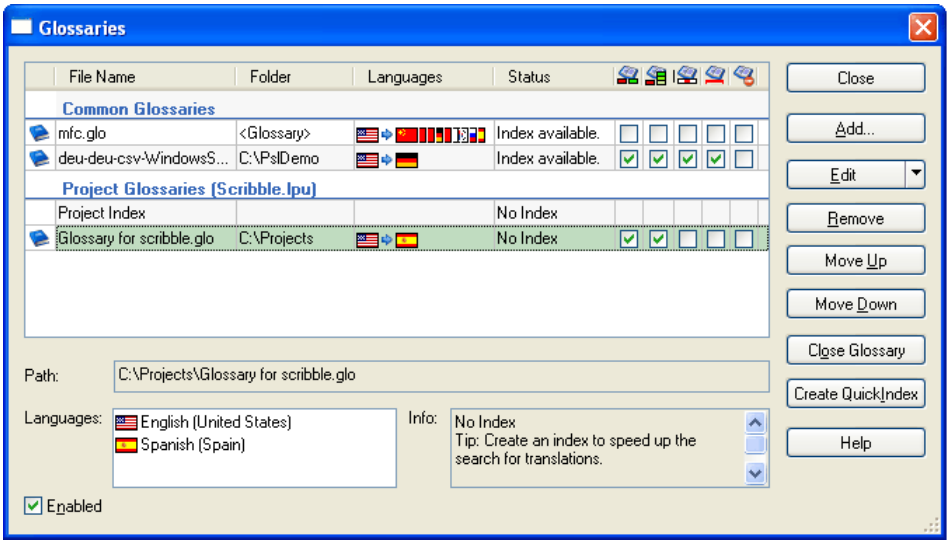
Project glossaries, on the other hand, apply only to a specific project. You should only use this for specific dictionaries that are either not required or not practical for other projects.

To edit the list of glossaries, choose **Glossaries** from the **Tools** menu. This dialog shows a list of all the general glossaries and project glossaries. (see *Editing the glossary list*, S. 91)

For further information about the glossary file format, please see *Glossary Files* (S. 266).

Editing the glossary list

To edit the list of glossaries, choose **Glossaries** from the **Tools** menu.



This dialog lists all the general glossaries and all the currently loaded project glossaries.

General glossaries

This list is stored on the current computer and is used for all projects opened on this computer.

Project glossaries

Project glossaries are stored with the project. They may be stored as a reference to a glossary file or embedded in the project file so that they are available wherever the project is opened. The list also has a **Project QuickIndex** entry here. This serves to show the index status for the project itself. (See "Create QuickIndex" below)

Editing the glossary list

Click**Add** to select a new glossary. You may first need to specify whether you want to add a general or a project glossary.

You can also copy glossaries to the glossary **system folder** (see *System Folders*, S. 243). The glossaries in this folder are automatically added to the list of general glossaries at startup and displayed with the prefix **<Glossary>**.

To **edit** a glossary using an external glossary editor, click **Edit**. The **Editing glossaries** section (see below) explains how to define glossary editors.

If you want to delete an existing glossary from the list, click **Delete**. In the case of external glossary files, the corresponding entry is removed from the list, but the glossary file remains in place. If you delete an embedded glossary, it is deleted from the Passolo project file.

You can deactivate a glossary instead of deleting it by unchecking the **Activated** option. The glossary will then remain in the list, but is not used for translation.

Glossaries are searched according to their **order** in the list. You can change the position of a glossary in the list by clicking on**Move Up** and **Move Down**.

When a glossary is in use by Passolo, it has the status *opened*. This means that other applications cannot access the glossary file for editing. A glossary is automatically closed if there are no translation lists open that use this glossary. If an open glossary is no longer required, it can be **closed** manually in order to free up memory. To do this, click on **Close Glossary**.

Create QuickIndex

Creates a QuickIndex for the selected project or glossary (see *QuickIndex for glossaries and projects*, S. 90). As soon as the status column shows **QuickIndex available**, the QuickIndex is used for search for translations.

Using glossaries

Glossaries can be used for different translation aids. For each glossary, you can specify what it is used for by activating the corresponding options.

Pre-translate Passolo searches the glossary for 100% translations of an existing string. We recommend creating a QuickIndex for larger glossaries. This increases the search speed noticeably.

Fuzzy Matching Passolo searches the glossary for fuzzy matches for an existing string. An QuickIndex will also speed up the search here.

Concordances Searches for occurrences of a string within the glossary entries. This function only works if the glossary has a QuickIndex.

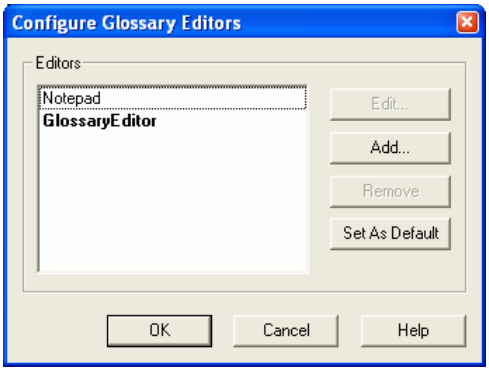
Terminology Uses the glossary for terminology display in the translation window and for checking for correct terminology (see *Checking Options*, S. 120). This function only works if the glossary has a QuickIndex.

Blocked words These glossaries contain terms that are not allowed in the translation. If you want to use this check, please make sure that the "Blocked word ... in translation" option is activated in the checking options. (See *Checking Options*, S. 120)

Editing Glossaries

Passolo glossaries are "comma separated" files (CSV) that can be edited using any text editor or CSV editor. A simple editor program for use with Passolo glossaries is available at *www.passolo.com*

To use an editor, you will need to specify the program. Click the arrow in the **Edit** button and select **Configure editors**. All your configured editors are listed in this dialog:



Click **Add** to add a new editor. Then enter the path to the editor program file and a name to be used in the menu. The editor that you set as the **Default** editor will be opened when you click **Edit** in the glossary list. The other editors can be access via the menu that opens when you click the arrow on the **Edit** button.

Glossaries in Translation Bundles

Translation bundles may contain embedded glossaries. They are listed in the project glossaries and they are labeled as **(Embedded)**. Embedded glossaries are automatically loaded with the translation bundle and can not be deleted.

Interface to TM systems and termbases

Passolo offers interfaces to TM systems and termbases from different software makers, which are generally used when the documentation of a software product is translated. These interfaces enable improved consistency in the use of terminology between the software and the documentation and increased re-use of translated segments both in the software and the documentation. Depending on the functions supported by these systems, the interfaces provide the following functions:

- Automatic translation of translation lists using external translation memories
- Display of a list of fuzzy matches from the TM system during interactive translation and insertion of a selected translation
- Concordance search in the external TM system from within Passolo
- Highlighting of terminology found in the external termbase in the Passolo user interface
- Direct insertion of translated terms from the termbase
- Option of opening the termbase to display further information about a term
- Option of saving translated terms to the termbase from within Passolo
- Export of translated terms to files that can be processed in the termbase
- Export of translated segments to files that can be processed in the TM system
- Export of untranslated segments to XML files that can be translated using the TM system

Optional add-ins are offered for the following TM systems:

- *Older Trados and MultiTerm versions* (S. 105)
- *Interface to SDL Trados and SDL MultiTerm* (S. 93)
- *Interface to SDLX Translation Suite* (S. 107)

SDL Trados

Interface to SDL Trados and SDL MultiTerm

SDL Trados Translator's Workbench is a translation memory database system. SDL MultiTerm is the SDL Trados terminology management system. Passolo offers several add-ins for the different versions of SDL Trados and SDL MultiTerm.

Add-In SDL Trados 2006

This add-in provides the interface to Trados and MultiTerm from Version 3 and up to and including SDL Trados 2006 and SDL MultiTerm 2006.

See *Older Trados and MultiTerm versions* (S. 105).

Add-In SDL Trados 2007

This add-in should be used for SDL Trados 2007. It offers enhanced performance and new functions like better matching of tagged texts, like HTML.

See *SDL Trados 2007* (S. 96).

Add-In SDL Trados Studio 2009

This add-in provides the interface to SDL Trados Studio 2009.

See *SDL Trados Studio 2009* (S. 94).

Add-In SDL MultiTerm 2007 and SDL MultiTerm 2009

These add-in connects to term bases of SDL MultiTerm 2007 and SDL MultiTerm 2009. It provides

- A direct interface to SDL MultiTerm without using the term recognition functionality in the Translator's Workbench
- A function to display a recognized term in SDL MultiTerm from within Passolo
- A function to store a translated term in SDL MultiTerm from within Passolo

See *SDL MultiTerm 2007 and 2009* (S. 102).

SDL Trados Studio 2009

With the **SDL Trados Sturio** add-in, you can access existing translation memories from SDL Trados Studio 2009 while localizing the software in Passolo. The add-in offers direct access to multiple translation memories without requiring synchronization (export from SDL Trados and import in Passolo).

The add-in connects to SDL Trados 2009. For older version of SDL Trados or MultiTerm see *Older Trados and MultiTerm versions*, S. 105).

Choose **Add-ins** from the **Tools** menu. In the list of add-ins, select **SDL Trados Studio** in the category **Translation**) and click on **Setup**.

On the left side all language pairs are listet. The language pairs are added automatically when adding translation memories. Each language pair can be **activated** or **deactivated** by clicking the check box. To **delete** a language pair with all it's translation memories, click it with the right mouse button and select **Delete Language Pair**.

Each language pair has a list of translation memories and several settings that determine how to search for translations.

Adding a Translation Memory

- Click on **Add Translation Memory**
- Choose a *.sdltm* file
- The translation memory is assigned to the corresponding language pair

In the translation memory list more settings can be defined

Enable	When this option is selected, the **Lookup**, **Penalty**, **Concordance**, and **Update** options become available
Pre-Translation	When this option is selected, the translation memory is used for pre-translation.

Fuzzy Matching	When this option is selected, the translation memory is used for fuzzy matching.
Penalty	Sets the penalty for the fuzzy-match, if this translation memory is used.
Concordance	When this option is selected, the translation memory is included in concordance searches.
Update	When this option is selected, the translation memory will be updated with the translated content from the document. (see *Storing Translations*, S. 130)

Search

This determines the settings for translation memory lookup and concordance searching.

Translation	These options affect translation memory lookups
Minimum match value	This is the degree of match that must exist between a source document segment and a translation memory segment in order for the segment translation to be offered as a match. Matches with smaller values are not shown.
Maximum number of hits	This is the maximum number of translation memory matches that will be returned from a lookup.
Search for fuzzy matches even if exact matches found	Check this box if you want to display fuzzy matches as well as exact matches.
Concordance	These values are applied to concordance searches.
Minimum match value	This is the degree of match that must exist between a source document segment and a translation memory segment in order for the segment translation to be offered as a match. Matches with smaller values are not shown.
Maximum number of hits	This is the maximum number of translation memory matches that will be returned from a lookup.
Search Mode	This specifies which translation sources are searched to find matches
Show best matches from all translation sources	If you choose this options, the search runs through all translation sources to find the best matches.
Only show matches from first translation source in list that returns matches	If you choose this option, the search stops at the first translation source that returns matches

Penalties

This determines how matching translation units with formatting differences or multiple translations should be penalized.

Penalty	When the penalty is applied
Missing formatting	One of the source segments (either the translation memory

	or the document source) has formatting that is not in the other source segment.
Different formatting	The translation memory and the document source have different formatting.
Multiple translations	There is more than one exact translation memory match for the document source segment.
Auto-localization	A match in the translation memory has been found, that contains a different date or time. (See "Auto Localizing" the the SDL Trados Studio documentation)
Text Replacement	A match in the translation memory has been found, that contains a variable with another value. (See "Auto Localizing" the the SDL Trados Studio documentation)

Filter

Here you can define filters, that cause penalties for fuzzy matches, or excludes translation units from search results. In the documentation of SDL Trados Studio you find more information to the filter definition and usage.

Update

If the translation memory defines fields, you can set the values, which are used when translation units are stored by Passolo.

As **update user** you select the user name, that is written to the field "Created by" in the translation memory. This is the Passolo user or the name of the Windows user. (See *User Management*, S. 40)

Export and Import Settings

Click on **Export** to write the settings of all language pairs or the active language pairs to a configuration file. To export a single language pair, click it with the right mouse button and select **Delete Language Pair**. With **Import** you can load settings from a configuration file.

SDL Trados 2007

With the **SDL Trados 2007** add-in, you can access existing translation memories while localizing the software in Passolo. The add-in offers direct access to multiple translation memories without requiring synchronization (export from SDL Trados and import in Passolo).

The add-in connects to SDL Trados 2007. For older version of SDL Trados or MultiTerm see *Older Trados and MultiTerm versions*, S. 105).

Choose **Add-ins** from the **Tools** menu. In the list of add-ins, select **SDL Trados 2007** (in the category **Translation**) and click on **Setup**.

The **Connections** field contains a list of all the previously stored connections to Trados translation memories. Click on **Export** to save the current connection setup to a configuration file for connections. The **Import** function can be used to load connections from a previously stored configuration file.

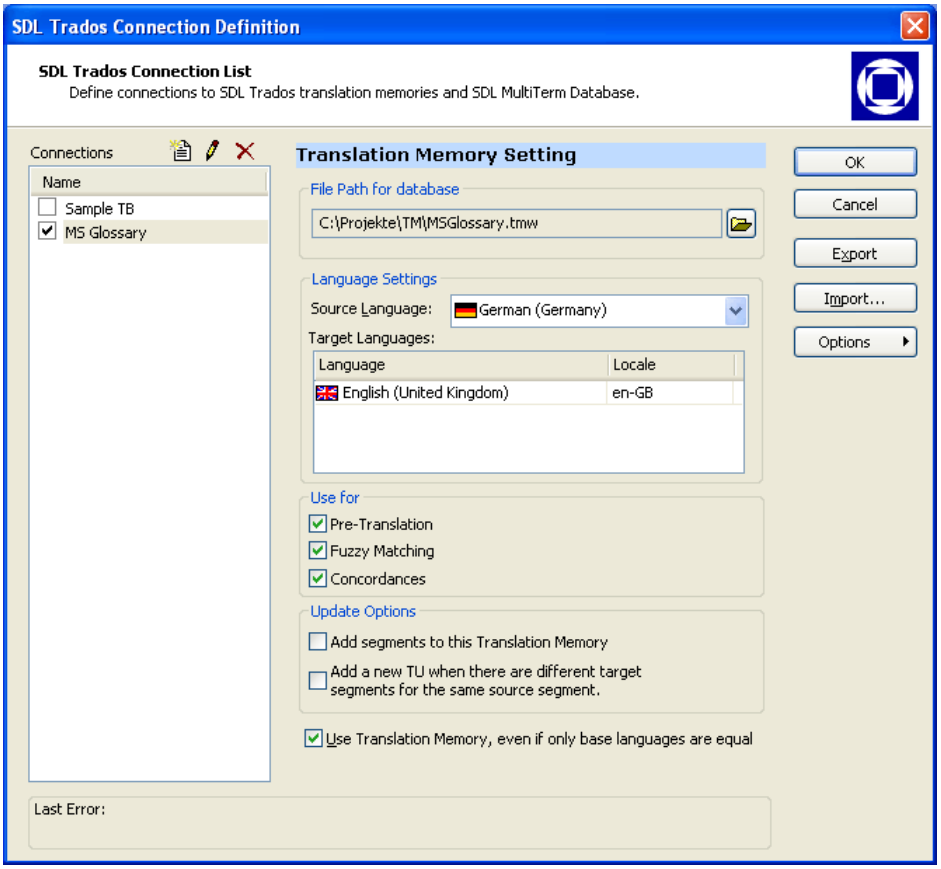
Click on the  icon to create a new connection to a translation memory.

To change the name of an existing connection, select the entry in the list and click on the  icon.

Select an existing connection and click on the  icon to delete the connection setting from the list.

Note: Any errors that occur when connecting to the translation memory are displayed in the output window **Messages** and entered in the Last error field. The connection is deactivated and has to be reactivated manually.

Properties of a SDL Trados connection



File path

Click on the icon to set up a connection to a translation memory using the connection wizard. (See *Connection to the Translation Memory*, S. 99)

Language settings

The source language and target languages are set automatically. You can change the **Source Language** setting for the translation memory by means of the corresponding selection list. If the required language is not contained in the list, select the menu item **Other...** at the very end of the list and enter the Primary ID and Sub ID values for the required source language in the corresponding text fields.

Choose the **Target language** used in the translation memory from the selection list. If the required language is not contained in the list, select the menu item **Other...** at the very end of the list and enter the Primary ID and Sub ID values for the required target language in the corresponding text fields.

Further Options

Activate the **Use translation memory even if only base languages are equal** option to use the current translation memory for translations in Passolo even if only the primary ID for the source or target language is correct. This means it is possible to use a translation memory with, for example, Portuguese (Portugal) as the target language when the target language in Passolo is Portuguese (Brazil).

Select the option **Add segments to TM** if you want be able to store the entries that you translate in Passolo back to the translation memory by means of the key combination CTRL+F10. This option can only be activated for one translation memory and is checked when the connection is saved.

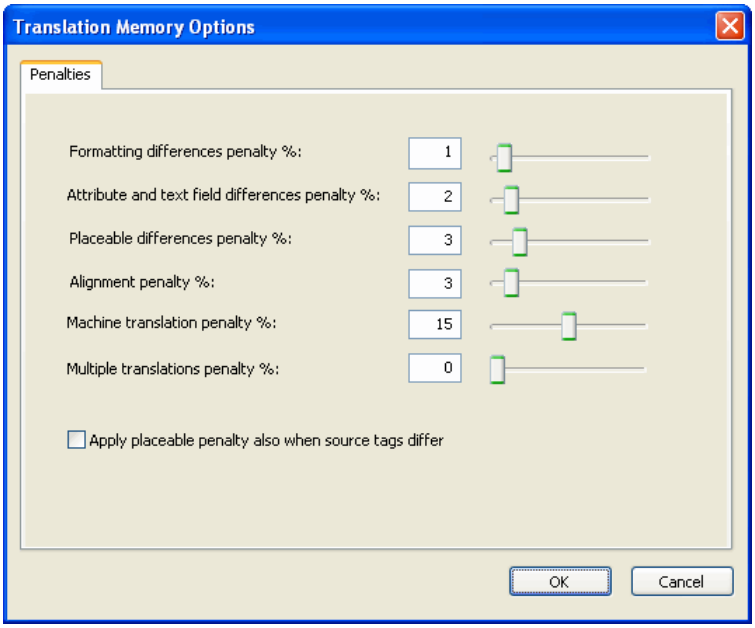
Activate the **Add a new TU when there are different target segments for the same source segment** option if you do not want to add a new segment to the translation memory instead of overwriting the existing segment when you change a translation.

Click on **Options** to specify other properties and filter settings.

Translation Memory Properties

Penalties

Click on the Penalties button to specify the penalties to be applied to translation units with different formatting or segments taken from an alignment or a machine translation. The **Penalties** dialog is displayed.



In the **Formatting differences penalty** field you can specify a value (in percent) that the match value will be reduced by if the formatting of the segment in the translation memory is not identical to the formatting used in the source string. Penalties for formatting differences are applied to 100% matches as well as fuzzy matches. You can specify a value between 0% and 20% - the standard setting is 1%. If the penalty for formatting differences results in too many fuzzy matches you can set the penalty value to 0%.

In the **Attribute and text field differences penalty** field you can specify a penalty value (in percent) that the match value will be reduced by if the attribute and text fields do not correspond. You can specify a value between 0% and 20% - the standard setting is 2%.

In the **Placeable differences penalty** you can specify a penalty value for different placeables. This penalty is applied to 100% matches as well as fuzzy matches. You can specify a value between 0% and 20% - the standard setting is 2%. This penalty is relevant if the segment to be translated contains placeable elements (e.g. tags) and the tags in the target segment are different from those in the source segment.

In the **Alignment penalty** field you can specify a penalty value for translation units created using WinAlign. You can specify a value between 0% and 20% - the standard setting is 3%.

In the **Machine translation penalty** field you can specify a penalty value for translation units created using a machine translation system. You can specify a value between 0% and 20% - the standard setting is 15%.

In the **Penalty for multiple 100% matches** field you can specify a penalty value for translation units that have corresponding source segments but different target segments. This penalty is only applicable if the current translation memory allows multiple 100% matches. You can specify a value between 0% and 20% - the standard setting is 1%.

Activate the **Penalty for placeables when tags differ in source segment** option if the penalty for placeable differences should always apply when the tags differ.

Project and Filter Settings

Project Settings

On the Project Settings tab you have the option of loading settings stored in Translator's Workbench to an external file (Translator's Workbench Project Settings) with the extension *.wps in order to use these settings for the connection.

Click on **Load** and select the required project settings file in the **Open Project Settings File** dialog; then click on **Open**. The file is loaded and the relevant settings are displayed.

If necessary, click on **Reset** to delete any currently changed project settings.

Filter Settings

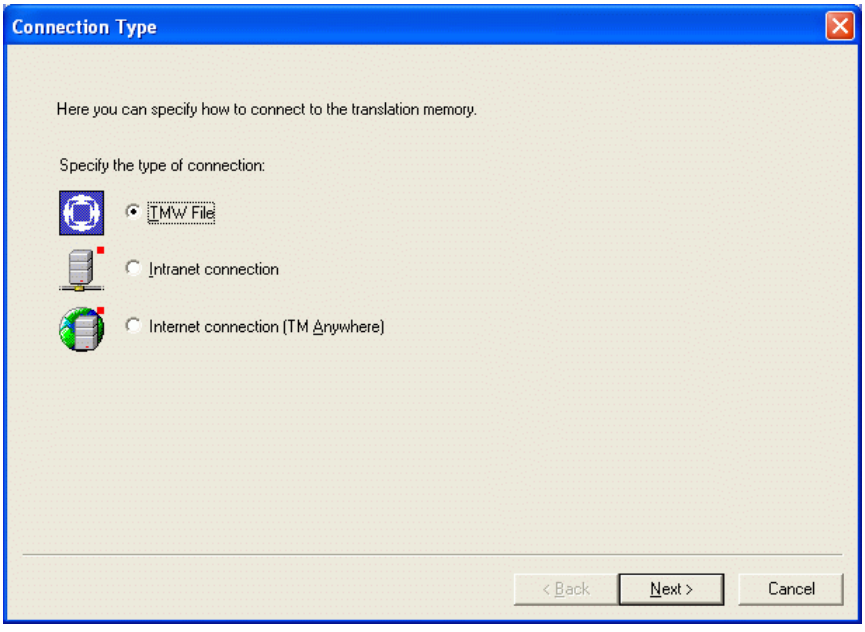
On the Filter Settings tab you have the option of loading settings stored in Translator's Workbench to an external file (Translator's Workbench Filter Settings) with the extension *.wfs in order to use these settings for the connection.

Click on **Load** and select the required filter settings file in the **Open Filter Settings File** dialog; then click on **Open**. The file is loaded and the relevant settings are displayed.

If necessary, click on **Reset** to delete any current filter settings.

Connection to the Translation Memory

The Add-In can access local **TMW files** as well as the SDL Trados TM Server via an **Intranet connection** or an **Internet connection (TM Anywhere)**

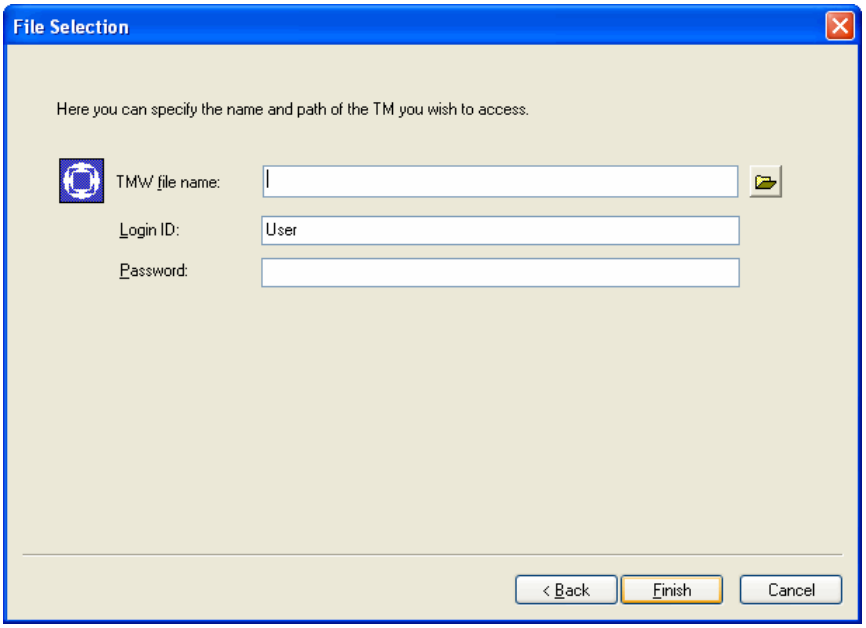


The connection to the translation memory is set up using a wizard. Specify the type of connection you wish to use to access the translation memory on the **Connection Type** page:

- **TMW file**: Select this option to access an existing file-based translation memory.
- **Intranet connection**: Select this option if the TM Server you wish to access belongs to the LAN or WAN environment in which you are working.
- **Internet connection (TM Anywhere)**: Select this option if the TM Server you wish to access is TM Anywhere-enabled. TM Anywhere is a web server application that enables the TM Server to communicate with Translator's Workbench via an Internet connection.

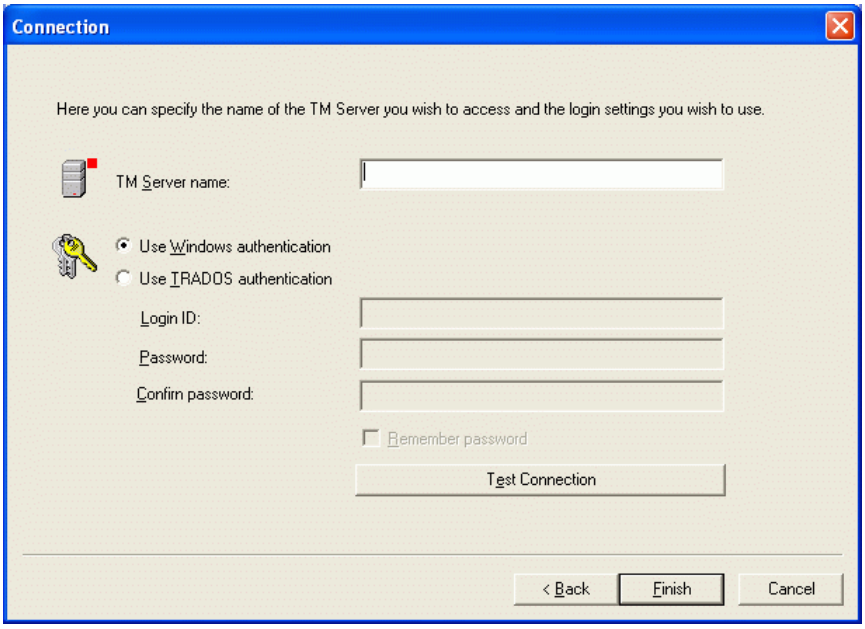
Once you have made your selection, click **Next** to continue.

TMW File



Enter the file name of the translation memory file (*.tmw) that you want to use. You can also specify the file using the file selection dialog. Simply click on the icon. The file will not be opened exclusively, which enables other team members to access the same translation memory.

Intranet Connection



You can specify the name of the TM Server computer you wish to access and enter your TM Server login details on the **Connection** page.

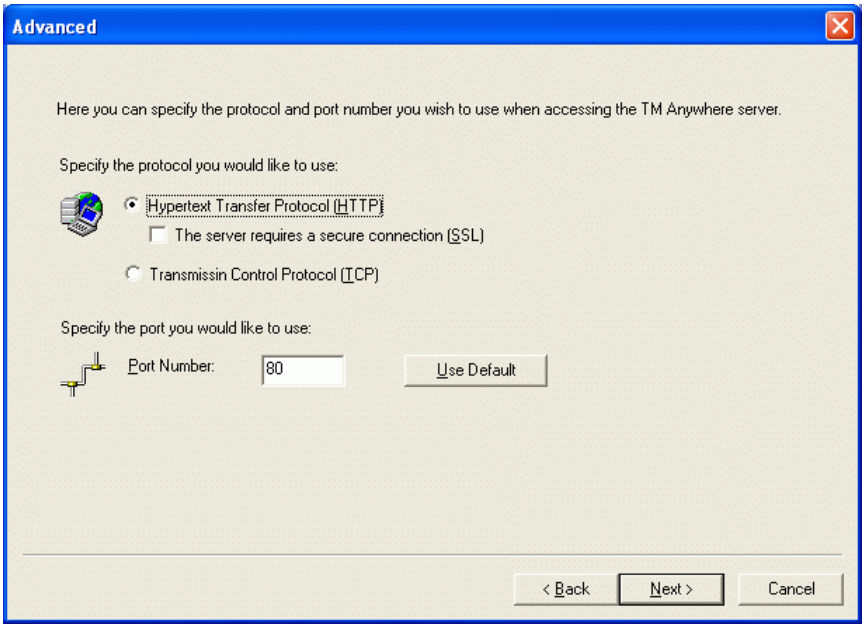
Enter the name of the TM Server computer you want to connect to into the **TM Server name** field. Enter your TM Server login details as follows:

- If your TM Server login is based on a TRADOS user account, select **Use TRADOS authentication**. Then enter your login ID and password details in the relevant text boxes. Select Remember password if you want Translator's Workbench to memorize your password and use it for future access to server-based translation memories.
- If your TM Server login is based on a Windows user account, select **Use Windows authentication**. No further entries are required as the necessary login ID and password details are automatically retrieved from the operating system.

Note: If you are using an Internet connection (TM Anywhere) to access TM Server, you must use TRADOS authentication. If you are using an intranet connection to access TM Server, you may use either Windows or TRADOS authentication. Contact your TRADOS administrator if you need to change the authentication settings for your TM Server login.

If you wish to test your TM Server connection, click **Test Connection**. The system returns a message to inform you of the outcome. If the settings you specified are valid, the connection is verified. If the settings you specified are invalid or inaccurate, the connection fails. In this case, you can revise your settings immediately and test the connection again or continue to work your way through the wizard and modify your settings later in the TM Servers dialog box. Note that the specified server will be added to the list in the TM Servers dialog box regardless of the outcome of the connection test.

Internet Connection (TM Anywhere)



The **Advanced** page allows you to specify the protocol and port number you wish to use to access the TM Anywhere server. This information is available from your TRADOS administrator. Choose one of the following protocol options for communication with the TM Anywhere server:

- **Hypertext Transfer Protocol (HTTP)**. If the TM Anywhere server employs SSL (Secure Sockets Layer) technology and requires a secure connection, select that suboption as well.
- **Transmission Control Protocol (TCP)**.

Enter the port you wish to use to access the TM Anywhere server into the **Port Number** field. Click **Use Default** to specify the default port number for the protocol you selected in the first step. Click **Next** to proceed to the **Connection** page.

SDL MultiTerm 2007 and 2009

With the **SDL Trados 2007** and **SDL Trados 2009** add-ins, you can access existing translation memories while localizing the software in Passolo. These add-ins offer direct access to multiple term bases without requiring synchronization (export from SDL MultiTerm and import in Passolo).

The add-in connects to term bases of SDL MultiTerm 2007 and SDL MultiTerm 2009 respectively. To load the add-in you need to have the corresponding version of MultiTerm installed on your computer. For older version of MultiTerm see *Older Trados and MultiTerm versions* (S. 105).

To define a MultiTerm connection hoose **Add-ins** from the **Tools** menu. In the tab **Translation** select the add-in **SDL MultiTerm 2007** or **SDL MultiTerm 2009** and click on **Settings...**.

The **Connections** list contains your configured connections to term bases. Click on **Export** to save the current connection setup to a configuration file for connections. The **Import** function can be used to load connections from a previously stored configuration file.

Click on the  icon to create a new connection to a term base. Then enter a name for the connection in the main window. Use the checkbox next to the connection name to activate or deactivate a connection.

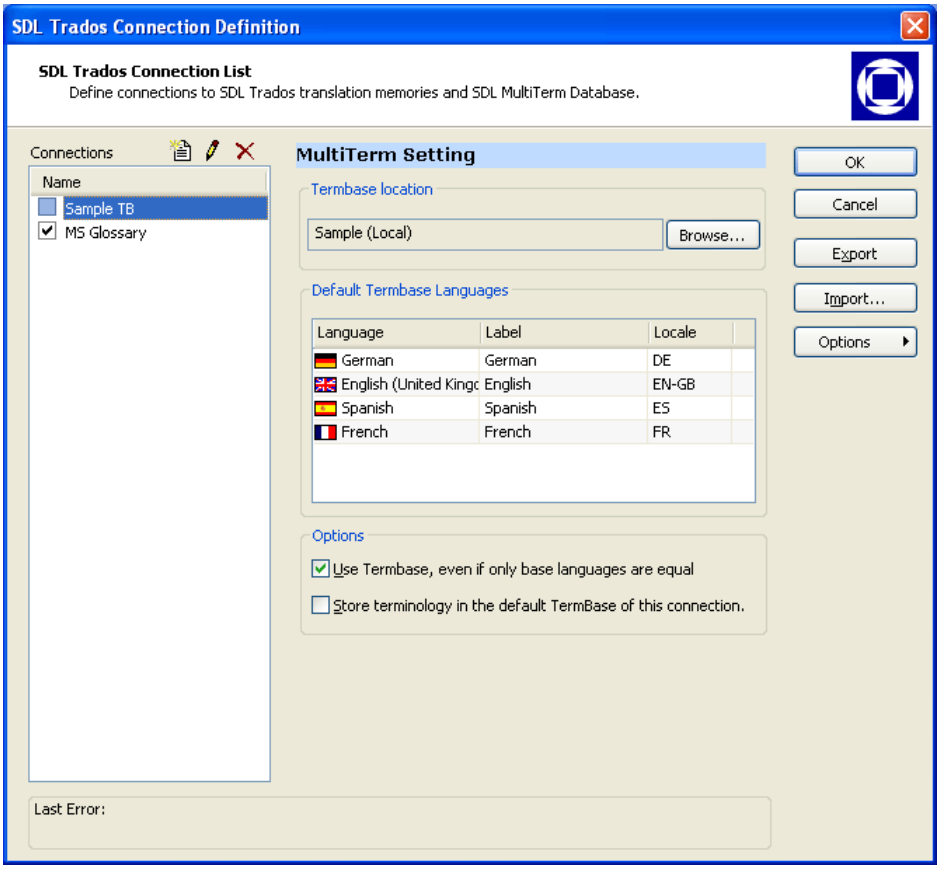
To change the name of an existing connection, select the entry in the list and click on the  icon.

Select an existing connection and click on the  icon to delete the connection setting from the list.

Note: Any errors that occur when connecting to the term base are displayed in the output window **Messages** and entered in the Last error field. The connection is deactivated and has to be reactivated manually.

Properties of a MultiTerm connection

For the termbase connection type the following dialog appears.



Termbase location

Click on the **Browse...** button to define a connection to one or more termbase. (see *Connection to the Termbase*, S. 104)

Default Termbase Languages

This field lists the languages contained in the default termbase. The list is filled automatically when the connection is established with the termbase.

Further options

Activate the option **Use termbase even if only base languages are equal** to enable use of the current termbase in Passolo even if only the primary IDs for the source language and target language are correct.

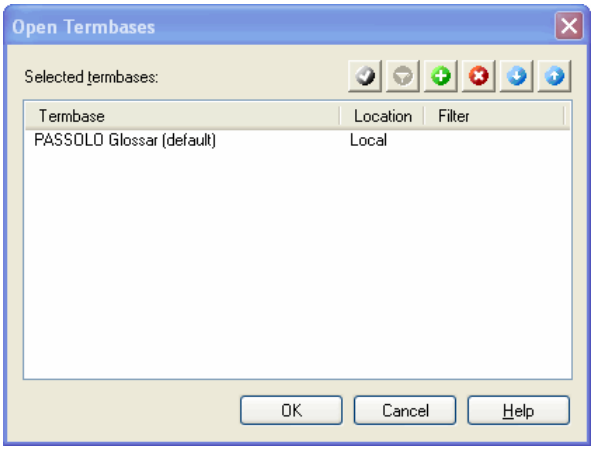
Activate the option **Store terminology to this termbase** if you want to store terms translated in Passolo to the current termbase by means of the **Store Terminology**

command in the shortcut menu. This option can only be activated for one termbase and is checked when the connection is saved.

Connection to the Termbase

Open Termbase

In the **Open Termbase** dialog you can select local or remote termbases, add or remove termbases, specify or reset the active filter for the individual termbases, change the order of termbases in the list to modify the search sequence, and also specify the standard termbase. Use the corresponding buttons or keyboard shortcuts to select these functions.



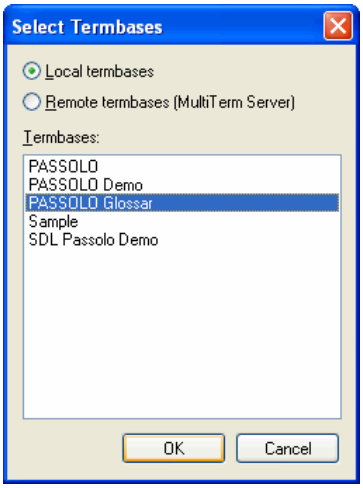
Button	Keyboard shortcut	Function
Standard Termbase	Ctrl+D	The Standard Termbase command specifies the selected termbase as the standard termbase.
Define Filter	Ctrl+F	Open the Define Filter dialog. The settings for filter, source and target index are based on the standard termbase.
Add	Ins	Open the Select Termbase dialog
Delete	Del	Delete the termbase connection from the list
Move Down	Alt+Down	Move the termbase entry down one place in the list
Move Up	Alt+Up	Move the termbase entry up one place in the list

SDL MultiTerm searches the standard termbase first. There always has to be a standard termbase defined. If there is only one termbase in the list, this termbase is used as the standard termbase and should always be labeled accordingly. If you remove the standard termbase from the list, the first remaining termbase in the list is automatically selected as the new standard termbase.

The order of termbases in the list determines the search sequence. If you assume that the terms being searched can be found in a specific termbase but you are not working in this termbase, you can move the termbase entry to the top of the list. If you don't expect to find many terms in a given termbase you can move the termbase entry downwards.

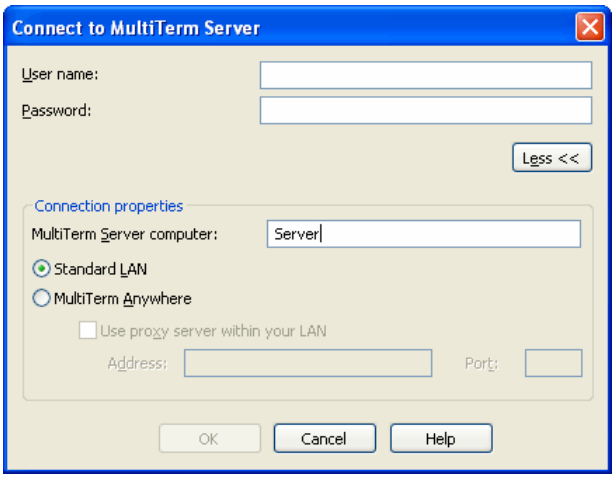
Select Termbase

To select a termbase that you want to work with: click Select Termbase in the MultiTerm menu. This calls up the Open Termbase dialog.



When connecting to a local termbase activate the **Local termbase** option and select the termbase from the list of local termbases. For a connection to a remote termbase activate the **Remote termbase (MultiTerm Server)** option. This calls up the Connect to MultiTerm Server dialog.

Connect to MultiTerm Server



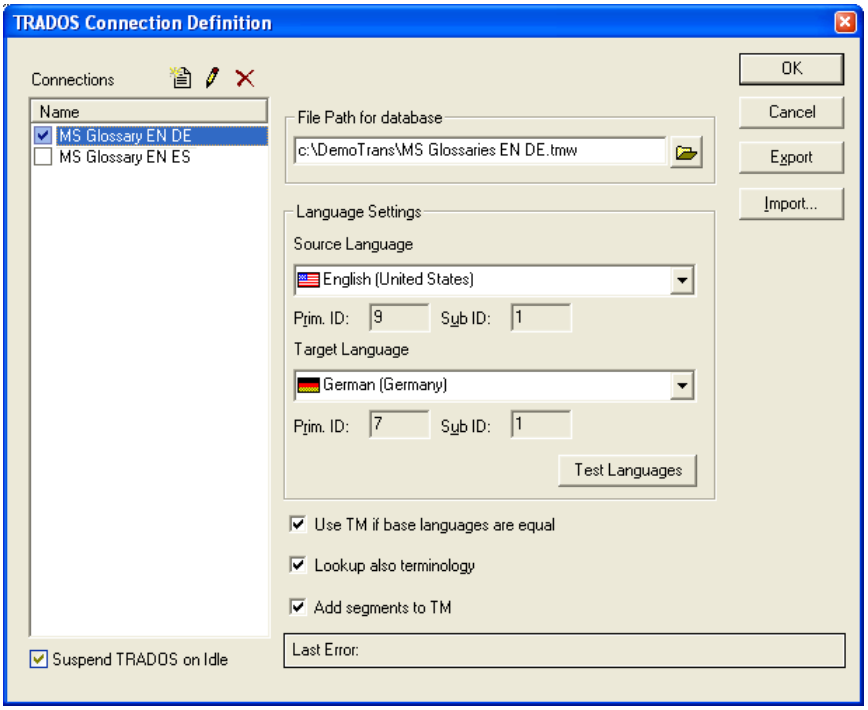
Enter your user name and password in the respective fields. In the Connection Properties group, select the type of connection to MultiTerm Server. Choose the **Standard LAN** option if you are connecting to MultiTerm Server via a standard LAN connection. Choose the **MultiTerm Anywhere** option if you are connecting to MultiTerm Server via a SOAP connection. In the **MultiTerm Server computer** field, enter the path (name of the computer) where MultiTerm Server is installed.

Clicking on OK brings you back to the Select Termbases tab. A message in the status bar indicates whether the registration was successful. If the connection fails, please repeat the steps described above or contact your MultiTerm administrator.

Older Trados and MultiTerm versions

With the add-in for **SDL Trados 2006** you can access existing TRADOS translation memories or terminology databases while localizing software in Passolo. The add-in offers direct access to multiple translation memories without requiring synchronization (export from TRADOS and import in Passolo).

Choose **Add-ins** from the **Tools** menu. In the list of add-ins, select **SDL Trados 2006** (in the category **Translation**) and click on **Setup**.



The **Connections** field contains a list of all the previously stored connections to TRADOS translation memories.

Click on the  icon to create a new connection to a TRADOS translation memory and enter a name for the connection.

Select an existing connection and click on the  icon to edit the name of the connection.

Select an existing connection and click on the  icon to delete the connection setting from the list.

Activate the connections you want to use for translations in Passolo. If you do not want to use a certain translation memory, deactivate the corresponding checkbox in the connection list.

Translation Memory

Click on the  icon to set up a connection to a translation memory using the connection wizard. (see *Connection to the Translation Memory*, S. 99)

Language settings

Choose the **Source language** used in the translation memory from the selection list. If the required language is not contained in the list, select the menu item **Other...** at the very end of the list and enter the **Primary ID** and **Sub ID** values for the required source language in the corresponding text fields.

Choose the **Target language** used in the translation memory from the selection list. If the required language is not contained in the list, select the menu item **Other...** at the very end of the list and enter the **Primary ID** and **Sub ID** values for the required target language in the corresponding text fields.

If the languages used in the selected translation memory are not know, click on **Test languages**. Passolo will then open the TRADOS Translator's Workbench, request the source and target language of this translation memory, and enter the corresponding languages for the connection setting.

Further Options

Activate the **Use TM if base languages are the same** option to enable use of the translation memory for translations in Passolo even if only the primary IDs of the source and target languages are correct. This means it is possible to use a translation memory with, for example, Portuguese (Portugal) as the target language when the target language in Passolo is Portuguese (Brazil).

Select the **Look up terminology** option if you want to also use the terminology lookup function with this translation memory. Known terms are then marked with a red bracket in the translation window.

Select the option **Add segments to TM** if you want be able to store the entries you translate in Passolo back to the translation memory by means of the key combination CTRL+F10. This option can only be used with one translation memory at a time.

Click on **Export** to save the current connection setup to a configuration file for TRADOS TM connections. The **Import** function can be used to load connections from a previously stored configuration file.

SDLX Translation Suite

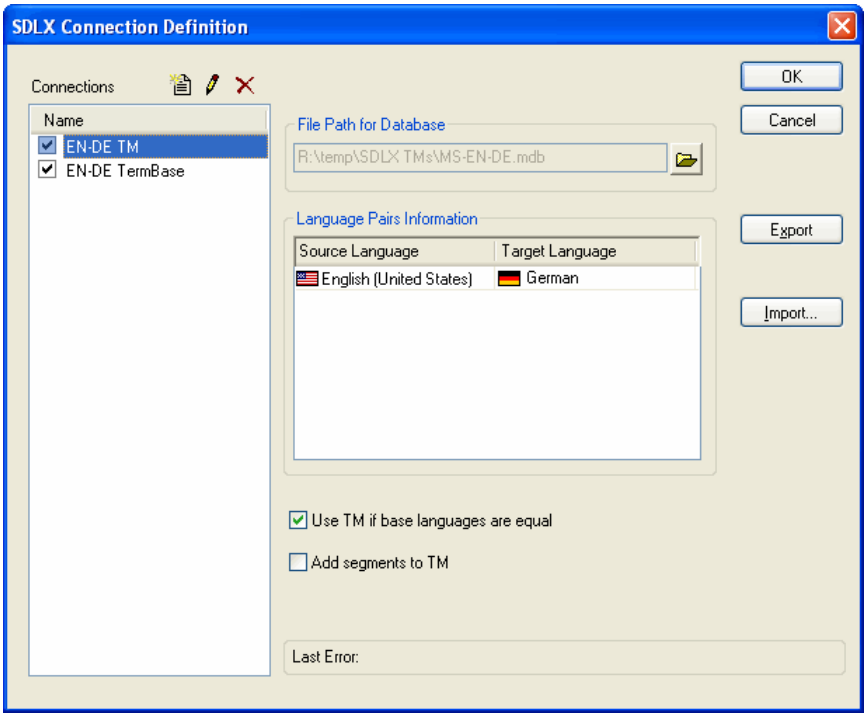
Interface to SDLX Translation Suite

SDLX Translation Suite is a set of translation tools offered by SDL International. It is part of SDL Trados and comprises a translation memory as well as the SDL TermBase terminology database.

The add-in for **SDLX** enables you to access translations and terminology stored in SDLX or SDL TermBase while localizing software in Passolo. The add-in offers direct access to the SDLX components; synchronization (export from the TM and import in Passolo) is not required.

Setup

Choose **Add-ins** from the **Tools** menu. In the list of add-ins go to the **Translation** section and select the **SDLX and SDL TermBase** entry – then click on the **Setup...** button.



The **Connections** list contains your configured connections to SDLX or SDL TermBase. Click on **Export** to store the current connection (or all the configured connections) in a configuration file for SDLX or SDL TermBase connections. The **Import** function can be used to read connections from stored configuration files.

To create a new connection to SDLX or SDL TermBase, click on the icon and enter a name for the connection.

To change the name of a connection, select the connection entry in the list and click on the icon.

To delete a connection from the list, select the connection entry and click on the icon.

Translation Memory

Click on the icon to define (with the aid of an assistant) a connection to a translation memory or a terminology database. (see *SDLX Connections*, S. 109)

Further options

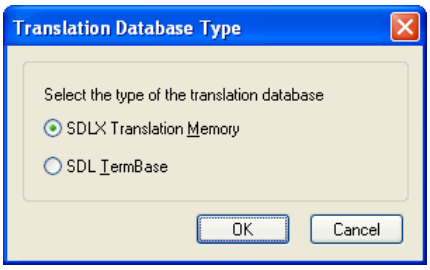
Activate the **Use TM if base languages are the same** option to enable use of the translation memory for translations in Passolo even if only the primary IDs of the source and target languages are correct. This means it is possible to use a translation memory with, for example, Portuguese (Portugal) as the target language when the target language in Passolo is Portuguese (Brazil).

Select the option **Add segments to TM** if you want be able to store the entries you translate in Passolo back to the translation memory by means of the key combination CTRL+F10. This option can only be used with one translation memory at a time.

Note: Any errors that occur when connecting to the translation memory are displayed in the output window and entered in the Last error field. The connection is deactivated and has to be reactivated manually.

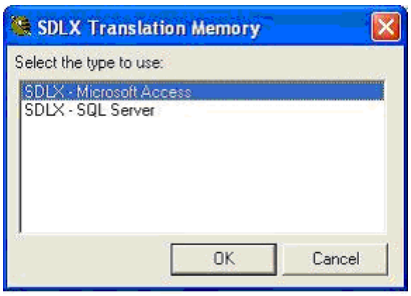
SDLX Connections

In the **Database Type** dialog you can specify whether the connection accesses a translation memory or a terminology database.



Connection to SDLX

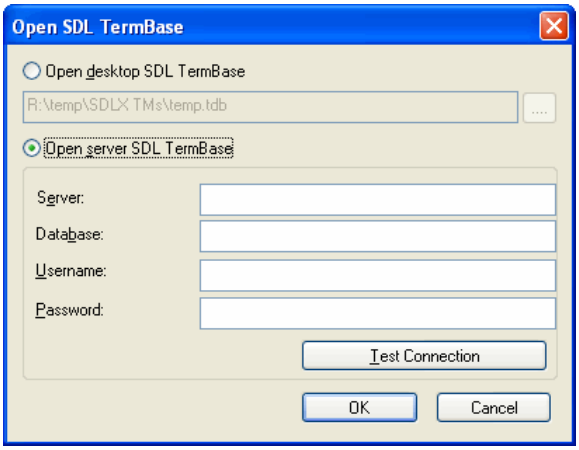
Select the type of database in the SDLX Translation Memory dialog and click on OK.



If **SDLX - Microsoft Access** is selected, a Windows file selection dialog appears with which you can select the MDB file of the SDLX translation memory. After the database is specified the **Language pair information** list displays the available source and target languages.

Connection to SDL TermBase

In the **Open SDL TermBase** dialog, specify whether you want to connect to a local or server-based database.



If you selected **Open SDL TermBase on the desktop**, click on the [...] button in order to specify the TBD file using the Windows file selection dialog.

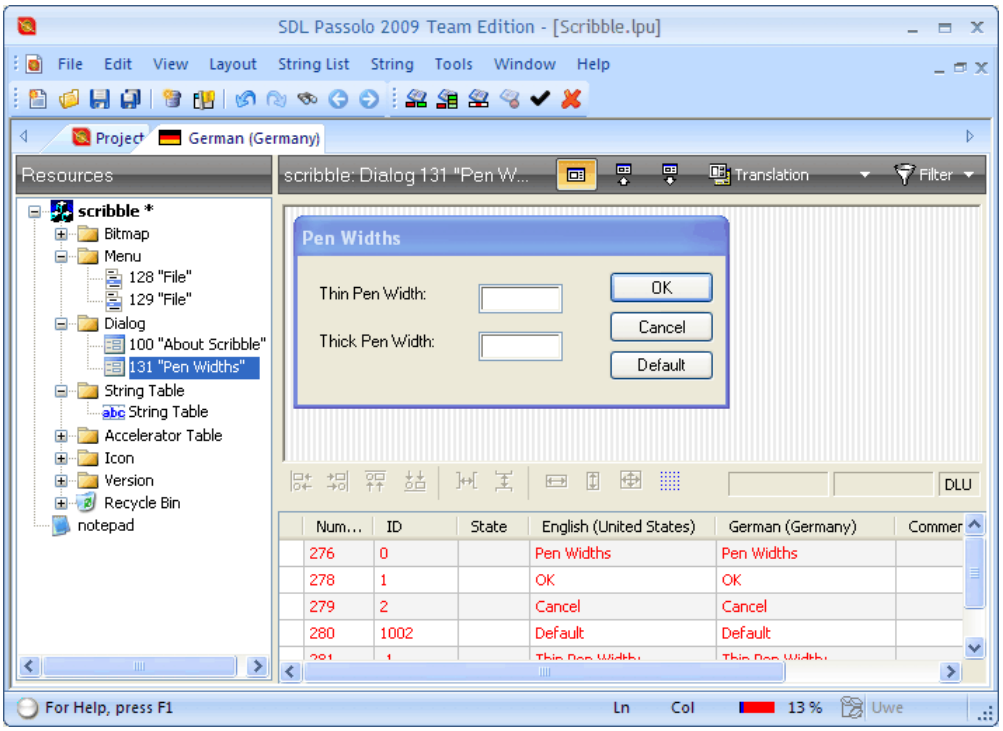
If you selected **Open SDL TermBase on the server**, further entry fields are activated. Use these fields to specify the server URL, the database, the user name and password. Click on **Test connection** to test the connection to the SDL TermBase server.

Note: For a connection to SDL TermBase no data is shown in the **Language pair information** list.

The dialog editor

The dialog editor

In the dialog editor, dialogs are displayed just as they appear in the program when it is running. If the translation has resulted in changes in the string length, it may be necessary to adjust graphic elements or even the size of the dialog itself.



Selection and Display of Control Elements

You can use the mouse to select and move control elements. To move several elements simultaneously, hold down the CTRL key while clicking on each element, or drag a selection area over the desired elements

You can also enter coordinates directly. Just click on the position displayed in the status bar of the dialog editor and enter a new value. Then use the ENTER key to apply this new value.

If you are changing several control elements simultaneously (e.g., adjusting the size of buttons or defining the lower border of list fields), the element in the "group" that you mark last will be used as the reference. While the other control elements are framed in selection rectangles, this "reference element" can be recognized by a filled sizing handles.

You can specify whether the strings for control elements are always to be displayed in black or in different colors according to their editing status. For further information on this option, please refer to *Changing view options* (S. 54).

Additional functions required to adjust dialogs are available via the dialog editor toolbar and in the **Layout** menu described below.

Aligning Control Elements

 or CTRL+LEFT aligns the selected control elements flush left.

 or CTRL+RIGHT aligns the selected control elements flush right.

 or CTRL+PAGE UP aligns the selected control elements flush with the top.

 or CTRL+PAGE DOWN aligns the selected control elements flush with the bottom.

These functions can also be called up from the **Align** command. The commands for horizontal and vertical alignment are only available via the **Layout** menu. All layout changes are always based on the most recently marked reference element.

Beyond this, you can also use the **Flip** command to flip all control elements around the dialog's vertical axis so that the elements are no longer aligned from left to right, but from right to left. This command is useful for translations into Arabic or Hebrew. Optionally a small dialog field will appear to determine how the controls should be switched around.

Changing Spacing Between Control Elements

 or ALT+RIGHT aligns the selected control elements horizontally with equal spacing.

 or ALT+DOWN aligns the selected control elements vertically with equal spacing.

These options are also available via the **Space Evenly** command.

Changing the Size of Control Elements

To change the size of a control element, use the mouse to move one of the eight sizing handles. The following commands are available to change the size of several control elements simultaneously:

 The selected control elements are resized to the same width as the reference element.

 The selected control elements are resized to the same height as the reference element.

 The selected control elements are resized to the same height and width as the reference element.

These options are also available via the **Make same size...** command.

In addition, you can also use the **Size to Content** command or SHIFT+F7 to automatically adjust resources whose string length has changed during translation to the right size.

You can also enter coordinates directly. Just click on the size values displayed in the status bar of the dialog editor and enter new values. Then use the ENTER key to apply this new value.

Note: The size of a selection box or combo box cannot be changed using the mouse. These values can only be entered via the keyboard.

Showing and hiding control elements

Complex dialogs with control elements placed on top of one another are difficult to localise. To simplify the localisation the control elements can be grouped and shown while the text is being worked on.

The grouping usually takes place in the source file. While the translation file is being updated the existing groups of source files are always transferred to the translation file. If no groups are defined, the translator can define his or her own groups while working on the dialogs. Furthermore it is possible to alter or delete groups taken from the source file. These are just temporary settings, however, which are discarded when the string list is closed.

For further information, refer to *Grouping control elements* (S. 70).

Centering Control Elements

To center one or more control elements in a dialog, select **Layout**, then **Center in Dialog**, then **Vertical** or **Horizontal**.

Resetting Positions

To reset the position of one or more control elements to their original location in the dialog, select **Layout**, then **Reset Position**, then **Dialog** or **Selected Control Elements**.

Navigation

 Displays all resources as a string list.

 The previous resource is displayed.

 The next resource is displayed.

 Toggles between the source and target resource.

Coordiantes and Sizes

The first pair of numbers are the coordinates of a control. The second pair of numbers are the size of a control. Coordinates and sizes can be displayed in dialog units (DLU) or pixels (Pix.).

You can also enter coordinates directly. Simply click on the value you want to change, and enter a new value. Then use the ENTER key to apply this new value.

Dialog units are used in Windows resources to define coordinates and sizes of controls and dialogs. Dialog units are independent from the dialog font used. When using pixels the same control can have different coordiantes and sizes when the dialog is changed.

Double click on the unit field to toggle between dialog units and pixles. You can also select the unit from the context menu by clicking the right mouse button on the unit field.

You can define the default unit in the view options. For more detailed information, please refer to *Changing view options* (S. 54).

Check Function

Check All Translations command in the **String** menu: All the strings in the current translation list are checked for errors. At the end of the check, any recognized errors are displayed in the output window **Check**. Use F4 or SHIFT+F4 to move among the individual errors.

 **Check Resource Translations** command in the **String** menu: All the strings in the current resource are checked for errors. At the end of the check, any recognized errors are displayed in the output window. Use F4 or SHIFT+F4 to move among the individual errors .

Using Gridlines

 You can call up gridlines to assist you in the precise placement of control elements. If the grid is on, the edges of control elements are anchored to the grid during resizing or moving. You can use the ALT key to briefly turn this effect off.

To open the dialog to define the gridline spacing, select **Layout**, then **Grid Settings**.

Specifying Font Style

In the dialog editor, you can use the **Font** command in the **Edit** menu to define the font in which entries in the target file dialogs will appear. You can apply the font either to only the current selection, or globally to all dialogs.

Note: Some dialogs use the *MS Shell Dlg* font. This is not a real font but merely a reference to a font used in the operating system. Passolo shows these dialogs in the font which is installed in the current operating system for *MS Shell Dlg*. Further information on this can be found in the technical literature.

Note: Windows offers the option of scaling the screen fonts, by means of a setting in the Control Panel, so that the fonts are displayed larger than normal. When using the dialog editor to adjust the size of graphic elements, the scaling of screen fonts should be switched off. Otherwise there is a danger that the dialog elements will be trimmed off on other systems.

Adjust Dialogs for Bidirectional Languages

In bidirectional languages such as Arabic and Hebrew, the script is generally written from right to left. In addition, the dialogs are also constructed in right-to-left order.

Passolo offers two options for adjusting dialogs to bidi languages. These settings are specified in the Flip dialog, which you can call up by selecting **Flip** from the **Layout** menu.

Toggle right/left styles for all controls

The RTL (right to left) alignment flags are toggled for all the dialog controls, and the controls are also repositioned by Passolo.

The advantage of this method is that the resulting dialog will be displayed correctly on all operating systems, including Windows 95. The drawback is that any new controls added to the dialog by way of an update are not yet set to toggled alignment and are still in their original (incorrect) position.

Mirror the dialog

This sets the WS_EX_LAYOUTRTL flag for the entire dialog. If this flag is set, the operating system draws the dialog from right to left, starting from a reversed position. With this setting, the controls do not have to be repositioned, and the setting applies to all the controls contained in the dialog, even ones that have been added by subsequent updates. This is the recommended method for Windows 98 and up. The drawback is that this method will not work under Windows 95.

If you activate the **Don't ask again** option, Passolo will skip this dialog the next time you use the **Flip** function and will use the method selected here.

Automatic Layout

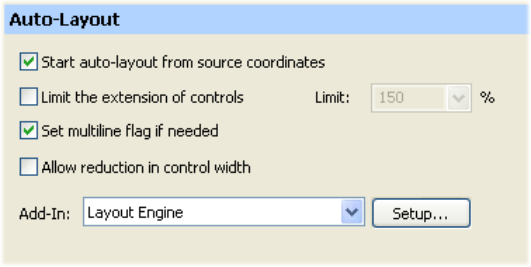
This function can be used to optimize the layout of one or more dialogs. The size and arrangement of the dialog elements is adjusted automatically (see *Layout Engine*, S. 114).

From the **String List** menu, choose **Automatic Layout**. You can choose whether to carry out the operation on the **current resource**, the **selected translation lists** or on **all the translation lists in the project**.

Note: This function is available only for dialogs from Win32 sources and .RC files.

Options

Select **Options** from the **Extras** menu, then select the **Auto-Layout** tab.



Start auto-layout from source coordinates

This sets the layout back to the source coordinates before each optimization. In general this is the recommended method, as it maintains the original layout as far as possible. If this option is not activated the optimization always begins with the current coordinates. This allows you to make certain preliminary modifications to the layout yourself. Please note, however, that in this case the optimization process may no longer be able to recognize certain control groups.

Limit the extension of controls

You can specify a maximum size increase (in percent) to avoid exaggerated widening of controls. A value of 150, for example, means that the size of a control can only increase by half at the most.

Set multiline flag if needed

Some controls have a mode that allows multiline display of the contained text. If this option is set Passolo will activate the multiline mode as required.

When combined with the **Limit extension of controls** option this may cause some controls to increase in height. The contained text is then displayed completely, without the control becoming too wide.

Allow reduction in control width

If this option is set the controls can be reduced in size compared with the source, e.g. when the translation is shorter than the source text. If this option is not set the control width is always kept at least as wide as the source.

Add-In

If there are multiple Auto Layout add-ins installed, you can use this setting to specify which one is to be used. Click on **Setup** to modify the options for the selected add-in.

Layout Engine

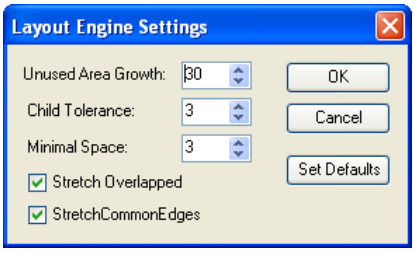
The Passolo Layout Engine is an add-in for optimizing dialog boxes (see *Automatic Layout*, S. 113).

Settings

The Layout Engine settings do not generally have to be modified – they will function correctly in most cases. Any modifications required for fine tuning should be made with great caution, as incorrect values can result in very "messy" layouts.

You can call up the settings for the Layout Engine either via the list of add-ins: go to **Tools** / **Add-Ins**, then select the Layout Engine and click **Setup**.

Or via the Auto Layout options: go to **Tools / Options / Auto Layout**, then select the add-in and click on **Setup**.



Unused Area Growth

If the relative growth of an unused area (in percent) is greater than this value, the relevant optimizations are undone. This prevents the creation of large blank areas.

Child Tolerance

This setting is used for establishing the control hierarchy. It specifies the tolerance for classifying controls as the parents of other controls.

Minimal Space

The minimum distance between controls or between a control and a surrounding element.

Stretch Overlapped

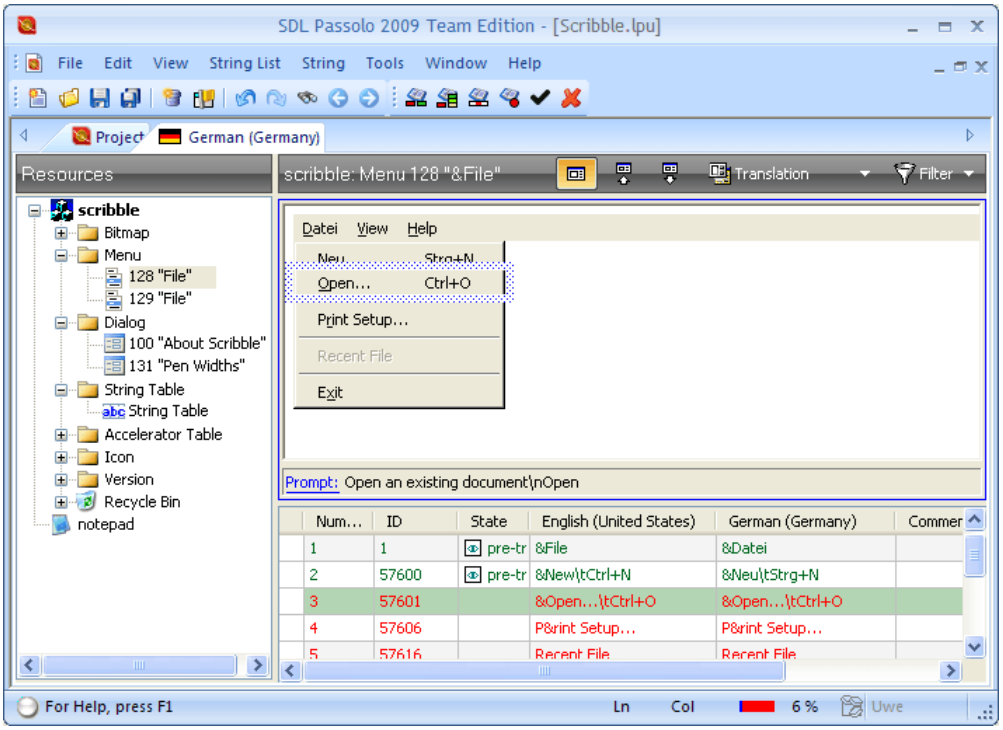
If control A overlaps with control B and control A is moved, control B is automatically expanded so that it reaches control A.

Stretch Common Edges

Common edges of controls are maintained as long as this does not result in new overlaps.

The Menu Editor

With the menu editor, you can display menus as they would appear in the current software. This view is particularly useful if you want to assign specific access keys in a menu.



Double click on the menu in the left resource view that you want to display. In the right-hand editing area, the menu will be displayed in the upper area and the menu's string list in the lower area.

You can navigate through the menu with the arrow keys. Click on  to show the previous resource and on  to show the next resource. The  icon can be used to display all resources in a string list and  to toggle between the source and target resource.

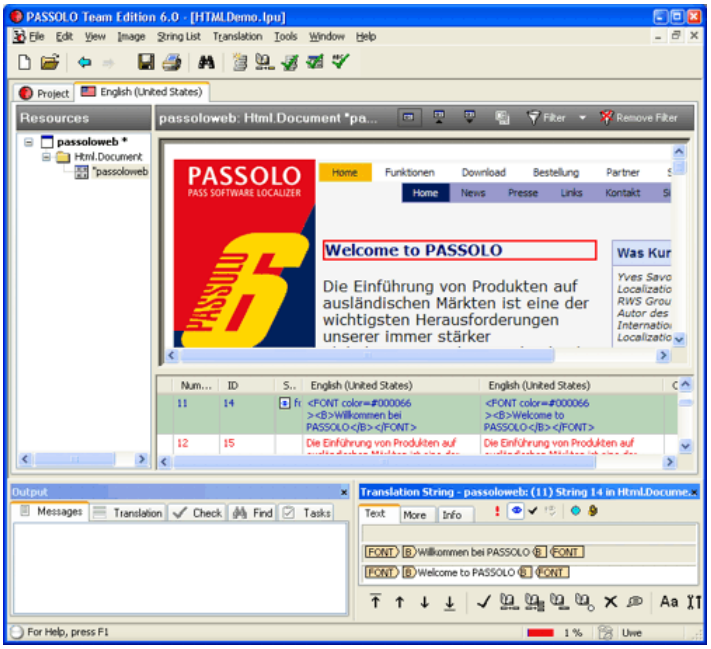
You can move the separator between the menu view and the translation list to adjust the display.

Below the menu, Passolo - if available - shows the status string for the currently selected menu entry that is to be displayed in the program's status bar. You can jump directly to the string by clicking on **Prompt**. With the **Back** function (menu **Edit** / **Go to** / **Back**) you can jump back to the menu item.

HTML Editor

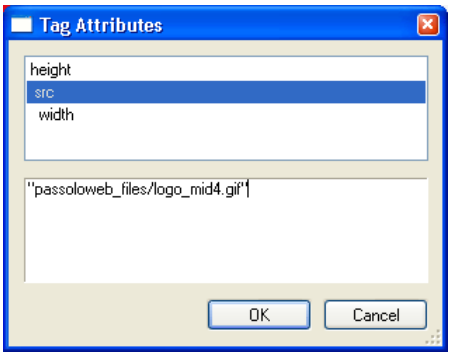
With the HTML editor the HTML pages or CHM files you are translating are displayed directly just the way they will later appear in the browser. This can be particularly important when the length of the strings changes as a result of the translation. You can immediately see the effect and respond accordingly.

The strings in the HTML document are synchronized between the preview window and the translation list, like in the dialog editor. To edit a certain string you can either click the element in the preview window or the corresponding entry in the translation list. Please note that the elements you select in the preview window may comprise several sentences, which will be represented as multiple individual entries in the translation list. The currently selected entry in the translation list is also displayed in the translation window and can be edited there. This means you have all the tools available to support the translation process, including fuzzy matching, the concordance search, the spelling checker, etc.



Changing Attributes

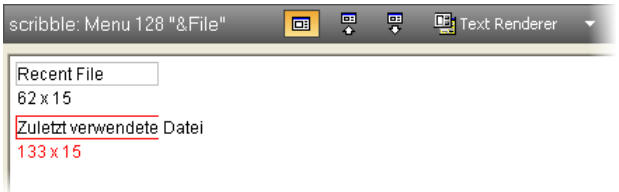
The tags in an HTML document may contain attributes, and the values of such attributes may need to be translated. An example is the **alt** attribute in **<img>** elements. This attribute will usually contain a short description of the corresponding image, so it should normally be included in the translation. To edit the attributes of a tag, first select the entry in the translation list that contains the tag. The tag will be displayed as a small yellow block in the translation window. By double-clicking on this tag symbol you can call up a settings dialog with a list of the attributes specified in this tag. If you click on the attribute you want to edit, this attribute's current value is displayed in the second field and you can edit it there.



Text Renderer

The Text Renderer displays individual strings from a string list with a selected font setting. The font may be different from the setting used for the display of the string list. It is also possible to specify a maximum width and height for the displayed strings.

This function is used for the development of programs for devices that have their own graphic displays (embedded systems). Since such displays are normally limited in size, all strings have fit into the available space.



In this display it is easy to tell when the text is too big. The current size (in pixels) is displayed below the sting. If the displayed text exceeds the specified maximum size it is colored red.

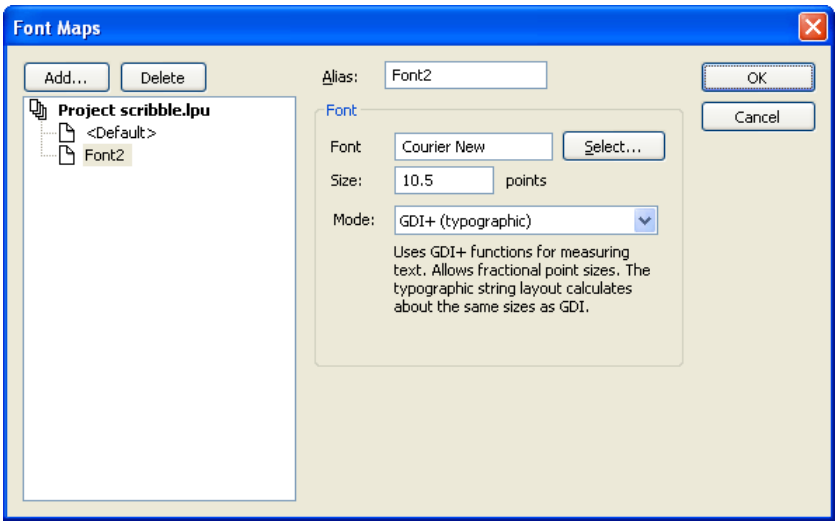
Preparing a Project

To enable use of the Text Renderer in a project, you will need to define certain properties of the given resources and strings. This is done by means of the **Prepare project for text rendering** command, which is accessed via the **Tools / Text Renderer** menu. After this command is carried out the respective resources and strings contain additional properties.

To define a resource for rendering select it in the tree display of a string list and open the **More** tab in the property window. Then activate the **Render text** option.

Defining Fonts

You don't specify the font to be used for text display directly. Instead you enter a name (alias) that will be mapped to a font setting. To edit a font mapping, open the setup dialog for the Text Renderer add-in. (see *Add-in Configuration*, S. 151). Alternatively you can select **Setup** from the **Tools / Text Renderer** menu.



This dialog lists all the font mappings defined in the current project.

To define a new font mapping:

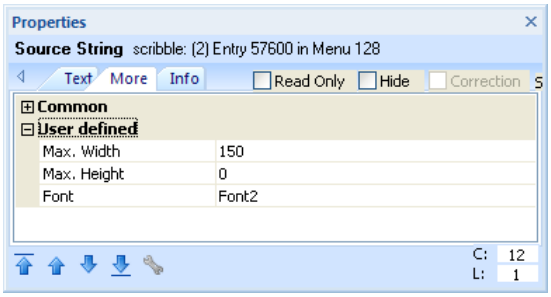
1. Click on **Add**
2. Enter a new Alias name.
3. Click on **Select** to choose a font (from the fonts installed on your computer).
4. You can now adjust the size or change the render method. Use one of the both **GDI+** methods, if you need a fraction number as font size (e.g. 10.5).. The method **GDI** has been used in Passolo 2007. It allows only integral point sizes (10, 11, ...)

If you have more than one project open you can copy font mappings from one project to another by simply dragging the respective entry in the tree with your mouse.

The <Standard> mapping is always used when no font alias is specified for a string or the specified alias is not available.

Size Specifications

Once you have prepared the project and defined the font mappings you can enter the required specifications for individual strings. It is advisable to make these specifications in the source string list so that they are automatically carried over to the translation lists for all target languages when the translation lists are updated.



If you do not specify a width or height (i.e. if you leave *0* as the value) the corresponding measurement will not be checked. If you do not select a *Font* or if you specify an alias that is not available, the <*Standard*> mapping is used.

Automatic Loading of Size Data with the XML Parser

If an XML source file contains the data for max. width, max. height or font as attributes of the data elements, the corresponding rule can be modified so that this data is automatically applied to the Text Renderer.

This is done by entering the corresponding values as metadata in an XML data element and setting the **Action** to **Set maximum width**, **Set maximum height** or **Set font**.

With a data element of the form

```
sample text
```

you can define the attribute *maxwidth* as metadata for the data element *text* with *Set maximum width* as the action.

(See *Specifying Elements and Attributes in the XML Tree*, S. 173)

Text Renderer Display

The Text Renderer is displayed like a resource (e.g. a dialog). To display the Text Renderer, open the text resource (via **View** / **Show Resource** or Ctrl+R) and choose the **Text Renderer** as the resource display (via **View** / **Resource Display** or the icon above the string list).

If the Text Renderer is not displayed:

- Is the Text Renderer add-in installed and loaded? (see *Add-in Configuration*, S. 151)
- Has the preparation of the project been carried out (see above)?
- Has the **Text rendering** property of the resource been selected? If you do this afterwards you will need to call up the display of the resource again, for example by closing the resource and opening it again (press Ctrl+R twice)

Check Functions

Check Functions

Passolo allows translations to be searched for typical errors.

Check command in **String** menu :Decide whether to check all string lists or only the selected ones. If you activate **Also check source string lists** Passolo will also check the source string lists when you carry out a check on all string lists. Otherwise only the translation lists are checked. If you start this check in a source string list or translation list you can limit the check function to the **selected strings**.

In the source string list and translation list windows you also have access to these function

Command **Check All Strings** in the **Text** menu: all the strings in the current string list are checked for errors.

Command **Check Current Resource** in the **String** menu: this command is enabled if the strings of a single resource are currently displayed. The strings belonging to this resource are checked for errors.

Any errors found by the spelling checker are listed in the output window **Translation**. Double-clicking on an error entry marks the corresponding string in the translation list. With the **F4** key you can jump to the next error. With **SHIFT+F4** you jump back to the previous error.

Suppress error

If Passolo reports an error that you don't want to take into consideration, you can suppress the error message. For example, if it is necessary to move a control element out of a dialog but you do not want to receive an error message every time you carry out a check, you can do the following:

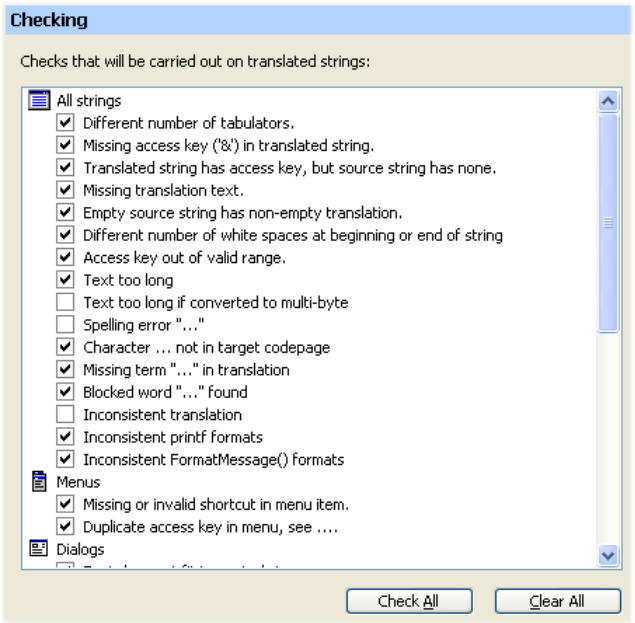
1. On the **Check** tab in the output window right-click on the error message.
2. Choose **Suppress Error**

To reactivate the display of this error:

1. Right-click one or more strings in the string list.
2. From the shortcut menu choose **Unsuppress Errors** – this resets the display of error messages for the selected strings. This command is only visible if at least one of the selected strings has a suppressed error.

Checking Options

In the Checking options dialog you can define which errors should be checked for by Passolo. To call up this dialog, choose **Options** from the **Tools** menu and go to the **Checking** page.



You can activate or deactivate each check separately. In addition to the error messages defined by Passolo (see *Passolo Error Messages*, S. 121) parser add-ins can also define their own errors. These errors are also displayed on this page and may be activated / deactivated.

Passolo Error Messages

These error messages are displayed when you call up the *Check functions* (S. 119):

Standard errors

Different number of tabulators.

> The number of tabs in the source and target strings is different. Tabs are important formatting characters that may be required for programs to function properly or for correct displays.

Access key ('&') not found in translation.

> There is an access key at this point in the source string, but not in the target string. Select **Add Access Key** from the **String** menu to automatically assign an access key.

Translated string has access key, but source string has none.

> An access key was assigned in the translated string at a point where the original source string did not contain one. Check whether the translated string is supposed to have an access key at this location.

Missing translation text.

> There is no translation for this entry in the translation list even though there is an text in the source string list. Check whether the translated entry is supposed to be empty.

Empty source string has non-empty translation.

> An entry in the source string list contains no text, but has a translation in the translation list. Make sure this entry definitely should contain a translation.

Different number of white spaces at beginning or end of string

> Sometimes it is important to leave a space at the beginning or end of a text, with texts which has been pieced together or for technical reasons. Check that the number of such spaces in the translation file corresponds to the number in the source file.

Access key out of valid range

> For every language a certain number of access keys exist. Check that the access keys in use correspond to the defined range.

Text too long

> For each entry in the source string list you can define a maximum string length for the translation. Shorten the translation string.

Text too long if converted to multi-byte

> If the string based on the target code page is converted to multi-byte representation, it exceeds the maximum length.

Spelling error

> Spell checking can be defined for every supported language. Correct the spelling errors in the translation list or arrange with the software development for corrections to be made in the source strings list.

character is not in the target code page

> A string contains a character that cannot be displayed in the target language. If your software is not Unicode enabled, this may cause problems with the display of the given string.

Missing term ... in translation

The translation of a term is missing in the translation. The use of this check function is only possible if there is at least one glossary defined for terminology checking. (see *Editing the glossary list*, S. 91)

Blocked word ... found

The translation contains a term that is not allowed. The use of this function is only possible if there is at least one glossary defined for "Blocked word check". (see *Editing the glossary list*, S. 91)

Inconsistent translation

There is an pre-translation available for the source string, but this does not correspond with the translation used.

Missing or invalid key combination (accelerator) in menu string.

The key combination (accelerator) is missing in one of the menu strings (e.g. "Ctrl + S") or has an invalid format.

Duplicate access key in menu.

The menu contains several entries for the same access key. You must select one, unique access key for the menu. You can automatically assign an access key by selecting the **Add Access Key** command in the **String** menu.

Text does not fit to control size.

The text contains too many characters to be fully displayed within the boundaries of the control element. Either enlarge the control element manually, or select the **Adjust Size to Content** command from the **Layout** menu to define the optimum size.

Ignore the control size error if it appears already in the source file.

Some texts may be too long in the source file to be shown completely within the control elements. This may be the programmers' intention as the size of the control elements should match the running time for example. Select this option to avoid the error being shown.

Overlapping control element ...

Two control elements are overlapping. Use the dialog editor to reposition the control elements so they no longer overlap.

Control is not within the dialog borders.

The control element has been enlarged to such an extent that it no longer fits within the actual boundaries of the dialog. Use the dialog editor to reposition the control element or to resize it.

Duplicate access key.

The same access key was assigned several times within the dialog. You must specify a single, unique access key for the dialog. You can automatically assign an access key by selecting the **Add Access Key** command in the **String** menu.

Invalid accelerator.

You have used a key combination (accelerator) that is not recognized. Check the combination you entered.

Duplicate accelerator.

The menu resource contains several entries with the same accelerator. You must select one, unique accelerator for each menu entry.

Inconsistent printf formats.

Format specifiers like %s or %d have to be preserved in the translation. Also the order of format specifiers may not be changed. For further information refer to documentation about the programming language 'C'.

Inconsistent FormatMessage() formats.

Special format specifiers are used in conjunction with FormatMessage(). They normally look like %1, %2… but they can also include additional formatting information such as %1!s!. The order of these format specifiers might change in source and target text, but the format specifiers itself must be the same. For more information refer to the Microsoft API documentation for FormatMessage().

User Defined Checks

Additional checks can be defined using the inline patterns. For example, it is possible to check whether a product name is used unchanged in the translation.

Creation of a user-defined check with an inline pattern

1. In the **Project** menu, click on **Inline Patterns**.
2. Select the **General** area to save the new pattern for no specific project or select the project under which the new pattern is to be saved.
3. Click on **Add**.
4. In the **Pattern Name** field, enter a name for the new inline pattern, e.g. *Test product name*.
5. Enter the text to be searched for, e.g. *SUPER PRODUCT*.
   Use a **regular expression** to search with more flexibility (see *Regular Expressions*, S. 271).
6. In the Check field, select one of the required checking options:
   - By means of the **Must exist in translation if also exists in source** option it is possible to check that the found expressions are present in both the source and the translation. In addition you can define, that the**number of matches**, the exact **text** and the **order** must be the same in source and translation.
   - With the **Must not exist in translation** option it is possible to check the translation for characters or text segments that are not permitted.
   - With the **Must exist in translation** you can check whether specific characters or text segments occur in the translation.
7. Click on **Test**, to expand the dialog with additional test functions. You can enter any source text and a translation, and test the current pattern. When you click on **Check**, the result of the check with the current rule is displayed. Also the matches of the regular expression are shown.
8. Close the dialog with **OK**.

Testing the User-Defined Check

1. In the **Inline Patterns** dialog, select the pattern to be tested.
2. Click on **Test >>**.
3. Enter any source text with a translation.
4. Click on **Check**.
   The result of the check is now displayed, as are the matches for the text in the search.

The inline patterns are either saved on the computer for no specific project ("General") or within a project. The general patterns are available for all projects opened on the computer. The patterns saved under the project can be used together with the project on other computers. They are also transferred to a translation bundle during export.

Copying Patterns

1. If you wish to copy a pattern from one project to another, make sure that both projects are opened in Passolo before you display the Inline Pattern dialog.
2. Click on the required pattern in the tree structure and hold down the mouse button
3. Move the rule to the area (general or project) where the pattern is to be copied, and then release the mouse button.

User Defined Check Macros

In addition to the existing check functions, macros can be used to implement more complex check routines with automatic correction. For more information on macros see chapter *Macros Overview* (S. 237).

Spelling Checker

Spell checking

Passolo provides different options for checking (and correcting) the spelling in source string lists and translation lists.

- Strings can be checked automatically during entry. (See *Spell Checking During Entry*, S. 124)
- An interactive check function can be used to search string lists for spelling errors (see *Spell checking a string list*, S. 125)
- Spell checking can be included as part of the standard check functions (see *Spell checking as a test function*, S. 126).

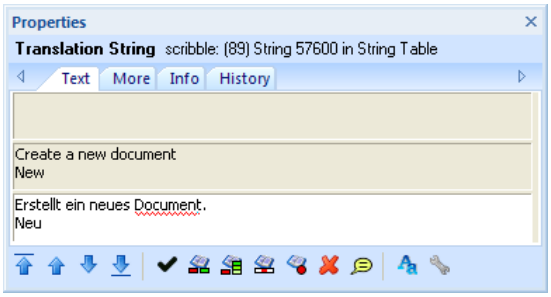
The internal spell checking module can check the spelling in translation lists for 14 languages based internal algorithms. This module is available in all editions of Passolo. Basic dictionaries for the following languages are integrated: Croatian, Czech, Danish, Dutch, English (UK), English (USA), French, German, Italian, Polish, Spanish, Swedish, Slovenian. Additionally, custom dictionaries can be created for each language.

The external add-in uses Microsoft Word to check the spelling. It requires a licensed installation of Microsoft Word on the system. Microsoft Word version 2000 or later is supported. The required dictionaries for the languages to be checked must also be installed.

Further add-ins for other professional spell checking programs can be requested from PASS Engineering.

Spell Checking During Entry

You can use this method to check for spelling errors while you translate. Whenever an entry is displayed in the translation window, the spelling checker will automatically check the text and mark any recognized spelling errors with a wavy red underline. If you find these wavy underlines distracting, you can hide the underlines until you are ready to do error corrections.



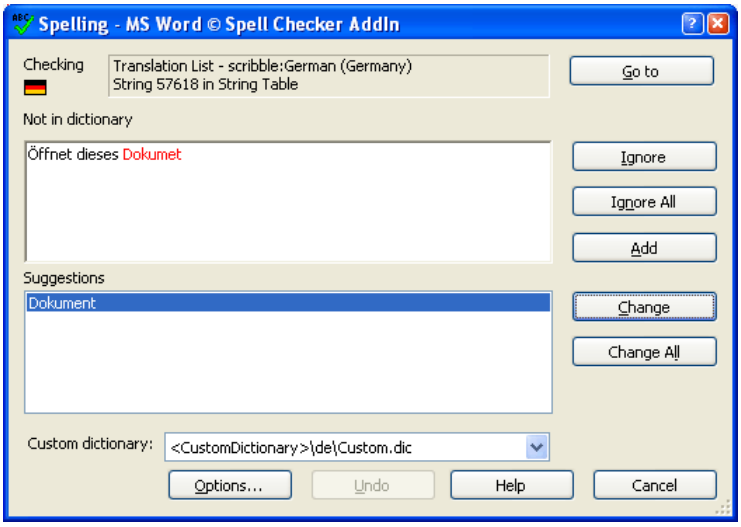
To correct an error proceed as follows:

- Right-click on a word marked with a wavy red underline to select the relevant error.
- In the context menu click on **Corrections** to call up the list of possible corrections and choose the spelling you want to use from this list.
- In the context menu click on **Add to custom dictionary** to add a correctly spelled word to the active custom dictionary if it is marked as a spelling error. The wavy red underline will then be removed.
- In the context menu click on **Add to ignore list** if you want to ignore the spelling of this word without adding it to your user dictionary. The wavy red underline will be removed and Passolo will ignore this spelling error for the rest of your current work session in Passolo.

Spell checking a string list

You can use this function to check for spelling errors and confirm each suggested correction. This method is a good choice if you don't want to begin editing the translation list until the translation is completed

From the **String** menu choose **Check spelling** or press the **F7** key to start the spelling checker. Passolo checks all the translated entries in the translation list, beginning with the currently selected entry. When Passolo finds a possible spelling error, you can select a correction in the Spelling dialog. The title bar of the dialog indicates which program is being used for spell checking.



The context of the current entry is shown in the **Checking** field. By clicking the **Go to** button you can discontinue the spelling check and jump directly to the relevant entry in the translation list.

The **Not in dictionary** field indicates possible spelling errors. You can edit the text in this field and then click **Change** – or you can choose the correct spelling from the list of **Suggestions** and click **Change**.

The **Suggestion** field lists all the corrections available in the base dictionary or in any of the open custom dictionaries for the highlighted spelling error.

Click **Ignore** to leave the highlighted error unchanged and move to the next spelling error

Ignore all leaves all occurrences of the highlighted error in the translation list unchanged and continues on to the next spelling error. Passolo will ignore this spelling error for the rest of the current Passolo work session.

Add inserts the word highlighted in the the **Not in dictionary** field into the dictionary activated in the **Custom dictionary** field.

Click the **Change** button to accept the current selection in the **Suggestions** field – or edit the text directly in this field and then click **Change**.

Click the **Change all** button to replace all occurrences of the word highlighted in the **Not in dictionary** field with the selected entry in the **Suggestions** field – or edit the text in this field directly and then click **Change all**. For the duration of the current Passolo session, any occurrences of this word will be changed wherever it is found by the spelling checker.

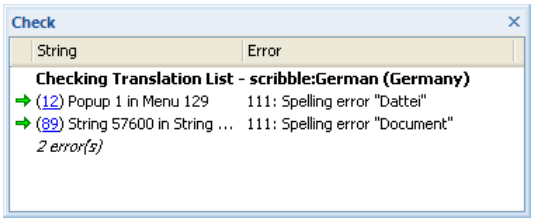
The **Options** button opens the options dialog for the spelling checker where you can choose a different custom dictionary or change the settings Passolo uses for spell checking.

Undo reverses the last action carried out with the spelling checker.

Cancel closes the dialog but does not undo any of the changes carried out with the spelling checker.

Spell checking as a test function

You can use this function to check for spelling errors – a list of errors is then displayed in the output window. This method makes sense if you just want to generate a list of errors but don't want to correct the spelling errors in the translation list.



Make sure that the **Spelling errors** option is activated on the **Checking** page in the options (see *Checking options*, S. 120).

Open the relevant string list and choose **Check** or **Check All Strings** from the **String** menu

Any errors found are listed in the output window **Check**. Double-clicking on an error entry marks the corresponding string in the translation list. With the **F4** key you can jump to the next error. With **SHIFT+F4** you jump back to the previous error.

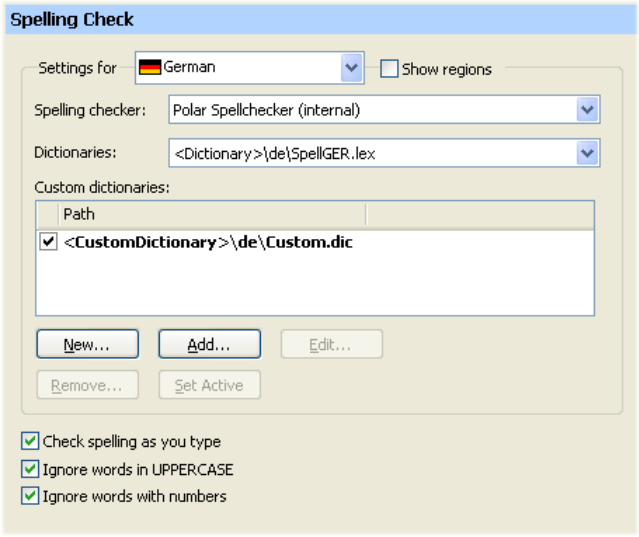
Checking the source string list

In the same way you can also check the strings in the source string list. Since the source string list cannot be modified, it is not possible to correct any detected errors in Passolo project. What you can do is copy the error list and send it to the developers of the relevant source files.

To do so, right-click in the error list and choose **Copy All** from the shortcut menu. You can then paste the list of error messages in a text file or email.

Spell checking options

In the **Tools** menu click on the **Options** command and then select **Spell checking** to specify the spell checking options. By default Passolo uses the internal spelling checker for the supported languages – for all other languages the spell checking function is turned off.



Language-specific options

Choose a language entry from the **Settings for** selection box to display or modify the spell checking options for that language. The list of languages includes only the standard languages. With the **Show regions** option the list can be extended to include the available region settings for these languages.

In the **Spell checker** field, choose the program you want to use to check the spelling for the selected language.

In the **Dictionaries** field, choose the base dictionary you want to use to check the spelling for the selected language. This selection can only be made when the internal spelling checker is used.

Custom dictionaries

During text entry the words used in the translation are compared with the entries in the base dictionary. The base dictionary contains the most commonly used words in the given language, but it certainly will not include an exhaustive list of proper names, technical terms, abbreviations, and so forth. These words can be added to a custom dictionary so that they are not marked as errors by the spelling checker. The available custom dictionaries are listed in the **Custom dictionaries** field.

Click **New** to create a new custom dictionary. See Creating a new custom dictionary.

Click **Add** to add an existing custom dictionary to the list of custom dictionaries. In the file selection dialog specify the custom dictionary file you want to use, and click OK.

Click the **Edit** button. This opens the custom dictionary in the dictionary editor allowing you to add new words to the custom dictionary or also to edit or delete existing entries. Press the RETURN key after each entry in the dictionary so that every word is in a separate line. When you are finished editing the dictionary click **File** then **Save** – then close the editor by clicking **File** then **Exit**.

Click **Remove** to remove an existing custom dictionary from the list. You will need to confirm the delete function in the dialog box that appears. If you also want to delete the respective dictionary file, activate the **Delete file** option in this dialog.

Using custom dictionaries

Before you can use your custom dictionary with the spelling checker, the dictionary has to be selected. Make sure the check box next to the name of the relevant dictionary is selected in the list of custom dictionaries.

Adding words to the custom dictionary during the spelling check

Choose a custom dictionary and click **Set active** to activate this custom dictionary for adding words during the spelling check. There can only be one custom dictionary activated for the addition of words. The entry for this custom dictionary is displayed in bold.

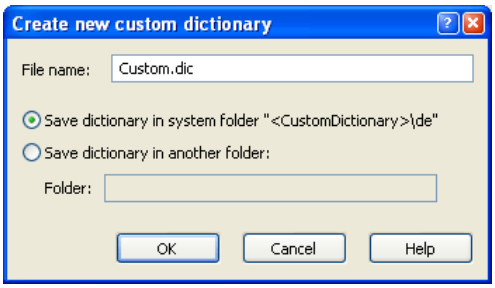
General settings

Select the **Check spelling as you type** option if you want to search for spelling errors in the background while you work in the translation window. As you type, the spelling checker will automatically check the text and mark any recognized spelling errors with a wavy red underline.

Select the option **Ignore words in UPPERCASE** if you do not want to check the spelling of words written in UPPERCASE.

Select the option **Ignore words with numbers** if you do not want to check the spelling of words that contain numbers.

Creating a new custom dictionary



In the **File name** field, enter the name for the new custom dictionary. If you do not want to store the dictionary in the operating system's standard folder for user dictionaries, select **Save dictionary in another folder** and enter the path you want to use in the **Folder** field. Click the OK button.

Creating your own dictionaries

You can use this function to create new base dictionaries for the internal spelling checker or to add basic dictionaries for new languages. This requires a word list for the relevant language.

The program for creating base dictionaries is located on the Passolo CD in the **Tools\SpellMaker** folder. Copy the contents of this folder to your hard disk and start the **SpellMaker** program. Follow the instructions given by the Wizard.

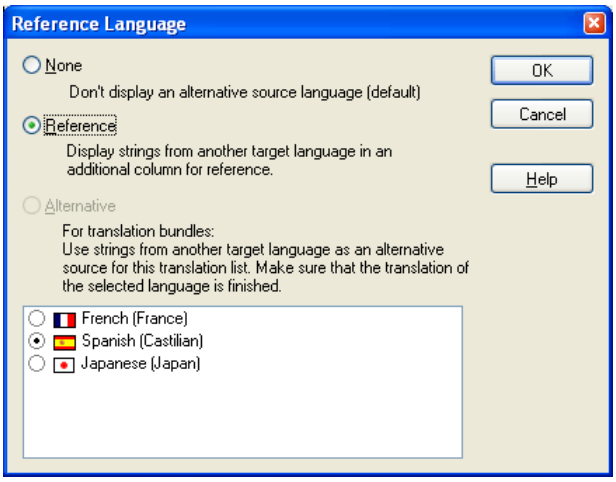
In the **Dictionary** folder of your Passolo installation, create a new subfolder for the dictionary. The folder should be named according to the Windows language code and regional code. Copy the new dictionary into this folder.

Displaying a Reference Language

Each entry consists of the source and the target string. In case the translator does not know the source language (concatenated projects) or knows one of the other target

languages in addition to the source language, it may helpful and might even be necessary to display this other language in an additional column in the translation list, next to the source and target strings.

To add another column for a reference language to the translation list display, choose **Reference language** from the **String list** menu. To include an additional column with the reference language when exporting translation bundles, choose the **Reference language** button in the *Export Options for Translation Bundles* (S. 212) dialog.



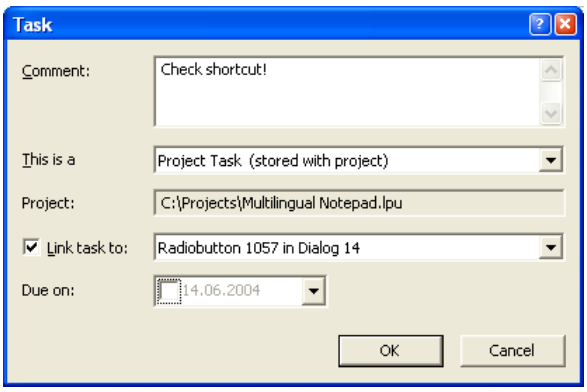
Activate the **Reference** option and choose the language to be displayed. The string lists for the selected language should already be translated as far as possible.

When exporting translation bundles you can also select a different language as the **alternative source language**. The selected language then replaces the current source language when this translation bundle is processed.

To remove the column with the reference language, activate the option **Don't display an alternative source language**.

Adding a Task

Select an individual entry in a source string list or translation list and choose Add Task from the Edit menu (or the context menu) to create a new task. Enter the details in the Task dialog.



In the **Comment** field, enter a description of the task.

In the **This is a** field choose the type of task. Tasks are always project related. The current project is automatically displayed in the **Project** field
A **general task** is only stored on the current computer. Thus, it is always visible whenever Passolo is running. Use this method when the projects are only going to be edited on one computer and all the defined tasks should be visible, regardless of whether a project is open or not.

A **project task** is stored in the project file which means it is only visible when the project is open. Use this method when projects are to be edited on different computers.

When a task is added, it is automatically linked to the selected list item. By choosing a different entry in the selection box, you can extend or even remove this link.

In the **Due on** field enter the date the task should be completed. If a due date is specified, tasks that have not been completed on time will be highlighted red in the **Tasks** output window

Locking Strings

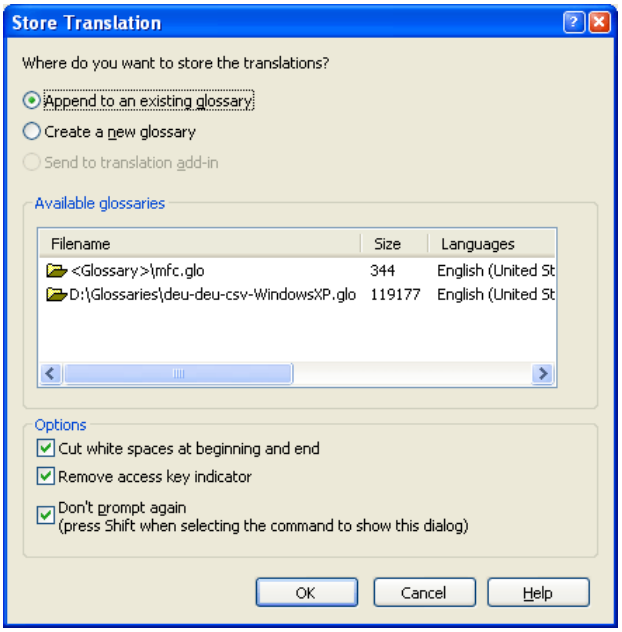
Strings in the translation list can be locked, which means no changes can be made to them until the lock is removed. This allows the translator to prevent strings from being inadvertently changed after they are completed.

Unlike the **read only** attribute, which can be set in the source string list and prevents any changes being made in the respective translation lists, the **locked** attribute only applies to the given translation list.

You lock strings by selecting the corresponding entries in the translation list and choosing **Swap "Locked" Flag** from the**String** menu. The same command is used to unlock strings so that they may be edited again. You will also find this command in the shortcut menu for translation lists (which you access by right-clicking).

Storing Translations

If you want to transfer the current translation into a glossary, select **Save to glossary** from the **String** menu or press CTRL+F10 . For further information on glossaries, see *Glossary Files* (S. 266).

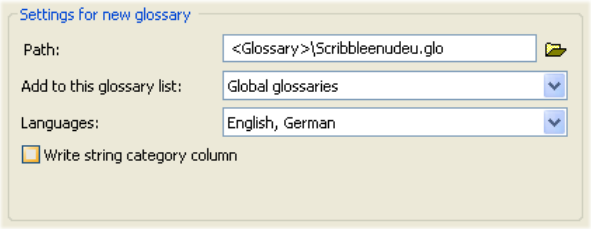


You can decide whether you want to append the translation to an existing glossary, insert the translation into a new glossary, or send the translation to a translation add-in.

Add to an existing glossary

Select **Append to an existing glossary** if you want to transfer the translation to an existing glossary. Choose the required glossary from the glossary list.

Create a new glossary



Select **Create a new glossary** if you want to transfer the translation to a new glossary and enter a **path** for the new glossary.

In the **Add to this glossary list** field, select whether the new glossary should be added to the project glossaries or the general glossaries.

The **Languages** list box contains all the possible/ different language combinations for the new glossary. Combinations with a country-specific or regional language variant should only be selected for glossaries intended for a specific region or country.

Activate the **Write string category column** check box if you want to include the string category in the glossary.

Send to a translation add-in

If an add-in is selected for the translation, you can insert the translation directly into the translation memory chosen for the storage of segments. Activate the **Send to translation add-in** option and select from the selection box the translation add-in that should be used to store the translation.

Options

Activate the check box **Cut white spaces at beginning and end** if you want to remove the corresponding spaces before storing the translation.

Activate the **Remove access key indicator** check box if you want to remove any ampersand characters (or the underscore with WPF files) before the translation is stored.

Activate the **Don't prompt again** check box to specify that this dialog should only be displayed the first time this function is used. This option can be reversed by calling up the function with SHIFT+CTRL+F10.

History

History

Passolo saves all changes made to a translation string, i.e., all changes made manually by a translator or via an automatic string list operation. In doing so, it does not save every single change, but instead collects all of the changes made to a string until the file is saved.

These changes are listed in the "History" tab of the translation string's properties.

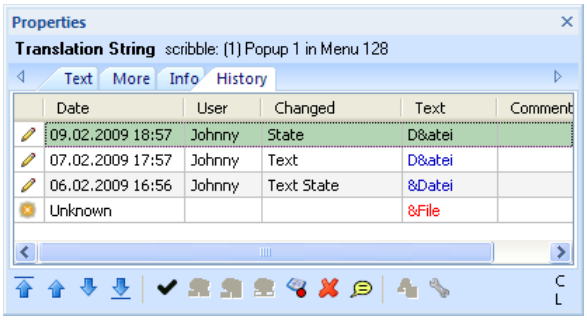
You can also restore previous data, and can choose between reverting individual strings or an entire project to a previous state.

Further information

- *Displaying the history* (S. 132)
- *Data rollback* (S. 133)
- *Deleting the history* (S. 134)
- *History and translation bundle imports* (S. 134)

Displaying the History

The history of a string is shown with its properties:



This shows all changes that were made to the string, with date - and if available - user name. In this example, you can see that Johnny first translated "File" on 2/6/2009 and that the string is still blue, i.e. it still needs to be reviewed. The access key was changed a day later, and the string was validated without alterations the day after that.

Type of change

The icon on the very left indicates the type of change that was made:

This is the status of the string after it is newly added via a string list update. Because no changes have been made yet, it is always the source string that is displayed in red. It is not possible to enter a date here.

This is a manual change by a user or a Basic script.

This change is the result of a string list update.

This change is the result of **Scan Target File (Alignment)** operation.

This change is the result of a **Leverage** operation.

This change is the result of an **Import**.

This is an pre-translation.

Data fields

The **Changed** column shows which data fields were changed. These are

String The translation string was changed

Status The status was changed. e.g. the string was validated.

Comment The comment was changed. The comment is also shown in the **Comment** column.

Coord. This is a control element that was moved in its dialog.

Prop. A property of a control element, such as the *Multiline* option, was changed.

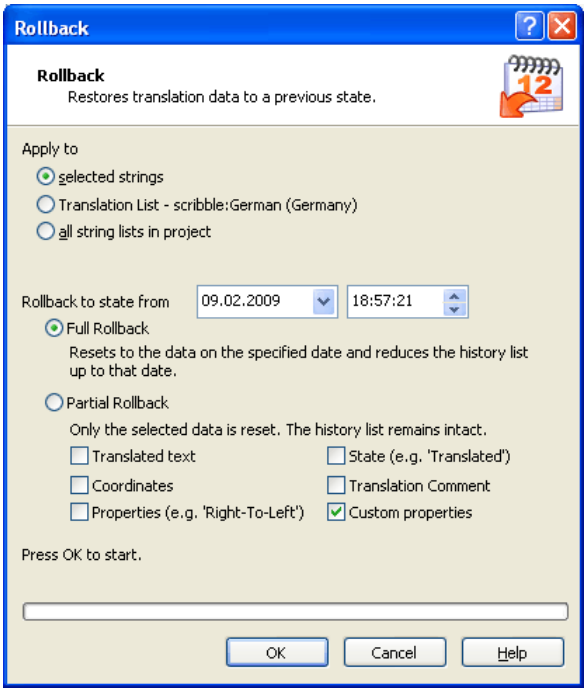
WProp. A further or user-defined property was changed.

String

The string is displayed exactly as it is in the translation list, i.e. colored according to its status.

Data Rollback

To restore the data in a translation list back to a previous state, select **Rollback...** from the **String List** menu. You can also select this command from the History context menu (see *Displaying the History*, S. 132). In this case, the date of the entry you click is inserted directly into this dialog.



Apply To...

The **selected strings** option is only available if the function is called up from a string list or translation list with one or more strings selected. In this case, only the selected strings are used.

To process all the strings in one or more string lists, select these string lists in the project window before you run the function.

Activate **all string lists in project** to process the entire project.

Full rollback

With this option, all data is restored completely to the way it was on the specified date. The history is reverted correspondingly.

Partial rollback

With this option, only the selected data is restored to the way it was on the specified date. Such a rollback is regarded as a change in its own right, so that a further entry is made in the history.

Example

In this example, you can see that the English word *File* was first translated as *Akte*. A day later, it was correctly translated as *Datei*. The translation string was validated on 2/9/2009.

Date	User	Changed	Text
2/9/2009	Johnny	State	Datei
2/7/2009	Johnny	Text	Datei

2/6/2009	Johnny	Text, State	Akte
			File

A **full rollback** to the state of 2/6/2009 has the following result. The translation string is restored to the way it was on 2/6/2009 and all changes made since then are canceled.

Date	User	Changed	Text
2/6/2009	Johnny	Text, State	Akte
			File

A **partial rollback** of only the **string** to the way it was on 6/2/2009 has the following result. Only the text from 6/2/2009 is inserted; the current status remains unchanged. This change generates a new entry in the list.

Date	User	Changed	Text
2/10/2009	Johnny	Text	Akte
2/9/2009	Johnny	State	Datei
2/7/2009	Johnny	Text	Datei
2/6/2009	Johnny	Text, State	Akte
			File

Deleting the History

The history can be deleted via one of the data rollback options. (See *Reset Data*, S. 64).

All of the history entries are deleted, and it will no longer be possible to view or restore previous data.

This can make sense when the project is complete and you no longer need to track changes. It is also useful for reducing the file size of the project.

History and Translation Bundle Imports

When a translation bundle is processed, the changes are tracked in the same way as with a project. The history data is processed in different ways, depending on *how* the translation bundle is imported. (See **Settings for Translation Bundles** in *Importing Files*, S. 209)

With the **Copy string lists** option, the entire history of the translation bundle is imported.

With the **Integrate string lists** option and when importing **split translation bundles**, only the most recent change is imported. If a translation bundle is being edited by several translators at the same time, you can also track the changes made by individual translators. If user A gives a translation bundle to user B (e.g. for validation), the interim version should be imported into the project once (using the **Integrate string lists** option and without releasing the string lists). In this way the history also displays changes made by user A.

Reports and Statistics

Reports and statistics

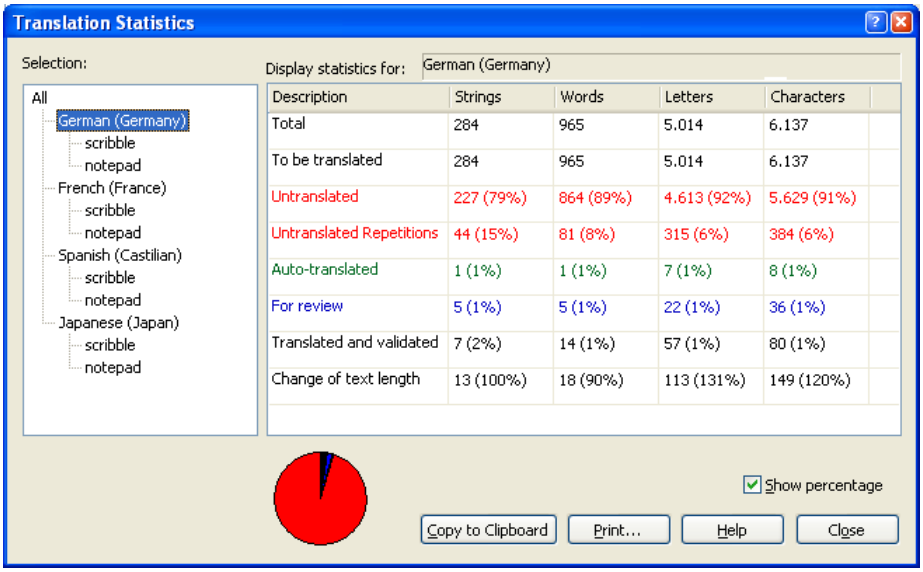
Passolo has a *Statistics* (S. 135) function that can be used to display a variety of information about string list resources, such as the total number of resources, the number of words to still be translated, or already validated strings. This function employs the same color differentiation as for the translation list. This allows, for example, translators to determine the current editing status of their current project.

Additional information can be displayed using the *Reports* (S. 136) dialog. In addition to the translation statistics, the reports include further information such as a project overview or the contents of the string files. The reports are output as HTML code or as XML files, which means they can be printed or edited easily.

Most actions, such as "Updating string lists", generate detailed **operation reports**. These can be displayed directly after the operation has been carried out. To do this, click on **Show report** in the output window **Messages**. Passolo saves a maximum of ten operation reports and lists these in the *Reports* (S. 136) dialog

Statistics

The statistics function can be used to count the strings, words, and characters in a string list or in a complete project and to display the results grouped by translation status. It is suitable for determining the scope of a localization project and thus provides the basis for a professional project plan. To use it, click on **Statistics** in the **String list** menu.



The left side of the window displays the project list as a tree structure with the target languages available for the project as well as the names of the source files. If you select the **All** entry, all of the strings in the project's translation lists are counted. To count only those strings associated with one **target language** or one **string list**, select the corresponding entry. If your project only contains one translation list, the tree structure will not appear.

You can also obtain a more detailed overview, for instance in order to present your client with a cost estimate based on the number of words or characters in the project, to determine the number of translators required for the project, or to obtain a better estimate of the completion time based on the project scope

Data Displayed

Strings	Corresponds to the individual entries in the translation list.
Words	The number of words in all the strings.
Letters	The number of letters, e.g. *a*, *Z*, *é*
Characters	The number of letters plus all the other characters such as spaces and punctuation marks.

The statistics comprise

Total	The total number of strings including repetitions and read-only strings
Total number of strings to be translated	The number of strings that have to be translated, including repetitions.
Number of untranslated strings	The number of strings that have to be translated, without repetitions.
Number of untranslated, repeated strings	The number of strings that have to be translated but occur again somewhere else so that they can be translated using the pre-translation or replicate functions.
Number of strings to be reviewed	The number of strings that have already been translated but not yet validated
Number of translated and validated strings	The number of strings that have already been translated and validated
Change of text length in translation	Indicates the difference in text length between the source strings and the translated strings.

Further Processing of Data

To facilitate further processing of the data, you can use the **Copy to clipboard** button which copies the contents of the table onto the clipboard. It can then be inserted e.g. into a spreadsheet program. In this case, however, you are advised to deactivate the **Show percentage** checkbox, as otherwise the percentage values will also be copied to the insertion area, making direct evaluation difficult.

Reports

Passolo can generate different reports containing information on the current project.

To display a report, choose **Report** from the **String list** menu

The following dialog appears:

Selection of source files and target languages

The two fields on the left side list all the source files and target languages defined for the project. Select a source file and a target language to create a report with these settings.

You can also select **several** source files and languages – the report will then contain the data for the different combinations in sequence. If you select two source files and one target language, for example, the report will be made up of two sections – the data for the first source file, then the data for the other source file. If you select two source files and four languages, the report will contain eight sections, one for each combination of source file and target language.

In addition, there is a **Sum** entry. This generates a report for all the data in all the source files or target languages. To create a report that shows the total number of strings for each target language, choose "Sum of all languages" in the "Target languages" field and in the Sources field all the entries *except* "Sum of all sources".

Selecting a report

The selection box at the top contains a list of the available reports. Each report comprises one or more sub-reports. You can combine the different report types to create your own custom reports and change the relevant settings. Click on **Setup** to open the Report Setup dialog. The *Report Setup* (S. 138) dialog will appear.

This dialog also contains the most recently generated operation reports

Comment

If you want to print or archive a report, you can enter a comment to be included in the report. Click on the **Comment** button and enter the text for your comment. If you want this text to be stored persistently so that it is available the next time you call up the given report, activate the "Store this comment" option

Displaying a report

Once you have selected the source files and target languages you want to use and specified a report, click on the **Start** button. The report is then displayed. With large projects or complex reports it can take several seconds or even minutes to compile the data. You can cancel the process by pressing the Pause key on your keyboard.

To display the report in your browser, click on **View in browser**. This opens the report in the browser defined as the standard browser on your system.

To print the report, click on **Print**.

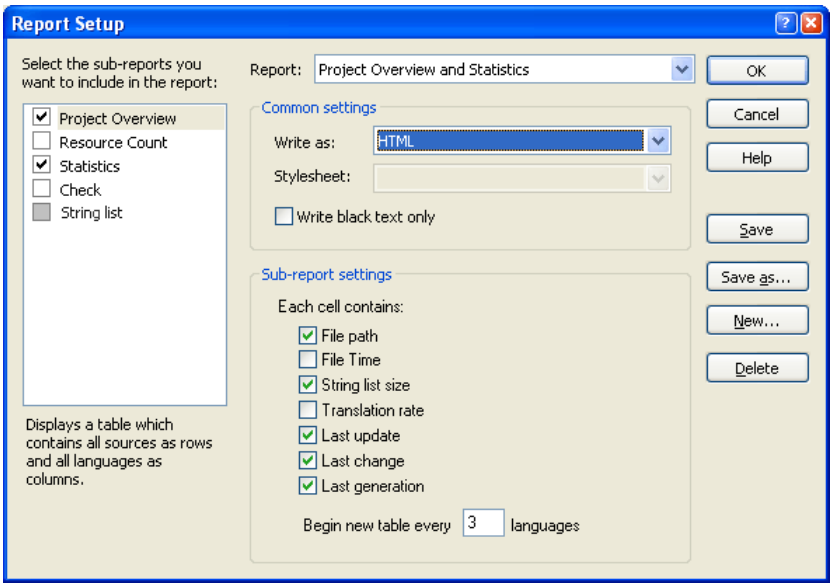
To save the report permanently, click on **Save as**. Select the location you want to save the file to and choose a file name (this will be an HTML or XML depending on your settings). Related files that may be needed are saved to a subfolder in the specified location

If the report is not displayed

To display reports in Passolo you must have Microsoft Internet Explorer 3.0 or later installed on your system. If this is not the case, a message will be diplayed accordingly and the report will be opened in your standard Internet browser.

Report setup

Reports can be created, edited or deleted in the **Report setup** dialog.



Each report comprises a combination of sub-reports, each of which has its own settings. The available sub-reports are shown in the field on the left. You can simply select the check boxes for the sub-reports you want to include in the current report. When you select a sub-report, the corresponding settings are shown under **Sub-report settings**

The original report setup in Passolo generates reports that each contain just one sub-report.

Creating a new report

1. Click on **New** and enter a name for the new report
2. Select the sub-reports that you want to include in the report, and specify the settings for each sub-report
3. Click on **Save** or **OK**

Changing a report

1. Select the report in the selection box at the top
2. Select the sub-reports that you want to include in the report, and specify the settings for each sub-report
3. Click on **Save** or **OK**. Or click on **Save as** to give the report a new name – the original report will remain unchanged

Deleting a report

1. Select the report in the selection box at the top
2. Click on **Delete** and then click **Yes** in the confirmation message

General settings

Select the desired output format:

- **HTML** The report consists of an HTML file that is suitable for display or printing. Some reports (e.g. statistics) use color formatting to display data. If you do not want to use color formatting, activate the **Use black text only** option.
- **XML** The report consists of an XML file that contains all of the report data. These files can be edited with other programs. If you have an **XSL stylesheet** that you want to use with your XML output, you can specify this so that it is referenced in the XML file. This can be either a complete path to a .XSL file or the name of a file in the system folder for stylesheets (see *System folders*, S. 243)
  For more information on XML and XSL, please consult relevant technical literature.

Sub-report "Project overview"

This sub-report creates a table containing data on all the string lists. Each row contains the source files and the corresponding target files for a string list. Each cell contains data from a source string list or a translation list. You can use the **Sub-report settings** to specify which data is shown

If your project contains numerous target languages, you can specify that a **new table** will be created after a certain number of languages.

The project overview is not affected by the source files and languages selected in the *Reports* (S. 136) dialog. It always contains the data for the complete project.

Sub-report "Resource Count"

This sub-report shows a count of the resources contained in the string files. The data is listed in table format. In addition to the total number of resources, the report also indicates the number of resources with untranslated and the number with unvalidated strings.

Sub-report "Statistics"

This sub-report generates a table, as with the *Statistics* (S. 135) function

Sub-report "Check"

This sub-report carries out a translation check (see *Check functions*, S. 119). If you select the **Compact** option, only the number of errors found is shown. To obtain a list of all errors that were found, uncheck this box. When you generate a report using "Sum of all sources" or "Sum of all languages", the report is always output in compact mode.

Sub-report "String list"

This sub-report outputs all of the strings in a string list. If you select HTML output, the string list is output in a table, as in the string list window. If the string list window is visible, you can choose whether you want to output to **default columns** or to columns like those currently **displayed** in the string list window. (See *Configuration of Columns in the String List* (S. 49). You can also use the same **sort order and filter** as shown in the display. If the string list is currently not displayed, unsorted default columns are always output.

In the case of XML output, the file is output in the LPX format. This is an XML format that describes Passolo string lists. A corresponding document type definition (DTD) is available in the *lpx10.dtd* file, which is located in the Passolo installation folder. When a report is saved, this file is also copied.

Binary Resources

Configuration of Binaries

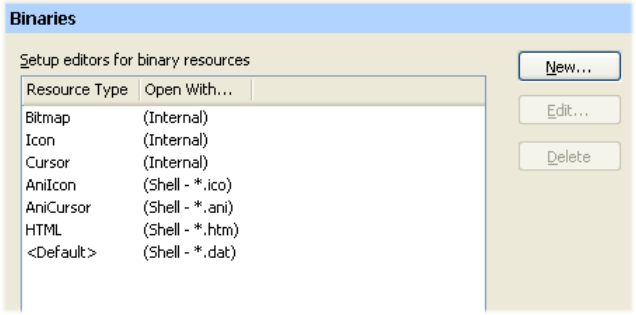
Configuration of Binaries

Passolo is a program that supports you in the translation of software strings. Software source files can, however, contain other resources such as bitmaps, icons, and cursors. In developing software that is supposed to be adapted to the needs of international users, it is important to bear in mind that bitmaps, icons, and cursors should remain culture (and therefore language) independent. Neither should these resources contain any strings, and the symbols employed should be generally recognizable.

If, however, the source files you are localizing require that these resources also be adjusted, you can use the binary editors integrated in Passolo to edit them. For more detailed information, please refer to *Binary Editors* (S. 143).

The software to be translated may also contain user-defined resources with embedded strings. Aside from the option of selecting an external editing program for these types of resources, add-ins can also be used for user-defined resources. Such add-ins are either optionally available or must be specifically programmed. For further details, please refer to *Add-ins for user-defined resources* (S. 147), and to *Add-ins for Passolo* (S. 149).

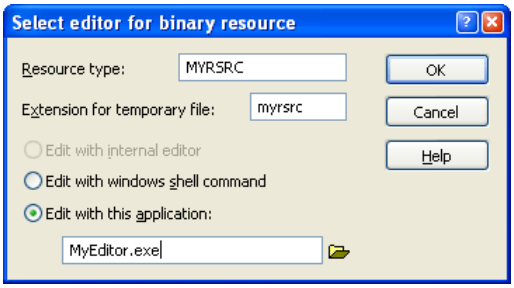
Naturally, you also have the option of linking an external editing program of your choice. Choose **Options** from the **Tools** menu and go to the **Binaries** page to specify which programs you want to use to edit the various graphic formats.



The dialog displays a list of registered binaries together with the associated editing programs that will be called up to modify the resources.

Binary Editor Selection

By clicking on the **New** button in the **Select Editor for Binaries** dialog, you can specify new resource types or modify the configuration of existing ones.



Under **Resource type** enter the type name as it is used in the program being translated. Since the names of standard resource types are already defined, these cannot be changed.

The information is transferred to the editing program in a temporary file. Enter the file name extension to be used for this file in the **Extension for temporary file** field.

If you are using the internal editors to edit binaries, you can activate them with the aid of the **Edit with internal editor** radio button.

To call up the editor linked to the file name extension via the operating system, select the **Edit with windows shell command** radio button.

If you want program assignment to remain independent of the file name extension, select the **Edit with this application** radio button then select the desired program from the dialog that appears.

Displaying and Modifying Binaries

If you want to extract binaries from the source file, you must specify this action in the Source File **Options** dialog before updating the source file (for more detailed information about this refer to *The Source File Options Dialog*, S. 30).

After the update, source string and translation lists will contain the desired resources. If you double-click on one of these resources in the resource list, it will be saved to a temporary file and the assigned editing program will be called up. You can now display the resources and modify them as required. However, the modifications will only be reflected in Passolo is you are editing a resource from the translation list that is not write protected.

While the editing program is running, Passolo remains in a standby mode and carries out no further operations. If you attempt to switch to Passolo, a message indicating that the system expects you to exit from the editing program is generated. This message disappears as soon as you close the editing program. However, if you want to continue to use the editing program to edit later resources, you can also save the resources you have already modified, switch to Passolo, and click on the **Cancel** button to continue working with Passolo.

Transferring Modifications

If you edit a binary in the translation list, you can specify whether this resource is to be included during the generation of the target file. The resource's **Resource Properties** dialog contains a **Write modifications to** target file checkbox. This checkbox is normally activated, that is, the target file will contain the modified resource. If you deactivate this checkbox, the resource will not be transferred and the target file will contain the original version from the source file. In addition, any modifications you make will be deleted during the subsequent update to the translation list and the original resource from the source file will again be used.

If the resource in the target file changes, the resource you edited will be flagged with a "c" attribute because it was not automatically overwritten with the source resource during the string list update. In this case you must decide whether your modified version should continue to be used, or whether you want to accept the new source resource and possibly modify it as well.

Example

The original German application contains a button on which a green "Ausfahrt" sign is shown to symbolize exiting the program. In the localized English version you replace the term "Ausfahrt" with "Exit". During a subsequent upgrade, the color of the exit sign is changed from green to blue. After updating the string lists, the modified bitmap (Ausfahrt) is flagged with a "c". You now determine that you can continue to use your

modified "Exit" bitmap and leave the **Write modifications to** target file checkbox activated.

In the next version of the program, the "Ausfahrt" sign is replaced by an open door. You now decide to use this new bitmap: You deactivate the **Write modifications to** target file checkbox and, despite the fact that the translation list still contains the bitmap with the "Exit" sign, the target file will also contain the bitmap with the open door. In the subsequent update, this bitmap will also be transferred to the in die translation list.

Binary Editors

Binary Editors

Binary Editors

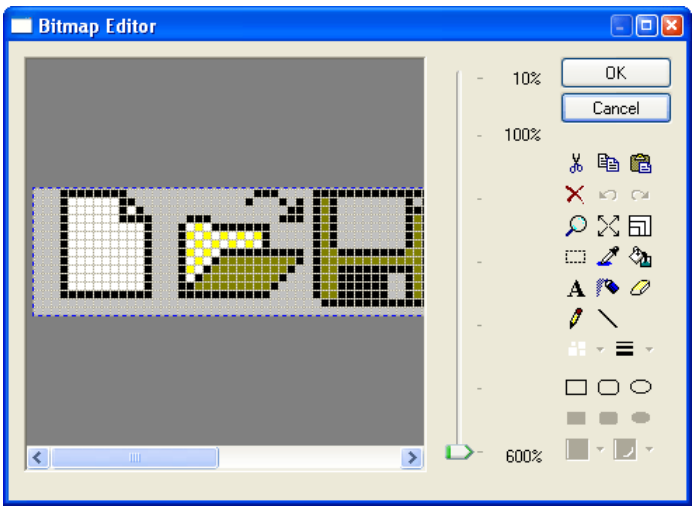
Passolo contains two integrated editors to edit bitmaps, icons, and cursors. However, before you can edit these special resources, they must first be extracted from the source file. If it becomes necessary to change the settings for an existing project in the Source File **Options** dialog, you will subsequently need to update both the source string and the die translation list(s). For further information, please refer to *Updating String Lists* (S. 61).

Beyond this, please also note that the internal editor for the various resource types must be activated on the **Binaries** card of the **Options** dialog (refer to the information above).

Editing Bitmaps

Switch to the translation list, open the resources tree structure on the left side of the window, then click on the small plus sign next to the resource type, "Bitmap". Click on one of the ID numbers to display the corresponding bitmap.

 opens the bitmap editor and with  you can save the bitmap to disk.



It may be necessary to adjust the size of the **Bitmap Editor** dialog in order to display the bitmap. You can also use the sliding scale to adjust the bitmap to any size between 10 % and 600 %.

The buttons described below are then available to edit the bitmap. Changes you make can either be accepted by exiting the editor with **OK** or, to exit without saving any changes, clicking on **Cancel**.

 Cuts the entire area or the marked area within the bitmap and stores it to the clipboard. The cut area is filled with the current background color.

Copies the entire area or the marked area within the bitmap to the clipboard. The copied section can then be pasted in the bitmap editor or in another program for additional editing.

Pastes "pixel content" from the clipboard into the bitmap. If you did not define a specific area prior to pasting, the content is pasted into the upper, left-hand corner of the bitmap. Use the area tool to define the area where you want the content to be pasted. If the content is larger than the area you define, you can either choose to have only part of the content copied to it, or to have the area enlarged to hold the entire content.

Deletes the entire or the marked portion of the area and fills the resulting space with the current background color.

or ALT+BACKPSACE or CTRL+Z undoes the previous action.

or CTRL+Y restores the previously undone action.

Changes the size of the bitmap in the editing window. When using the zoom function, the left mouse button increases the scale, and the right mouse button decreases it. To hide this function, select a different drawing tool.

Optimally adjusts the bitmap image size to that of the editing window.

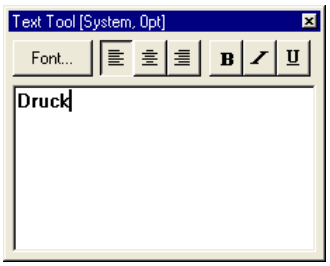
Defines the bitmap editing area. Other functions you select, such as cut, copy, paste, fill, or text input, will then be applied to this marked area. You can move the marked area by dragging it to the new position with the mouse, and you can change the size of the area by dragging one of the sizing handles.

Selects the desired drawing color directly from the bitmap as if you were using an eyedropper, and defines it as the color to be used for lines, strings, or other graphic elements.

Fills contiguous areas of the same color with the currently specified drawing color.

Opens the Text Tool with which you can add text to the bitmap. If you did not mark a specific area, text input starts from the top, left-hand corner of the bitmap. To add text to a specific area, select the Text Tool first, then define the desired area.

Enter the text in the **Text Tool** dialog, where you can also define its font, direction, and formatting.



Activates the spray can that lets you randomly distribute dots of the currently specified drawing color on the bitmap. The spray paint radius or "coating thickness" is determined by the current setting for the line width.

Activates the eraser with which you can remove areas of the bitmap which are then filled in with the current background color. The size of the area erased is determined by the eraser width setting.

Activates the pencil with which you can sketch on the bitmap using the current drawing color. The thickness of the sketch line is determined by the line width setting.

Activates the line tool with which you can draw straight lines in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Allows you to select one of four default eraser widths.

Allows you to select one of five default line widths.

Activates the rectangle tool with which you can draw rectangles in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Activates the rounded rectangle tool with which you can draw rectangles with rounded corners in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Activates the ellipse tool, with which you can draw ellipses in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Activates the filled rectangle tool with which you can draw rectangles filled in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Activates the filled rounded rectangle tool with which you can draw rectangles with rounded edges filled in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

Activates the filled ellipse tool with which you can draw ellipses filled in the current drawing color on the bitmap. The border weight of the ellipse is determined by the line width setting.

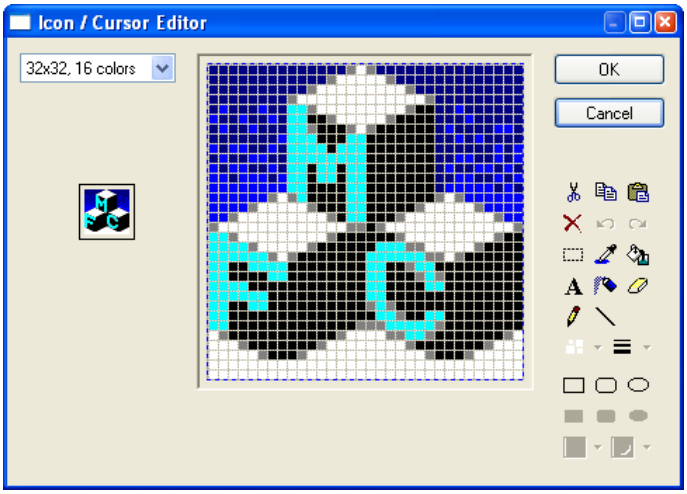
Defines the drawing color for the foreground and is then used for all drawing tools. You can either select one of the predefined default colors from the color setting dialog, or click on the **More Colors** button to open the standard Windows **Colors** dialog.

Defines the background color. This color is used to fill in areas where you have cut, deleted, or erased objects.

Editing Icons and Cursors

Switch to the translation list, open the resources tree structure on the left side of the window, then click on the small plus sign next to the resource type, "Icon" or "Cursor". Click on one of the ID numbers to display the corresponding icon or cursor in the icon/cursor view.

opens the icon/cursor editor and with you can save the icon or cursor on your hard disk.



Cursors and icons differ from bitmaps with regard to the following two properties: On the one hand, cursors and icons can contain image data at differing resolutions and, on the other, they may also contain transparent or inverted image areas.

First, in **Icon/Cursor Editor** dialog, click on the resolution list to display and edit the desired resolution. You can use the **Transparent** and **Inverse** properties in the same way as other foreground colors, with either the current image background or its inverted image shown.

The buttons described below are then available to edit icons or cursors. Changes you make can either be accepted by exiting the editor with **OK** or, to exit without saving any changes, clicking on **Cancel**.

Cuts either the entire area or a marked area and saves it to the clipboard. The cut area is then filled transparently.

Copies either the entire area or a marked area to the clipboard. The copied section can then be pasted in the icon/cursor editor or in another program for additional editing.

Pastes "pixel content" from the clipboard into the icon/cursor. If you did not define a specific area prior to pasting, the content is pasted into the upper, left-hand corner of the icon/cursors. Use the area tool to define the area where you want the content to be pasted. If the content is larger than the area you define, you can either choose to have only part of the content copied to it, or to have the area enlarged to hold the entire content.

Deletes the entire or the marked portion of the area and fills the resulting space with the transparent color.

or ALT+BACKPSACE or CTRL+Z undoes the previous action.

or CTRL+Y restores the previously undone action.

Defines the editing area. Other functions you select, such as cut, copy, paste, fill, or text input, will then be applied to this marked area. You can move the marked area by dragging it to the new position with the mouse, and you can change the size of the area by dragging one of the sizing handles.

Selects the desired drawing color directly from the icon or cursor as if you were using an eyedropper, and defines it as the color to be used for lines, strings, or other graphic elements.

Fills contiguous areas of the same color with the currently specified drawing color.

 Opens the Text Tool with which you can add text to icons or cursors. If you did not mark a specific area, text input starts from the top, left-hand corner. To add text to a specific area, select the Text Tool first, then define the desired area.

 Activates the spray can that lets you randomly distribute dots of the currently specified drawing color on icons or cursors. The spray paint radius or "coating thickness" is determined by the current setting for the line width.

 activates the eraser with which you can remove areas of the icon or cursor which are then filled with transparent color. The size of the area erased is determined by the eraser width setting.

 Activates the pencil with which you can sketch on icons or cursors using the current drawing color. The thickness of the sketch line is determined by the line width setting.

 Activates the line tool with which you can draw straight lines in the current drawing color on the icon or cursor. The border weight of the ellipse is determined by the line width setting.

 Allows you to select one of four default eraser widths.

 Allows you to select one of five default line widths.

 Activates the rectangle tool with which you can draw rectangles in the current drawing color on icons or cursors. The border weight of the ellipse is determined by the line width setting.

 Activates the rounded rectangle tool with which you can draw rectangles with rounded corners in the current drawing color on icons or cursors. The border weight of the ellipse is determined by the line width setting.

 Activates the ellipse tool, with which you can draw ellipses in the current drawing color on icons or cursors. The border weight of the ellipse is determined by the line width setting.

 Activates the filled rectangle tool with which you can draw rectangles filled in the current drawing color on icons or cursors. The border weight of the ellipse is determined by the line width setting.

 Activates the filled rounded rectangle tool with which you can draw rectangles with rounded edges filled in the current drawing color on icons and cursors. The border weight of the ellipse is determined by the line width setting.

 Activates the filled ellipse tool with which you can draw ellipses filled in the current drawing color on icons or cursors. The border weight of the ellipse is determined by the line width setting.

 Defines the drawing color for the foreground and is then used for all drawing tools. You can either select one of the predefined default colors from the color setting dialog, or click on the **More Colors** button to open the standard Windows **Colors** dialog. Click on the  icon to set a transparent color, or on the  icon to set an inverted color.

 Defines the background color. This color is applied to the background when you draw on icons or cursors. This allows you to see directly how the final icon or cursor will appear against a selected background.

Add-Ins for User-defined Resources

Passolo can be expanded by add-ins for user-defined resources. Add-ins are DLLs communicated to Passolo via a DLL interface. Using add-ins, you can transfer strings

from user-defined resources into string lists. They can then be edited in the same way as standard strings.

Note: If an ad-in is specified for a resource, the external resource editor will no longer be used.

For further information on this subject, refer to *Add-ins for Passolo* (S. 149).

Add-Ins

Add-Ins for Passolo

Open interfaces allow Passolo to be expanded by new functions. These new functions are implemented in the form of DLLs. Currently, several interfaces are defined with which future expansions of Passolo will be offered. To find out about new tools, visit our Web site at *http://www.passolo.com*, or contact us by e-mail at support@passolo.com.

Company customers that want to develop their own add-ins will be provided a license for the Passolo Add-In API on request. In this case, please also contact *support@passolo.com*.

By default, the installed add-ins are available, i.e. they are loaded when required. To modify the loading or other add-in specific settings, open the **Add-ins** dialog. (See *Add-in Configuration*, S. 151)

Export and Import Add-Ins

Using export and import Add-Ins, allows interfaces to other programs to be created that function more efficiently than, for example, comma-separated formats.

Passolo Glossary Export	Generates multilingual glossaries in Passolo format. (see *Glossaries*, S. 216)
Passolo Glossary Maker	Older version of Glossary Export for bilingual glossaries (see *Glossaries*, S. 216)
Customizable Text Export	Exports strings as .CSV files. (see *CSV Files*, S. 216)
SDL Passolo XML Export/Import	Exports strings for translation in other applications (see *XML Export/Import*, S. 218)
SDL Trados MultiTerm Export	Exports string for import in MultiTerm (see *Exporting Terminology with TRADOS MultiTerm Export*, S. 221)
SDL Trados MultiTerm iX Export	Exports string for import in MultiTerm (see *Exporting Terminology with TRADOS MultiTerm iX Export*, S. 220)
SDL Passolo TMX Export	Exports files to the Translation Memory eXchange format TMX Level 2 (see *TMX Export*, S. 219)
Trados Text Export	Exports translations in a text format that can be imported into SDL Trados

Add-ins for different file formats

These add-ins allow you to process a range of other file formats besides Win32 applications. These may be either complete files (file parsers) or embedded resources in a format different from the containing file (user resources). These add-ins are used when updating string lists, generating target files and sometimes also for the display of dialogs.

HTML Parser	Parser for HTML files. This parser does not require any further settings.
Text File Parser	Parser for any text files. (see *Add-in for Text Files*, S. 185)
XML Parser	Parser for XML files (see *Add-In for XML Files*, S. 165)
Java Parser	Parser for Java programs (see *Add-in for Java Programs*, S. 181)
Microsoft .NET Parser	Parser for Microsoft .NET programs. All frameworks up to version 3.5 including WPF (Windows Presentation Foundation) are supported. (see *Add-in for Microsoft .NET Programs*, S. 153)
MSI File Parser	Parser for Microsoft Installer files. (see *Add-in for Microsoft Installer Files*, S. 191)
ODBC Database Parser	Parser for any databases with access via ODBC. (see *Add-in for*

	ODBC Databases, S. 191)
Parser for Palm OS Applications	Parser for Palm OS programs (see *Add-in for Palm OS Applications*, S. 204)
PO File Parser	Parser for PO files. (see *Add-in for Portable Object (PO) Files*, S. 201)
RC File Parser	Parser for RC files. (see *Add-in for Windows Resource Script (.rc) Files*, S. 161)
Visual Basic 6 Parser	Parser for Visual Basic 6 projects and forms. (see *Add-in for Visual BASIC 6 Files*, S. 191)
Win 16Bit Parser	Parser for programs that run under MS Windows 3.0 or 3.1. (see *Add-in for Windows 16 Bit Programs*, S. 161)
Parser for Borland Delphi/C++ Builder Programs	Parser for programs created with Borland Delphi or Borland Builder (see *Add-Ins for Borland Delphi/C++ Builder Programs*, S. 158)

Add-ins for Translation

These add-ins provide functions to look up translations and terminology in external programs, including transparent integration of the results into the Passolo translation process.

SDL Trados 2007	Uses SDL Trados TM to search for translations. (see *Interface to SDL Trados and SDL MultiTerm*, S. 93)
SDL Trados 2006	Uses SDL Trados up to version 7.x to search for translations. (see *Interface to SDL Trados and SDL MultiTerm*, S. 93)
SDL MultiTerm 2007	Uses SDL Trados 2007 to mark terminology. (see *Interface to SDL Trados and SDL MultiTerm*, S. 93)
SDL MultiTerm 2009	Uses SDL Trados 2009 to mark terminology. (see *Interface to SDL Trados and SDL MultiTerm*, S. 93)
SDLX and SDL TermBase	Uses SDLX Translation Suite to search for translations and display terminology. (see *Interface to SDLX Translation Suite*, S. 107)

Add-Ins for Spell Checking

These add-ins can be used to extend the spell checking functions.

MS Word Spell Checker	Uses MS Word to check spelling. (see *Spell Checking Options*, S. 127)

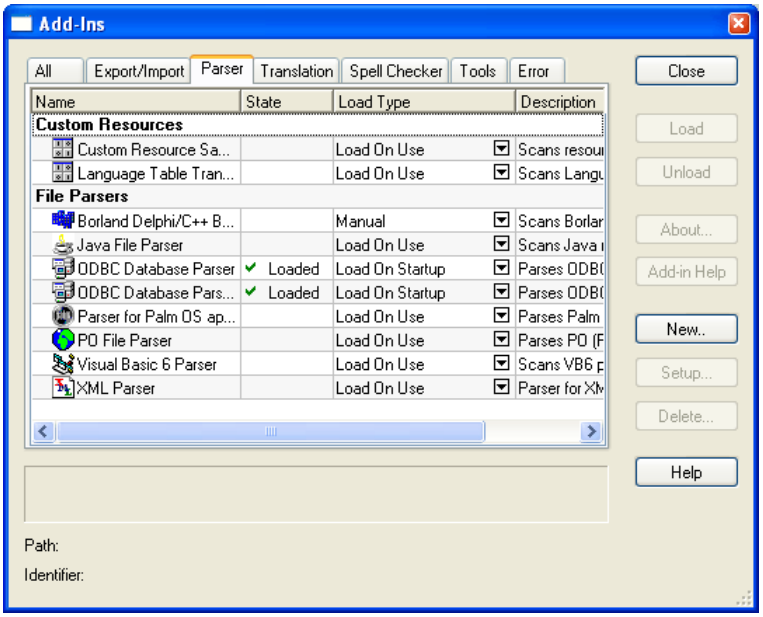
Tool add-ins

These are add-ins that offer various supplementary functions for Passolo. The commands implemented by a tool add-in can be accessed via the **Tools** menu.

Layout Engine	Add-in for optimizing dialog layouts (see *Layout Engine*, S. 114)
Inline Patterns	Defines inline patterns for defining inline tags or user-defined checks (see *User Defined Checks*, S. 123).
Text Display	Used by parser add-ins to display resource information in text format. For example, the source text display of HTML files is implemented using this add-in.
Text Renderer	Provides a graphic display of individual strings in order to test the dimensions. (see *Text Renderer*, S. 117)
Tagging	Converts tags between different formats. This add-in is needed e.g. to export HTML strings into the TMX format correctly.

Add-In Configuration

To call up the add-in configuration, go to the **Tools** menu and choose **Add-ins**. The dialog that appears contains all available add-ins, sorted by type. The **All** tab contains all the installed add-ins, grouped by type. The other tabs (**Export/Import**, **Parser**, etc.) contain the respective subset of add-ins.



Adding and removing add-ins

The *System* subfolder is located in the Passolo installation folder. All *internal* add-ins located in this or another subordinate sub path are automatically added to the list of add-ins. Add-ins stored on other paths can be added to the list using the **New** command.

To delete an add-in from the list, select the entry and click on **Delete**. Internal add-ins cannot be deleted, but they can be deactivated.

Loading add-ins

An add-in cannot be used until it is *loaded*. To determine the loading behavior of an add-in, you can click on the small triangle next to the **Load Type** entry, or select one or more add-ins in the list and then right-click to choose a load type:

Manual These add-ins are not loaded until you click the **Load** button in this dialog. The add-in can then be used until you unload it by clicking **Unload** or exit Passolo. Add-ins that could not be loaded for some reason are set to Load Type manual. Once the problem has been eliminated, you can change the Load Type again. .

Load on use These add-ins are automatically loaded on demand. Afterwards they are then unloaded automatically. This is the recommended setting for all add-ins, since it enables a faster program start and does not pose any unnecessary memory (RAM) requirements.

Load on startup These add-ins are loaded immediately when Passolo starts up. This makes sense when a specific add-in is used all the time, for example the .NET parser, which is also required when control elements are adapted in a dialog. .

Settings

Some add-ins can be configured. To do this, select the add-in from the list, then click on the **Setup...** button.

Add-in info and help

The **About** and **Add-in Help** buttons provide access to any available information on the selected add-in. By right-clicking on an add-in in the list you can also access the following commands:

Open containing folder opens the folder containing the add-in in the Windows Explorer

File properties displays the system properties of the add-in file.

File Formats

Microsoft .NET-Programs

Add-In for Microsoft .NET Programs

The add-in for Microsoft .NET can be used to localize programs that were developed using Microsoft Visual Basic from Version 7 or Microsoft C# and Microsoft .NET Framework. In order to use the add-in, the Microsoft .NET framework or the Developer Studio 7 have to be installed. The add-in allows the following

- Binary source data (Assemblies) and the resource data of the development environment (RESX, RESOURCE, TXT) can be parsed.
- String lists, dialogs and graphics can be edited.
- The localization can be tested for errors.
- The translated binary target data (Satellite-DLL) and the resource data can be generated.

Further information

- *Files* (S. 153)
- *Configuration of the Microsoft .NET Add-In* (S. 153)
- *Special features of the dialog editor* (S. 156)
- *Special font features* (S. 156)

Files

The add-in for Microsoft .NET can work on binary files and sources files used in the development environment. The resource files of the development environment are saved in XML format. For these files there are name conventions which have to be kept in order to make the best use of Microsoft .NET's localization technology.

Before adding Microsoft .NET source files to your project, specify the target path rules for the relevant .NET file type (or copy the rules into the project), this is done in the *Target Path Rules* (S. 23) dialog.

The translated version of a resource file of the development environment is written in the same directory as the source file. A language ID for the target language will be added to the file name. The translations of binary files are saved in so-called satellite DLL's. These are stored in a subfolder relative to the source file. The name of the subfolder is based on the language ID. The satellite DLL has the same name as the source file. The file extension, however, is .RESOURCE.DLL. Further information on this topic can be found in the Microsoft .NET developers' documentation and in the book *Internationalization and Localization using Microsoft .NET* by Nick Symmonds, APRESS, ISBN 1-59059-002-3.

Configuration of the Microsoft .NET Add-In

The general settings and the settings for an individual project are displayed in the same dialog.

Accessing the settings for the .NET Add-In

1. In the **Tools** menu, click on **Add-Ins...**.
2. Click on the **Parser** tab.

3. Click once on the "Microsoft .NET Parser" option.
4. Click on Settings.

On the left, you can select each of the pages relating to the general settings and the settings for the project currently loaded.

External References

In addition to standard controls, Microsoft .NET applications can make use of custom and third-party controls. In order to work on the Microsoft .NET files and to optimize the display of the relevant forms in the dialog editor, the additional controls are needed as well as the Microsoft .NET files. This applies not only to binary files but also to the resource files of the development environment. If Passolo parses or generates a target file, the required additional controls will be searched for in the following locations:

- The directory in which the source file is saved.
- The directory in which the Passolo project is saved.
- The *Referenced Assemblies* sub-directory within the directory in which the Passolo project is saved.
- The directory specified in the "External References" settings.

The Passolo dialog editor and the Passolo translation list also search in the global directory and project directory, but not in the directory of the source file.

Parser Options

On this page, specify whether - in addition to string lists, menus and forms - you also want to import **bitmaps**, **icons** or **other binary data** into the Passolo string lists and process them there.

When generating the target file you can choose whether to include all the resource data (strings, coordinates, properties) in the satellite DLL or only the data that was changed during translation. In the latter case, select the option **Write only changed information**. This makes the satellite DLL smaller, but it can still be used for the alignment function (see *Transferring Existing Translations*, S. 37).

If the option **Embed Referenced Assemblies to Passolo Project** is activated, PASSOLO automatically saves all the required assemblies in the Passolo project and unpacks them when, for example, forms are to be displayed. This option simplifies the management of files, but the size of Passolo projects and translation bundles increases. Moreover, this makes the assemblies available to all the Passolo users who are working on the project. Since it is possible to reconstruct the source code from the assemblies, this procedure is not always preferred.

The **Save processed assemblies** option is active by default, because this increases the speed at which the source string lists are updated. If this leads to problems, you can try deactivating this option.

Custom Properties

The add-in for Microsoft .NET extracts all data which is usually required for the localization. In special cases however it may be necessary to extract and work on additional information. Click on **Add**, to add further properties which have to be extracted from the source file. This calls up the **.NET Control Property** dialog.

Under **Property name**, enter the name of the property (e.g. "DisplayMode") and under **Control element type** enter the complete type name (e.g. "MyWindowsControlLibrary.UserControl1"). Instead of the name of the control you can also enter '*'. In this case the property will be extracted from every control.

Deactivate the option **Translatable** to extract properties that contain structural information for the construction of the form in the dialog editor. It will then not be possible for the translator to change these properties.

Text properties are added to the translation list as separate entries. All other properties are converted into text and can be edited by using the command **Custom Properties** in the shortcut menu or in the **Edit** menu. Properties with symbolic or enumerated values can be edited by selecting the symbolic values in a listbox.

Excluded Properties

The add-in for Microsoft .NET extracts all text properties. There may be text properties, however, that are not to be translated. These may either be marked as "not to be translated" in the source string list, or the properties can be added to the list of excluded properties.

Enter the excluded properties here in the same format as the **Additional properties**.

Signing

It is possible to add "signatures" to an assemblies. Signatures can be use, for example, to prevent changes being made to the assemblies downstream, as the assemblies can then no longer be run. If the source assembly is signed, the satellite assemblies have to be signed with the same key. This requires using the same keyfile as was used for signing the source assembly. Up to Framework 1.1 and also for Framework 2.0 with Managed C++ Assemblies the information on the key used for signing is stored in the Assembly Info of the source assembly. This information is automatically evaluated by Passolo and the key is searched for relative to the source file or the Passolo project and is used for signing the satellite assemblies.

.NET 2.0 assemblies developed in C# or Visual Basic contain no information in the Assembly Info concerning the keyfile used for signing. For assemblies like these, either enter the keyfile to be used under **File Path for keyfile**, or specify the directory in which the keyfile should be sought under **Search Directory for keyfile**. When a relative path is used, the keyfile is searched for relative to the source assembly or the Passolo project.

If the keyfile cannot be located, the satellite assemblies have to be signed subsequently. If satellite assemblies are created for signed source assemblies, Passolo will inform you via the output window as to whether or not the satellite assemblies were successfully signed.

Trouble Shooting

If an error occurs while a source file is being parsed, e.g. because a base form was not found, or because a control element is missing, you can specify here how this should be handled.

Select

Ignore Parsing will be continued if possible.

Disable Visual Editing Parsing will be continued, but the Windows format will not be displayed in the dialog editor.

Abort Parsing Assembly Parsing will be aborted.

Diagnostic Report

Activate the **diagnostic report** to create a formatted HTML file during parsing, containing detailed information about the process. Any errors that occur are identified in this file and information is also provided on further relevant support available.

As required, you can also choose whether to **Log Operating System Details**, **Log Installed Software** and/or**Log InitializeComponent() Code** in the diagnostic report.

The option **Probe Component Types of WinForms** lets Passolo create the used controls when parsing the source file, which is otherwise only necessary for the display in

the dialog editor. In case of an error the exceptions of each WinForm is logged and can be analyzed in the diagnostic report. If SDL Passolo is less stable or crashes after activating this option, it is possible, that one or more controls have bugs, and overwrite memory or the call stack, for example. In these cases the diagnostic report contains useful information.

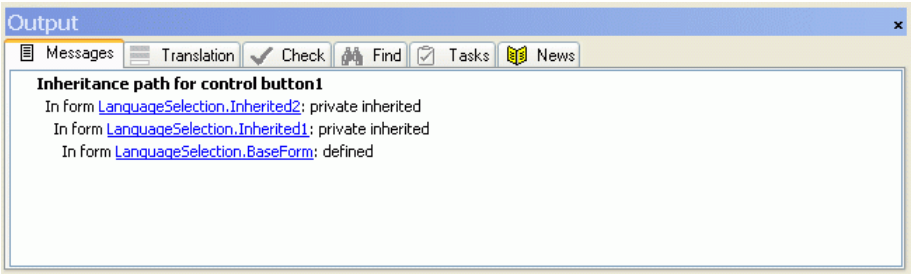
Special features of the dialog editor

In the dialog editor dialogs can be shown and worked on. Passolo takes the hierarchical structure of .NET WinForms into consideration and supports a large number of standard controls. In addition non-standard controls can also be integrated and alongside standard properties, further properties of the controls can be read and edited.

To support BiDi-languages, for example Hebrew, Passolo offers a possibility of flipping the dialog around. To do so, choose **Flip** from the **Layout** menu.

Derived dialogs

Microsoft .NET supports the derivation of dialogs. This means: derived dialogs inherit properties and controls from a base dialog. Depending on parameters set by the software developer, it may or may not be possible to change the properties of a derived control. By default, derived controls *cannot* be changed. Derived controls are marked in the dialog editor with this icon. Controls can be declared as **Public** or**Private**. **Private** controls cannot be modified in derived dialogs. The **Show Inheritance** function in the shortcut menu can be used to display the inheritance hierarchy.



By clicking on the link for the corresponding entry in the list you can jump to each dialog in the inheritance hierarchy. Private controls can only be modified in the dialog that is marked as the **defined**. Public controls can be modified on any level of the inheritance hierarchy. Which properties can be modified depends on the Framework version. In .NET Framework 2.0 it is possible to make modifications to any property. In Framework 1.1 only properties that were changed by the software developer can be modified.

If the base dialog is contained in a different assembly, Passolo will attempt to find this assembly and add the base dialog to the project. These external base dialogs are marked as *hidden* so they are not seen and cannot be edited during the localization. They are, however, available for internal referencing.

Special font features

As opposed to RC based dialogs, .NET dialogs and individual controls can use their own fonts. Controls which do not use their own font inherit the font setting from the parent control.

To change the font used for a control, open the **More** tab in the translation window. If there is a font defined for the control you can change it here.

To change the font for a dialog, select the dialog in the translation list or in the dialog editor and open the **More** tab in the translation window. Changes to the font setting affect the dialog as well as any controls that do not have their own font definition but inherit the font settings specified for the dialog. As of Microsoft Framework 2.0 the behavior of the dialog when the font setting changes is different depending on the

AutoScaleMode property. If **AutoScaleMode** has the value **System.Windows.Forms.AutoScaleMode.Font** the dialog and all controls are scaled (enlarged or reduced) relative to the original font setting.

As a third option, a font can be selected and set up in the properties of the language which is also used for dialogs. This setting is used for the display as well as the generation of the target files. The selected font is used for the dialog and all controls. The font size is matched proportionately, with attributes such as bold remaining the same. In the dialog for the font selection it is also possible to set the font so that it is used for all dialogs.

The change of fonts is mostly necessary when the font used in the source file is not appropriate for the target language or is not available in the target operating system. For example the **Arial** font cannot render Japanese characters. In such a case a font like **Arial Unicode MS** or **MS Mincho** should be used. It is advisable to use **MS Sans Serif** as a rule, since this font can be automatically mapped to a font that contains all the characters for the target language.

Because of this special function of **MS Sans Serif** , any unknown fonts found in the resources are changed to **MS Sans Serif**. This is done automatically by the .NET framework. In most cases this behavior is uncritical, but for certain special fonts like **Wingdings** this behavior is not what is wanted.

If an assembly uses a font that is not installed on the current system, Passolo outputs a warning with the name of the missing font. Internally, the font is still changed to **MS Sans Serif**. But it is possible to install the missing font on the system and then update the assembly to ensure that the correct font is used.

Microsoft Silverlight

Applications for Microsoft Silverlight are handled by the .NET parser (see *Add-In for Microsoft .NET Programs*, S. 153).

Preparing the Silverlight project

Add unique identifiers ("Uids") to the localizable elements in the XAML file:

```
<StackPanel x:Uid="StackPanel_1">
<TextBlock x:Uid="TextBlock_1">Hello World</TextBlock>
</StackPanel>
```

This can be done manually or with the tool *msbuild*. This call add the Uids to all elements in a Visual Studio 2008 project:

msbuild /T:updateuid MyProject.csproj

If you have installed NET framework 3.5 you find the tool *msbuild.exe* at *c:\windows\Microsoft.NET\Framework\v3.5* ..

More information can be found at *http://msdn.microsoft.com/en-us/library/ms788718.aspx*.

Passolo Project

1. Add the main assembly of your silverlight application (e.g. MyProject.dll) as source file to Passolo. The parser is "Add-In Microsoft .NET Parser".
2. Add the target languages.
3. Make sure, that all translation lists use the target path rule "Add-in Microsoft.NET Parser / .NET Assemblies".
4. After translation and generating the target files, the target files must be specified in the existing file AppManifest.xaml. Each target file is specified as AssemblyPart.

```
<Deployment
xmlns="http://schemas.microsoft.com/client/2007/deployment"
   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
   EntryPointAssembly="MyProject"
   EntryPointType="MyProject.App" RuntimeVersion="2.0.31005.0">
  <Deployment.Parts>
    <AssemblyPart x:Name="MyProject" Source="MyProject.dll" />
    <AssemblyPart x:Name="MyProject.resources" Source="de-
DE/MyProject.resources.dll" />
  </Deployment.Parts>
</Deployment>
```

5. Create a new XAP file. This contains the same files as the XAP file that has been created by Visual Studio 2008 plus the target files with correct sub folder. E.g.
   MyProject.dll
   de-DE\MyProject.resources.dll
   AppManifest.xaml

If you use now the new XAP file instead of the old one, the Silverlight application shows the texts matching the system language.

Borland Delphi/C++ Programs

Add-Ins for Borland Delphi/C++ Builder Programs

Programs developed with Borland Delphi or Borland C++ Builder and the VCL class library can be localized with the add-in for Borland Delphi/C++ Builder. The add-in allows the following

- Binary source data (EXE, DLL, BPL) can be parsed.
- String lists, dialogs and graphics can be edited.
- The localization can be tested for errors.
- Binary target data can be generated.

Passolo automatically supports the different data formats of the different development environments of Borland. This applies to the multibyte format (MBCS) of Borland Delphi 5 and Borland C++ Builder 5 as well as Unicode Format UTF-8 from Borland Delphi 6 and Borland C++ Builder 6. For certain source files, such as pure language DLLs, Passolo cannot identify the development environment correctly. In such cases, the version of the development environment can be entered manually in the source file options.

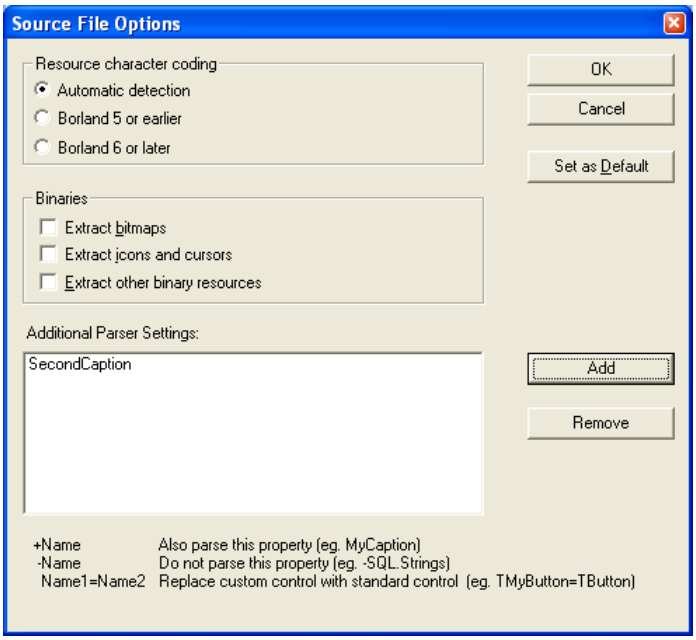
Further information

- *Configuration of the Borland Delphi/C++ Builder Add-in* (S. 158)
- *Special Features of the Menu Editor* (S. 160)
- *Special Features of the Dialog Editor* (S. 156)
- *Special Font Features* (S. 156)

Configuration of the Borland Delphi/C++ Builder Add-in

The configuration can be set globally, or locally for selected string lists. For global configuration, select **Tools**, then **Options**, then **Add-Ins**, to call up the dialog box for the configuration of add-ins. Select the file Parser **Borland Delphi/C++ Builder** and click on **Setup**.

For local configuration select one or several source files with .NET data in the project view, then in the menu select **Project**, then **Properties**. In the properties dialog, click on the button **Options**. If you change the local configuration of a string list, you can use this setting as the global configuration by clicking on the button **Set as default**. For new string lists, the global configuration will be used automatically.



Resource Character Coding

The add-in tries to determine the compiler version which was used to generate source file. For resource-only files the detection can fail and data will not be extracted correctly. In this case you can set the compiler version manually with **Borland 5 or earlier** or **Borland 6 or later**.

Extracting binary files

Apart from text lists, menus and dialogs, also bitmaps, icons, cursors or other binary data can be processed. Activate the option **Extract bitmaps**, **Extract icons and cursors** or **Extract other binary resources** if you also want to work with binary data contained in the Borland files.

Additional Properties

The add-in for Borland Delphi/C++ Builder extracts all data which is usually required for the localization. In special cases however it may be necessary to extract and work on additional information. Click on **Add**, to add further properties which have to be extracted from the source file. In the dialog Enter Property Name you can enter the name of a property which should be extracted. Only text properties can be extracted.

Special features of the dialog editor

In the dialog editor dialogs can be shown and worked on. Passolo takes the hierarchical structure of the Delphi forms into consideration, supporting different fonts within the dialog and a large number of standard controls.

To support BiDi-languages, for example Hebrew, Passolo offers a possibility of flipping the dialog around, or mirroring it. With the **Flip** function Passolo adjusts the controls accordingly by changing their coordinates and setting style-bits. With the **Mirror** function a special style-bit (WS_EX_LAYOUTRTL) is set and the operating system automatically takes over the mirroring of the dialog. This style-bit only exists in RC based dialogs, so

the flip function can only be used for Borland dialogs. The right-to-left orientation can also be changed separately for controls. Here too the mirror option does not apply to Borland-controls but the option **Toggle alignment** is supported.

Note: In Passolo the change from right/left line can only be displayed under a localized (Arabic or Hebrew) hard drive system. This applies for the display in Passolo as well as for the target data itself.

Note: To a large extent Borland software uses non-Unicode character sets and for the conversion from Unicode the system code page is used. When a target language is being used which cannot be displayed with the system code page, this leads to display errors in dialogs in Passolo and in the target file. Therefore an operating system must always be used which supports the target language as well as the appropriate code page.

Note: In Passolo you can only change right-to-left alignment. This setting only affects controls with a right-to-left alignment property. Controls with no right-to-left alignment property inherit the settings of the parent control. Therefore the property cannot be changed for such controls.

Special features of the menu editor

In Passolo the Borland menus are not filed within the dialog but as separate resources under the resource type menus. The name of a menu in Passolo is made up of the name of the dialog in which the menu is contained, and the name of the menu itself.

The shortcuts of menus are not saved in text form but as a numerical code. Passolo translates these numerical codes and always shows the shortcuts which match them in English. When writing the target file, Passolo can use English as well as German descriptions, and generates the correct numerical code for them.

Special font features

As opposed to RC based dialogs, Borland dialogs and individual controls can use their own fonts. Controls which do not use their own font inherit the font setting from the parent control.

To change the font of a control, select **Edit** in the menu, and then the command **Custom Properties**.

To change the font for the dialog and all the controls it contains, choose the command **Font** in the **Layout** menu in the dialog view. The selected font is used for the dialog and all controls. The font size is matched proportionately, with attributes such as bold remaining the same. In the dialog for the font selection it is also possible to set the font so that it is used for all dialogs.

As a third option, a font can be selected and set up in the properties of the language which is also used for dialogs. This setting is used for the display as well as the generation of the target files.

The change of fonts is mostly necessary when the font used in the source file is not appropriate for the target language or is not available in the target operating system. For example the font Arial cannot render Japanese characters. In such a case a font like Arial Unicode MS or MS Mincho should be used.

Note: To a large extent Borland uses non-Unicode character sets. For this reason selecting the correct character set settings in the font dialog can be important. Otherwise it may happen that the texts are not displayed correctly either in Passolo or in the target file.

Add-In for Windows 16 Bit Programs

The add-in for the Windows 16 bit programs is an internal add-in and is available in all editions of Passolo apart from the Translator Edition.

Using this add-in Passolo can automatically read and write executable files (*.EXE) and/or run time libraries (*.DLL) which have been developed for the 16 Bit operating system Windows 3.1 or Windows for Work Groups.

Settings for this add-in are not necessary. The dialog editor and menu editor work in the same way as for the 32 bit Windows software.

With the Windows 16 bit programs the entries in string-tables may be no longer than 255 characters. Passolo checks entries in string-tables for this limitation and when generating target files makes sure that the limits are not exceeded.

Windows Resource Script (.rc) Files

Add-In for Windows Resource Script (.rc) Files

Passolo offers an **RC File Parser** add-in which allows you to edit resource files for Windows programs in source file format.

Further information

- *Preprocessor Directives* (S. 161)
- *Bitmaps, Icons, and Cursors* (S. 162)
- *Generating the Target File* (S. 9)
- *Options for RC Source Files* (S. 164)
- *Options for RC Target Files* (S. 164)

Preprocessor Directives

#if / #ifdef / #else / #elif / #endif

Normally, every conditional block is imported, regardless of whether the **#if** expression is **TRUE** or not.

```
#ifdef _DEBUG
STRINGTABLE DISCARDABLE
BEGIN
  IDS_VERSIONSTRING "Debug version"
END
#else
STRINGTABLE DISCARDABLEaaa
  BEGIN
IDS_VERSIONSTRING "Release version"
END
#endif
```

In this example, both string tables are imported.

Certain keywords are treated as "defined" or "undefined". In this case, the **#if**/**#ifdef** expression is evaluated. The conditional block that is not imported will be written to the target file unchanged.

These are the keywords that are processed by default. The list can be modified for a given RC file. (see *Options for RC Source Files*, S. 164)

RC_INVOKED	defined
PASSOLO_INVOKED	defined
APSTUDIO_INVOKED	undefined

Example:

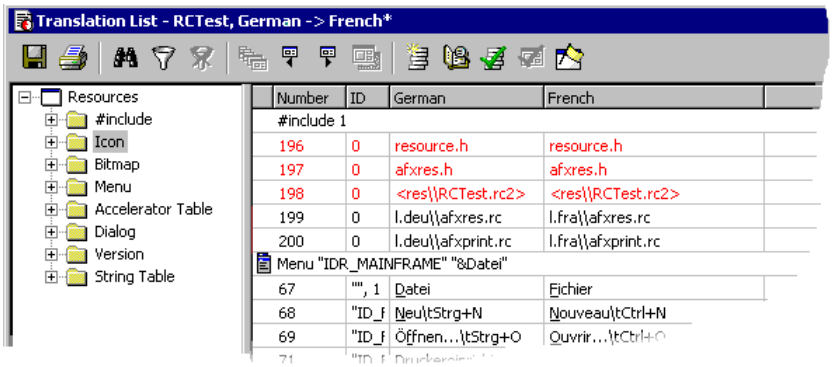
```
#if defined(APSTUDIO_INVOKED)
... // This block is  read by RC_PARSE
#else
... // This block is not read by RC_PARSE
#endif
```

You can use **PASSOLO_INVOKED** to mark blocks in the RC file that should not be imported.

```
#ifndef PASSOLO_INVOKED
... // This block is not read by RC_PARSE
    // but it will be compiled into the .res file
#endif
```

#include

Embedded files are not read by the RC file parser. If these files are to be localized, you will have to add them to the Passolo project individually. It is also possible to *translate* the file path. Passolo lists the corresponding files as **#include** resources. You can modify the path so that it points to the translated version of the file.



This example shows the modified **#include** paths for an MFC application. Translated versions of *afxres.rc* and *afxprint.rc* are included with the MFC. To translate to another language, you will have to add *afxres.rc* to your project.

#define / #undef

RCParser does not evaluate **#define** or **#undef** expressions.

Bitmaps, Icons, and Cursors

To import bitmaps, icons, cursors, and other binary resources from the RC file, you will have to set the appropriate options for the source file. See *The Source File Options Dialog* (S. 30)

The RC file parser will import binary resources if it can find the corresponding file. If files are specified using a relative path, the RCParser searches for them relative to the RC file. In this example, the parser searches for the files *c:\AllBitmaps\Splash.bmp* and

d:\MyProject\res\toolbar.bmp. If these files are found they will be imported into the string list.

```
// Source: d:\MyProject\MyProject.rc
IDR_SPLASH    BITMAP  DISCARDABLE     "c:\\AllBitmaps\\Splash.bmp"
IDR_TOOLBAR   BITMAP  DISCARDABLE     "res\\toolbar.bmp"
```

Generating the Target File

If the translator changes a binary resource, the resource is written to a subfolder subordinate to the RC file.

If the target file is located in the same folder as the source file, an additional subfolder *res-* is created.

```
// Target (German): d:\MyProject\MyProject.rc
IDR_SPLASH    BITMAP  DISCARDABLE     "res-deu\\Splash.bmp"
IDR_TOOLBAR   BITMAP  DISCARDABLE     "res-deu\\toolbar.bmp"
```

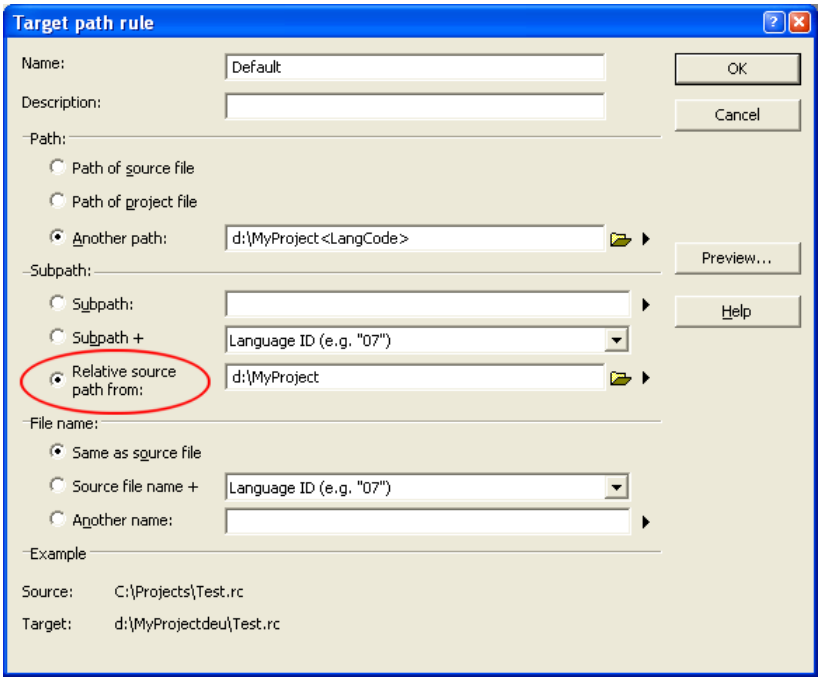
If the target file is located in a different folder, a new subfolder is only created when required.

```
// Target (German): d:\MyProjectDeu\MyProject.rc
IDR_SPLASH    BITMAP  DISCARDABLE     "res-deu\\Splash.bmp"
IDR_TOOLBAR   BITMAP  DISCARDABLE     "res\\toolbar.bmp"
```

Generating the Target File

Where Are the Target Files Created?

If your RC file includes other, embedded RC files, it is advisable to create the target files in a separate folder. Add all the RC files to your project and use the define a target path rule function to arrange all the target files correctly (See *The Target Path Rule Dialog*, S. 24).



This way, your target files will be created as follows:

Source File	Target File

d:\MyProject\RCTest.rc	d:\MyProjectfra\RCTest.rc
d:\ MyProject \res\RCTest.rc2	d:\ MyProjectfra\res\RCTest.rc2

Multilingual Resource Files

The RC file parser will not generate multilingual resource files, that is files that contain the resources for the source language as well as the target language(s). If the target file you specify is the same as the source file, you will get an error message.

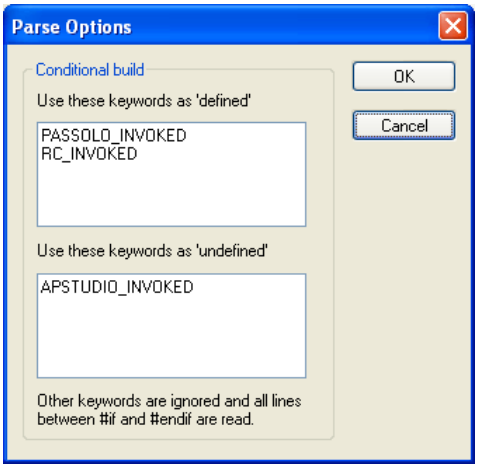
Language settings in RC files

Microsoft Visual Studio saves language settings in RC files under **AFX_TARG_ENU** or **AFX_TAG_DEU**. When the target file is generated, these are replaced by the corresponding keywords, depending on the language.

Options for RC Source Files

To select the options for an RC source string list

1. Select the source string list in the project window
2. Select **String List Settings** from the **Edit** menu
3. Click on **Options** in the **Source String List Properties** dialog

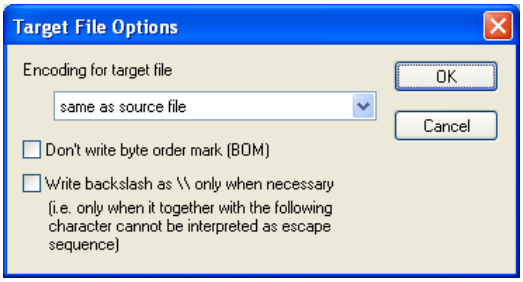


In this dialog, you can specify which keywords are treated as *defined* or *undefined*. (See *Preprocessor Directives*, S. 161)

Options for RC Target Files

To select the options for an RC translation list

1. Select the translation list in the project window
2. Select **String List Settings** from the **Edit** menu
3. Click on **Advanced** in the **Translation List Properties** dialog



In this dialog, you can specify the encoding for the target file. Normally the first two or three characters of a Unicode or UTF file contain a value that specifies the encoding. If you don't want to write this *byte order mark*, select the corresponding option.

You can also specify, that **backslashes** are only written as \\, if there is no ambiguity in escape sequences. For example, if you choose this option then "one\two" is written as "one\\two", because \t is a tabulator. In contrast, "four\five" is written unchanged, because \f is no valid escape sequence in RC files. If the option is not selected, backslash are always written as \\.

XML Files

Add-In for XML Files

The Add-In for XML files is an internal Add-In, available in all the editions of Passolo except the Translator Edition.

With XML it is possible to describe texts that are more like continuous body texts, or data formats based on identifiers. Whereas continuous body text is a domain of translation memory systems, ID based XML documents, such as XLIFF format, can be processed extremely well using PASSOLO's XML Add-In.

To enable processing of XML files, Passolo has to be set up to recognize the structure of the XML file. For each XML document type, you can define **rules** that contain information about the data elements and attributes to be displayed or localized.

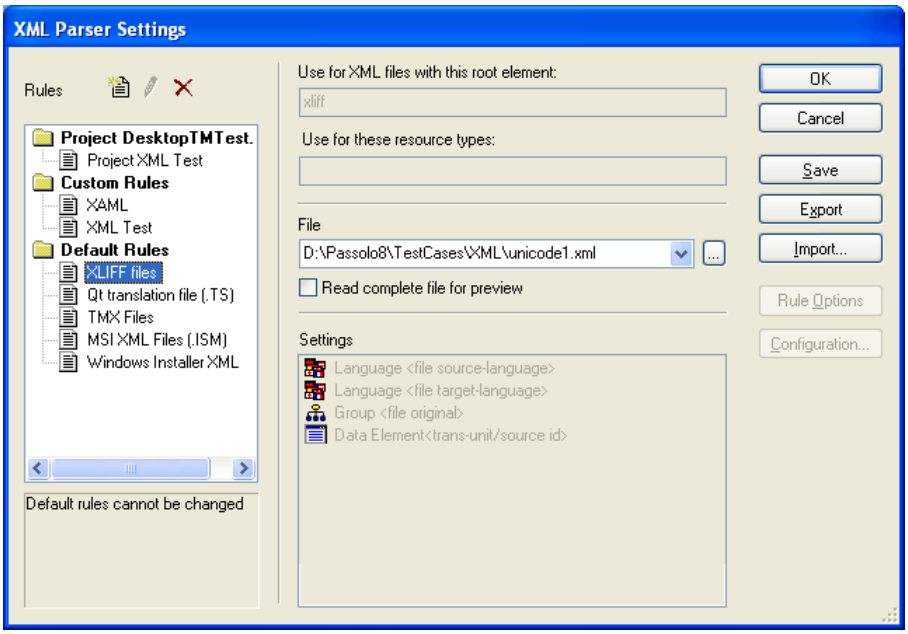
In addition to the extraction of text segments for translation and the integration of the translated text into the target document, the XML Add-In also offers the option of editing metadata. The metadata may include attributes or comments that provide additional information relevant to the localization. Combined with PASSOLO's macro functions, the configuration options for the XML Add-In allow a high level of automation and a tight integration with XML based localization workflows.

Further information

- *Working with Rules* (S. 166)
- *XML Rule Configuration* (S. 168)
- *Definition of XML Rules* (S. 168)
- *Specifying Elements and Attributes in the XML Tree* (S. 173)
- *Working with XML Namespaces* (S. 175)
- *Encoding of XML Files* (S. 176)
- *Transferring Embedded Rules from Previous Passolo Versions* (S. 177)
- *Processing XLIFF Files* (S. 177)

Working with Rules

You can define different rules to be used as required, depending on the root element of the XML file. Rules are defined and edited in the XML Parser Rules dialog.



The list on the left side shows all the rules defined so far. If you select one of the rules, the corresponding settings for this rule are displayed in the fields on the right.

The rules can be saved in different locations:

The **standard rules** are the rules that are available following the installation of Passolo. These rules cannot be modified.

The **user rules** are saved on the computer. You can define your own rules here or modify the existing standard rules. This is done by dragging the respective standard rule into the area for user rules.

You can also embed rules in a **project**. This ensures that the rule are available, even when the project is opened on a different computer.

When a source file is read in with the XML parser, Passolo saves the name of the rule used. When the source string list is updated, Passolo searches for the relevant rule in this **sequence**:

1. In the project
2. In the user rules
3. In the standard rules

To add a **new rule** to the user rules, click on the  icon . A new entry is added to the list and you can enter a name for the new rule.

To **change** the name of the current rule, click on the  icon .

To **delete** the selected rule, click on the  icon.

Root element

In order to assign a rule to a specific XML document type, the root element of the XML file has to be specified. If Passolo encounter one of the defined root elements when importing an XML file, the localizable contents can be parsed without requiring further configuration. You can enter a single root element, or several alternatives separated by semicolons.

Resource Type

It is also possible to read XML resources contained in a file that is processed by another parser. When using such resources you can also specify the resource type. If, for example, you use a resource type XML within a WIN32 source file and you want to process the resource using a XML parser rule, you can specify the resource type XML for this rule. When parsing the source file, Passolo will then use the XML parser for these resources. You can control or modify the use of the XML parser and the relevant rule in the respective resource properties window.

File

When you define the rules for a new XML document type, you can use the visual definition mode to facilitate the specification of localizable data elements and attributes by entering a sample file here. The entry field is automatically preset to the name of the source file that was selected when the dialog was called up via the source file options. Select the option **Read complete file for preview** if the complete structure of the hierarchical XML tree (for the selection of localizable elements) is not contained within the first 2MB of the file. This option slows down the file preview in expert mode as well as the parsing of the file.

Settings

Contains a list of all the rule settings for the current XML file with the specified root element.

Save

Saves your changes to the rule definitions

Export

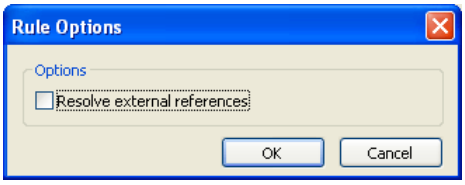
Exports the selected rules (or all the rules) to a configuration file. This allows you to send your rule definitions to other translators.

Import

Imports rule definitions from a selected configuration file created using the **Export** command. A list of the rules contained in the configuration file is displayed. You can select all the rules or any combination you want to import.

Rule Options

There is one option that has to be specified before an XML file is parsed or the rule is configured.



Activate the **Resolve external references** option if you get an error message indicating missing references (for example to entities defined in a DTD) when the source file is parsed. This error will definitely also occur when you call up the **XML Rule Configuration** dialog. Just like the XML parser, the configuration dialog attempts to load the XML document. This means that the **Resolve external references** option has to be activated before a rule can be created for the XML parser.

If this option is activated the DTDs or schemas specified in the XML file have to be accessible to the XML parser, otherwise the parser will issue an error message.

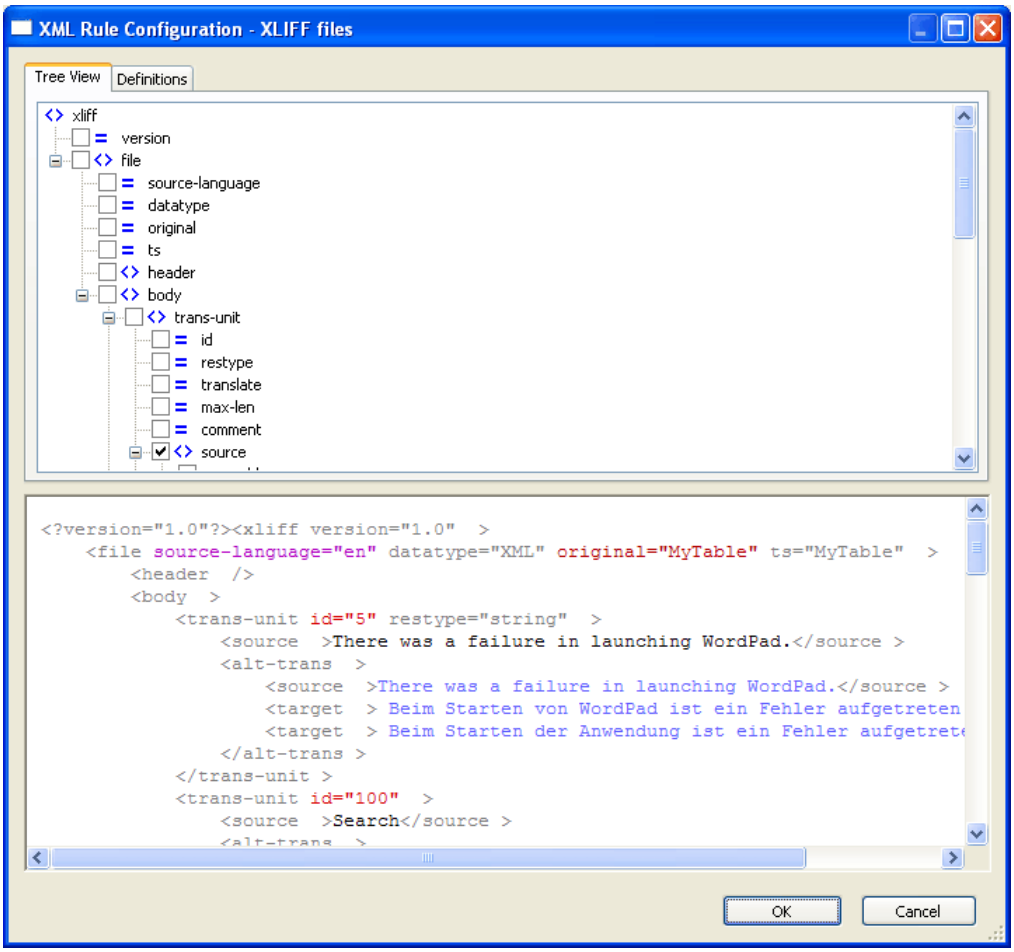
XML files often integrate DTDs and schemas without using any references. In such cases an XML file can be processed without the corresponding DTDs or schemas. In this scenario, the **Resolve external references** option has to be switched off.

Configuration

Opens the *XML Rule Configuration* (S. 168) dialog where the XML parser can be configured using the tree or list view.

XML Rule Configuration

This dialog shows the hierarchical tree structure of the current XML file. Starting with the root element, all the data elements and attributes contained in the XML file are displayed as a tree in which the elements are marked with **<>** and the attributes with **=**.



You can select which data elements and attributes are to be localized by activating the corresponding check boxes. You can specify further details concerning the selected elements in the *Definition of XML Rules* (S. 168) . Expert mode, which can be accessed via the **Definitions** tab, is required if you want to localize multilingual XML files, work with data elements that have an ID, group certain data elements, or extract and process metadata.

Note: There has to be at least one data element or attribute defined to enable Passolo to import data from an XML file and assign the strings to a resource. Without these settings Passolo will not be able to read any data at all from the XML file.

Definition of XML Rules

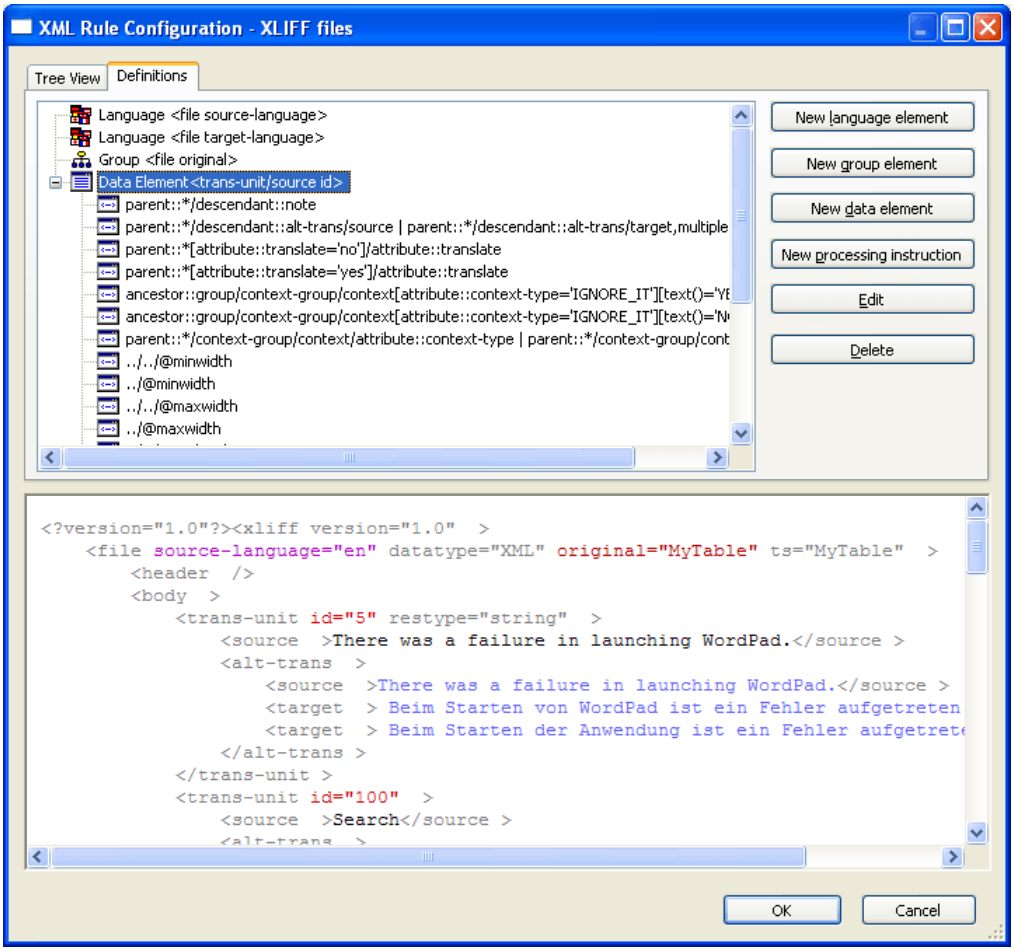
If the visual selection of localizable data elements and attributes is not sufficient to specify all the rules for the localization of an XML file, further details can be defined in expert mode. The settings made in expert mode are an extension of the settings in visual mode. Expert mode is required if you want to localize multilingual XML files, work with

data elements that have an ID, group certain data elements, or extract and process metadata.

The Expert Mode dialog contains a list of all the defined processing rules and a preview display of the selected XML file with color highlighting of the relevant data elements and attributes:

black	A localizable data element or attribute
red	ID of a localizable data element or attribute
violet	Language elements
blue	Metadata
gray	All other elements that are not processed by any processing rule

You can activate an entry in the list and click **Edit** or **Delete** to edit or delete the corresponding settings.

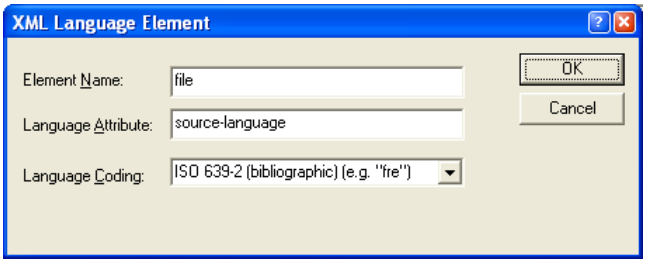


The language, group, or data elements are specified by means of a path to the appropriate node in the XML tree. The notation used in Passolo to specify nodes in the XML tree is derived from the **XPath** standard. For further details on this notation see *Specifying Elements and Attributes in the XML Tree* (S. 173).

New Language Element

If there is a data element in the XML file that contains the language, Passolo can automatically read this data from the XML file. The specification of a language element is optional. If no language element is specified, you will have to set the language to be extracted manually when the XML file is parsed or aligned.

Click **New language element** to call up the **XML Language Element** dialog box.



Enter the name of the XML data element in the **Element Name** field and the language attribute in the **ID Attribute** field, and choose the coding used for the data from the **Language Coding** list.

The element in the following example contains a language attribute as well as an attribute for grouping.

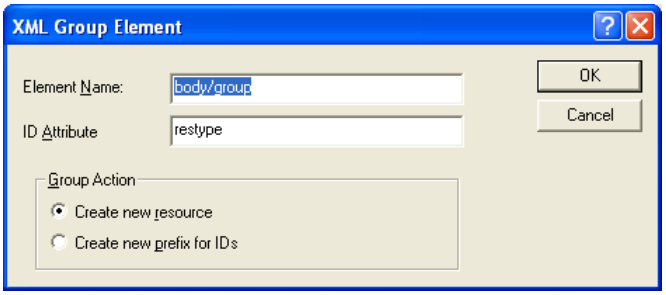
```
<file original="Prompts2.xml"  source-language="EN">
```

Both attributes can be read from the same element based on different settings.

New Group Element

Data elements in the XML file can be used to group the extracted text elements or extend their IDs. Examples for the grouping of data elements might be menus, dialogs, and string lists. If you define group elements, Passolo will make use of this grouping, which is useful for the navigation and processing of data within Passolo.

Click **New group element** to call up the **XML Group Element** dialog box.

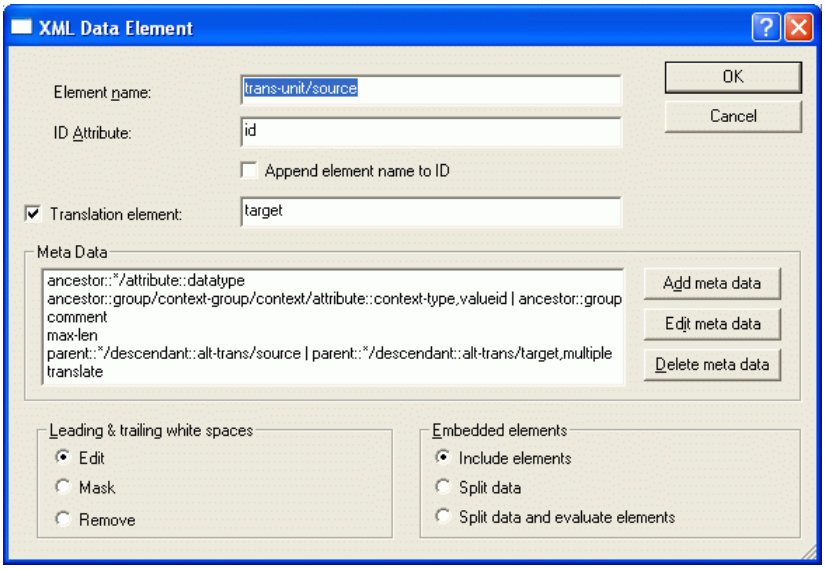


Enter the name of the XML data element in the **Element Name** field, and in the **ID Attribute** field the name of the attribute to be used for grouping. The Group Action setting defines how Passolo will process a new group. If you choose **Create new resource**, Passolo will create a new resource in the source string list, the name of which is based on the content of the specified attribute. If you choose **Create new prefix for IDs**, Passolo will use the value of the specified attribute as a prefix for the text IDs. The prefix is separated from the ID by a dot.

New Data Element

The text to be translated is contained in further data elements within the XML file. If available, it is also possible to reference the ID of a data element and use the ID for further processing in Passolo.

Click **New data element** to call up the **XML Data Element** dialog box.

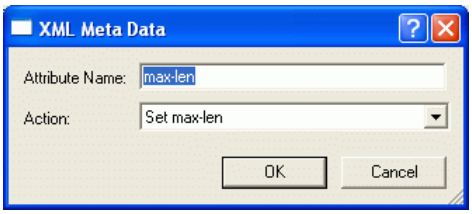


Enter the name of the XML data element in the **Element Name** field, and in the **ID Attribute** field the name of the attribute to be used to generate the ID. If the ID attribute or other metadata is contained in a parent data element, the two data element names can be separated by a slash (/). Passolo will first search for the attributes or metadata at the element's own level – if it doesn't find them there, the search continues at the next parent level.

To save the translated text in a separate new element, activate the **Translation element** checkbox. Enter a label for the element in the corresponding field. When the target file is generated, Passolo will save the translation, including any relevant metadata, in this element.

Metadata

Metadata refers to attributes in the specified elements (and the values assigned to these attributes) that can be used to control the processing of data in Passolo. Passolo can scan these metadata attributes. They are then displayed on the Properties tab in the translation window. In addition, it is possible to edit these user-defined properties when parsing an XML file.



Enter the **Attribute Name** and select the associated **Action** from the list. If the action you want to use is not available in the list, it can be performed by means of a macro that is automatically carried out after parsing. The following example illustrates the different possibilities:

```
<trans-unit id="1" translate="yes" max-len="8" comment="This is a unit of
time"">
<source>sec</source>
<target xml:lang="IT">seg.</target>
</trans-unit>
```

For any entries in the source list that contain translate="no" the status will be set to **Read only** and the text contained in the comment attribute will be inserted into the comment field for the entry. The max-len attribute can be used in a macro to check the length of the translated text.

Handling Spaces

Data elements in XML files often contain extra spaces. You can use the **Leading & trailing white spaces** setting to specify how Passolo should handle these extra spaces. If you choose **Edit**, the spaces are included in the text which means they can be edited by the translator. If you choose **Mask**, the spaces are not included in the editable text, but reinserted into the target file. If you choose **Remove**, the extra spaces are deleted completely from the editable text.

Handling Embedded Elements

The data elements in XML files can contain subordinate elements. You can use the **Embedded elements** setting to specify how Passolo should handle these elements. If you choose **Include elements**, the entry remains intact and the embedded elements are inserted as tags. If you choose **Split data**, each new element creates a new entry. The following example would transform the element

```
<source>Normal text<bold>Bold text</bold>Normal text</source>
```

into either

Normal text <bold>Bold text </bold>Normal text

or

Normal text

Bold text

Normal text

depending on this setting. If you select **Split data and evaluate elements** the partial elements are not necessarily added to the translation list, but are treated as separate data elements. These sub-elements have to be specified in the configuration if they are to be added to the translation list.

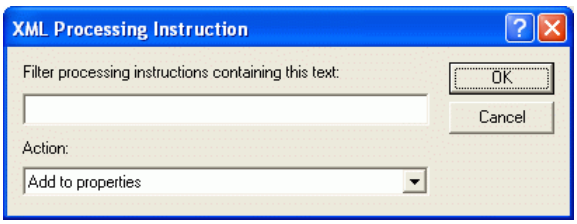
Sentence level sub-segmentation

With this option you can specify that the data elements extracted from the XML file should be segmented at sentence level according to the currently active segmentation rules. For data elements that comprise several sentences, such as longer error messages or help texts, there are then several lines in the translation list that can be translated and processed separately. For further information about the segmentation of strings please refer to *The SRX Segmenter* (S. 204).

New Processing Instruction

Data from processing instructions in XML files can also be processed by Passolo. The content of these processing instructions is passed to the subsequent element for further processing. Thus, you can make use of comments, for example, that are stored separate from the data element.

Click **New processing instruction** to call up the **XML Processing Instruction** dialog.



Enter the processing instruction to be applied to the following element and choose the associated **Action** from the list box.

Specifying Elements and Attributes in the XML Tree

The name of a language, group, or data element is specified by means of a path to the appropriate node in the XML tree. This can be a complete path starting with the root element of the XML tree, or a partial path, or simply the name of the required element. The notation used in Passolo to specify nodes in the XML tree is derived from the XPath standard. Compared to **XPath** there are a number of limitations and modifications that have to be taken into consideration. In particular, please note that a complete path must be specified for certain nodes.

When elements are selected in the Interactive mode, Passolo always uses a complete path to the specified XML node. If necessary, you can edit these paths in Expert mode, for example if you want to use a partial path or some other type of node specification.

Specifying paths and nodes

A complete path begins with a slash / and contains all the nodes along the XML tree up to the specified element, for example */file/body/trans-unit/source*. If the XML file also contains *trans-unit* elements below other tree nodes, these will not be found with the path used above. In this case, a partial path or just the element name could be used.

Sometimes data elements of the same type may occur in different branches of the XML tree. In such cases, a different setting would be required for each of the different paths in order to extract all the relevant data elements. However, you can also specify an element using a partial path or just the element name, which means it is possible to capture all the different paths with a single setting. The simplest example is to use the just name of the data element you want to extract, without indicating a path at all, for example *trans-unit*. This specification extracts every trans-unit element from the XML file, regardless of where the elements are located in the XML tree.

A partial path can be used to specify that only data elements contained in a specific parent element will be extracted, for example *group/trans-unit*. In this case, Passolo will only extract *trans-unit* elements that are located directly within a *group* element.

Further path specifications can be made using the following variables and placeholders:

*	Placeholder for any node name within a path
parent::	The parent element of the current data element
ancestor::	All the nodes leading up to the current data element in the XML tree, i.e. the parent element, its parent element and so on up to the root element of the tree
child::	The child elements of the current data element
descendant::	All the directly dependent nodes of the current data element, i.e. the child elements, their respective child elements and so on up to the final nodes.

Here are several examples for the use of these variables and placeholders:

parent::/descendant::alt-trans/source* – specifies all the nodes with the name source that are children of an alt-trans element. The search is limited to alt-trans nodes that are siblings of the current element as well as their direct descendants, i.e. child elements continuing down to the final nodes.

ancestor::/attribute::datatype* – specifies all the ancestor nodes that have a datatype attribute.

ancestor::group/context-group/context/attribute::context-type – specifies all the ancestor nodes that contain a context element with a context-type attribute as a descendant, whereby the parent element of context is a context-group element and the grandparent is a group element.

Specifying attributes

The specification *.../element_name/attribute::attribute_name* can be used to extract data from the value of an attribute instead of the contents of the element. Here are a few examples of how to specify attribute values:

trans-unit/attribute::id – reads the ID number of the translation unit, for example "4711".

trans-unit/attribute::id – reads the resource type of the translation unit, for example "string".

Attribute values such as these can be entered as custom properties of a translation unit in Passolo and used to control the translation process. For example, such metadata could be used to identify data elements that are not to be translated, as in *data/attribute::translate* = "no".

The name of the attribute node is used as the name of the property in Passolo, and the value is assigned as the property value.

With the keyword *valueid* it is possible to read special metadata that is not defined directly by means of an attribute/value pair, but as a combination of an attribute with the contents of the data element. In XML this might look like:

```
<context-group name="SPECIAL">
    <context context-type="IGNORE_IT">YES</context>
</context-group>
```

Mit der folgenden Spezifikation wird das Attribute context-type, genauer gesagt der Wert dieses Attributs, als Name der Eigenschaft verwendet und der Inhalt des Elements als Wert gesetzt:

context-group/context/attribute::context-type | *context-group/context,valueid*. The result is a user-defined property with the name IGNORE_IT and the value YES.

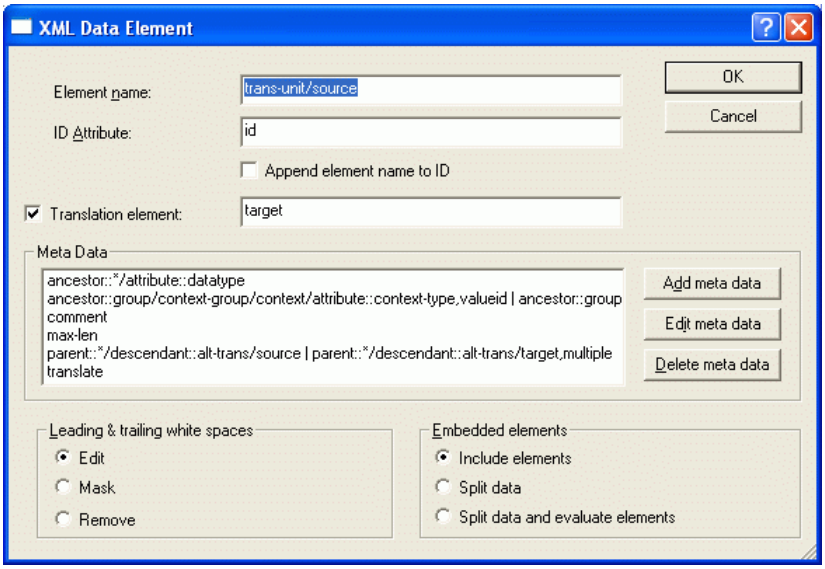
Reading a node multiple times

Passolo provides a special notation that can be used to read data from several elements or attributes with a single path specification. This involves adding the keyword *multiple* to the name of the node. The following example reads the alternative translations contained in an XLIFF file (in relation to the current node) and enters the data as user-defined properties of the respective data elements in Passolo.

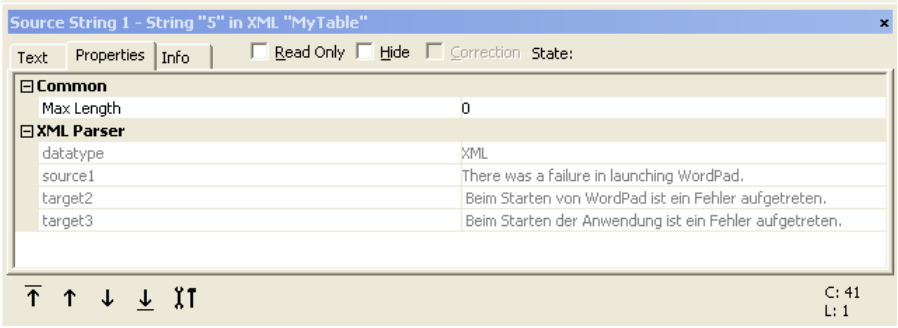
The XLIFF file might contain the following translation unit:

```
<trans-unit id="5" restype="string" >
  <source> There was a failure in launching WordPad</source>
  <alt-trans>
    <source> There was a failure in launching WordPad</source>
      <target> Beim Starten von WordPad ist ein Fehler
aufgetreten</target>
      <target> Beim Starten der Anwendung ist ein Fehler
aufgetreten</target>
  </alt-trans>
</trans-unit>
```

The specification of the data element (trans-unit/source) looks like this in Passolo:



The alternative translations are extracted by means of the metadata specification *parent::*/descendant::alt-trans/source | parent::*/descendant::alt-trans/target,multiple* and entered as user-defined properties of the data element. The result looks like this in Passolo:



Please note that the properties created for the alternative translations are numbered sequentially. Use of the keyword multiple ensures that unique property names are used in Passolo even when multiple nodes are referenced.

Working with XML Namespaces

The SDL Passolo XML parser is based on MSXML. To use this parser it is necessary to specify the required namespaces. Otherwise it is not possible to refer to attributes in documents with namespaces via XPath expressions. The declaration of namespaces is performed automatically by Passolo if the namespaces are specified in the root element. The namespace specifications specified in the root element (and only these) are automatically accepted and applied by SDL Passolo.

```
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
xmlns:system="clr-namespace:System;assembly=mscorlib">
<system:String x:Key="3B1878104CA04553BA4469269337C4DC">File</system:String>
<system:String x:Key="66AFC8172E354e4cAD886DB2E2CC981C">Open</system:String>
<system:String x:Key="5604CB812A174d2f926B7748B7171C6C">Save</system:String>
<system:String x:Key="068738D4008F449d86B45238D4D0044F">Save As</system:String>
<system:String x:Key="F52DC21A5C3C45499C6FC623835BCFF9">Quit</system:String>
<system:String x:Key="2AC52DE4D2B74f84AB8D17EAA7E1B738">Edit</system:String>
<system:String x:Key="DAE9050AAB9B436eBED0A5191BAFC917">Find</system:String>
<system:String x:Key="CECCF72250C444b5B28478410267982E">Replace</system:String>
<system:String x:Key="736EC0206F574b6cB47994DBAAA86160">Copy</system:String>
<system:String x:Key="6E4262F3873E48FB8B48C866CFD35F4C">Cut</system:String>
```

```
<system:String x:Key="373FC6B7F4DD4A12A4D63081859B2867">Paste</system:String>
</ResourceDictionary>
```

In the example above the namespaces **http://schemas.microsoft.com/winfx/2006/xaml/presentation**, **http://schemas.microsoft.com/winfx/2006/xaml** and **clr-namespace:System;assembly=mscorlib** are used. The identifiers of the last two namespaces are **x** and **system**. The first namespace is the default namespace and does not have an identifier.

Namespace prefixes should be used in XPath expressions and in the list of attributes, e.g. for the ID of an element, the qualified name **x:Key** is displayed, not just **Key**. Elements and attributes that do not have a namespace prefix are automatically derived from the default namespace. A namespace prefix still has to be provided in the settings for these elements and attributes, however.

Passolo uses the prefix pdns for the default namespace. An XPath expression for an XLIFF file that does not specify the XLIFF namespace would look like this:

../child::note

If the fiile contains the XLIFF namespace as default namespace the XPath expression would be as follows:

../child::psns:note

Encoding of XML Files

Byte Order Marks (BOMs) can be provided for Unicode files. Contained in the first bytes of the file, the BOMs specify the Unicode encoding. The BOM codes are:

EF BB BF	UTF-8
FF FE	Little Endian
FE FF	Big Endian

For files without BOMs the XML parser automatically assumes UTF-8 encoding (no codepage specification). If the file uses codepage-based encoding it must begin with an XML declaration containing the codepage specification. The following code sample shows the XML declaration for use of the ISO 8859-1 (Western European) character set.

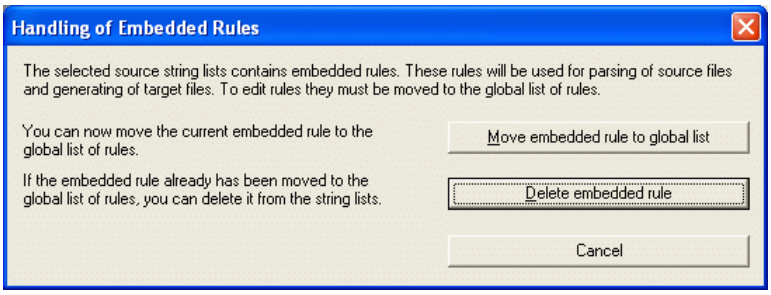
```

```

XML files with BOMs should not contain an encoding declaration since the encoding is already defined by the BOMs. Contradictory specifications through BOMs and encoding declarations will result in an error when the file is parsed.

Note: With previous versions of the Passolo XML parser, target files based on Unicode source files were always generated with UTF-8 encoding and without BOMs. As of SDL Passolo 2009, the target files for Unicode-based source files are written in the same encoding and with the same BOMs as the source file.

Transferring Embedded Rules from Previous Passolo Versions

Passolo can read and process the embedded rules from previous Passolo versions. In order to modify these settings, however, you will need to convert them to global settings. This is done automatically when embedded settings are edited. Select one or more source string lists with XML data in the project view, then choose **Properties** from the **Project** menu. In the properties dialog, click the **Options** button. If the selected source string lists have the same embedded rules, the following dialog appears.



Choose **Transfer embedded rules to global list** to transfer the XML parser settings for the current source file to a global list. This calls up the rule management dialog with the transferred settings for the XML parser selected. Choose **Delete embedded rules** to delete the XML parser settings for the current source file. Deleting the embedded rules makes sense when the relevant settings have already been transferred from another source file.

If the selected source string lists have different settings embedded, the rules cannot be transferred to the global list – they can only be deleted. The following dialog appears.

Choose **Delete embedded rules** to delete the XML parser settings for the current source file. Deleting the embedded rules makes sense when the relevant settings have already been transferred from another source file.

Processing XLIFF Files

XLIFF is an XML based standard for bilingual data exchange in connection with localization. You can find further information on XLIFF at *www.xlif.org*. With its Add-In for XML files, Passolo can read and write XLIFF files. Two different technologies are provided for this purpose.

Localization in text mode

The required settings are contained in the default configuration of the XML parser. These rules are also used to process the special XLIFF metadata.

Note: The XML parser in combination with the XLIFF rule cannot replace an actual XLIFF parser, since there are certain XLIFF attributes that cannot be covered using a generic

parser. Using the XLIFF rule it is nevertheless possible to process the most common XLIFF constructs and attributes.

Localization in WYSIWYG mode

XLIFF files can also be prepared with the aid of a special macro-based parser for XLIFF files. Registered customers can download this solution free of charge from the support area on our Web page. In addition, this parser also supports the *XLIFF Profile for Windows Resources*. This specification describes how standard Windows resources are mapped in XLIFF. XLIFF files that follow this structure can be edited in Passolo. In addition to string lists, dialogs can also be displayed and modified. This solution also offers the option of exporting Passolo translation lists in XLIFF format.

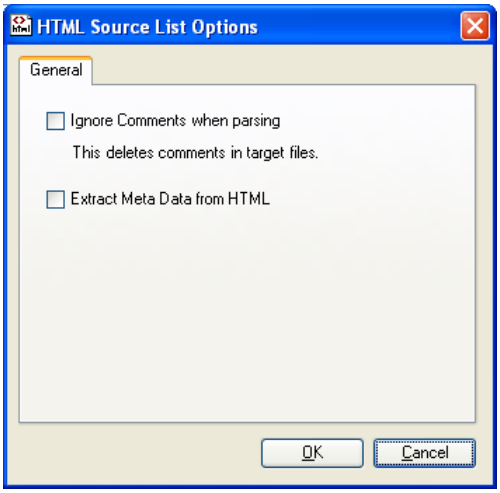
HTML Files

Add-In for HTML and CHM Files

Passolo can read and write HTML files with this add-in. It is used as a file and resource parser, i.e. HTML files can be edited as source files or while embedded in a different format such as CHM (Compiled HTML Help). A visual display of the HTML page is also available during the translation (see *HTML Editor*, S. 116).

To select the options for an HTML source string list

1. Select the source string list in the project window
2. Select **Settings** from the **String List** menu
3. Click on **Options** in the **Source String List Properties** dialog



In this dialog, you can specify how HMTL comment and metadata elements are treated. These settings will apply to all target files related to this source file.

Windows help project files (HHP)

Passolo can import all the HTML files for an HHP help project into a single string list. Glossaries, contents pages, indexes and other files that belong to the project are also processed.

Localizing an HHP File

1. Open an existing project or create a new one (see *Creating a Project*, S. 5).
2. In the **Project** menu, click on **Settings**, then **Add Source File...**.

3. Navigate to the folder that contains the help project files and select the hhp file. To filter the files displayed, you can set the **File type** to *HTML files*. Close the dialog by clicking on **OK**.
4. The **Source String List Properties** dialog is displayed. Ensure that *Add-in HTML parser* is set as the **Parser**. As no language is entered in the hhp file, enter the correct**String language**.
5. Click on **Options**. In addition to the general settings that apply to all HTML files, two other pages are also displayed:
   On the **File Handling**tab, you can specify how the files contained in the help project are to be handled. For example, files can be embedded in the Passolo project or simply copied to the target folder. Click on **Add** to enter a new file specification with the corresponding editing mode.
   On the **Additional Files**tab, you can specify additional files that are in the same folder as the help project file.
6. Confirm all open dialogs by clicking on **OK**; you will then be taken back to the project window.
7. Ensure that the corresponding target files are located in different folders to the selected source file.

RoboHelp Projects

RoboHelp projects always also contain an hhp file, which you can select as a source file. In addition, the same folder contains additional files, such as the RoboHelp project file or *BSSCDefault.h*, that are required in the target folder.

1. Create a help project as described above.
2. To adapt the parser options, select the hpp source file in the project window and in the **String List** menu, click on **Settings**.
3. Click on Options and switch to the **Additional Files** tab.
4. Click on **Add**.
5. Enter * as the file specification and select the options **Include sub-folders** and **Copy to translation folder**. Close the dialog by clicking on **OK**. Instead of using *, you can also enter the individual RoboHelp file types individually, e.g.: BSSCDefault.h, *.hm, *.ali, etc.

Compiled help files (CHM)

Passolo can extract all the HTML files from a chm file and import these into a single string list. Glossaries, contents pages, indexes and other files that belong to the project are also processed.

Localizing a CHM File

1. Open an existing project or create a new one (see *Creating a Project*, S. 5).
2. In the **Project** menu, click on **Settings**, then **Add Source File...**.
3. Navigate to the folder that contains the help file and select the chm file. To filter the files displayed, you can set the **File type** to *HTML files*. Close the dialog by clicking on **OK**.
4. The **Source String List Properties** dialog is displayed. Ensure that *Add-in HTML help parser* is set as the **Parser**. As a language is not specified in the CHM file, enter the correct **Language of text**.
5. Click on **Options**. In addition to the general settings that apply to all HTML files, three further tabs are also displayed here:
   On the **CHM Options** tab, you can configure various settings that apply to CHM files (see below).

On the **File Handling** tab, you can specify how the files contained in the CHM file are to be handled. For example, files can be embedded in the Passolo project or simply copied to the target folder. Click on **Add** to enter a new file specification with the corresponding editing mode.
In the **Additional Files** tab, you can specify additional files that are in the same folder as the CHM file.

6. Confirm all open dialogs by clicking on **OK**; you will then be taken back to the project window.

CHM Options

To call up the options for CHM files, proceed as follows:

1. In the project window, click on the CHM source file to select it.
2. In the Project **menu, click on String List Settings.**
3. **In the Source String List Properties dialog, click on Options**
4. **In the HTML Parser - Source File Propertiesdialog, click on the CHM Options tab.**

If you have a Windows help project file (HHP), you should add this here. In general, this file will contain more information than can be extracted from the CHM file. If you do not have a Windows HHP file, select Create project file automatically.

Note: If the CHM file was created by RoboHelp, you should specify that the project file is to be created automatically, because RoboHelp only creates a temporary valid project file when creating the CHM file. The HHP file in the RoboHelp project folder does not contain all the necessary information.

If a CHM target file is generated, the files contained in the CHM source file will be extracted, and translated by Passolo. You have the option of saving the generated files, via Store to target folder, or deleting them again once the target file is generated. As a general rule, it is a good idea to save the files, because these can be used to produce files in other formats if required, e.g PDF.

You can also compile the translated files directly in a CHM file via the Compile CHM help file option. If the CHM file created contains errors, you may need to search the settings and the created project file for missing elements. To carry out out such a search, deactivate this option and use the *Microsoft HTML Help Workshop* to compile the CHM file.

The options described apply to all target languages for the same source. To change the settings for an individual target file, proceed as follows:

1. **In the project window, click on the CHM target file to select it.**
2. **In the** Project **menu, click on String List Settings.**
3. **In the Translation List Properties dialog, click on Advanced.**
4. **Deactivate the setting Use source file options.**
5. **Configure the settings you require. In addition to the source file options, in this section you can also enter another folder as the target folder for the translated files.**

Java Programs

Add-In for Java Programs

The Passolo Add-In for Java permits the localization of internationalized Java applications. The add-in supports all the common resource formats used in source files, in compiled binary files, and in compressed JAR files. The Passolo parser technology can be used for the various Java platforms: J2EE, J2SE and J2ME.

Property files have the file extension PROPERTIES and contain a simple list of IDs and strings.

ListResourceBundles are Java classes derived from the base java.util.ListResourceBundle or from another class derived from ListResourceBundle. The Java add-in can process source files with the file extension JAVA as well as compiled binary files with the file extension CLASS.

Like ListResourceBundles, ArrayResourceBundles are Java classes, but their setup is slightly different. ArrayResourceBundles were introduced by Inprise Borland and Oracle. Once again, the Java add-in can process both the source files and the compiled binary files.

A JAR or WAR file can contain a complete Java application in compressed form, which simplifies the distribution and administration of components. The Java add-in can extract property files and ResourceBundles from the files contained in a JAR/WAR file, and can insert the translations into the JAR/WAR file in compliance with the Java conventions.

Further information

- *File Naming Conventions* (S. 181)
- *Java Property Files* (S. 182)
- *Java Resource Bundles* (S. 183)
- *JAR and WAR Files* (S. 183)
- *Configuring the Java Add-In* (S. 183)
- *References* (S. 184)

File Naming Conventions

For files containing Locale specific data, Java specifies naming conventions so that the Java Runtime Engine can extract data from the files in the language required. Passolo uses these conventions to determine the language of a file or establish the name of a target file.

Before adding Java source files to your project, specify the target path rules for the relevant Java file type (or copy the rules into the project). This is done in the *Target Path Rules* (S. 23) dialog.

The naming convention for Java files is of the form BaseName[_Language[_Country[_Variant]]]. Starting, for example, with the file myresources.properties, this means:

myresources.properties contains neutral data without a specific assigned language. If the Java Runtime Engine has no other choice, it will use the data from this file. For these files, Passolo suggests the language setting Neutral - the user has to go about specifying the language.

The file myresources_en.properties contains English data, without distinguishing between British and American English, for example. For such files, Passolo automatically suggests English without a specific country code.

The file myresources_en_GB.properties contains data in British English, in which case Passolo automatically suggests British English.

Files with additional specification of a language variant are not supported by Passolo.

For further information on the Java naming conventions please refer to Java Internationalization by Andy Deitsch and David Czarnecki, published by O'Reilly, or go to http://java.sun.com.

Java Property Files

Property files have a simple structure, similar to the structure of Windows INI files. Passolo supports all the features offered by this format, including multiline strings, empty entries, ASCII escape sequences, and UNICODE escape sequences.

Java property files can be stored in ANSI or UNICODE format, and will be generated in the same format by default after translation, using the target codepage where appropriate. You can specify a different encoding for the target files in the Java options (see *Configuring the Java Add-In*, S. 183).

Escape sequences in source and target files

Escape sequences are character strings that cannot be entered directly into a string. For instance, a line break cannot be inserted into a string in a properties file, because it would end the string. The escape sequence '\n' is used instead. Other common escape sequences are '\r' for carriage return and "\t' for tab. Because the backslash initiates the escape sequence these cases, it cannot itself be used directly as a character. For this reason a backslash has to be inserted using the escape sequence '\\'.

In theory, every character can be inserted as an escape sequence, either as '\xhh' (value range of one byte) or '\uhhhh' (value range of one UTF-16 character). Inserting characters that can be inserted normally in this way does not make sense, but it can be used when, for instance, a character cannot be inserted directly into an ANSI file.

When Passolo reads property files, it evaluates escape sequences and replaces them with the actual characters, so that the translator does not need to worry about escape sequences. When writing, it transforms any characters that cannot be inserted directly. However these conversions are not always unique. The following escape sequences are used for line breaks: '\n', 'x0a' and '\u000a'. Usually '\n' is used. If Passolo determines that a different encoding is used in the source string, it will also use this for the target string.

The backslash is also used for empty characters that are part of a string, e.g. between an ID or a delimiter (=) that identifies a string. The same applies to empty characters that follow a string. Otherwise, simple empty characters before and after a string are deleted. The escape sequence is '\<space>'. In this case Passolo also converts the leading and trailing 'escaped' empty characters into proper empty characters that the translator can then work with as usual. When writing, it inserts the leading and trailing empty characters as escape sequences.

The final use for the backslash is as a line continuation marker in property files. A backslash at the end of a line indicates that the text in the following line belongs to the same string. Any leading and trailing empty spaces in the next line are deleted unless they are inserted as '\<space>'. Passolo processes the line continuation marker and assembles lines that belong together into one string. However, when writing, the string is output as one line and is not spread over several lines.

Java Resource Bundles

Passolo can identify and process both ListResourceBundles and ArrayResourceBundles. In this context, Passolo takes the class structure into account as well as the name of the base class, which normally should be ListResourceBundle or ArrayResourceBundle. To enable processing of ResourceBundles derived from other base classes, the settings for the Java add-in allow the definition of additional base classes.

As with property files, the Java source files can be stored in ANSI or UNICODE format, and will be generated in the same format after translation, using the target codepage where appropriate. Compiled ResourceBundles, on the other hand, are always encoded in UNICODE.

Another important difference between source text resources and compiled ResourceBundles has to do with code optimization, which can have an effect on the localization. If the following source file is localized with Passolo, both entries can be edited and translated – even with different translations.

```
import java.util.ListResourceBundle;
  public class Passolo extends ListResourceBundle {
  static final Object[][] resources =
  {
    {"SEARCH_COMMAND", "Search"},
    {"FIND_COMMAND", "Search"}
  };
  public Object[][] getContents()
  {
    return resources;
  }
}
```

The compiled version of this class, on the other hand, contains only one occurrence of the "Search" string since the code optimizer will include only one of the two identical string constants. As a result, Passolo can only display a single line and the two strings have to be translated identically.

JAR and WAR Files

Passolo supports JAR and WAR files, which have essentially the same structure. WAR files are used primarily in web applications. In the text below we refer to JAR files, but the same applies to WAR files.

JAR files are archives that contain all the files belonging to a Java application. Including the compiled Java classes, the ResourceBundles and property files, the data and configuration files, etc.

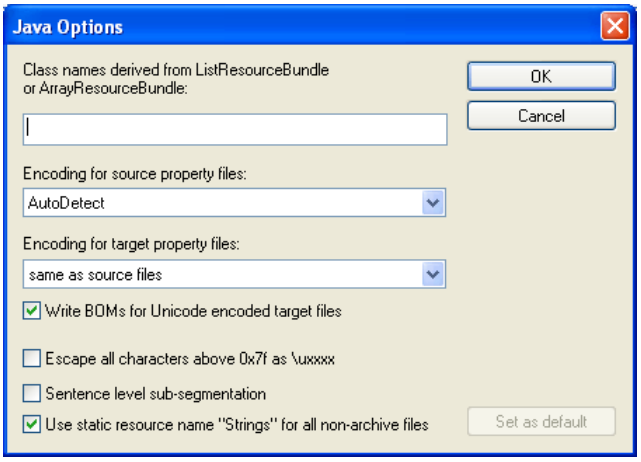
JAR files can be set up as multilingual archives containing the localized data for multiple languages. In this case the localized data is stored in separate files for each language, as indicated above, with filenames based on the described naming convention.

Passolo can extract the data to be localized from JAR files and create multilingual JAR files. If more than one target language is to be included in a JAR file, it is advisable to define the source language as one of the target languages, so that all the target languages can be added successively to the same JAR file.

Configuring the Java Add-In

The configuration can be set globally, or locally for selected string lists. For global configuration, select **Tools**, then **Options**, then **Add-Ins**, to call up the dialog box for the configuration of add-ins. Select the file parser **Java Parser**, and click on **Setup**.

For local configuration, select one or more source string lists with Java data in the project view, then select **Properties** from the **Project** menu. In the properties dialog, click the **Options** button. If you change the local configuration of a string list, you can use this setting as the global configuration by clicking on the button **Set as default**. For new string lists, the global configuration will be used automatically.



If the application uses ResourceBundles that are not derived directly from ListResourceBundle or ArrayResourceBundle, the respective base classes can be entered in the field labeled **Class names derived from ListResourceBundle or ArrayResourceBundle**, with entries separated by spaces or semicolons.

The **encoding for source property files**is normally recognized automatically. Files in 8 bit character set without BOMs (byte order marks) are then recognized as ANSI. If it actually is UTF8 format, then select here "UTF8 without BOM".

Unless otherwise specified, the property target file is written using the same encoding as the source file. With the ANSI format, the codepage that is specified for the target language in the language settings is used when the target file is written. If you want to use a different encoding for the target file, you can select **ANSI**, **UTF-8**, **Unicode** or **Unicode big endian** instead of **same as source files** under **Encoding for target property files**.

If the property files or the source code files for ResourceBundles are to contain ASCII characters only, the option **Escape all characters above 0x7f as \uxxxx** can be used to encode any non-ASCII characters as UNICODE escape sequences.

Choose the option **Use static resource name "strings" for all non-archive files** if the file name is likely to change in the course of the project, for example in connection with a version or date extension. This means that the strings will be linked correctly within the project even if the file names change.

With the **Sentence level sub-segmentation** option you can specify that the strings extracted from the Java resources should be segmented at sentence level according to the currently active segmentation rules. For strings that comprise several sentences, such as longer error messages or help texts, there are then several lines in the translation list that can be translated and processed separately. For further information about the segmentation of strings please refer to *The SRX Segmenter* (S. 204).

Click on Set as default if you have changed the settings for a source file and want to use these settings for new Java files.

References

Further information on the internationalization and localization of Java applications can be found in:

Java Internationalization, Andy Deitsch and David Czarnecki, published by O'Reilly, ISBN 0-596-00019-7.

http://java.sun.com.

Text files

Add-in for Text Files

The "Text File Parser" add-in extracts translatable strings from text files. This is achieved by defining rules that specify how to recognize the translatable strings within the text file. Using regular expressions, even complex text formats can be processed.

Working with rules (S. 166)

String Delimiters (S. 187)

Comment Delimiters (S. 188)

Resource Delimiters

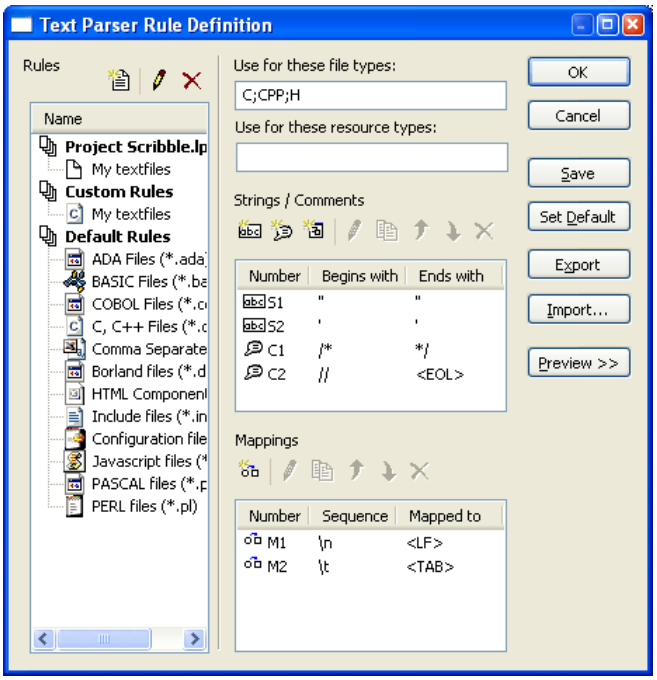
Character Mappings (S. 189)

Rule Specification for a Source File (S. 190)

Working with Rules

You can define different rules to be used as required, depending on the filename extension of the text file. For example, a rule "C/C++ Files" can be defined for processing files of type .c and .cpp.

All rules are edited in the "Text Parser Rule Definition" dialog.



The list on the left side shows all the rules defined so far. If you select one of the rules, the corresponding settings for this rule are displayed in the fields on the right.

The rules can be saved in different locations:

The **standard rules** are the rules that are available following the installation of Passolo. These rules cannot be modified.

The **user rules** are saved on the computer. You can define your own rules here or modify the existing standard rules. This is done by dragging the respective standard rule into the area for user rules.

You can also embed rules in a **project**. This ensures that the rule are available, even when the project is opened on a different computer.

When a source file is read in with the text parser, Passolo saves the name of the rule used. When the source string list is updated, Passolo searches for the relevant rule in this **sequence**:

1. In the project
2. In the user rules
3. In the standard rules

To add a **new rule** to the user rules, click on the  icon . A new entry is added to the list and you can enter a name for the new rule.

To **change** the name of the current rule, click on the  icon .

To **delete** the selected rule, click on the  icon.

File types

In principle, rules can be defined independent of the file type. However, the application of a rule to specific source file is facilitated if you specify a file type.

The file type is specified by entering a list of relevant file extensions, separated by semicolons. For example "c;cpp" for **.c** and **.cpp** files.

It is also possible to read text resources contained in a file that is processed by another parser. When using such resources you can also specify the **Resource Type**. If, for example, you use a resource type **MYTEXT** within a WIN32 source file and you want to process the text resource using a text parser rule, you can specify the resource type **MYTEXT** for this rule. When the source file is read, Passolo then uses the text parser for this resource. You can control or modify the use of the text parser and the relevant rule in the respective resource properties window.

Strings / Comments

This list includes all the defined delimiters for strings, comments and resources.

Click on  to add a new string delimiter (see *String Delimiters*, S. 187).

Click on  to add a new comment delimiter (see *Comment Delimiters*, S. 188).

Click on  to add a new resource delimiter (see *Resource Delimiters*).

The entries in this list can be sorted using  and  , but the sorting is only relevant in certain special cases.

The other buttons can be used to  edit,  copy or  delete the current entry.

Mappings

Click on  to add a new character mapping (see *Character Mappings*, S. 189).

Save

Saves your changes to the rule definitions.

Set default

Deletes all your changes and resets the rule definitions to their original state.

Export

Exports the selected rules (or all the rules) to a configuration file. This allows you to send your rule definitions to other translators.

Import

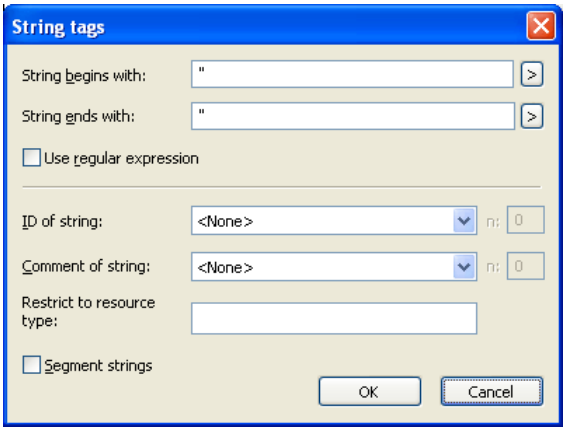
Imports rule definitions from a selected configuration file created using the **Export** command. A list of the rules contained in the configuration file is displayed. You can select all the rules or any combination you want to import.

Preview

Displays a Preview field in the dialog showing the effects of the current rule. Click on this button again to hide the preview. See *Preview* (S. 189)

String Delimiters

The string delimiters specify the characters that indicate the beginning and the end of a translatable string within the text file. Every string definition contains a pair of string delimiters as well as a number of other specifications.



In the first two entry fields, enter the characters that indicate the beginning and the end of a string. All the characters contained between these delimiters comprise a translatable string that can be read in Passolo.

The string delimiters can also contain placeholders for special characters:

<POS> defines the current position in the file. You can use <POS> to define strings that follow the preceding string directly without an explicit marker at the beginning.

<TAB> defines the tab character.

<EOL> defines the end of the line

<SPACE> defines a series of one or more spaces. You can also define a specific number of spaces, e.g. **<SPACE[1]>** for exactly one space or **<SPACE[1-2]>** for one or two spaces.

Using **regular expressions** instead of simple characters as string delimiters you can create even more powerful parsing rules. Thus you can define recognition rules for much more complex text formats. (see below)

ID and comment

In case the text files also contain string IDs, you can specify these as well with **String ID**. If the text has the following format `3340="sample text"`,for example, you can define ***Last number before beginning delimiter***. The string "sample text" would then be imported with ID 3340.

Using regular expressions you can also define the ID as a reference of the expression. A reference is a bracketed sub-expression. For **n**, specify the reference number. A 1 refers to the first sub-expression in the first set of brackets (see example)

Moreover it is possible to extract a comment for the source string from the text file. This requires the use of regular expressions.

Example with a regular expression:

The text file has the following format:

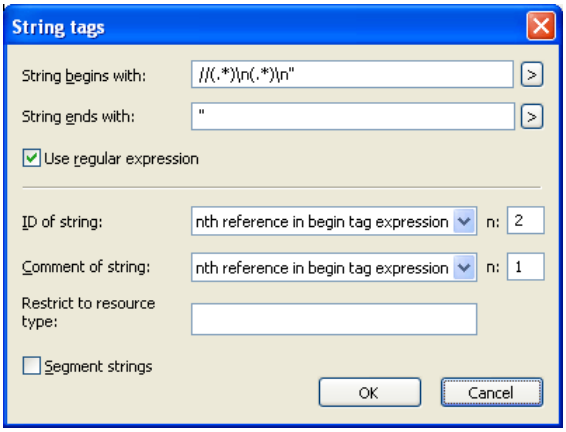
```
// comment 1
IDS_ONE
"text 1"

// comment 2
IDS_TWO
"text 2"
```

The string delimiter for the beginning of the string looks like this:

//(.*)\n(.*)\n"

The search begins with a double slash "//". Then a random text "(.*)" followed by a line break "\n" and another random text. The two texts are enclosed in brackets so that they can be referenced. Finally there is another line break and the " character.

The string ID is then taken from the *2nd reference in the beginning expression* and the comment from the *1st reference in the beginning expression*.



Thus the two strings "string 1" and "string 2" can be extracted with their correct string IDs and comments.

Limit to resource types

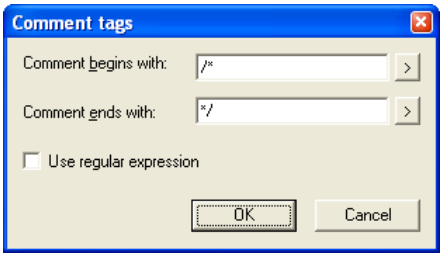
If you use various resources with different string delimiters, you can also specify a **resource type** for the string delimiter (see *Resource Delimiters*). Leave this field empty if you have not defined any resources or this delimiter applies to all resources. If you specify a resource type, this string delimiter will only be used when a resource of that type is imported.

Segment strings

Select this option if you want to segment long strings into single sentences - these are then displayed as separate strings in Passolo.

Comment delimiters

The comment delimiters specify the characters used at the beginning and end of a comment. The corresponding comment sections are skipped when searching for strings.



In the first two entry fields, enter the characters that indicate the beginning and the end of a comment.

The string markers can also contain placeholders for special characters:

<POS> defines the current position in the file. You can use <POS> to define strings that follow the preceding string directly without an explicit marker at the beginning.

<TAB> defines the tab character.

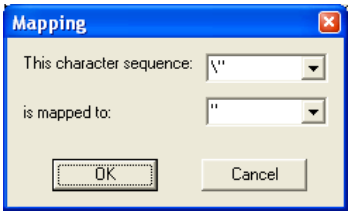
<EOL> defines the end of the line

<SPACE> defines a series of one or more spaces. You can also define a specific number of spaces, e.g. **<SPACE[1]>** for exactly one space or **<SPACE[1-2]>** for one or two spaces.

Using **regular expressions** instead of simple characters as string markers you can create even more powerful parsing rules. Thus you can define recognition rules for the comments in complex text formats.

Character Mappings

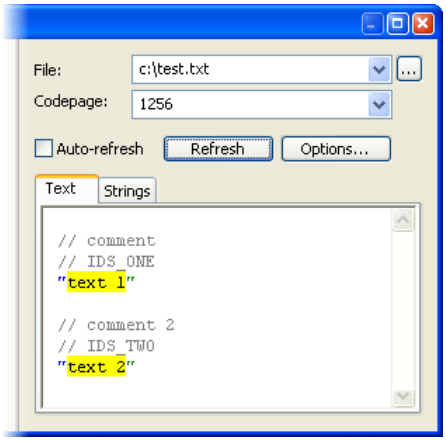
Character mappings are defined character sequences that are replaced by other character sequences during import.



In some text files, for example, the " character is written as " or "" when it occurs within a string that is surrounded by " characters.

Preview

Click the **Preview** button to display a preview in the dialog. The preview shows an example text in which all the strings extracted according to the current rule settings are highlighted.



File

Enter the path to the file you want to use as the example text. Or click the browse button [...] to use the Windows file selection dialog.

Codepage

If the text file is in ASCII format you should specify the correct codepage here to ensure that all the characters are displayed correctly.

Automatic update

If this option is selected the text file will be re-imported every time there is a change in the rule definitions. Otherwise the update is not carried out until you click the **Update** button.

Options

You can specify a limit for the preview function. In this case, the text file will only be read up to the specified limit. With large files this can make sense as otherwise there may be a delay while the file is read. Normally the beginning of the file should be sufficient to determine whether the defined rules have the desired effect.

You can also display **Line Numbers** in the preview.

Text file

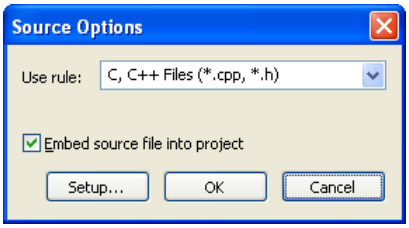
Displays the imported text file. All the matching strings are highlighted yellow. The corresponding string markers indicating the beginning and end of the string are colored blue and green. If you move the mouse over a highlighted part of the text and wait a moment, the corresponding string delimiter ([S1], ...) used to segment this text is displayed. In addition the string ID is displayed, if available.

Imported strings

This list contains up to 500 imported strings including IDs and comments, if available.

Rule specification for a source file

If you add a text file to a Passolo project, you can specify in the source file options which rule should be used for parsing.



Use rule

Select the rule you want to use. By default the rule selection is set to **<Automatic>** which means the rule will be determined automatically on the basis of the file extension. The selected rule is then saved, and can be checked or modified here.

Embed source file into project

Check this option to embed the source file to the project when the source list is updated. This allows to display it during translation, even if the original file is not available.

Text files which occur as resource in another file format are embedded by default. In this case you cannot clear this option.

Setup

Opens the **Text parser rule definition** dialog where you can edit the text file rules.

Add-in for Microsoft Installer Files

The add-in for Microsoft Installer files is an internal add-in available starting with the Professional Edition of Passolo.

If the add-in is activated as described, Passolo can automatically read and write Microsoft Installer (*.MSI) files. Settings for this add-in are not necessary.

In connection with Microsoft Installer files it is important to note that the strings are extracted from all the tables in the MSI file, but only a small selection of these tables and entries actually has to be translated. Prior to translation, you should "prepare" the project source string list by setting the entries that are not to be translated to hidden or read-only.

Add-in for Visual BASIC 6 Files

With this add-in, Passolo can automatically read and write Visual BASIC 6 projects and forms. Settings for this add-in are not necessary.

When Visual BASIC 6 project files (*.VBP) are added to the Passolo project, Passolo analyzes the VBP file and adds any form files (*.FRM) contained in the VBP. It is also possible to add form files (*.FRM) individually, as required.

The import of the FRM file falls into two areas. On the one hand, the dialog is extracted and can then be displayed and edited with the aid of the Passolo dialog editor.

In addition, any strings within the source string area that are enclosed in double quotes are also extracted. This ensures that any "hard coded" strings can also be translated. The IDs of the dialog elements are taken from the FRM file, whereas the IDs for the hard coded strings correspond to the line numbers in the source code that contain the relevant strings.

ODBC Databases

Add-in for ODBC Databases

The Passolo database add-in allows the localization of strings stored in different databases. The add-in is based on an application interface to the ADO (Microsoft ActiveX Data Objects) technology, which in turn makes use of OLE DB, a library of COM interfaces that enables universal access to different database sources.

This add-in supports Microsoft Excel (*.xls), Microsoft Access (*.mdb), Microsoft SQL Server, MySQL, Oracle, IBM DB2, Sybase and other databases for which a corresponding ADO driver is available. It extracts the localizable strings stored in different tables of the database. The **Data Source Settings** dialog allows the selection of table columns as the

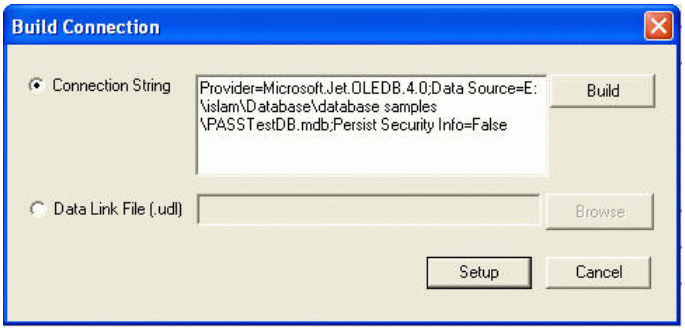
source of localizable strings. Limiting conditions can be defined so that strings can be read from different columns. The **Target Database Options** dialog allows the user to specify where the translated strings are to be stored.

Further information

- *Setting up a database connection by means of a connection string* (S. 192)
- *Setting up a database connection with a data connection file* (S. 197)
- *Data Source Settings* (S. 197)
- *Target Database Settings* (S. 198)

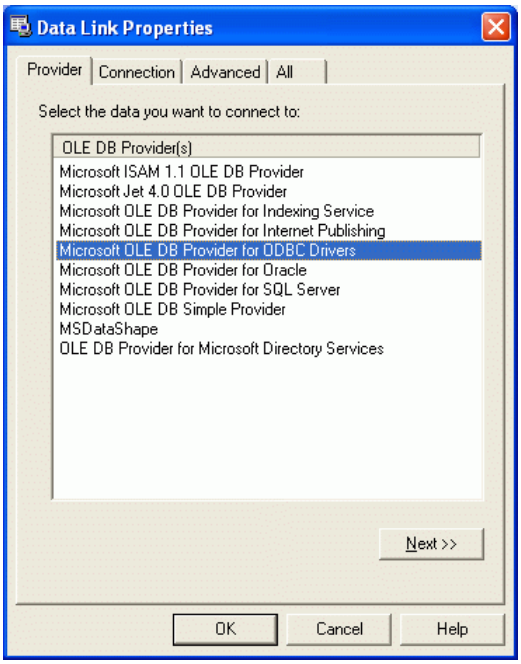
Setting up a database connection by means of a connection string

In the **Create Connection** dialog, the connection method is set to **Connection string** by default. Click Create to create a new connection string with the aid of the **Data Connection Properties** assistant. .



The assistant has four tabs.

Providers



The Providers tab lists all the OLE-DB providers found on the computer. Based on the name of the provider it is normally possible to deduce which database you want to access. Further information on providers is available in the **Microsoft OLE DB Providers Overview** in section **Win 32 and COM Development**, **Data Access and Storage**,**Microsoft OLE DB** of the MSDN, or in the MDAC 2.8 SDK.

Step 1: Select an OLE-DB provider for your database. In the case of Microsoft Excel and Microsoft Access, choose the Microsoft Jet OLE DB provider. If no provider is available for your database, choose **Microsoft OLE DB Provider for ODBC Drivers**. For this option it is necessary to set up an ODBC connection by with the ODBC Data Source Administrator (see *Creating an ODBC connection with the ODBC data source administrator*, S. 199). To determine the availability of an OLE-DB provider that is not included in the list, please contact the maker of the database.

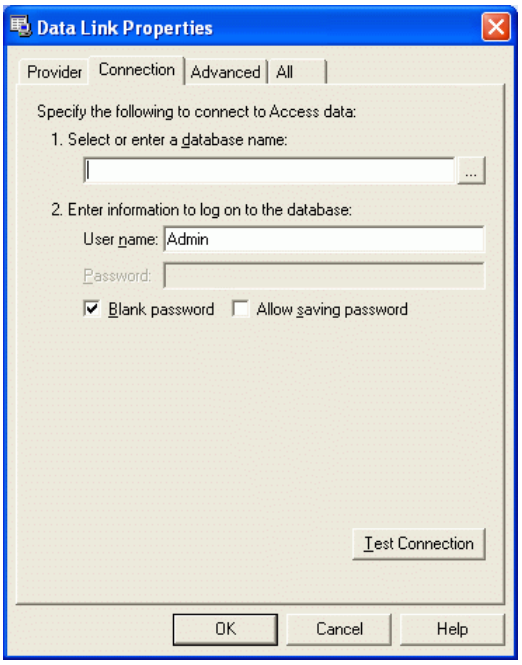
Step 2: Click **Continue** or open the **Connection** tab to specify the connection settings for the selected OLE-DB provider.

Connection

The **Connection** tab of the **Data Connection Properties** assistant contains different settings depending on the provider you selected.

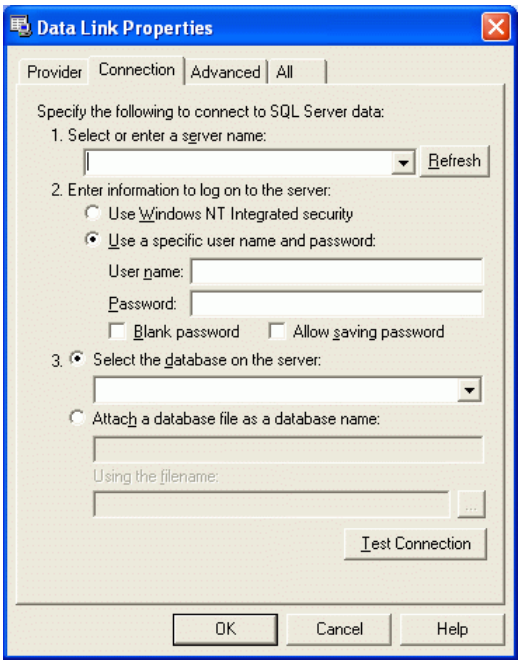
Microsoft Jet OLE DB Provider

1. **Enter the database name, or select one of the entries shown:** Enter the filename of the Microsoft Access database you want to access (with the extension .mdb). To search for the file, click on the button with the three dots.
2. **Enter the login information for the selected database:**
   a) User name: Enter the user name to be used for authentication when you log in to the data source. By default, the user name Admin is suggested.
   b) Password: Enter the password to be used for authentication when you log in to the data source. By default, the **No password** option is activated. This allows the specified provider to return an empty string for the password within the connection string. The **Allow saving password** option enables storage of the password along with the connection string. Whether the password is integrated into the connection string depends on the functions of the calling application. When it is stored, the password is returned and saved in unhidden and unencrypted format.
3. Click the **Test Connection** button to attempt establishing a connection to the specified data source. If the connection fails, you should check whether the settings are correct. The failed connection may, for example, be due to spelling errors or incorrect capitalization in the connection string.



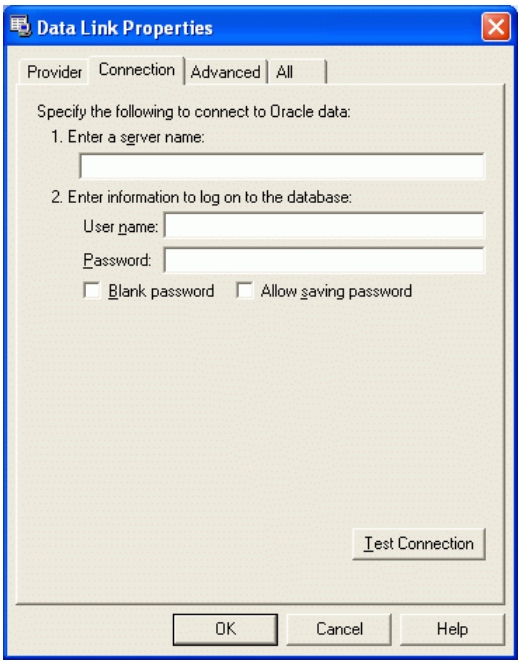
Microsoft OLE DB Provider for SQL Server:

1. **Server name:** Select a server from the drop-down list, or enter the location of the server on which the given database is to be accessed. The selection of the database on this server is a separate step. Click **Update** to update the list.
2. **Enter the login information for the server:** You have two options for authenticating the connection.
   a) **Use integrated Windows NT security:** Select this option to have the provider request a secure (or trusted) connection to a computer with SQL Server running on Windows NT. When this option is activated, SQL Server makes use of the integrated login security to establish connections with this data source, independent of the current login security mode on the server. In this case, any specified login IDs or passwords are ignored. The SQL Server system administrator will have to establish a connection between your Windows network ID and a SQL Server login ID.
   b) **Use a specific user name and password:** Enter the user name and password to be used for authentication when you log in to the data source. The **No password** option allows the specified provider to return an empty string for the password within the connection string. The **Allow saving password** option enables storage of the password along with the connection string. Whether the password is integrated into the connection string depends on the functions of the calling application. When it is stored, the password is returned and saved in unhidden and unencrypted format.
3. Use one of the following methods to select the database:
   a) Enter the name of the database you want to access.
   b) For SQL Server 7.0, enter a SQL database file as the database name. Enter the database name to be used for the attached SQL database file.
   c) For SQL Server, version 6.5 or earlier, enter the database file name to be attached. Subsequently, enter the name of the single-file database file. To search for the file, click on the button with the three dots.
4. Click the **Test Connection** button to attempt establishing a connection to the specified data source. If the connection fails, you should check whether the settings are correct. The failed connection may, for example, be due to spelling errors or incorrect capitalization in the connection string.



Microsoft OLE DB Provider for Oracle

1. **Server name:** Enter the name of the server, on which the database you want to access is located. Use the alias name as in the settings for **tnsnames.ora** or in SQL*Plus.
2. Enter the login information for the selected database:
   Enter the **user name** and the **password** to be used for authentication when you log in to the data source. The **No password** option allows the specified provider to return an empty string for the password within the connection string. The **Allow saving password** option enables storage of the password along with the connection string. Whether the password is integrated into the connection string depends on the functions of the calling application. When it is stored, the password is returned and saved in unhidden and unencrypted format.
3. Click the **Test Connection** button to attempt establishing a connection to the specified data source. If the connection fails, you should check whether the settings are correct. The failed connection may, for example, be due to spelling errors or incorrect capitalization in the connection string.



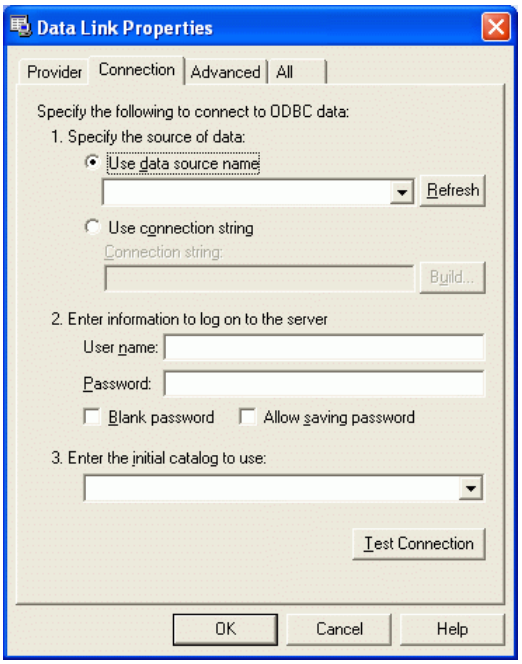
Microsoft OLE DB Provider for ODBC Drivers

1. Use one of the following methods to enter the data source:
   a) **Use the data source name:** Select or enter the name of the ODBC data source (DSN, Data Source Name) you want to access. With the ODBC data source administrator, you can add further data sources. Click Update to update the list.
   b) **Use connection string:** Enables the entry or setup of an ODBC connection string instead of using an existing data connection name. Clicking on **Setup** opens the **Select Data Source** dialog. Once you have selected a data source, the connection string for this data source is displayed on the **Connection** tab of the **Data Connection Properties** dialog.

   If you select a File DSN, the resulting ODBC connection string is not based on a DSN. The ODBC connection string is stored persistently in the data connection file (with the extension .udl) and is not based on the selected File DSN.

   If you select a Computer DSN, the resulting ODBC connection string is based on a DSN. The ODBC connection string refers to the selected Computer DSN. If a user on another system attempts to access the connection file (with the extension .udl), this user will also have to have the Computer DSN installed.

2. Enter the login information for the server:
   Enter the **user name** and the **password** to be used for authentication when you access the data source. The **No password** option allows the specified provider to return an empty string for the password within the connection string. The **Allow saving password** option enables storage of the password along with the connection string. Whether the password is integrated into the connection string depends on the functions of the calling application. When it is stored, the password is returned and saved in unhidden and unencrypted format.
3. Enter the start catalog you want to use
   Enter the name of the catalog (or database) or select the name from the drop-down list.
4. Click the **Test Connection** button to attempt establishing a connection to the specified data source. If the connection fails, you should check whether the settings are correct. The failed connection may, for example, be due to spelling errors or incorrect capitalization in the connection string.



Advanced

Use the **Advanced** tab to call up or change the initialization properties for the data connection. This tab is provider-specific and only shows the initialization properties required by the selected OLE DB provider. For further information on advanced initialization properties, please refer to the documentation supplied by your OLE DB provider.

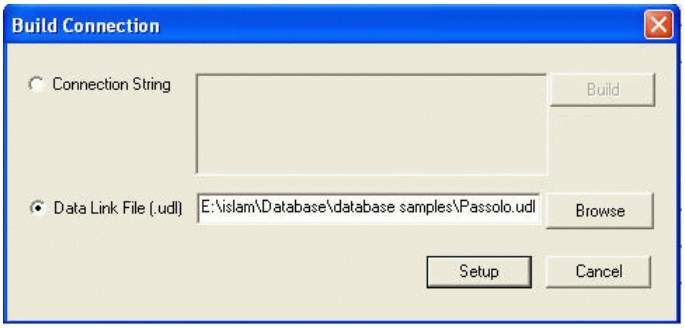
All

Use the **All** tab to display all the OLE DB initialization properties supported by your OLE DB provider, and edit these as required. Different properties are available, depending on the selected OLE DB provider. For further information on the supported initialization properties, please refer to the documentation supplied by your OLE DB provider.

Setting up a database connection with a data connection file

Another option for the setup of a database connection is to select or specify a UDL file. A UDL file is a Microsoft data connection file that contains all the settings needed for a specific OLE-DB provider in order to establish an ADO connection to the database.

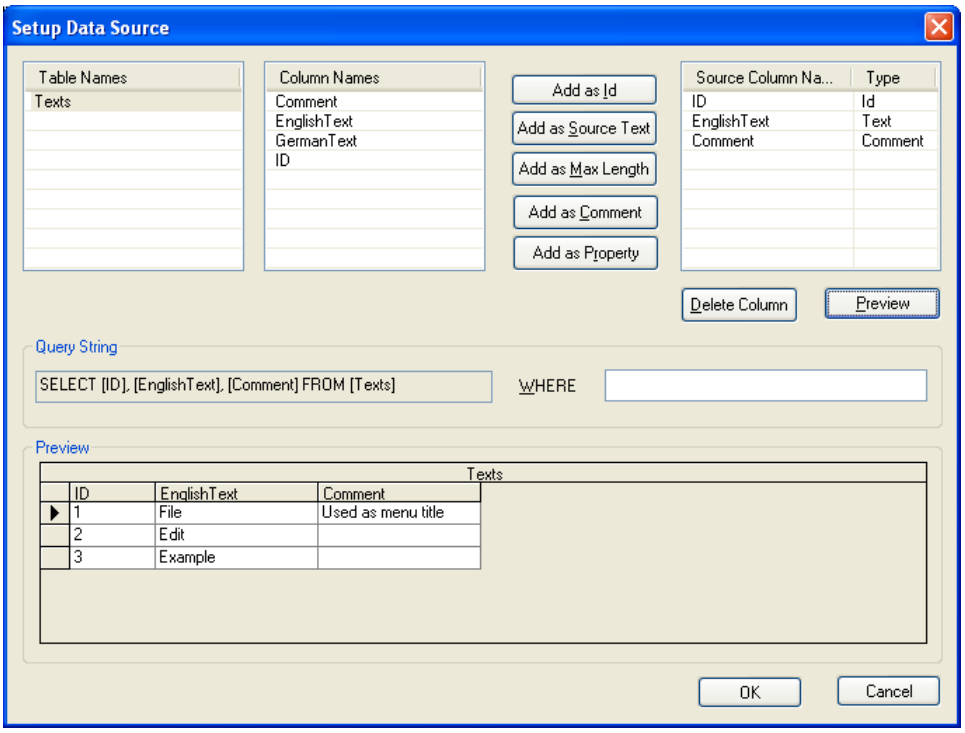
To make use of this option, click the **Data connection file (.udl)** setting in the **Create Connection** dialog. Enter a name for the file or click **Browse** to select an existing file. If the user name and password for the database are subject to frequent changes, it is better to use a UDL file. Then you only have to modify the settings in your UDL file and don't need to make any changes within your Passolo projects.



A UDL file can be created as follows: Use the Windows Explorer to create a new text file in a directory of your choice, and give this new text file the extension UDL. Double-click this file to open the Data Connection Assistant and configure the settings for the UDL file (see *Setting up a database connection by means of a connection string*, p. 192)

Data source settings

After defining the **connection string**, click on **Setup** in the **Build Connection** dialog. This opens the **Setup Data Source** dialog to specify the source of the localizable strings from database tables.



1. All the tables in the selected database are shown in the **Table Names** list.

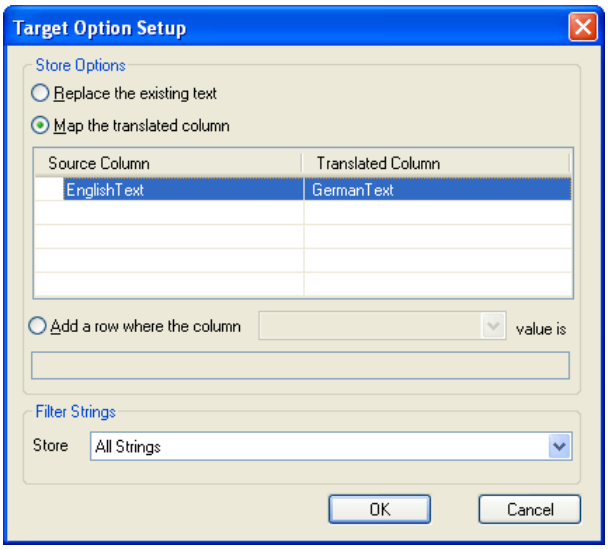
2. Select the table you want to use from this list. All the columns in the selected table are then shown in the **Column Names** list.
3. To select the contents of a column as the ID for the translated text, highlight the column and click the **Add as ID** button. The column name is then added to the list on the right with ID as the type. One or more columns can be added with ID as the type.

Note: It is advisable to work with unique IDs for the source strings, otherwise the translation can only be written to the database once. On any subsequent attempt to store a translation to the database, the add-in would not be able to find the original source string.

4. Select the column names from which source strings are to be extracted. In this case, highlight the column and click the **Add as Source Text** button. Columns that are not Text type cannot be added as source text columns.
5. You can also read **Comments**, **Max Length** specifications or other **Properties** from the columns by adding them with the corresponding buttons. These values are then entered in the Passolo source string list.
6. If you click the **Preview** button, the content of the selected language is displayed in the preview table.
7. In the **Query String** edit box you can define a condition to limit the display to a selection of strings in the given language. Put column names in quotation marks, as shown in the left-hand field of the query. For example, column names in Microsoft Excel or Microsoft Access databases have to be placed in angle brackets. These markers should be entered for security reasons. If column names contain keywords or spaces, this is necessary to ensure that the database can identify the column names correctly.
8. Click **Preview** to display the changes.
9. Click **OK** if the strings displayed in the preview table correspond to the strings that you want to extract from the database for translation, or **Cancel** if you want to close the dialog without saving your changes.

Target Database Settings

To specify how the translated strings are to be stored in the target database, open the **Properties** dialog for the translation list and click **Advanced** to open the **Target Database Options** dialog.



Replace existing text

This is the standard setting for the target database.

Note: If you work with unique IDs for the source strings, you have to be careful using this option. A given translation can then only be written to the database once. On any subsequent attempt to store a translation to the database, the add-in would not be able to find the original source string.

Map translated column

With this option the translated strings for a source column can stored in another column. If you choose this option, the list contains all the columns selected as source columns. Click on the field under **Translated Column** and select the respective target column.

Add data record

With this option, each translated string is added as a new record in the table. In order to distinguish between source and translation in the extended table, it is necessary to specify a column containing a value that differs compared with the source data record, e.g. the new language code. In the text field, enter the specific value to be used for all new data records.

Filter Strings

With this option you can specify that only **Translated Strings** or only **Validated Strings** are to be stored.

Creating an ODBC connection with the ODBC data source administrator

1. In Windows 98 or Windows NT, go to **Start**, **Settings**, **Control Panel** and double-click the **Data Sources (ODBC)** icon. In Windows 2000 or Windows XP, go to **Start**, **Control Panel**, **Administrative Tools** and double-click the **Data Sources (ODBC)** icon. This opens the **ODBC Data Source Administrator**.
2. Activate the **System DSN** tab and click the **Add** button.
3. Select the corresponding driver for your database from the list of drivers, and then click **Finish**.
   Access: Microsoft Access Driver (*.mdb)
   Microsoft SQL Server: SQL Server.
4. Enter the name you want to use to refer to this data source. Specify the database and other settings depending on the chosen driver. Different settings are required for different drivers.
5. Click the OK button to return to the System DSN tab, and then click OK again to exit the **ODBC Data Source Administrator**.

Parser for Microsoft Excel Files

The Passolo Excel add-in allows the localization of strings stored in Microsoft Excel files. The localization concept is different from solutions offered by document translation tools. The Excel add-in doesn't translate the whole document. It only extracts the content of a selected column and stores the translations into a different column. In addition it supports processing meta data like IDs, length limitations and other properties.

This add-in overcomes the limitations of the Add-In for ODBC Databases where the underlying Microsoft OLE DB driver for Excel is not Unicode compliant. This add-in supports all languages.

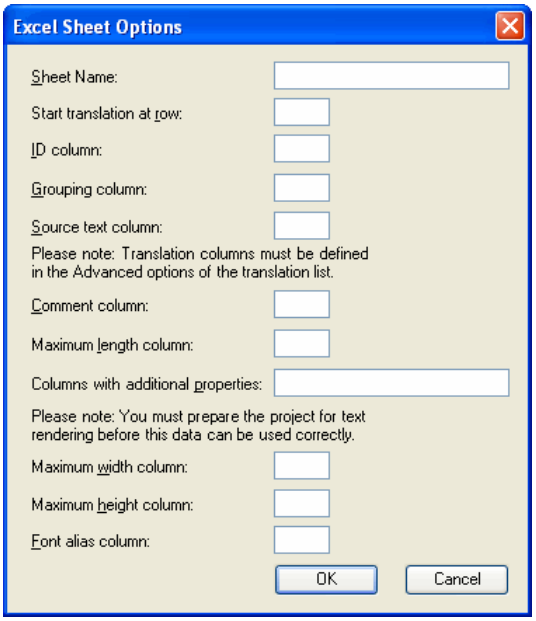
It is based on Microsoft Excel, so to read source strings and to write translations a license of Microsoft Excel must be installed. This add-in extracts the localizable strings stored in a sheet of the workbook. The **Excel Sheet Options** dialog allows the selection of a column as the source of localizable strings. Additional meta data can be extracted and stored in the localization project. The **Excel Translation Column** dialog allows the user to specify where the translated strings are to be stored.

Supported Excel versions

Microsoft Excel 2003 and newer versions are supported. Microsoft Office usually installs so-called **Primary Interop Assemblies**. Depending on the installation sequence on your system it might happen that these Interop Assemblies are not available. In this case Passolo is reporting an error containing *Could not load file or assembly 'Microsoft.Office.Interop.Excel*. In this case download the Primary Interop Assemblies for your actual version of Office from the Microsoft website and install them on your system.

Excel Sheet Options

The configuration must be set locally for string list separately Select one Excel source files in the project view, then in the menu select **Project**, then **String List Settings** or use the context menu to call String List Settings. In the properties dialog, click on the button **Options**.



Sheet Name

This entry field is mandatory. Insert the name of the Excel sheet where the translatable strings are stored.

Start translation at row

This entry field is mandatory. Insert the row number where the first translatable strings is stored. This allows you to skip empty rows or rows with header names.

ID column

This entry field is optional but recommended. Insert the column name where the IDs for translatable strings are stored. Using IDs will support an easy update process, when the next version of the Excel sheet must be translated. Empty IDs are not allowed. When

reading source strings into the project, Passolo extracts strings from all rows until a row without ID is found.

Grouping column

This entry field is optional. Insert the column name where the group for translatable strings are stored. Passolo will use the content of this field to group the translatable strings in the Passolo resource view. This field supports merged Excel cells.

Source text column

This entry field is mandatory. Insert the column name where the translatable strings are stored. If no ID column is defined, Passolo will read source texts to the project until an empty cell is found.

Comment column

This entry field is optional. Insert the column name where the comment for translatable strings are stored. Passolo will add the content of this field to the comment field in the Passolo project.

Maximum length column

This entry field is optional. Insert the column name where the maximum length in characters for translatable strings are stored. Passolo will add the content of this field to the maximum length field in the Passolo project. This allows you to perform individual length checks for each row.

Additional Properties

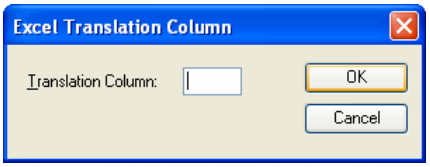
This entry field is optional. Insert the column name and how the content is named in the Passolo project. Separate column and name using a : character. If multiple properties should be extracted for the sheet separate them using the ; character (e.g. "AF:Screen;AG:Reference"). Using additional properties you can add additional context to translators. Properties can also be processed using macros.

Maximum width column, Maximum height column, Font alias column

These entry fields are optional. These entry fields are optional. Insert the column names for corresponding properties that are used by the TexRenderer add-in to visualize and check translations in a specific device font. (see *Text Renderer*, S. 117)

Excel Translation Column

To specify how the translated strings are to be stored in the target Excel file, open the **Properties** dialog for the translation list and click **Advanced** to open the **Excel Translation Column** dialog. Please note that you have to call this dialog for each target language.



Translation Column

This entry field is mandatory. Insert the column name where the translated strings must be stored.

Add-in for Portable Object (PO) files

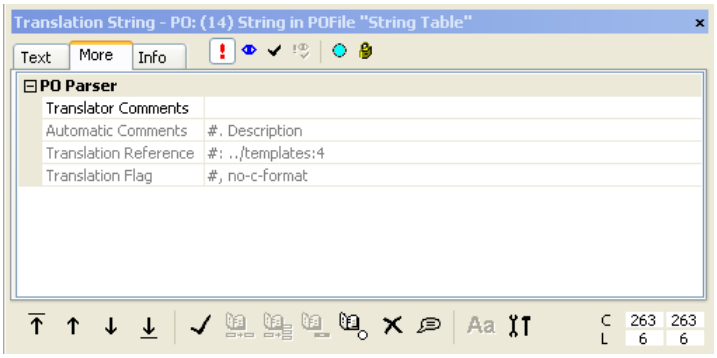
The add-in for PO files is an internal add-in and is available in all editions of Passolo.

If the add-in is activated as described above, Passolo can automatically read and write Portable Object files (*.PO). PO files are text files encoded in UTF-8. They are used to store the strings for programs based on the GNU internationalization library *gettext*. This internationalization library is frequently used in Linux or Unix environments. A string entry in a PO file can have the following structure:

```
# translator-comments (created & maintained by translator)
#. extracted-comments (created & maintained automatically by gettext
tools)
#: reference...
#, flag...
#| msgid previous-untranslated-string
msgid untranslated string
msgstr translated string
```

Resources in PO files

Two resources are read from the PO file, the **Header Info** and the **String Table**. The Header Info contains general PO file settings. The String Table contains all the entries to be translated. The source string is read from the property **msgid** . The other properties of an entry such as the translator comments, references and flags are also extracted and displayed in the **More** tab in the translation window. The translator's comment can be modified and is stored in the target file.



Translation of plural forms

The header of the PO file can contain information on the plural forms supported in the file (see also *here*). Passolo supports this function and offers multiple entries for translation according to the **Plural Forms** setting.

Example:

```
Plural-Forms: nplurals=2; plural=(n != 1);
```

An entry can then have the following form

```
msgid "You have deleted %d file."
msgid_plural "You have deleted %d files."
msgstr[0] "Sie haben %1 Datei gelöscht."
msgstr[1] "Sie haben %1 Dateien gelöscht."
```

In this case the source string is shown twice so that the different plural forms for the **msgstr** entries can be entered.

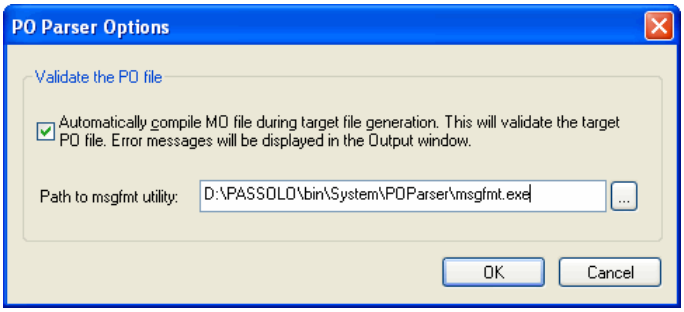
Aligning previously translated PO files

PO files may already be (partly) translated. These translations can be read into the project by means of the function **Scan Target File (Alignment)**.

Generating Machine Object (MO) files

The final step in the localization process is that the PO file generated by Passolo can be converted to a binary Machine Object (MO) file using the **msgfmt** tool. If the translations are compiled into a binary file, access to the translations by the running target application is quicker.

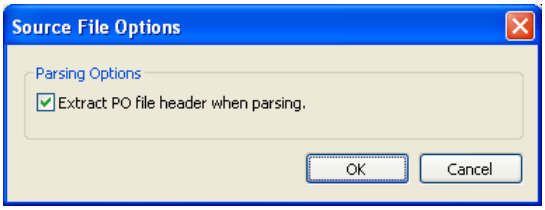
The PO parser options dialog can be opened as follows. Click on **Tools** - **Add-ins** and select the **PO File Parser** on the **Parser** tab. Click on the **Setup** button.



If the option **Automatically compile MO file during target file generation** is activated, Passolo will also create an MO file every time the PO target file is generated. This is done using the program specified under **Path to msgfmt utility**. The msgfmt program also checks the PO file for errors and reports them to the output window **Messages**.

How to modify the options for a PO source string list

1. Select the source string list in the project window
2. Select **String List Settings** from the **Edit** menu
3. Click on **Options** in the **Source String List Properties** dialog



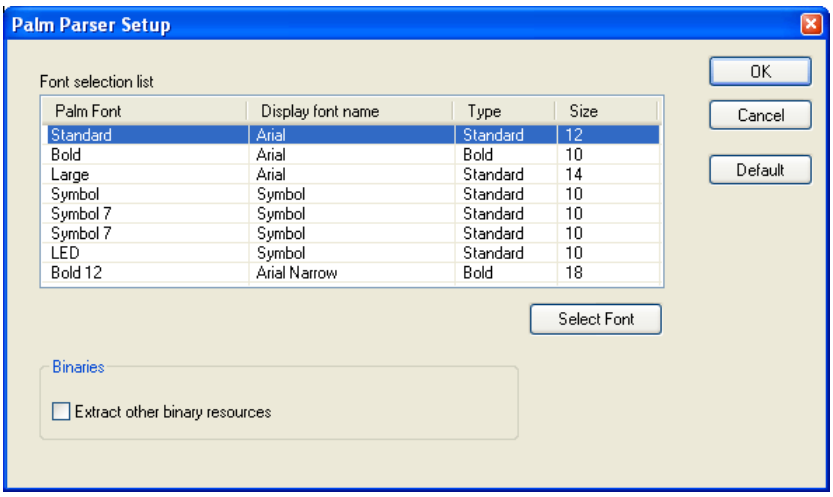
By default the PO file header is also extracted. This is necessary to enable the use of plural forms (see above). In case of difficulties with the extraction of (faulty) file headers you can deactivate this option.

Add-in for Palm OS Applications

The Passolo add-in for Palm OS enables the localization of internationalized Palm OS applications. The add-in supports the localization of all the major resource formats for binary PRC files.

Configuration

The configuration can be specified globally. Select **Add-ins** from the **Tools** menu to open the add-in configuration dialog. Select the **Parser for Palm OS Applications** add-in (in the Parser section) and click on **Setup**.



The **Palm Parser Setup** contains a selection list of the **Palm Fonts** and mappings for the display of these fonts on the Windows system. With these settings you can control the simulated layout of Palm OS dialogs under Windows. Select a Palm Font and click on **Select Font** to change a font mapping.

Activate the **Extract other binary resources** option if you want to extract images from the PRC file in addition to the standard resources.

The SRX Segmenter

Loading the Segmenter

The sub-segmentation of strings at sentence level is carried out by a special add-in, the **SRX Segmenter Add-in**. To load the SRX Segmenter add-in, choose **Add-ins** from the **Tools** menu and click on the **Parser** tab. The list of parsers should contain an entry for the SRX Segmenter add-in (under **Segmenters**). It is advisable to set the Load Type to Load On Use. For further details about working with add-ins, refer to *Add-In Configuration* (S. 151).

If the add-in is not yet loaded (the State field is then empty), you can (re)load it by clicking on **Load**.

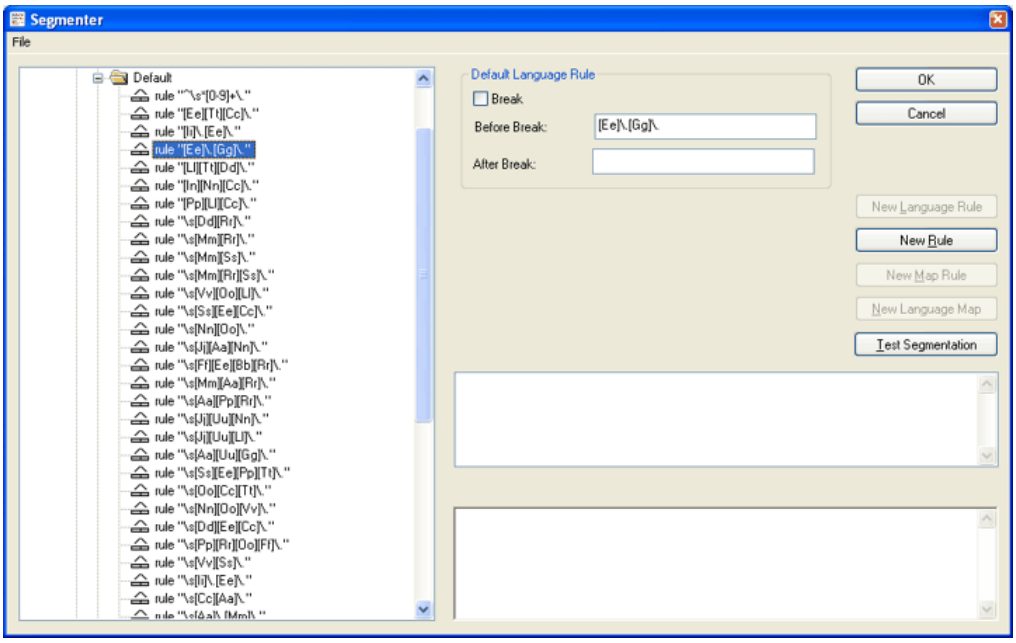
Defining Segmentation Rules

To call up the settings for the SRX Segmenter, click on **Setup**. In the setup dialog for the Segmenter, you can display and modify the rules and settings for the segmentation of strings at sentence level and also add new rules. In addition, you can save the current rules and settings to a rules file, load previously saved rules files, and merge the current rules and settings with the contents of a rules file.

The rules specified for the Segmenter are based on the SRX standard (Segmentation Rules eXchange). SRX is a special XML format designed for the definition of rules and methods for text segmentation.

SRX distinguishes two main elements:

- – these specify the segmentation rules that may apply for a language.
- – these specify the assignment of defined language rules to specific languages, whereby Passolo always assigns rules according to the **Default** maprule.



The actual segmentation rules are defined using regular expressions, thus allowing maximum flexibility. For each rule, three different settings can be specified:

- **Break** – This setting determines whether the described segmentation rule results in a segmentation (break) or suppresses a segmentation that would otherwise occur.
- **Before break** – In this field, enter the string of characters (regular expressions) that precede the point of segmentation (or suppressed segmentation).
- **Before break** – In this field, enter the string of characters (regular expressions) that precede the point of segmentation (or suppressed segmentation).

Examples of forced and suppressed segmentation:

- A period, question mark, or exclamation point followed by a space result in a segmentation. This rule is expressed with the following settings:
  Break: activated
  Before break: [\.\?!]+
  After break: \s
- Abbreviations like **etc.** (with a period and space following) do not result in a segmentation, but instead suppress a segmentation that would otherwise occur (period followed by a space, see above) by having the Break option deactivated. This rule is expressed with the following settings:
  Break: deactivated
  Before break: [Ee][Tt][Cc]\.
  After break:

Menu Functions in the Segmenter Dialog

In the File menu, the following functions can be selected.

Merge Language Rules – merges the rules contained in a saved SRX file with the currently active rules.

Load preview data – opens a TXT file so that you can check the current segmentation rules based on the content of the selected file. The text is loaded first into the middle field on the right. Clicking on **Test Segmentation** displays (in the lower field) the results of segmenting the given text according to the current rules.

In addition, the following functions can be selected from the shortcut menu after right-clicking on one of the rules (or several previously selected rules).

Copy Rule(s) – copies the selected rule(s) to the clipboard.

Paste Rule(s) – pastes the rule(s) from the clipboard.

Delete Rule(s) – deletes the selected rule(s).

Up Rule(s) – moves the selected rule(s) upwards.

Up Rule(s) – moves the selected rule(s) upwards.

Please note that these functions are only available when they are allowed with regard to the selected entry and the current position in the rules tree.

Buttons in the Segmenter Dialog

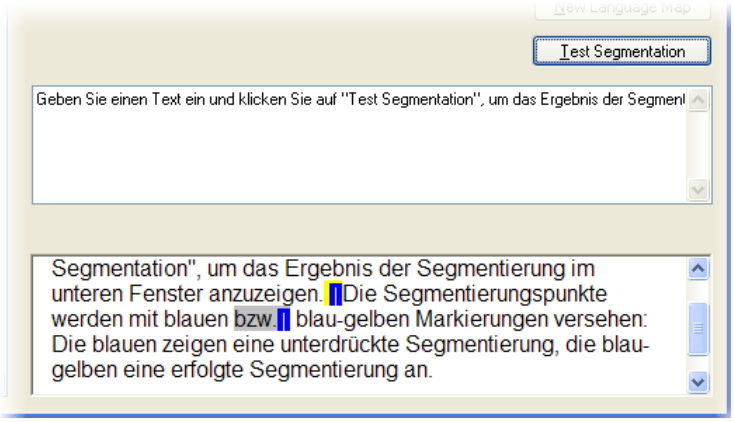
New Language Rule – creates a new language rule folder under the <languagerules> element. This function is only available when the <languagerules> element or one of its subordinate Language Rule folders is selected.

New Rule – creates a new rule within the currently selected Language Rule folder. This function is only available when a Language Rule folder or one of its subordinate rules is selected.

New Map Rule – creates a new folder under the <maprules> element. This function is only available when the <maprules> element or one of its subordinate Map Rule folders is selected.

New Language Map – creates a new mapping rule within the currently selected Map Rule folder. This function is only available when a Map Rule folder or one of its subordinate mapping rules is selected.

Test Segmentation – displays the results of the current segmentation rules when applied to the text contained in the middle field. The result is output in the lower field. Segmentations are indicated by a blue-yellow marker, whereas the marker for suppressed segmentations is just blue.



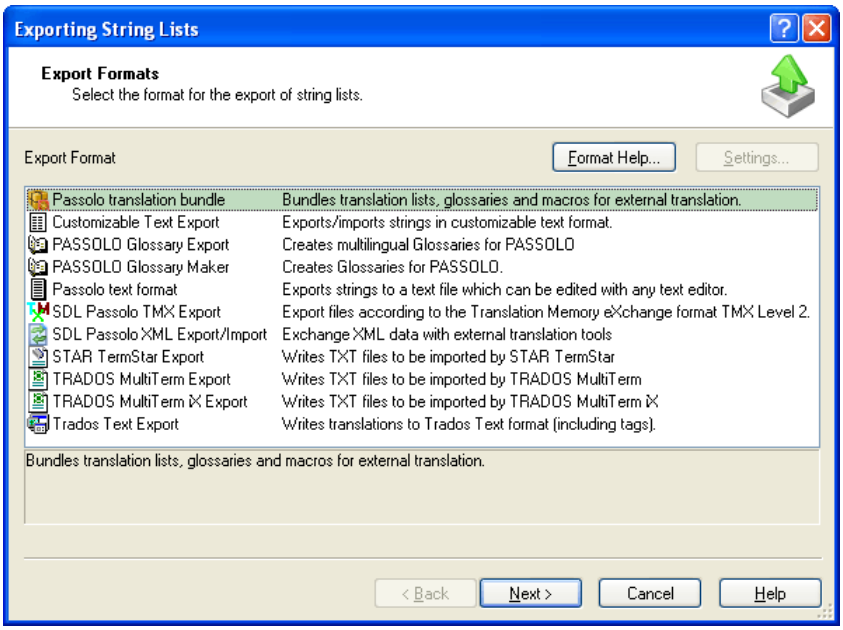
Export and Import Interfaces

Export and Import Interfaces

Passolo is supplied with with a variety of export formats. Additional export formats can be obtained separately. Passolo also has an API interface which can be used to develop application-specific export and import functions. For further information, please see *Add-ins for Passolo* (S. 149).

The Export Dialog

To select an export format, open the **Exporting String Lists** dialog by clicking on **File** and then **Export**.



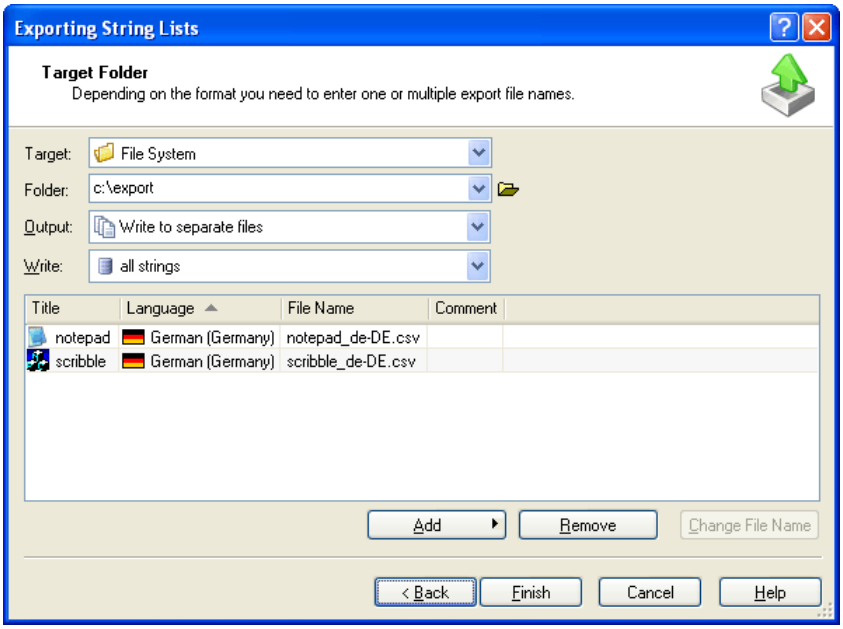
You can select the format in which the translation lists are to be exported from the formats list. You can change the settings for some of these export functions. If you select such an export function, you can configure the export by clicking the **Settings** button.

The **Passolo translation bundle** format differs from the other formats. It always exports complete translation lists. All other formats export individual strings from a translation list.

Click **Next** to open the next dialog. If you are exporting translation bundles, this will be the *Target Folders for Translation Bundles* (S. 210) dialog; otherwise the *Target Folder* (S. 207) dialog appears

Target Folder

You can specify the target folder and file names for the files to be exported on the second export dialog page. If you are exporting a translation bundle, please see *Target Folders for Translation Bundles* (S. 210)



Folder

Specify the target folder to be used for the export of files.

Output

Some export formats let you combine several string lists into one export file. For these formats the **Output** combobox provides the following selection:

- **Write to separate files** Each string list can be written to a separate file. If supported by the given format, it is also possible to merge several files. To do so, select the files you want to merge and click on **Change File Name**.
- **Write to a single export file** All string lists are written to one export file. The file name is specified in the **File Name** field, which is displayed next to the **Folder** field with this selection.
- **Write one file for each target language** The translation lists are grouped according to target language. For example, all the string lists for German are written to one export file and all the string lists for French to another.

Passolo automatically suggests names for the export files. If you create several translation bundles, you can change a name by clicking on **Change File Name**.

Write

Choose which strings from the selected string lists you want to export.

- **All strings** The entire string list is written. Deleted strings (in the recycle bin) are not written
- **All strings, including deleted strings** The entire string list is written, including any deleted strings in the recycle bin.
- **All strings that are currently displayed** All strings displayed in the active string list window are written.
- **All selected strings** All strings selected in the active string list window are written.

The last two options are available if you start the export while a string list window is active. If you select one of these options, the string lists available for export are identical to those in the string list window, and you will not be able to add any further string lists

Selecting string lists

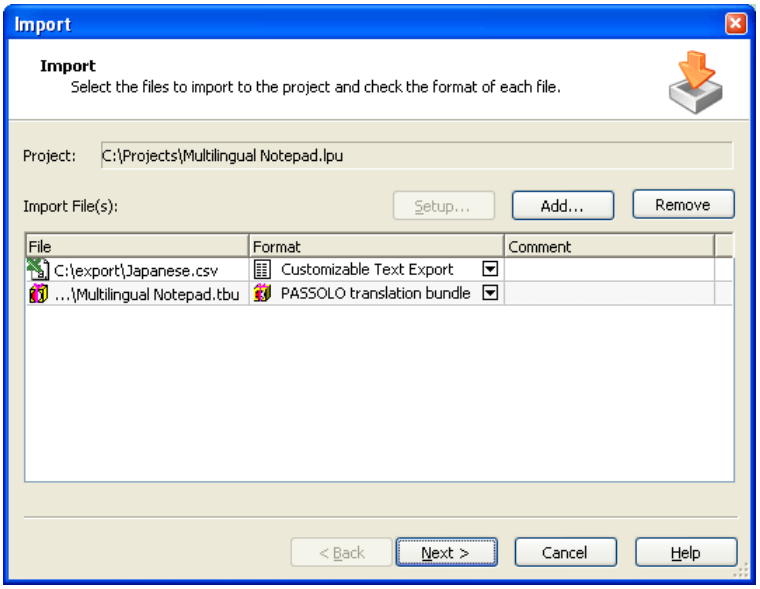
The list shows all string lists that were selected in the project window *before* you opened the export dialog. Click on **Add** to add additional string lists to the translation bundle.

Finish

Click on **Finish** to start the export as specified.

Importing files

To re-import a string list after external translation, select the **Import** command from the **File** menu First, select one or more files using the Windows file selection dialog. The following dialog appears:



Click on **Add** to select additional files to be imported. Click **Remove** to delete files from the list. Click **Setup** to edit the settings for the currently selected format. These are, however, primarily related to exports and are not particularly meaningful for imports.

Tip: To add files, you can simply drag them into the window from Windows Explorer. This is also possible without opening the Import dialog: Simply drag the file you want to import onto the **project window** and select **Import file** from the selection dialog that appears.

Check the format for each file that is to be imported. You can change the format by clicking on the small triangle or by right-clicking the entry.

Settings for Translation Bundles

Once you have imported the final version of the translation bundle, you need to **release the string lists** so that further changes can be made to them within the project. If you are only importing an interim version or are still waiting for translations from other translators, you should not release the string lists as you will be unable to import further translation bundles after this.

Settings for Text-based Formats

If at least one of the files to be imported is in a text-based format (i.e., if it is anything other than a translation bundle), the **Settings for Text-based Formats** page appears.

By default, imported texts are marked as "for review". If you want them **validated immediately**, activate the corresponding setting on this page.

Begin Import

The last page lists all of the files that are to be imported

If you select **Open string lists after import**, all string lists that were imported to are opened as soon as this dialog is shut.

Click on **Finish** to start the import as specified. The **Progress** column shows you which file is currently being imported. It also shows any errors that may have occurred.

If the import is completed without any errors, the dialog is closed automatically; otherwise it remains open so that you can check your settings again and attempt the import once more.

Exporting Translation Bundles

Exporting Translation Bundles

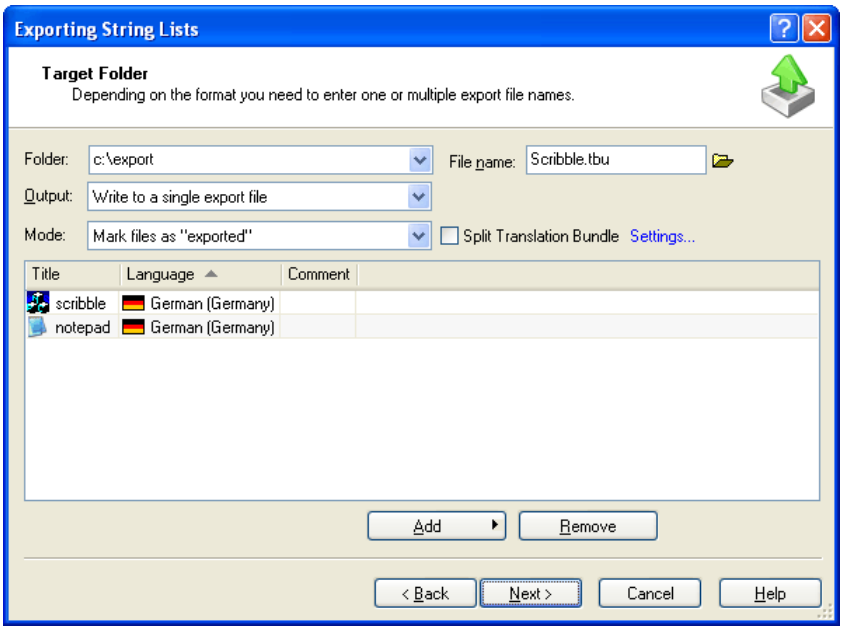
A translation bundle is a package which contains all information needed to translate parts of a localization project. A translation bundle can contain any amount of translation lists, glossaries and macros. To create a translation bundle choose **Passolo translation bundle** from the list of export formats. Passolo will then lead you through the required settings.

Further information

1. *Target Folders for Translation Bundles* (S. 210)
2. *Licensing Translation Bundles* (S. 211)
3. *Export Options for Translation Bundles* (S. 212)

Target Folders for Translation Bundles

You can specify the target folder and file name for the translation bundle on the second Export dialog page. If you are not exporting a translation bundle, see *Target Folder* (S. 207).



Folder

Specify the target folder to be used when translation bundles are exported.

Output

- **Write to separate files** Each string list can be written to a separate translation bundle. You also have the option of merging several target files. To do so, select the files you want to merge and click on **Change File Name**.
- **Write to a single export file** All string lists are written to one translation bundle. The file name is specified in the **File Name** field, which is displayed next to the **Folder** field with this selection.
- **Write one file for each target language** The translation lists are grouped according to target language. For example, all the string lists for German are written to one translation bundle and all the string lists for French to another.

Passolo automatically suggests names for the translation bundles. If you create several translation bundles, you can change a name by clicking on **Change File Name**.

Mode

You should generally choose the **Mark files as "exported"** mode. This sets the string lists in your project to read-only and allows you to re-import the translation bundle after it has been translated. Exported translation lists are marked with this symbol  in the project window.

The **Extract only...** option means that a translation bundle is created that is intended only for external processing. You would do this, for instance, to create a kind of glossary or to distribute an interim version of the translation. The string lists remain editable within the project. However, such a translation bundle cannot subsequently be imported.

Split Translation Bundle

This option splits the translation bundles in multiple parts that can be distributed to different translators. If you create three parts, for example, Passolo generates three different translation bundles instead of one, with each file containing different sections for translation. The three translation bundles can then be processed by three different translators at the same time. The string lists are marked as "exported" until all three parts have been re-imported.

When splitting a translation bundle into parts with (approximately) the same size, Passolo counts the words in untranslated strings and splits the translation bundle in such a way that each part contains about the same number of words to be translated. The alternative is to split the translation bundle into two parts: one containing the dialog resources and one with all the other resources.

Selecting String Lists

The list shows all string lists that were selected in the project window *before* you opened the export dialog. Click **Add** to add additional string lists to the translation bundle.

Click **Next** to move to the *Licensing Translation Bundles* (S. 211) (Team Edition) or *Export Options for Translation Bundles* (S. 212) page.

Licensing Translation Bundles

This dialog is only displayed in *Passolo Team Edition*. If you want to create a translation bundle that can be edited using the free *Passolo Translator Edition* you will need to **license** the translation bundle. To do so, select the **Generate licensed translation bundle** option. One of the available license slots will now be associated with the translation bundle.

Click on **Next** to move to the *Export Options for Translation Bundles* (S. 212) dialog.

Export Options for Translation Bundles

When you export a translation bundle you can embed additional files or modify the export settings.

Click on **Glossaries** to embed one or more glossaries in the translation bundle. See *Adding Glossaries to Translation Bundles* (S. 212).

Click on **User files** to embed one or more user files in the translation bundle. See *Adding User Files to Translation Bundles* (S. 212).

Click on **Macros** to embed one or more macros in the translation bundle. See *Adding Macros to Translation Bundles* (S. 213).

Click on **Rights** to define the translator's user rights when working with the translation bundle. See *Specifying Restricted Rights for a Translation Bundle* (S. 213).

Click **Options** to embed options into the translation bundle. See *Embedding Options in a Translation Bundle* (S. 214).

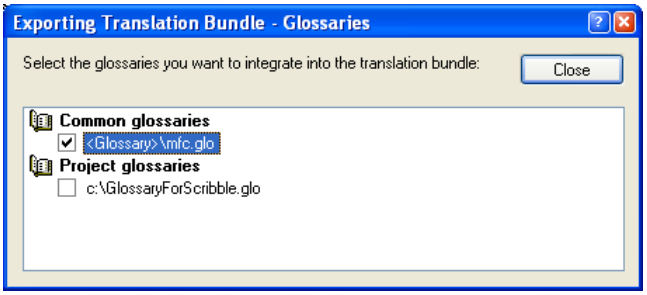
Click on **Comment** to add notes for the translator to the translation bundle. See *Project - Comment* (S. 39).

Click on **Reference language** to add a column with another target language to the translation bundle. See *Displaying a Reference Language* (S. 128).

Click on **Finish** to export the translation bundle as specified.

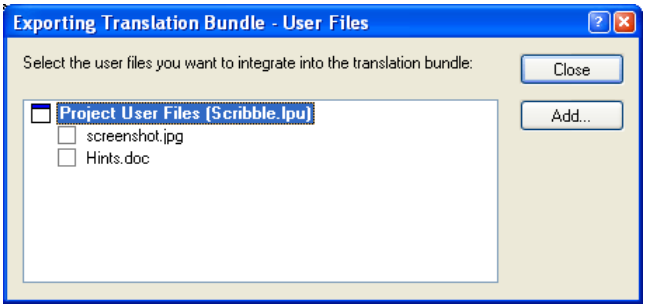
Adding Glossaries to Translation Bundles

The **Exporting translation bundle – glossaries** dialog shows a list of the available glossaries. From this list you can choose the glossaries that you want to embed in the translation bundle.



Adding User Files to Translation Bundles

In the **Export translation bundles – user files** dialog you can choose which of the user files embedded in the project you want to add to the translation bundle.

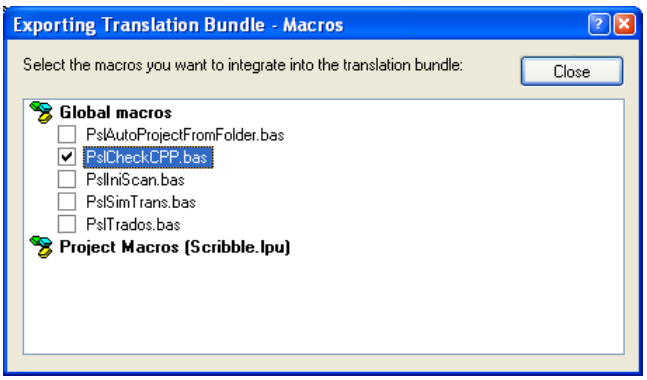


Click on **Add** to embed additional files in the translation bundle. This opens the file selection dialog, with which you can select the appropriate file on your computer. Files that you embed in this manner are listed under **Additional user files**.

For more information about user files, please see *User Files* (S. 35).

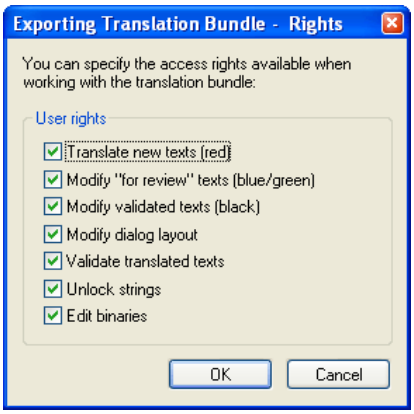
Adding macros to translation bundles

The **Exporting translation bundle – macros** dialog shows a list of the available macros. From this list you can choose the macros that you want to embed in the translation bundle.



Specifying Restricted Rights for a Translation Bundle

In the **Export translation bundle – rights** dialog you can specify which rights the user has when working with the translation bundle. By default the user rights are unlimited.



If you deactivate the **Translate new strings** option the user of the translation bundle will not be able to translate or otherwise modify any of the red, untranslated strings.

If you deactivate the **Modify "for review" strings** option the user of the translation bundle will not be able to modify any of the blue or green strings.

If you deactivate the **Modify validated strings** option the user of the translation bundle will not be able to modify strings that have already been translated and validated.

If you deactivate the **Modify dialog layout** option the user of the translation bundle will not be able to change the size or position of dialog control elements.

If you deactivate the **Validate translated texts** option the user of the translation bundle will not be able to set the status of translated strings to "validated".

If you deactivate the **Unlock strings** option the user will not be able to unlock strings that were locked when the translation bundle was created (see *Locking strings*, S. 130).

If you deactivate the **Edit binaries** option, the user of the translation bundle will not be able to edit any embedded binary resources such as icons or bitmaps.

Embedding Options in a Translation Bundle

You can embed the current program options into the translation bundle with the **Export translation bundle – Options** dialog. These options will then be used when the translator opens the translation bundle.

Select **Embed current options** to write all current options to the translation bundle. If you have already defined profiles or option files, specify the file you want to use via **Embed existing profile or option file** field.

If you only want to embed a certain subset of options, you will need to create a corresponding profile. To do this, click on **Options** and use the **Export** function located there. (See *Exporting and importing options* in *Setting Options* (S. 241).).

The Export Manager

The **Export Manager** dialog shows all active exports, i.e. the current translation bundles in this project that are still marked as exported. In translation bundles, the Export Manager displays the information about the project to be exported.

You can call up the Export Manager by clicking on **Export Manager** in the **File** menu.

The **List** contains all connections to exported translation bundles and the connection to the project to be exported. Click on an entry to display additional information and the content of an export.

Synchronizing

If a translation bundle can be synchronized, you can call up individual synchronization steps here. There is the option of changing the synchronization storage here. In the **Synchronization** column of the list you can select which synchronization steps are to be performed automatically with the **Synchronize Exports** command. More information about this can be found in the section *Synchronizing Translation Bundles* (S. 229).

Un-Export

If you un-export an export, the status of all translation lists contained in this export are set to "not exported" and it is released for editing again.

Note: Translation bundles that have been un-exported, including all the translations contained within them, can no longer be imported into a Passolo project.

Use this function if you are sure that the translator will not be delivering another version of the translation bundle with new translations or corrections, or if license slots are to be restored for lost translation bundles. Further information on this topic can be found under *About the Team Edition* (S. 225).

Text Format

You can export translation lists in ASCII format, which can be edited with any given ASCII editor. This export format is available in the list of export formats, and is called **Passolo Text Format**. However, it is generally recommended that exports be made to translation bundles, which the translator can process using Passolo. Please also note that with ASCII export, the string lists are not locked and the project can continue to be edited.

Click on **Settings** to configure the ASCII export.

By default, only strings that have not yet been translated are exported. If you also want to export existing translations, activate the **Write strings that are already translated** option.

Normally, multiline strings are written to multiple lines for ease of editing. However, if you would rather output these strings on a single line, activate **Write multiline strings into a single line**. Individual lines within the multiple line text are then separated by the line break character "\n".

You can select **ANSI**, **Unicode** or **UTF-8** as the output **character set**. The ASCII export works with the existing codepage and produces a pure ASCII file. Therefore only translations which work with the existing codepage can be exported and imported. For this reason, you should select Unicode or UTF-8 if possible, after making sure that the text editor to be used supports these formats.

Note: It is not advisable to update a translation list when there are still exported text files. An updated translation list can differ in structure, which may result in strings not being assigned as expected during re-import. You should therefore import all translated strings before updating the translation list.

ASCII File Structure

The following extract from an ASCII export illustrates the file format:

```
0001  @ ASCII Translation file
0002  @ Translation List - QC.exe, English(USA) -> German
0003  @ Don't modify lines starting with '@'!
0004  @ For translation change lines after "=" Line
0005  @ID 3910295906
0006
0007  @5  Entry 57606 in Menu 2--------------------------------
0008  Print Set&up...
0009  =
0010  Printer Set&up...
0011
0012  @6  Entry 57605 in Menu 2--------------------------------
0013  Page &Setup...
0014  =
0015  Seiten &Setup...
0016
0017  @7  Entry 57607 in Menu 2--------------------------------
0018  &Print...\tCtrl+P
0019  =
0020  &Drucken...\tStrg+P
0021
0022  @8  Popup 1 in Menu 2-----------------------------------
0023  Database &Administration
0024  =
0025  Datenbank&verwaltung
```

Line 0001 identifies the file as an ASCII translation file.

Line 0002 defines the translation list (program and language pair) to which the file belongs.

Lines 0003 and 0004 contain brief instructions of how the individual lines are to be edited.

Line 0005 contains the ID with which the ASCII file can be uniquely assigned to a translation list.

Line 0007 identifies an exported entry of the translation list.

Line 0008 contains the entry's source string.

Line 0010 also contains the source string to be replaced with the translation.

The subsequent lines contain additional entries to be translated in the same format.

During translation, lines starting with the @ character must under no circumstances be changed. Beyond this, the translation must always occur in the lines located below the equal sign (=).

Glossaries

You can use the glossary export format to save translation strings in a format that Passolo uses for glossary files. These files can be edited with any ASCII editor such as NOTEPAD.EXE.

Passolo includes two different export add-ins that can be used to create glossaries, the older **Passolo Glossary Maker** and the **Passolo Glossary Export-AddIn**

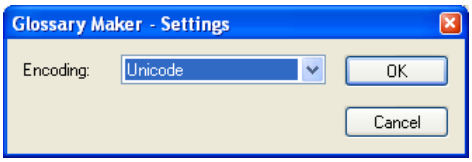
For further information on glossaries, see *Glossary Files* (S. 266).

If there is an export format missing from the list, please check whether the format has been activated in the list of add-ins. For further information, please see *Add-in Configuration* (S. 151).

Glossary Maker

The Glossary Maker can generate bilingual glossaries.

Click on the Settings button to configure the export.



The only setting you can define is whether the glossary text should be in the **ANSI character set** (single byte) or in the **Unicode character set** (double byte). Use the **Unicode** setting if you are working in Windows NT and are using languages for which different codepages are used (for example, German and Greek) or if you are using Asian languages.

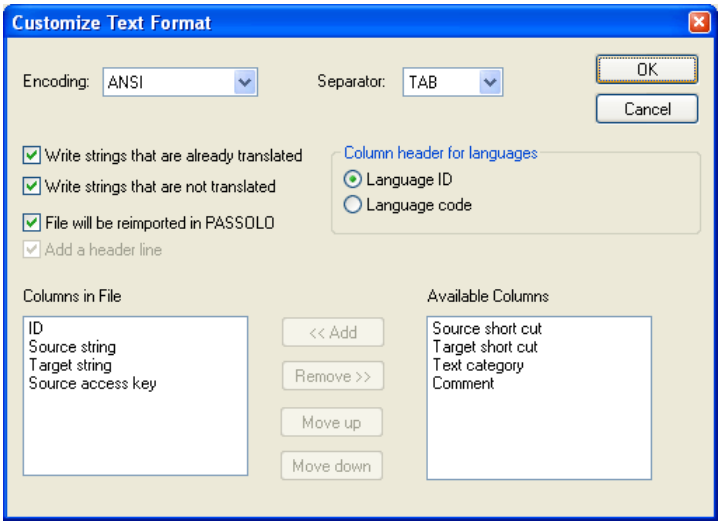
Glossary Export Add-in

This add-in can also generate multilingual glossaries, i.e. it can write multiple string lists to one export file (glossary) even if they are for different language pairs. The generated files are always in **Unicode** format.

CSV Files

Many programs support CSV file format. Translation lists can be exported in CSV format for processing in Microsoft Access or Microsoft Excel, for example. This interface can be configured so that the strings can be reimported after processing.

To export translation lists in the CSV file format, choose the lists to be exported and as Export-Format **Customizable Text Export**. Click on the **Settings** button to configure the export.



Encoding

Select in the drop down box **Encoding**, whether the strings shall be stored as ASCII- or Unicode characters. Unicode character can also be stored in "Big Endian" format. Use Unicode if you want to export strings in Asian languages or if you want to export translation lists that use different Codepages for source and target language.

Separator

Select in the drop down box **Separator** which character is to be used to separate the data fields. If you use comma or semicolon as separator, text resources will be enclosed with (‟). If you choose tabulator as separator, these text delimiters will not be used. Use comma or semicolon as the separator if you want to export data to Microsoft Access, Microsoft Excel or other editors and later want to re-import the changed string resources to Passolo. Choose tabulator as separator, if you want to export in Passolo glossary format for example.

Write strings that are already exported

If you activate this check box, strings that are already translated will be exported.

Write strings that are not translated

If you activate this check box, strings that are not yet translated will be exported. If you also activate the check box Write strings that are already exported, all strings will be exported.

File will be reimported in Passolo

If you activate this check box, the file format will be adapted so that the strings can be reimported. In any case the export file must contain a header line and the ID as the first column. The necessary changes are carried out automatically.

Add a header line

If you activate this check box a header line describing the data fields will be written to the first line of the export file. This information can for example be used by Microsoft Access to assign the names of the database fields automatically.

Column header for languages

You can choose, whether the numeric language ID or the language code shall be used in the header line for the source and target language.

Column Selection

The list **Columns in File** shows all data fields which the export file shall contain. To add a data field, select the corresponding entry in the list of **Available Columns** and click **<< Add**. To delete a data field from the list, select the entry in the list of **Columns in File** and click **Remove >>**.

The order of the data fields in the list **Columns in File** determines the order in data will be written in the export file. You can change the order of the data fields by selecting a data field in the list and pressing **Move up** or **Move down** to move its position.

Note: If the file shall not be imported again and you export access keys or shortcuts as own data fields, this information is removed from the source or target texts.

If you have activated the option **File will be reimported in Passolo**, you can import the translation lists after external processing again. You don't need to carry out any further adjustings when importing. Passolo can determine the format of the export file and assign the file to the right translation list automatically.

Note: It is not advisable to update a translation list, as long as there are still exported text files. An updated translation list can differ in structure and the imported strings might not be assigned as expected. You are advised to import all translated strings before updating the translation list.

XML Export/Import

The translation of XML files is supported by numerous translation programs. The **SDL Passolo XML Export/Import** export format generates an XML file with a simple structure containing untranslated entries from the Passolo project. Context information such as the source and comments are also written to the XML file as attributes. After translation in an external translation program, the strings are imported back into the Passolo project.

Export

Open the **Exporting String Lists** dialog. Choose **SDL Passolo XML Export/Import** as the export format and, in the next dialog, select the translation lists to be exported. To export the strings, click **Finish** in the **Exporting String Lists** dialog.

Note: It is not advisable to update a string list as long as there are still exported strings being processed. The updated translation list may have a different structure and therefore it may no longer be possible to assign the imported strings correctly. For this reason you are advised to import the translated strings before updating the translation list.

Configurations

The subfolder System\XMLExpImp below the Passolo installation folder contains the DTD for the XML files generated by Passolo as well as configuration files for different translation tools. The relevant configuration files should be sent to the translators along with the exported SML file. The following configuration files are available:

Configuration file name	For processing with
SDLPassolo-SDLTagEditor.ini	SDL Trados TagEditor

SDLPassolo-SDLX.anl	SDLX Translation Suite
SDLPassolo-DVX.dvflt	Déjà Vu X
SDLPassolo-across.dst	across Language Server (version 3.5 and up)
SDLPassolo-MemoQ.mxf	MemoQ (version 2.1 and up)
	STAR Transit: please contact STAR customer support.

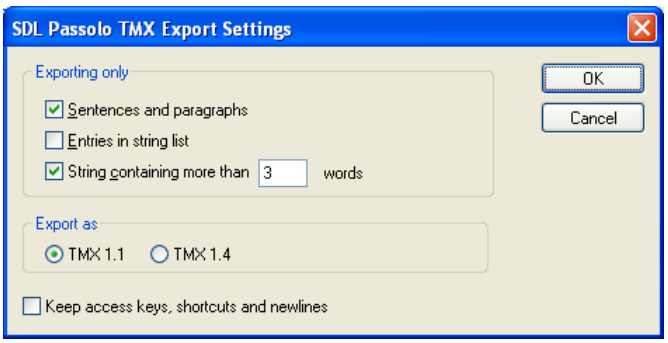
TMX Export

To make use of translations entered as part of the software localization when translating the documentation in other translation tools, you will need to exchange the translated segments.

Translation Memory eXchange format is an XML based standard for the exchange of data between different translation tools (see also *www.lisa.org*). The export format **SDL Passolo TMX Export** creates a TMX file with translated entries from the Passolo project. The TMX file generated by Passolo corresponds to TMX 1.4 Level 2.

Export

Open the **Exporting String Lists** dialog. Select the export format **SDL Passolo TMX Export**. Click on the **Settings...** button to configure the export.



Export only

You can limit the strings to be exported by selecting options in the **Export Only** option group. Only strings that meet all the requirements of the selected options will be exported.

The **Sentences or paragraphs** option specifies that only strings containing complete sentences will be exported.

The **Entries in String Table** option specifies that only strings contained in the string table will be exported.

The **Strings containing more than *n* words** option specifies that only strings containing more than *n* words will be exported.

Export as

Select the version of the TMX standard to be used for the file export.

Further Options

The **Keep access keys, shortcuts and newlines** option specifies that control characters will remain in the exported text resources. If the option is not checked, these kinds of characters will not be exported. Activate this option if you want to use the exported data to translate software. Deactivate this option if you want to use the exported data to translate documentation.

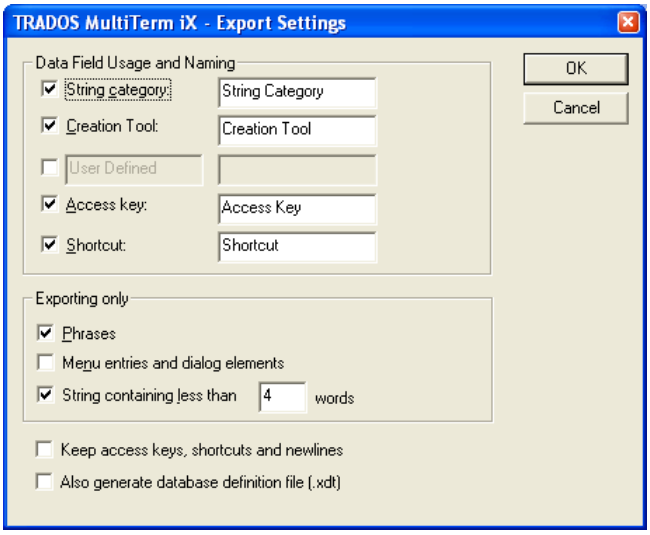
Confirm your settings by clicking on **OK** and proceed to the file selection dialog by clicking on **Next**. In the dialog that appears, select the translation lists you wish to export. Click on **Finish** to conclude your entries and start the export process.

Exporting Terminology with TRADOS MultiTerm iX Export

Translation of the software produces new terminology and text in the target language that are also important for the translation of the documentation. You can use the **TRADOS MultiTerm iX Export** to transfer terminology from Passolo to MultiTerm iX.

Export

Open the **Export Translation Lists** dialog. Select the translation lists to be exported and choose **TRADOS MultiTerm iX Export** as the export format. Click on the **Settings...** button to configure the export.



Data fields can be defined in a MultiTerm iX database. These are freely definable in both MultiTerm iX and Passolo, but must be the same on both sides.

Optionally, you can define additional attributes for the export.

String category	This attribute defines the string resource type, e.g., button or menu.
Creation Tool	This attribute contains the term, Passolo, and can be used to identify the entries in the MultiTerm iX database generated by Passolo.
User defined	Finally, a free attribute can be defined. To use this attribute, activate

	the checkbox and enter the attribute name (for example, project) in the first input area and the attribute value (for example, Scribble Version 1.0) in the second input area.
Access key	For strings from menus and dialogs, this attribute defines the access key in the source and target string.
Shortcut	For strings from menus and dialogs, this attribute defines the access key in the source and target string.

You can limit the strings to be exported by selecting options in the **Export Only** option group. Only strings that meet all the requirements of the selected options will be exported.

The **Phrases** option specifies that only strings that do not contain complete sentences will be exported.

The **Menu entries and dialog elements** option specifies that only strings originating from menus or dialogs will be exported.

The **Strings containing less than *n* words** option specifies that only strings containing fewer than *n* words will be exported.

The **Keep access keys, shortcuts and newlines** option specifies that control characters will remain in the exported text resources. If the option is not checked, these kinds of characters will not be exported. Activate this option if you want to use the exported data to translate software. Deactivate this option if you want to use the exported data to translate documentation.

If you select the **Also generate database definition file (.xdt)** option, Passolo will create a database definition file for TRADOS MultiTerm iX to facilitate the import the of the terminology.

Confirm your settings by clicking on **OK** and proceed to the file selection dialog by clicking on **Next**. In the dialog that appears, select the translation lists you wish to export. Click on **Finish** to conclude your entries and start the export process.

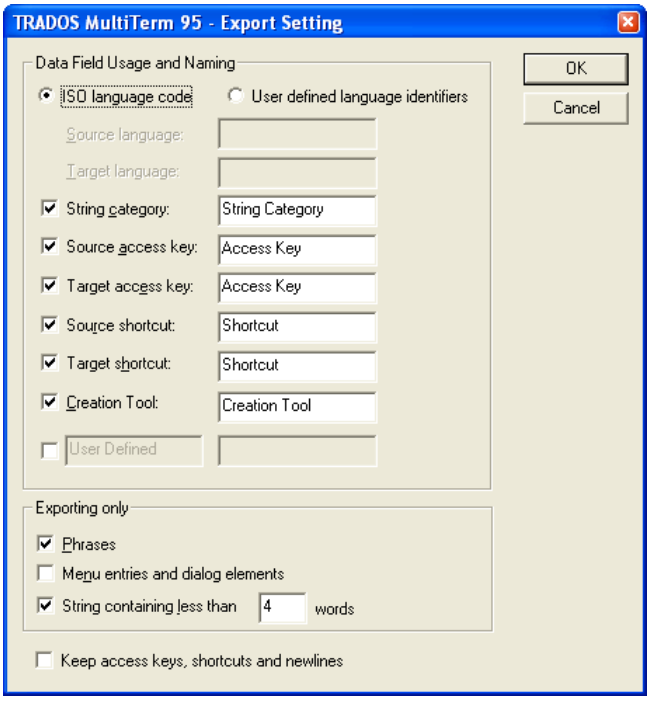
Then call up TRADOS MultiTerm iX and choose **Import** from the **File** menu to transfer the strings to the terminology database.

Exporting Terminology with TRADOS MultiTerm Export

Translation of the software produces new terminology and text in the target language that are also important for the translation of the documentation. You can use the **TRADOS MultiTerm Export** to transfer terminology from Passolo to MultiTerm.

Export

Open the **Export Translation Lists** dialog. Select the translation lists to be exported and choose **TRADOS MultiTerm Export as the export format.** Click on the **Settings...** button to configure the export.



Data fields can be defined in a MultiTerm database. These are freely definable in both MultiTerm and Passolo, but must be the same on both sides.

The designations for the source and target languages can either be automatically defined (**ISO language code)** or be defined manually (**User defined language identifiers)**. ISO language codes correspond to the language codes according to ISO 639 and the country codes according to ISO 3166 . German, for example, is *DE-DE*, and US English is *EN-US*. Since source and target languages are defined globally and are not dependent on the language pair of a translation list, the use of the **ISO language code** option is always preferable to the **User defined language identifiers** option.

Optionally, you can define additional attributes for the export.

String category	This attribute defines the string resource type, e.g., button or menu.
Source access key	For strings from menus and dialogs, this attribute defines the access key in the source string.
Target access key	For strings from menus and dialogs, this attribute defines the access key in the target string.
Source shortcut	For strings from menus and dialogs, this attribute defines the shortcut in the source string.
Target shortcut	For strings from menus and dialogs, this attribute defines the shortcut in the source string.
Creation Tool	This attribute contains the term, Passolo, and can be used to identify the entries in the MultiTerm 95 database generated by Passolo.
	Lastly, a free attribute can be defined. To use this attribute, activate the checkbox and enter the attribute name (for example, project) in the first input area and the attribute value (for example, Scribble Version 1.0) in the second input area.

You can limit the strings to be exported by selecting options from the **Export Only** option group. Only strings that meet all the requirements of the selected options will be exported.

The **Phrases** option specifies that only strings that do not contain complete sentences will be exported.

The **Menu entries and dialog elements** option specifies that only strings originating from menus or dialogs will be exported.

The **Strings containing less than *n* words** option specifies that only strings containing fewer than *n* words will be exported.

The **Keep access keys, shortcuts and newlines** option specifies that control characters will remain in the exported text resources. If the option is not checked, these kinds of characters will not be exported. Activate this option if you want to use the exported data to translate software. Deactivate this option if you want to use the exported data to translate documentation.

Confirm your settings by clicking on **OK** and proceed to the file selection dialog by clicking on the **Next** button. In the dialog that appears, select the translation lists you wish to export. Click on **Finish** to conclude your input and start the export process.

Call up TRADOS MultiTerm and choose **Import** from the **File** menu to transfer the strings to the terminology database.

The Passolo Team Edition

About the Team Edition

The Passolo Team Edition simplifies the management of localization projects with project members involved in different locations, such as external translators.

Parts of the localization project can be sent as so-called translation bundles to the external translators.

A bundle can contain any number of translation lists, glossaries and macros. The *Exporting Translation Bundles* (S. 210) section describes how to create translation bundles.

Both the Team Edition and the Professional Edition can create unlicensed translation bundles. Unlicensed translation bundles can be opened and edited using the Passolo Team/Professional editions.

In addition, the Team Edition can also create licensed translation bundles. Licensed translation bundles can be processed with the Passolo Translator Edition. Unlike the full featured Passolo Editions, the Translator Edition is not copy protected and can be downloaded from the Passolo website *http://www.passolo.com*.

Using the Team Edition and the Translator Editions, there is no need to provide external translators with full featured Passolo licenses, or to exchange Passolo licenses.

License Management

The copy protection device of the Team Edition contains a fixed number of so-called license slots. These license slots are used to manage the licensing of translation bundles for the Translator Edition. When a licensed translation bundle is created, it will be associated with a unique license slot. This license slot cannot be used for a new translation bundle until the exported licensed translation bundle is reimported.

The number of license slots determines how many licensed translation bundles can be exported at the same time (for processing with the Translator Edition).

A licensed translation bundle contains information identifying the occupied license slot and the copy protection device of the Team Edition. When importing a licensed translation bundle, Passolo checks whether the same copy protection device is being used for import as for export. The license slot can only be unlocked successfully if the copy protection device matches. For this reason, please make sure that you use the same copy protection device for both exporting and importing licensed translation bundles.

Since unlicensed translation bundles don’t use license slots, they can be imported and exported using different copy protection devices.

Further information

- *Working with External Translators* (S. 225)
- *Trouble Shooting* (S. 226)

Working with External Translators

After you have created a licensed translation bundle, send it to the translator for processing. However, please note the following issues:

- After the export of a translation bundle, the exported parts of the project can no longer be worked on.

- *Team Unlimited* is the only Passolo edition that allows you to merge translation bundles that were modified by several translators simultaneously. If you run short of licensed translation bundles with the other Passolo editions, you can sequence the translation process accordingly or purchase a Team Edition with more licenses.
- If the translator delivers only a partial translation, be sure to choose the **Do not release string lists** option when you import the translation bundle. You can then import the translation bundle as often as you want until the translator finishes the job. For the final import this option can be switched off, or the Un-Export function in the *Translation List Properties* (S. 32) dialog can be carried out following the import.
- The translator must not make any further changes to the translation bundle after sending it back for final import into the project. Following the final import of the translations and release of the translation lists, a new translation bundle can be created and sent to the translator. Any subsequent changes made to the original translation bundle will be lost.

Trouble Shooting

If you follow the license management guidelines, you should have no problems working with the Team Edition. The following chapter describes how to deal with specific incidents.

Working with project backups

We generally recommend that you create regular backups of your project files. The number of license slots determines how many licensed translation bundles can be exported at the same time (for processing with the Translator Edition).

If you are working with an older backup copy of your project that was created prior to the export of any licensed translation bundles, you will not be able to import any such licensed translation bundles that were exported from a newer copy of the project.

What happens if a licensed translation bundle gets lost

You exported a translation bundle but the file was lost in the work process and there is no backup copy on your computer, nor on the translator's computer. In this case you will have to release the exported translation bundle in the Team Edition.

Note:If the licensed translation bundle should reappear after this operation, it can no longer be imported. The bundle file can then be deleted.

To release an exported translation bundle, please proceed as follows: Open the project and select one of the translation lists that you exported. Open the properties dialog by selecting the command **Properties** from the **String List** menu. Click **Un-Export** to undo the export. This also releases the license slot that was associated with the licensed translation bundle.

What if a project gets lost

The current version of a project file has been misplaced in the workflow, and there is no backup copy available. In this case you will have to release all the translation bundles exported from this project. Then you can generate the project again and use the alignment function to recover translations that have already been done.

The current version of a project file has been misplaced in the workflow, and there is only an older backup copy available. Open the backup copy of the project file and release any translation bundles that were only exported in the newer version of the project (i.e. the missing version).

Note: After this operation the released bundles can no longer be imported into the Passolo project. The bundle files can be deleted.

To release an exported translation bundle, please proceed as follows: Select the command Organize export licenses from the Tools menu. This calls up the **Organize export licenses** dialog. Select the licenses you want to release, and click the **Release license** button.

In the Translation bundle field you can specify the file path of a translation bundle that is no longer associated with any project. You can also select the translation bundle using the file selection dialog.

Once you confirm your entries by clicking on OK, the license slot for the selected translation bundle is released.

Repeat this procedure for any translation bundles that are no longer associated with a project.

For further information, please refer to the Organize Export Licenses dialog.

What if the copy protection device is defective

In this case it is no longer possible to start Passolo correctly. Please contact our support (e-mail to support@passolo.com). You will immediately receive a new copy protection device and a description of how to re-import any exported translation bundles.

What if the computer is defective

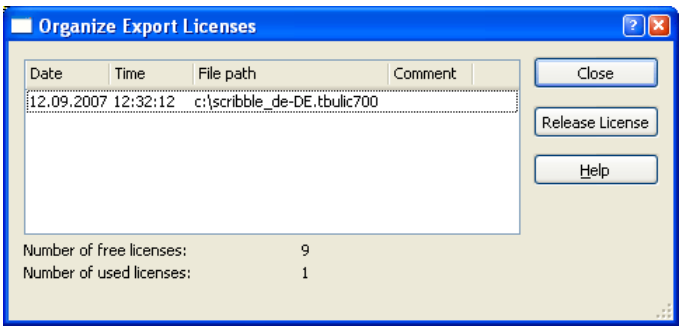
Please unplug the copy protection device from the defective computer. Then install Passolo on another computer and connect the copy protection device with the new computer's USB or parallel interface. Once the installation of the current backup copies of your projects is complete, you can continue your work as usual.

Note:Since the list of entries displayed in the dialog Organize export licenses is stored in the computer's registry , this list will not contain valid data after you change to a different computer. Nevertheless, it is still possible to import valid bundles created with this Team Edition.

Organize Export Licenses

Select Tools, then Organize export licenses to open the Organize Export Licenses dialog.

Note: You should only use this function in cases where a project file containing translation bundles has been lost or when you are certain that the translation bundle is no longer required. After a license slot is released, you will no longer be able to import the associated translation bundle or any of the translations it contains. If all you want to do is release one or more translation bundles, please use the **Un-Export** function in the *Translation List Properties* (S. 32) dialog.



This list shows you information about the license slots currently in use and the associated translation bundles. Each list entry contains the name of the translation bundle, the date and time it was exported, and a comment, if one was entered for the translation bundle.

If projects or translation bundles have been lost and the corresponding license slots can no longer be release by importing the bundles, you can release the license slots manually by selecting the entries in this list and clicking on **Release** license.

The display data for these list entries is stored in the registry of the work station used to export the translation bundles. If you use the same Team Edition (and the same copy protection device) on different work stations, the list will only show the license slots that were assigned to translation bundles on the current work station

If the copy protection device also contains other license slots that were assigned on other work stations, the corresponding information cannot be displayed. In this case, the license slots are shown as **Unknown**

For more information, please see *License Management* (S. 225).

Synchronizing Translation Bundles

Synchronizing Translation Bundles

Translation bundles created with the collaboration-compatible Team Edition of SDL Passolo are automatically *capable of being synchronized*. This means that it is possible to share update information and translations with the original project.

This makes it much easier to ensure an agile workflow, as there are no repeated imports and re-exports. The translator always receives the latest version of the project, even if the source files are still often subject to changes. The project manager has a very clear overview of the current status of translation.

Data is exchanged via a shared network folder or via an FTP server.

Automatic synchronization is started by calling up the **Synchronize Exports** command in the **File** menu. This data can be confined to certain translation bundles or synchronization directions via the Export Manager. (See *The Export Manager*, S. 214)

Further Information

FTP Server as Synchronization Storage (S. 230)

The Synchronization Steps

The Concept

Synchronization between the project and translation bundle is achieved via the exchange of files. The project generates an update file containing the new and amended texts from the source files. The translation bundle writes a translation file containing the changes made by the translator.

The Synchronization Storage

This is the location via which the files are exchanged. Both the project and the translation bundle must have access to this location. This can be a shared network folder or an FTP server.

Changing the Synchronization Storage

The synchronization storage used is specified in the list produced by the Export Manager. In order to change the synchronization storage, one of the synchronization steps must be called up manually in the Export Manager:

1. Click on **Export Manager** in the **File** menu
2. In projects:
    1. Select one or more exports for which you wish to change the synchronization storage.
    2. Click on **Write update**
    3. In the dialog which follows, click on **Change location**.
    4. Select *File System* and enter the required network folder. Or select *FTP* and click on **OK**. In this case, another dialog will appear in which you can change the FTP settings. Then click on **Start**.
3. In translation bundles:
    1. Select the entry under **Exported From**.
    2. Click on **Write translations**

3. Select *File System* and enter the required network folder. Or select *FTP* and click on **OK**. In this case, another dialog will appear in which you can change the FTP settings. Then click on **Start**.

Automatic Synchronization

Automatic synchronization is started by calling up the **Synchronize Exports** command in the **File** menu. All synchronization steps are performed automatically, apart from those that have been disabled in the export manager, see *The Export Manager* (S. 214).

Write update

This synchronization step is performed by the project (or by translation bundles from which further translation bundles have been exported). It should always be called up if a translation list has been updated (see *Updating String Lists*, S. 61). The update file (.tbupd) contains the current translation of all string lists contained in the translation bundle.

Writing Translations

This synchronization step is carried out by the translation bundle. It should be called up regularly in order to copy the current translations into the project to be exported. The translation file (.tbtrans) contains all the string lists that have been changed.

Reading Translations

This synchronization step is performed by the project. The translation file written by the translation bundle is imported into the project. This step corresponds to an import of the translation bundle without a release of the export.

Reading Update

This synchronization step is carried out by the translation bundle. The translation file written by the project to be exported is read. The string lists for the translation bundle then have the same structure as in the project. New source texts may have been added or existing texts amended. It may also occur that texts already translated are deleted, as they are no longer contained in the source files.

FTP Server as Synchronization Storage

To use the FTP synchronization storage, you need an FTP server connection as a minimum. You should also define the e-mail options, so that information can be exchanged more easily with the user.

The FTP server can even be used as the export destination for exporting the translation bundle. All synchronization data is then exchanged via this server.

Definition of an FTP Servers

1. Click on **Add-ins** in the **Tools** menu.
2. Go to the **Tools** tab and click on **FTP Export Target**, then on **Setup**.
3. In the **FTP Export Target Settings** dialog, go to the **FTP Connections** page.
4. Click on **New connection**.
5. Give the new connection a **name** and enter the parameters for the FTP server.
6. Click on **OK**.

Definition of E-Mail Options

1. In the **FTP Export Target Settings** dialog, go to the **E-Mail Options** tab
2. Enter your personal e-mail address in the **From** field and check the subject and the text.
3. If you have an SMTP server, specify the data under **Send E-Mail with SMTP**.
4. You can also send e-mails using the local **e-mail client** that has been installed (e.g. Outlook). Selecting the **Show dialog before sending e-mail** option is recommended because this allows you to check the e-mail before it is sent.

Creating a User

1. In the **FTP Export Target Settings** dialog, go to the **User** page, if this has not yet been displayed.
2. Click on **New User**
3. Enter the name, e-mail address and the FTP connection to be used.
4. Click on **Add** in the **Languages** section and select one or more languages for this user.
5. In order to make it as easy as possible for the user to set up the translation job, select the option: **Start script**: **Send to E-mail address**
   The start script contains the data for the FTP connection used and for the translation bundle. The translator only has to double click on this file to transfer all the necessary data and automatically download the translation bundle.

Once these preparations are complete, a translation bundle can be sent to the translator via the FTP server.

Exporting a Translation Bundle via the FTP Server

These steps are the same as those for the normal export of a translation bundle. In the second dialog, the "FTP" is selected as the export destination.

1. In the Passolo project window, select the string lists to be exported
2. Click on **Export** in the **File** menu.
3. Select the export format **Passolo translation bundle** and click on **Next**.
4. Select the **FTP** entry as the *Destination*.
5. Select the **Write one file for each target language** option as the *Output*.
   If you are exporting translation lists into several languages at the same time, different translation bundles are generated for different translators.
6. Select the *Mark files as "exported"* mode.
   Otherwise the translation bundles cannot be imported or synchronized.
7. Click on **Next**.
8. Configure other settings in the same way as described in the section *Export Options for Translation Bundles* (S. 212) .
9. Click on **Finish**.
10. Once the translation bundles have been created, the **Load Translation Bundles to FTP Server** dialog appears. Here you can check that each translation bundle has been assigned to the right user and correct this if necessary. Click on **Users and settings** to configure the settings as described above, if this has not already been done.
11. Click on **Start**.
12. The translation bundles are copied to the FTP server and, depending on the setting configured, an e-mail with the start script is sent to the translator.

Simulation

Testing the Application

Using simulated translation, you can test your source files for general translatability before considering localization. In this integrated test function, strings are systematically altered and then used to create an application.

For example, you can change the length of all included text resources in order to test the stability of the application. You can also insert, for example, language-specific characters (umlauts, special characters) in order to ensure that these are correctly displayed.

Creating a Simulated Translation

To create a simulated translation, select a target file in the project window, then select the **Simulate Translation** command from the String List menu. This calls up the **Simulate Translated Target** dialog. You can choose whether to carry out the simulated translation for the current translation list only, or for all the translation lists in the project.

There are two ways to generate a simulated translation:

Generate target file with simulated translations

In this case, a target file is created – as with the "Generate Target File" function – but instead of the current translations the target file contains simulated translation strings. No changes are made to the project or the contained translation lists.

Save simulated translations in project

In this case, a new target language is added to the project for the simulated translations – for example, for the target language "German" the new target language "Sim.German" is added. A translation list containing only the simulated translations is added for this new target language. This way it is possible to modify the simulated translations or to untranslate certain strings, if required. A simulated target file can be created by simply carrying out the "Generate Target File" function.

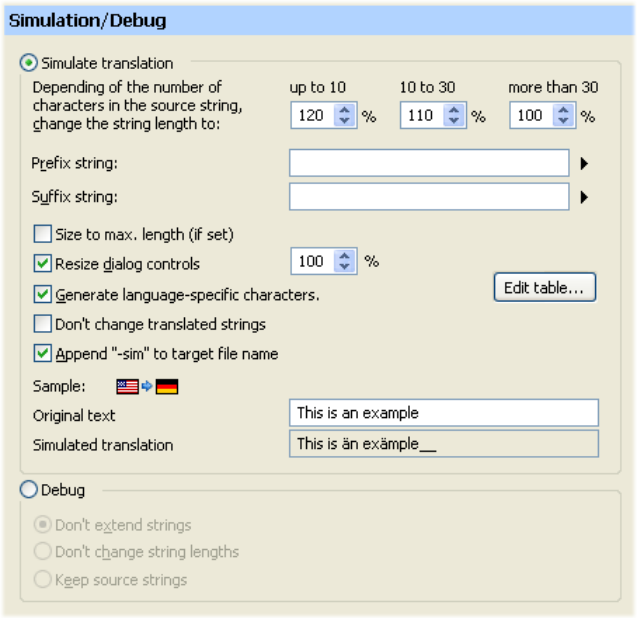
This method likewise has no effect on the original translation list.

Options

Click on **Options** to set various simulation parameters in the *the Simulation/Debug dialog* (S. 233).

The Simulation/Debug Dialog

Select **Tools**, then **Options**, then **Simulation/Debug**, to open the dialog to configure a simulated translation. This dialog also opens if you mark a translation list and then click on **Simulate Translation** in the String List menu.



Simulate Translation

If this radio button is activated, a target file containing systematic changes to the source strings is created. The following options allow you to control the manner in which the target strings are to be generated.

If you enter a value greater than 100 % (200 % maximum) in one of the **Change string length to** fields, all the text resources will be lengthened accordingly by adding underlines (_) after the string. There are three different entries for source strings of different lengths. To enlarge the dialog controls by the amount specified in the third field, select the option **Resize dialog controls**

In the fields **Pre-text string** and **Post-text string** you can add additional characters that will then be added before or after each text resource. Click on the small black triangle next to the field to insert a placeholder for the string ID, the string number or the source string, or a random character.

The option **Generate language specific characters** can be used to add accents to certain characters (particularly to vowels), depending on the language. The example illustrates how an "a" is replaced with an "ä" when translating from English to German. Vice versa, when translating from German to English, the accents are removed. This way, you can check whether the application correctly supports special characters. The character map that defines the mapping of characters is in the same format as a Passolo glossary and can be edited using the Glossary Editor (see the Editing glossaries section under *Editing the glossary list*, S. 91)

Activate the **Don't change translated strings** option if you only want to generate simulated translations for untranslated strings. Already translated strings are then taken "as is".

If you have already generated a conventional target file, you can activate the checkbox **Append "-sim" to target filename** to prevent this file from being overwritten by the simulated translation. If, for example, you have a regular target file named, APPLDEU.EXE, the simulated translation file will be designated as APPLDEU-SIM.EXE.

Debug

If you activate this radio button, you can generate a target file containing no resources that are longer than those in the associated source strings. Use this option if the application you translated does not run properly or the system crashes. Such errors may be the result of memory areas that have been overwritten. The following three options are available:

Do not extend strings

Passolo only translates resources that are not longer than the source string. If a translation exceeds the source string length, the source string is merely copied.

Do not change string lengths

Passolo only translates resources that are not longer than the source string. If a translation is shorter, the difference is made up with spaces so that the source and target strings remain the same length.

Keep source strings

Passolo ignores all translations and merely copies all source strings.

Macros

Macros Overview

Passolo includes a scripting engine that can process BASIC macros. With macros recurring tasks can be automated and Passolo functions can be changed or extended.

The Translator Edition of Passolo can run macros. With the Team Edition and Professional Edition macros can be developed using a full featured development environment with editor and debugger.

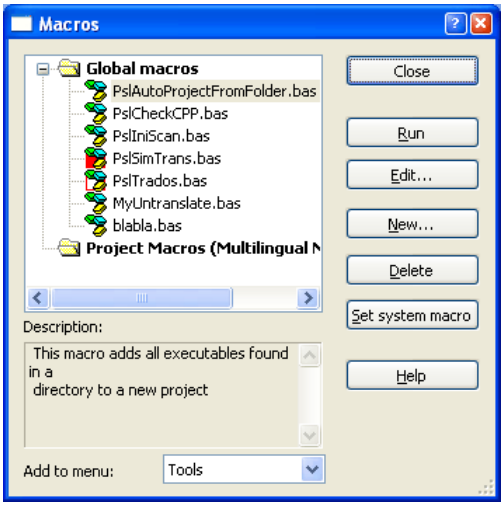
The Automation Help contains detailed information on:

- Automation and scripting
- The SAX Basic programming language
- The Passolo object model
- The Passolo object reference
- The SAX Basic reference

Please, visit our web site at http://www.passolo.com frequently to get the latest information about available scripts!

Macro Administration

To call up the list of available macros choose **Tools** from the menu, then **Macros**.



To run a macro, select it in the list and click on the **Run** button

If you work with the Professional Edition or the Team Edition of Passolo, you can edit and develop macros with the macro editor. Click on the **Edit** button to open the macro editor with a selected macro. You can open the macro editor directly from the menu by choosing **Tools** and **Open Basic IDE**. The chapter *The Basic Editor* in the Automation Help contains further information about the macro editor.

Click on **New** to create a new macro (see *Creating a New Macro*, S. 238).

The **Set System Macro** function serves to define the active system macro (see *The System Macro*, S. 238)

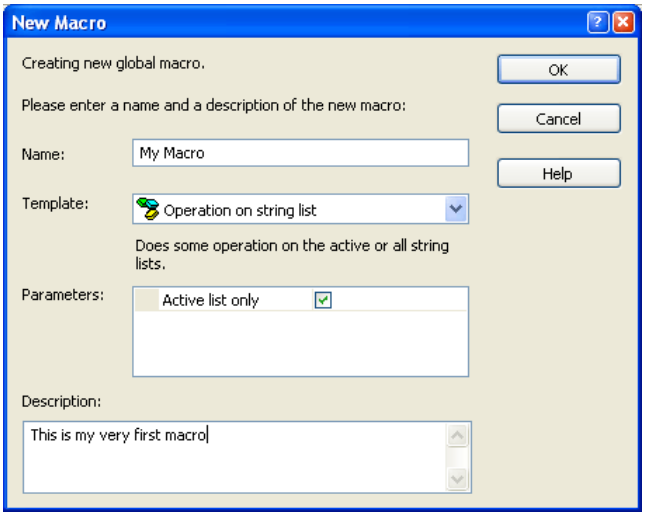
Menu display and key combinations

If you make frequent use of a macro, you can add it to the **Tools** menu. Such macros can be also assigned to a shortcut key combination. (See *Shortcut Keys*, S. 257)

You should assign system macros to the **System Macros** so that they can be switched on and off via the status icon.

Creating a New Macro

In the **Macros** click on **New** to create a new macro.



Enter a name for the macro and choose a template. For frequently used operations there are template that include the first lines of code for a macro. There may also be **parameters** that need to be set.

In the **Description** field you should enter a short description of the purpose of this macro – this description is then displayed in the list of macros and can help identify a required macro.

Importing Macros

Apart from your own macros you can also use macros from other Passolo users or macros published on the Passolo web site.

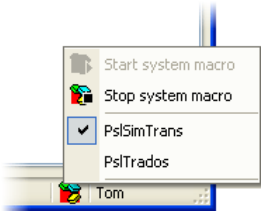
To be able to use a macro you will have to copy it to your Passolo macro folder. The default macro folder is the subfolder *Macros* in the Passolo installation folder. But it is also possible to set the macro folder to another location. Please check the system settings. For more information, please refer to *System Settings* (S. 242).

The System Macro

Macros that contain "Event Handlers" (such as the **PSL_OnCheckString** function) are referred to as **system macros**. Unlike normal macros, which are called and processed by the scripting engine and then terminated, the system macro is active as long as Passolo is running. When certain events occur Passolo calls the related event handlers in the system macro. You can change or extend the functionality of Passolo by implementing event handlers.

There can only be one system macro active at a time – the active system macro is marked with the icon. To activate a system macro, select it in the list and click on **Set system macro**.

In the **Extras** / **System Macro** menu of the program window you can **start** and **stop** the active system macro or activate a different system macro. The start/stop functions can also be accessed by right-clicking on the status symbol in the bottom right corner of the program window.



For further information about system macros, please refer to the *Passolo Automation Concepts* chapter in the Automation Help.

Embedded Macros

Passolo projects and Passolo translation bundles can contain macros, also known as embedded macros.

You can run embedded macros the same way you run global macros.

If a macro is only to be used for a certain project, you can drag it from the **Global Macros** section in the list of macros to the relevant **Project Macros** section.

An embedded macro is only available when the project that contains it is loaded.

If an embedded macro is to be used as the system macro, you will have to drag it into the Global Macros section in the list of macros. Use the mouse to drag the corresponding entry in the list of macros into the **Global Macros** section.

Options

Setting Options

In the **Tools** menu click on **Options** to call up the Passolo Options dialog. This dialog has several pages for the different groups of settings. The settings you specify here are saved on your computer in the current Windows account.

Page	Description
View	See *Changing view options* (S. 54).
String List Operations	See *Options for string list operations* (S. 66).
Translation window	See *Options for the translation window* (S. 76).
Tags	See *Inline tags* (S. 66).
Language settings	See *Default Settings for Languages* (S. 35).
Leverage	See *Leverage options* (S. 62) .
Translation Helpers	
Pre-Translation	See *Options for Pre-Translation* (S. 79).
Fuzzy Matching	See *Options for the Fuzzy List* (S. 82).
Concordances	See *Options for the concordance search* (S. 83).
Terminology	See *Options for the Terminology* (S. 84).
Replicates	See *Options for the translation of replicate strings* (S. 86).
Translation Assistant	See *Options for the Translation Assistant* (S. 88).
Automatic Layout	See *Automatic Layout* (S. 113).
Checking	See *Checking options* (S. 120).
Spell checking	See *Spell checking options* (S. 127).
Binaries	See *Configuration of binaries* (S. 141).
Simulation/Debug	See *Simulation/Debug dialog* (S. 233).
Batch	See *Settings for batch mode* (S. 253).
Users	See *User Management* (S. 40).
System	See *System settings* (S. 242).
Folder	See *System folders* (S. 243).
Advanced	See *Advanced system settings* (S. 242).

Exporting and importing options

You can save options as an options profile with a profile name or in a file. *Profiles* are special options files in the Passolo system that can be accessed directly by name. If you want to send your options to other translators, for example, you will have to create an external options file.

This is done by clicking on **Export** and entering the name of the profile or the full path to a new options file. Then, activate all the options you want to export. To select only the most recently viewed option page click on **Select Current**.

To import previously saved options, click on **Import**. Select the profile you want to import, or specify the path to an existing options file. The list field shows all the options contained in the selected profile/file. Activate the options you want to import. All other options remain unchanged.

Click **Quick Import** to open a menu that allows you to import data for the current page.

When importing options you can also choose the **<Factory Settings>** profile. This profile contains the options that were set when Passolo was started for the first time.

System Settings

Select **Tools**, then **Options**, then **System** to call up the dialog to configure the system settings.

Language

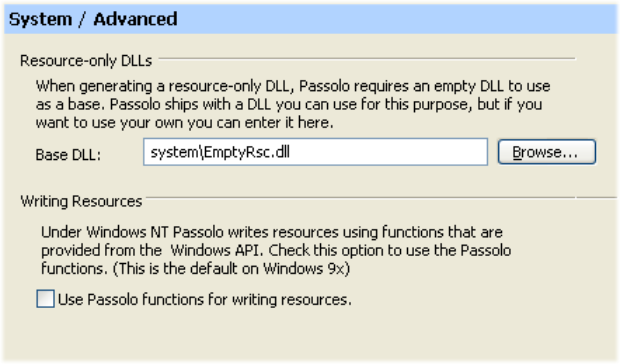
With this setting you can specify the language in which you want to work with Passolo. Click on **Change** to switch to a different language. To activate the new language setting, you will have to quit and then restart Passolo.

Suppressible Messages

Some messages generated by Passolo contain the option "Do not display this message again". If you select this option, the associated message will subsequently no longer appear. In order to reactivate the display of all messages suppressed in this way, click on **Reset**.

Advanced System Settings

Select **Tools**, then **Options**, then **Advanced** to call up the dialog to configure advanced system settings.



The settings in this field are only relevant for Win32 files.

Resource DLLs

Regardless of the source file type, if the target file you want to create is a DLL that contains only resources, Passolo will require an empty standard DLL. Passolo is supplied with the file EMPTYRSC.DLL, located in the SYSTEM subdirectory of the Passolo installation path. You can also specify a different DLL as the standard DLL.

A more detailed description of the options provided by Passolo to create multilingual applications is given in the Getting Started Guide under **Creating Multilingual Applications**.

For more detailed information, please refer to *The Advanced Target File Options Dialog* (S. 33) and *The Language Dialog* (S. 31).

Writing Resources

Passolo has an integrated parser and generator to extract resources from executables and generate the target files. For Windows NT/2000/XP or Vista the functions provided by the operating system are used by default. Activate the **Use Passolo functions for writing resources** option if you always want to use the internal Passolo functions. Select this option, if the executables generated with the operating system functions don't run properly.

System Folders

To display the page for system folder settings click on **Tools**, **Options**, **System / Folders**.

The folders

Glossaries

This is the standard folder for common glossaries (see *Editing the glossary list*, S. 91). Glossary files stored in this folder are automatically added to the glossary list.

Macros

This is the folder used for storing Passolo macros (see *Macro Administration*, S. 237)

Macro Templates

This folder contains templates for creating new macros.

Option Profiles

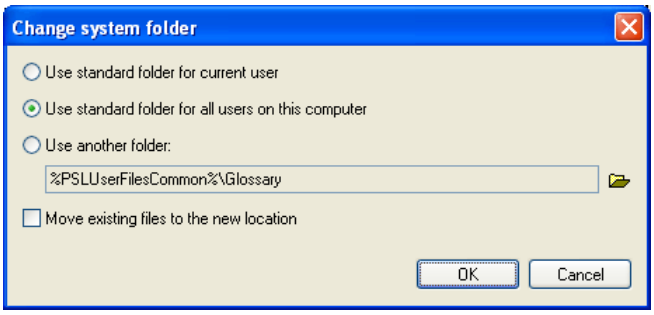
This folder is used for storing profiles if you only specify a name (and not a complete path) when exporting options. (see the "Exporting and importing options" section in *Setting options*, S. 241)

Stylesheets for Reports

This folder contains stylesheets for the XML reports generated by Passolo. (see *Report setup*, S. 138)

Changing a folder

By default, the system folders are located in the data folder for all users of the computer. If you want to change this setting to make use of a different folder, click on the icon next to the respective folder. The following dialog is displayed:



The **Standard folder for current user** is a folder created by Windows containing the data for the current user. A different user logging in on the computer will not normally have access to this data.

The **Standard folder for all users** is a folder created by Windows containing data for all users of the computer.

You can also specify a **different folder**, for example on your local network so that all network users can use the same data. In this case please note, however, that Passolo does not support multi-user access to the files in the system folders. For example, if you save translations to a glossary these translations will not be immediately accessible to other network users.

If you change a system folder setting you can use the **Move existing files...** to copy the contents of the previous folder to the new location. This will not cause existing files to be overwritten.

Note: The system folder settings specified here are stored separately for each Windows account. To enable use of the same folder by different Windows users, the corresponding folder has to be specified in the system folder settings of each user.

Batch Mode for Passolo

Batch Mode for Passolo

In batch mode Passolo is run using the command line or a console batch file. There are various commands available that can used to carry out different operations automatically, without user interaction.

For example, it is possible to generate all the German target files in a project by running Passolo with the following batch command:

```
"c:\Program Files\Passolo 6\psl.exe" c:\projects\myProject.lpu /generate
lang:German
```

The first component in the command is the path to the Passolo application. In this case, the path is set in quotation marks, because it contains spaces. Without the quotation marks, the console would try to run "c:\Program". If the path to your Passolo installation is contained in the PATH environment variable on your system, you can simply use *psl* to start Passolo.

This is then followed by the commands and parameters. These also have to be enclosed in quotation marks if they contain spaces. For a complete description of the batch commands, please refer to the *Batch Mode Commands* (S. 246) section

Output in command console

Since Passolo is not a console application, the messages it outputs would not normally be displayed in the console window. Using the **/output** command, you can redirect the output to a file, or you can call up the utility program ***pslcmd.exe*** instead of the Passolo application *psl.exe*. This is a simple console application that calls up Passolo and redirects output to the console window. The commands for *pslcmd.exe* are the same as for *psl.exe*.

pslcmd.exe can also be copied to a different folder to make it easier to call up. To run Passolo, it searches the latest Passolo installation path. You can also specify the path to *psl.exe* in the environment variable *PASSOLO_CMD*:

```
c:\Projects>set PASSOLO_CMD=c:\program files\SDL Passolo 2007\psl.exe
c:\Projects>pslcmd myproject.lpu /generate lang:German
Generate "scribble:German(Germany)"
OK - Written to c:\projects\scribbledeu.exe
Generate "notepad:German(Germany)"
ERROR - The translation strings have not been created.
```

Return values

When exiting psl.exe or pslcmd.exe, the following return values are used:

3	Error updating a translation list
4	Error updating a source list
5	Error generating target file
10	Project not found
98	No free license available
99	No license found

Batch mode commands

This chapter describes the commands available in batch mode in Passolo. The syntax descriptions use square brackets [] to indicate optional parameters. Expressions in angle brackets <> are placeholders for text arguments.

Each command begins with a slash (/) or a minus sign (-). Subsequent expressions without a slash or minus sign are parameters of the preceding command. Parameter containing spaces have to be set in quotation marks ("my project.lpu").

You can enter multiple commands in one line, until the maximum length of a command line is reached. When entering numerous commands in sequence, use of the **/script** command is recommended.

/addlang

Adds target languages to the current project. If the language to be added already exists in the project, it is not added again unless the **ignoreexisting** parameter is used.

Syntax

```
/addlang[:] [lang:] [ignoreexisting]
```

Parameters

lang:<languagename>	Specifies the new language. <languagename> can be the language name in English ("German"), the language code ("deu") or the language ID ("07"). If only one language is added, the languagename parameter can be entered directly after the *addlang* command
ignoreexisting	Use this parameter to add a language to the project even if it already exists as a target language.

Example

```
pslcmd c:\projects\myProject.lpu /addlang:"deu"
```

/addsource

Adds source files to the current project. If the source file to be added already exists in the project, it is not added again unless the **ignoreexisting** parameter is used.

Syntax

```
/addsource[:] [sourcefile:] [sourcefilelist:]
                        [sourcefolder:] [subfolders]
                        [sourcelang:] [parser:] [targetrule:]
                         [forcetargetrule:<name>] [ignoreexisting]
```

Parameters

sourcefile:<filepath>	Specifies the new source file. You can use multiple **sourcefile** parameters in order to add further source files.
sourcefilelist:<filepath>	<filepath> is a text file containing a list of the source files to be added to the project.
sourcefolder:<folderpath>	Specifies a folder containing source files. All the files in this folder are added to the project. If the **subfolders** parameter is used, all the files contained in subfolders of the source folder are also added. If you specify a **parser**

	only files that have one of the filename extensions supported by the given parser will be added.
sourcelang:<languagename>	Specifies the language of the strings in the source files. <languagename> can be the language name in English ("German"), the language code ("deu") or the language ID ("07"). (See *Language IDs*, S. 268)
parser:<parser>	Specifies the parser to be used for the added source files. <parser> can be one of the following entries: *Win32*, *AddIn:<identifier>* or *Macro:<filename>*. The add-in identifiers are indicated in the Passolo add-in administration, e.g. *Borland Delphi/C++ Builder*or *Microsoft .NET Parser*. Please make sure that the identifier is entered correctly.
targetrule:<name>	Specifies the target rule to be used for the new source files. If no rule is specified, the standard rule is used. The specified rule can be overwritten by the parser of the source file.
forcetargetrule:<name>	Specifies the target rule to be used for the new source files. The specified rule is also used, if the parser defines an own target rule.
ignoreexisting	Use this parameter to add a source file to the project even if it already exists.

Example

Adds all the Delphi programs in c:\sources to the project.

```
pslcmd c:\projects\myProject.lpu /addsource:c:\sources\*.exe
"parser:Borland Delphi/C++ Builder"
```

/batch

This command is a combination of the **/update** and **/generate** commands. The string lists are updated, and then the target files are generated. Use the /source command to limit the operation to specified source files.

This command ensures compatibility with previous versions of Passolo. Current batch files should make use of the **/update** and **/generate** commands.

Syntax

```
/batch
```

Parameters

<none>

Example

Updates all the string lists of a project and generates the target files

```
psl c:\projects\myProject.lpu /batch
```

/generate

Generates target files

Syntax

```
/generate [source:<title>] [sourcefile:<filepath>] [lang:<languagename>]
[id:<id>]
```

```
[altfile:<filepath>] [altfolder:<folderpath>] [subfolders]
```

Parameters

source:<title>	Specifies a source file by means of its title. If you do not indicate a language, all the target files for this source file will be generated.
sourcefile:<filepath>	Specifies a source file by means of its file path. If you do not indicate a language, all the target files for this source file will be generated.
lang:<languagename>	If you indicate a language, only the target files for this language are generated. <languagename> can be the language name in English ("German"), the language code ("deu") or the language ID ("07").
id:<id>	Specifies a target file by means of the corresponding ID in the translation list.
altfile:<filepath>	If only one target file is to be generated, you can specify an alternative path for the generated file.
altfolder:<folderpath>	You can specify an alternative folder for the generated target file. Use the **subfolders** parameter to generate subfolders within this folder according to the folder structure of the target files defined in the project.
subfolders	see **altfolder** parameter
ifrequired	If this parameter is set, only the required target files are generated. I.e. the target files whose translation lists have been modified since the last generation.

Example

Generates all target files

```
psl c:\projects\myProject.lpu /generate
```

Generates all target files for German

```
psl c:\projects\myProject.lpu /generate lang:German
```

/output

Specifies a text file to which the Passolo messages generated during the batch operation are written.

Syntax

```
/output:<outputfile> [append] [open]
```

Parameters

append	If you use this parameter, the output is appended to the existing output file. Otherwise the existing file is overwritten.
open	After Passolo ends, the output file is displayed in Notepad.

Example

All messages are appended to c:\output.txt.

```
pslcmd c:\projects\myProject.lpu /batch /output:c:\output.txt append
```

/openproject

Opens an existing project. This command is not required if you specify the project before the first command. If a project is opened using /openproject, all subsequent commands in the batch file refer to this project.

Syntax

```
/openproject:<projectpath>
[normal|sharedSetup|sharedTranslate|sharedReadOnly]
```

Parameters

<projectpath>	Path of the project to be opened. You can also enter just the project name (without the path). In this case, Passolo will look for the project in the current directory and in the list of recently opened projects.
normal	This is the default mode. Only one user can open the project. He can modify all settings and data as needed.
sharedSetup	The project is opened in Shared Mode. The user can modify project settings and edit string lists. Only one user at a time can work in this mode.
sharedTranslate	The project is opened in Shared Mode. The user can edit string lists.
sharedReadOnly	The project is opened in Shared Mode. The user can view the string lists but cannot make changes.

Example

Updates the string lists in two projects. The first project is loaded via the standard command line parameter, the second using the **/openproject** command.

```
psl c:\projects\myProject.lpu /update
/openproject:c:\projects\anotherProject.lpu /update
```

/options

Saves or loads an option profile.

Syntax

```
/options:<profilename> [load|save|temp] [content:<profilecontent>]
```

Parameters

<profilename>	The profile name or the path to the options file (see *Setting Options*, S. 241)
load	The options are loaded and saved persistently
save	The current options are saved in the profile / the specified options file.
temp	The options are loaded temporarily. The are only used for the current batch operation.
content	Only the specified options are saved or loaded. <profilecontent> is a comma-separated list of values corresponding to the pages of the Options dialog: *view filter toolbars listops transdlg languages leverage pretrans fuzzy concordances terminology replicates assistant check spellcheck binaries simulation sytemmacro batch users system system2 folders* If the parameter is missing all options are loaded or saved.

Example

The view and check options are saved to the *myOptions* profile

```
pslcmd /options:myOptions save content:view,check
```

/simulate

Generates a target file with simulated translations according to the current Simulation options. (see *Simulation/Debug Dialog*, S. 233)

Syntax

```
/simulate [source:<title>] [sourcefile:<filepath>] [lang:<languagename>]
[id:<id>]
          [altfile:<filepath>] [altfolder:<folderpath>] [subfolders]
```

Parameters

source:<title>	Specifies a source file by means of its title. If you do not indicate a language, all the target files for this source file will be generated.
sourcefile:<filepath>	Specifies a source file by means of its file path. If you do not indicate a language, all the target files for this source file will be generated.
lang:<languagename>	If you indicate a language, only the target files for this language are generated. <languagename> can be the language name in English ("German"), the language code ("deu") or the language ID ("07").
id:<id>	Specifies a target file by means of the corresponding ID in the translation list.
altfile:<filepath>	If only one target file is to be generated, you can specify an alternative path for the generated file.
altfolder:<folderpath>	You can specify an alternative folder for the generated target file. Use the **subfolders** parameter to generate subfolders within this folder according to the folder structure of the target files defined in the project.
subfolders	see **altfolder** parameter
store	A new target language is added to the project for the simulated translations. If the parameter*store*is indicated, the parameters *altfile*, *altfolder* and *subfolders* are ignored.

Example

Generates simulated translations for all target files

```
pslcmd c:\projects\myProject.lpu /simulate
```

Generates simulated translations for all target files in German using the options from an options file.

```
pslcmd c:\projects\myProject.lpu /options:my_simulation_options temp
/simulate lang:German
```

/newproject

Sets up a new project. If the project already exists, it is opened as with **/openproject**.

Syntax

```
/newproject:<projectpath>
```

Parameters

<projectpath>	Path of the project to be created

Example

Sets up a new project and adds a source file

```
pslcmd /newproject:c:\projects\newProject.lpu /addsource
sourcefile:c:\test\example.exe
```

/script

Reads commands from a text file. The text file may contain any of the supported Passolo batch commands except for a further **/script** command. Lines beginning with a semicolon ; are regarded as comments and are ignored in batch processing.

Syntax

```
/script:<scriptfile>
```

Parameters

<scriptfile>	Path to the script file

Example

Executes all the commands in the file *updateAll.txt*.

```
pslcmd /script:c:\projects\updateAll.txt
```

/source

This command is used only in combination with the **/batch** command. It restricts the batch operations to the specified source file.

Syntax

```
/source
```

Parameters

<none>

Example

Updates all the string lists for Notepad and generates the corresponding target files.

```
pslcmd c:\projects\myProject.lpu /batch /source:notepad
```

/translate

Pre-translates with the current providers and options. See *Options for Pre-Translation* (S. 79).

Syntax

```
/translate [source:<Title>] [sourcefile:<filepath>] [lang:<languagename>]
[id:<ID>]
```

Parameters

source:<title>	Specifies a source string list to be updated (based on the title).

	If you do not specify a language, all associated translation string lists are translated.
sourcefile:<filepath>	Specifies a source string list to be updated (based on the file path). If you do not specify a language, all associated translation string lists are translated.
lang:<languagename>	If you specify a language, all translation string lists in this language are translated. <languagename> can be the language name in English ("German"), the language code ("deu") or the language ID ("07").
id:<id>	Specifies the string list to be updated based on the ID. If you are dealing with a source list and you do not specify a language, all associated translation string lists are translated.

Example

Pre-translates the German translation string list for the source *notepad*.

```
pslcmd c:\projects\myProject.lpu /translate source:notepad lang:German
```

Pre-translates all German translation string lists for this project.

```
pslcmd c:\projects\myProject.lpu /translate lang:German
```

/update

Updates the source string lists and translation lists.

Syntax

```
/update [source:<title>] [sourcefile:<filepath>]
[altsourcefile:<filepath>]
        [nosource] [lang:<languagename>] [notrans] [id:<id>]
```

Parameters

source:<Title>	Specifies a source list to be updated based on the title. If you do not indicate a language and do not use the **notrans** parameter, all the corresponding translation lists are also updated.
sourcefile:	Specifies a source list to be updated based on the source file path. If you do not indicate a language and do not use the **notrans** parameter, all the corresponding translation lists are also updated.
altsourcefile:<filepath>	If just one source string list is updated (e.g. by indicating a **source** parameter), you can specify an alternative source file to be read instead of the file given in the project settings.
nosource	With this parameter the update of source string lists is prevented.
lang:<language>	If you indicate a language, only the translation lists for this language are updated. can be the language name in English ("German"), the language code ("deu") or the language ID ("07").
notrans	With this parameter the update of translation lists is prevented.
id:<id>	Specifies the string list to be updated based on the ID. If this is a source string list and you do not indicate a language and do not use the **notrans** parameter, all the corresponding translation lists are also updated.
ifrequired	If this parameter is set, only the required text lists are updated. I.e. the text lists whose source files or respectively source lists

	have been modified since the last generation.

Example

Updates the source string list for Notepad and the corresponding German translation list.

```
pslcmd c:\projects\myProject.lpu /update source:notepad lang:German
```

Updates all the source string lists

```
pslcmd c:\projects\myProject.lpu /update notrans
```

Updates the source string list for Notepad using an alternative source file

```
pslcmd c:\projects\myProject.lpu /update source:notepad
altsourcefile:"c:\examples\notepad.exe"
```

/writeoutput

Writes a line of text to the output window **Translation** and, if specified, the output file (see /output)

Syntax

```
/writeoutput:<textline>
```

Example

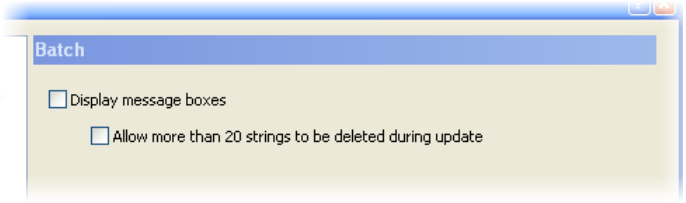
All messages are appended to c:\output.txt.

```
pslcmd c:\projects\myproject.lpu /writeoutput:"Start batch" /batch
/writeoutput:"Batch ended" /output:c:\output.txt append
```

Settings for batch mode

Whilst projects are being updated, Passolo may display messages that the user must confirm. If Passolo is in batch mode and displays a message, the operation cannot be completed without confirmation from the user. This means that the process that Passolo called up is also blocked.

Select **Tools**, then **Options**, then **Batch** to call up the dialog to configure the system settings.



You can set the options so that Passolo does not display any messages in batch mode. Deactivate the **Display message boxes** checkbox.

If Passolo detects large differences between the current and original source file, this may be intentional. However, it may also be that the string lists were inadvertently updated on the basis of a source file that is not the update of the actual source file.

To prevent translations being lost, Passolo displays a warning message in these situations.

With the **Allow deletion of more than 20 strings when updating** option, you can determine how Passolo should react in such situations in batch mode. If the option is activated, Passolo performs the update, otherwise the operation is aborted.

If Passolo is running a macro or is automated by another application messages can be suppressed depending on these settings. For further information please refer to section

Passolo.Application in the Automation Help. (choose **Automation Help** from the **Help** menu)

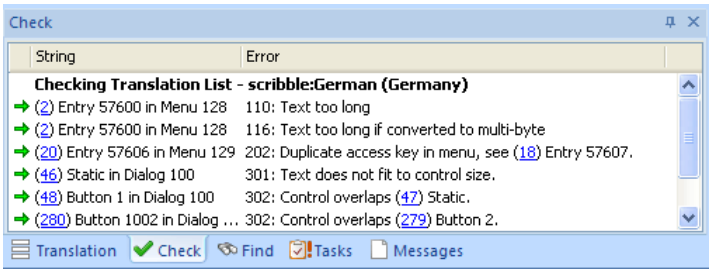
Other Functions

The Output Windows

The output windows contain messages and data required for working with Passolo. They are docked at the lower left corner of the application window by default, but can be arranged at other edges of the main window or as separate windows if desired. (See *Arrange and Dock Output Windows*, S. 255)

The following output windows are available

Messages	Contains all the general messages of the program.
Translation	Contains the fuzzy list with suggestions for translation and the option of looking up translations interactively.
Term Recognition	Contains the results of the terminology search in the translation window. (see *Terminology Display*, S. 83)
Check	Contains any error messages output by the test functions.
Find	Contains all the entries found on the basis of the latest search.
Tasks	Contains any defined tasks and provides access to the management of these tasks.
News	Contains a news reader that displays up-to-date news about PASSOLO. Right-clicking in the News window opens the shortcut menu with commands that can be applied to the entries.



Entries marked with a green arrow refer to a string or string list. Double click on the entry in the output window to call up the respective string. **F4** and **SHIFT+F4** can be used to jump to the next/previous string.

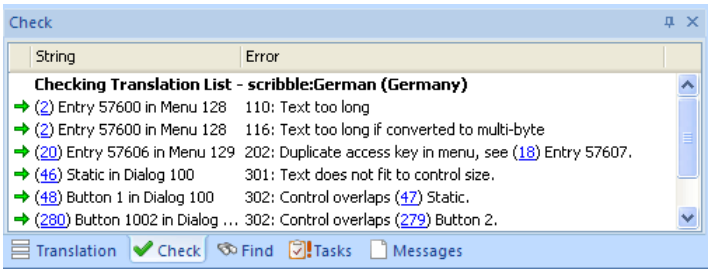
Entries marked with this icon are important error messages.

You can show or hide the output windows by selecting the corresponding item in the **View/Toolbars and Docking Windows** menu. Or you can click on this little button .

You can copy or delete the contents of the output windows by clicking in the output window with the right mouse button and choosing the relevant command from the context menu.

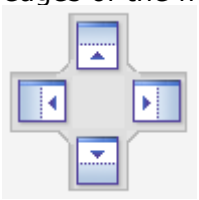
Arrange and Dock Output Windows

You can arrange the output and **Properties** windows in any way you like in the main window.



To dock output windows

1. Click the output window you want to dock, to give it focus.
2. If the window is not already docked, right-click the title bar of the window and click **Docking** in the context menu.
3. Drag the tool window from its current location towards the middle of the main window. You can reposition a group of output windows by dragging the title bar. If you only want to reposition a single window, drag it by the tab under the window. A guide diamond appears. The four arrows of the diamond point towards the four edges of the main window.

   Tip: To move a dockable window without snapping it into place, press CTRL while dragging it.
4. When the window you are dragging reaches the position where you want to dock it, move the pointer over the corresponding portion of the guide diamond. An outline of the window appears in the designated area.
   To dock the window in the position indicated, release the mouse button.

The Auto Hide Option

Windows for which the **Auto Hide** option is activated are hidden and minimized to the edge of the main window. The window name and icon are visible on a tab at the edge of the main window. To display an auto-hidden window, move your pointer over the tab. The window slides back into view and is ready for use. To hide the window again, select an item outside of the current window.

To enable Auto Hide for output windows

- Click the window you want to hide to give it focus.
- Click on**Auto Hide** in the context menu.
  - or -
  Click the pushpin icon on the title bar of the window.

Customizing Toolbars

You can change the layout, position and content of Passolo toolbars. You can add buttons to toolbars and change the icon assigned to a given button. There are three toolbars by default: **Standard**, **Translation** and **Project**. You can switch them on and off via the **View / Toolbars and Docking Windows** menu or by right-clicking the free area next to the toolbars.

To create a new toolbar

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Go to the **Toolbars** tab in the**Customize** dialog.
3. Then click on **New**.
4. Enter a name for the toolbar in the **Toolbar Name** field.
5. Click the OK button.
6. Close the **Customize** dialog
7. The new toolbar will appear in an undocked state. Drag it to the upper edge of the window to dock it with the other toolbars.

To insert new buttons into a toolbar

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Select the relevant menu from the **Categories** list
3. Drag the relevant command from the **Commands** list onto the toolbar.
4. Close the **Customize** dialog

To change the way a button is displayed in a toolbar

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Right-click the command button
3. Click on **Button Appearance** in the context menu
4. Define the appearance of the button in the **Button Appearance** dialog

To sort the command buttons in a toolbar

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Drag the relevant button to a new position within the same toolbar or to a different toolbar
3. To remove a button, drag it out of the toolbar

Shortcut Keys

You can define the shortcut keys for all commands including tools and macros from the menu **Tools**.

To create a new shortcut key combination

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Go to the **Keyboard** tab in the**Customize** dialog.
3. Select the relevant command in the fields **Category** and **Commands**.
4. Place the cursor in the box **Press new shortcut key**, and then use the keyboard to enter the key combination you intend to use for the command. If the key combination is already assigned, the corresponding command is displayed.
5. Close the **Customize** dialog.

To create a new shortcut key combination for a macro

1. Click on **Macros** in the **Tools** menu.
2. Choose the macro and select **Extra** in the combo box **Menu**.
3. Close the **Macros** dialog.
4. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
5. Go to the **Keyboard** tab in the**Customize** dialog.
6. Choos the **Category** *Custom Tools*.
7. Select the name of the macro in the list **Commands**.
8. Place the cursor in the box **Press new shortcut key**, and then use the keyboard to enter the key combination you intend to use for the command. If the key combination is already assigned, the corresponding command is displayed.
9. Click the **Assign** button.
10. Close the **Customize** dialog.

To remove a shortcut key combination

1. Click on **Customize** in the **View / Toolbars and Docking Windows** menu.
2. Go to the **Keyboard** tab in the**Customize** dialog.
3. Select the relevant command in the fields **Category** and **Commands**.
4. Choose the key combination under **Current Keys**.
5. Click on **Remove**.
6. Close the **Customize** dialog.

Tools

You can add your own commands (Tools) to the **Extras** menu. These are either user-defined or available via Tool Add-Ins. User-defined tools are either macros or other commands used for opening programs or web pages

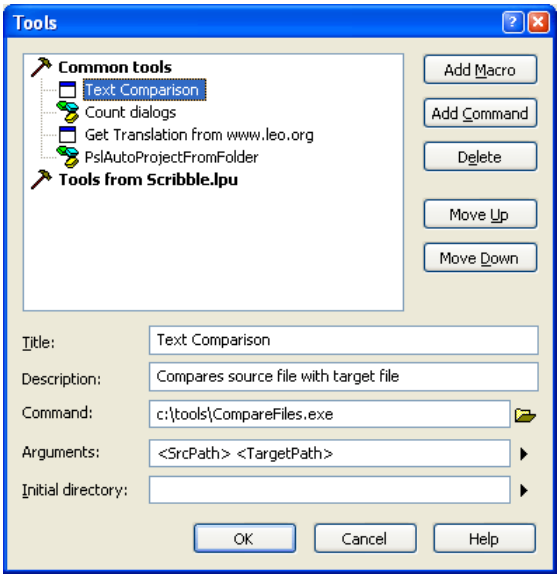
General tools are saved to the hard disk independently of the project, while **project tools** are saved in the project. You can display the general tools as well as the project tools specific to the current project by clicking on **Extras**.

Tools from Add-Ins

If an add-in was used to define tools, these are displayed in a submenu of the **Extras** menu. The name of the submenu is the name of the add-in. For instance, if an add-in named *Supplementary functions* implements two tools, *Tool 1* and *Tool 2*, these two tools appear in the *Supplementary functions* submenu.

User-defined Tools

To open the dialog used to manage tools, select **Adjust tools...** from the **Extras** menu.



The tree contains all of the general tools as well as the tools belonging to the project that is currently loaded. You can drag tools between the different areas, or copy them (while holding down the CTRL key)

You can specify a **Title** and **Description** for each tool. The title becomes the name of the tool in the **Extras** menu, and the description is displayed in the status bar when the menu entry is selected. You can sort the tools using the **Move up** and **Move down** buttons.

Macros

When you are adding a macro, you can select an existing macro from the **Macro** dropdown list. You can also enter a given file name; however, the given file must exist in order for the macro to be called. You can also add macros to the **Extras** menu using the **Macros** dialog. (See *Macro Administration*, S. 237)

Programs

When you add a program, you must specify which application is to be launched when the tool is started. You can also put placeholders into the **Program**, **Parameters** and **Start folder** fields. These placeholders are replaced accordingly when the tool is called up. The following placeholders are available:

Project folder		The path of the folder in which the project is saved.
Project Path	<PrjPath>	Complete path for the project file.
Source file folder	<SrcDir>	The path of the folder in which the selected source file is saved. If a target file is selected, the corresponding source file is used.
Source file path	<SrcPath>	Complete path for the selected source file. If a target file is selected, the corresponding source file is used.
Target folder	<TargetDir>	The path of the folder in which the selected target file is saved.
Target path	<TargetPath>	Complete path for the selected target file.
File folder	<FileDir>	The path of the folder in which the selected source or target file is saved.
File path	<FilePath>	Complete path for the selected source or target file.
Selected Text	<SelectedText>	The text that is currently selected (in the source string window or the properties window).

Command line parameters

Along with the commands for batch mode (see *Batch Mode for Passolo*, S. 245) further arguments can be used when starting up Passolo. These arguments are available for starting Passolo in batch mode or in normal, interactive mode.

/language

Specifies the language of the Passolo user interface. If no language parameter is provided, the current language setting is used.

Syntax

```
/language=<Language ID>
```

Parameters

<Language ID>	The language ID to be used

Example

specifies German as the interface language:

```
psl.exe /language=deu
```

/profilefolder

Normally Passolo stores internal, persistent data in the registry and in the user's application data directory, which is managed by Windows. You can use this parameter to specify a folder in which all data and settings are to be stored by Passolo. This allows you to manage different work profiles independent of each other.

This folder can also be defined in the Passolo configuration file (psl.exe.config). If the parameter /profilefolder is set also, this value is used.

Syntax

```
/profilefolder=<Folder>
```

Parameters

<Folder>	A folder in the computer's file system. If the folder does not exist, it is created automatically.

Example

```
psl.exe /profilefolder="c:\Passolo-Files"
```

/runmacro

Specifies a macro to be executed when Passolo starts up. By specifying multiple **/runmacro** parameters it is possible to run several macros in sequence at startup.

Syntax

```
/runmacro=<Macro File>
```

Parameters

<Macro File>	The name of the macro file to be executed. This macro must be stored in Passolo's macro folder. (See *System Folders*, S. 243)

Example

```
psl.exe /runmacro=MyMacro.bas
```

/user

Specifies the user name which is otherwise determined interactively at startup. (See *User Management*, S. 40)

This name can also be defined in the Passolo configuration file (psl.exe.config). If the parameter /user is set also, this value is used.

Syntax

```
/user=<Name>
```

Parameters

<Name>	The user name.

Example

```
psl.exe /user=John
```

The Passolo Configuration File

The file psl.exe.config is a XML file, that contains some application parameters for Windows. Some Passolo parameters can also be set here, instead of using the command line. So it's possible to set the parameters when Passolo is started via automation.

Create a node*appSettings* in the *configuration file* and add the parameter as *add* element:

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <appSettings>
    <add key="ProfileFolder" value="c:\Passolo-Daten"/>
  </appSettings>
  ...
</configuration>
```

These parameters are defined:

key	Description
ProfileFolder	Replaces the command line parameter /profilefolder
User	Replaces the command line parameter /user

Hyperlinks

In Passolo, **Hyperlinks** can be defined in the string comments and the output window. This makes it possible to jump to a specific string or to open a Web page.

Hyperlinks are defined by simply enclosing the relevant text in double square brackets. The text "Click on [[http://www.passolo.com]]." is displayed as follows: "Click on http://www.passolo.com." The blue text is then clickable and opens the specified page.

It is also possible to enter a **link text**. The link text is separated from the address by a vertical bar: "Click on [[http://www.passolo.com|here]]." comes out as "Click on here."

Commands

In addition to opening a Web page via "http:" Passolo also defines other commands for different operations that are carried out when the user clicks on the hyperlink.

Command	Description
http:	Opens a web page in the standard browser.
string:	Jumps to a different string within the project. If the string is in the same string list as the hyperlink, it is sufficient to enter the string number. Otherwise the hexadecimal ID of the string list must also be specified.
folder:	Opens the folder in the Windows Explorer. If a file is specified, the corresponding file is selected in the folder.
shell:	Executes a Windows shell command. The command can use the same placeholders as in the definition of a tool. (See *Tools*, S. 258)
userfile:	Opens a user file, which is embedded in the project (See *User Files*, S. 35)
macro:	Starts a macro (see *Macro Administration*, S. 237). The macro is specified by its file name or its full path.

Examples

[[http://www.passolo.com]] Opens the Passolo homepage

[[string:123]] Jumps to string number 123 in the current string list

[[string:33:a4b3cc10]] Jumps to string number 33 in the string list with the ID a4b3cc10

[[folder:c:\Data]] Opens the folder *c:\Data*.

[[folder:c:\MyProjects\Samples.lpu]] Opens the folder*c:\MyProjects* and selects the file *Samples.lpu*.

[[shell:c:\readme.txt]] Opens the file *readme.txt* in the standard text editor.

[[shell:<TargetPath>]] Runs the target file

[[userfile:sceenshot.jpg]] Opens the embedded user file *screenshot.jpg* with the attached program.

[[macro:mymacro.bas|Start Macro]] Starts the macro *mymacro.bas*.

Creating Hyperlinks in Text Comments

Hyperlinks can be inserted using the format described above when entering comments in the source string list (see *Using Comments*, S. 71) or when adding translation comments. When the comment is displayed in the translation list, the brackets are removed and the link text is shown (if available).

Creating Hyperlinks in the Output Window Messages

The hyperlinks in the output window **Messages** are generally created automatically by Passolo. In addition, the macro command **Output** can be used to write any other text to the output window. If the text written to the output window contains a section in square brackets, this will be interpreted as a hyperlink.

Appendix

Codepages

If a character set is stored in a single byte (8 bits) a total of 2^8 different characters (numbers, letters, or paragraph marks) can be displayed. In the past, these 256 characters were adequate for all EDP purposes.

However, with the spread of computers throughout the world, it became necessary to support additional languages which, in addition to Latin script, also employ other special characters or accented letters.

A solution to this problem was offered by so-called "codepages" with which binary values from 32 to 255 (0x20 to 0xFF) could be displayed for the character set required for the language in question. Thus, all Windows codepages always contain the same character sets – including Latin letters – in the binary range from 32 to 127 (0x20 to 0x7F). Above 128 (0x80), the codepage assignments differ.

Most European languages (and therefore, scripts) can be displayed using a single codepage (Latin 1, Codepage 1252). Currently, there are a total of eight ANSI codepages for languages that can manage with 256 characters:

Codepage	Description	Example
1250	Latin 2 (Central Europe)	Albanian, Polish
1251	Cyrillic (Slavic)	Bulgarian, Russian
1252	Latin 1 (ANSI)	German, French
1253	Greek	Greek
1254	Latin 5 (Turkish)	Turkish
1255	Hebrew	Hebrew
1256	Arabic	Arabic
1257	Baltic	Estonian, Lithuanian

The following codepages were designed for Asian languages which, due to the number of characters and syllables they employ, cannot manage with a single byte character set (SBCS system):

Codepage	Description	Example
932	Japanese	Japan
936	Chinese (simplified)	People’s Republic of China, Singapore
949	Korean	Korea
950	Chinese (traditional)	Hong Kong, Taiwan

Using Codepages

Codepage information is always required when data must be copied between Unicode and single/double byte character sets.

The resources Passolo reads from a source application are always in Unicode character set format. In the ASCII version of Passolo resources are converted from Unicode to double byte character set format when a source file is read. The procedure is reversed when a target file is generated.

Translation should be performed under an operating system that supports the target language codepage and contains the appropriate character set. If you perform a Greek

translation under the Greek version of Windows 95, the correct codepage is already established.

Passolo also makes use of codepage information. All data is encoded internally using Unicode. However, the string contents of glossaries and the ASCII export file may only exist in a single/double byte character set. Reading and writing these data will only work correctly if the correct codepage is used.

If you find that translations from glossaries or ASCII export files are not being correctly displayed, check the codepage settings in the **Properties –** Source String List dialog.

Glossary Files

Glossary files are ASCII or Unicode files with a defined structure. Each line contains a string entry in various languages, separated by a tab. This tab also divides the lines into columns with the same language required in the same column of each line.

Empty strings can also be entered into columns if a translation in the associated language is not available. In this case, a tab must also be inserted in order to keep the number of tabs in each line the same.

The first line – which is also separated by tabs – contains the language -IDs (made up of the primary ID and the SubID) of the languages used in the glossary. The following is an example of a glossary containing strings in English (9 1), German (7 1), French (12 1), and Spanish (10 1).

Passolo uses always the first column as source and the other columns as target language.

9 1	TAB	7 1	TAB	12 1	TAB	10 1
&File	TAB	&Datei	TAB	&Fichier	TAB	&Archivo
New	TAB	Neu	TAB	Nouveau	TAB	Nuevo
OK	TAB	OK	TAB	OK	TAB	Aceptar
Cancel	TAB	Abbrechen	TAB	Annuler	TAB	Cancelar
&Help	TAB	&Hilfe	TAB	&Aide	TAB	&Ayuda
Printing	TAB	Drucke	TAB	Impression	TAB	Imprimiendo

You can create glossaries in any text editor or, for example, in Microsoft Excel. Moreover, you can directly export translation lists in glossary format. For further information, please refer to *Glossaries* (S. 216).

When using other programs to set up the glossary, make sure that the number of tabs is the same in every line, even if some columns contain no text.

In addition, you can transfer the selected entry in the translation list directly to a new or existing glossary. Select **String**, then **Add to** glossary from the menu (CTRL+F10). For more detailed information, please refer to *Storing Translations* (S. 130).

Categories

A glossary can also contain a column indicating a category for the entry in that line. Instead of a language ID the first line contains the term *CATEGORY* in this column. Passolo supports the categories defined in the Microsoft glossaries:

TDB	Dialog Title
DIA	Dialog Item
BUT	Dialog Button
EDT	Dialog Edit Box
CHK	Dialog Check Box

CBX	Dialog Combo Box
GRP	Dialog Group Box
GBT	Dialog Group Box Title
LBX	Dialog List Box
OPT	Dialog Option Button
RDB	Dialog Radio Button
TXB	Dialog Static Text
PGB	Dialog Progress Bar
SLB	Dialog Scroll Bar
TKB	Dialog Slider Bar
TAB	Dialog Tab Control
TXT	Strings Text
MSG	Strings Message
ACL	Accelerator
VER	Version
HTX	HTML Text
HTT	HTML Title
ARG	Argument Name
BIL	Billboards
COM	Command
FLD	Folder Name
FUN	Function Name
GEN	General
STS	Status Bar
TOL	Tool Tip
ADR	Address
ALT	Alternative Text
FIL	File Name
JST	Java Text
MAC	Macro Action
NUM	Number
PGI	Page Information
PTY	Property
STY	Style
VST	VB Script Text
CMT	Comment
CST	Custom Control
DRV	Drive Control
ERR	Error Message
FLC	Folder Control
FNT	Font Name
KEY	Key Name

KWD	Keyword
PTL	Page Title
TTL	Topic Title

Language IDs

The following list contains all the languages currently supported by Windows, together with their associated language codes, primary, and sub-IDs.

Language	Primary ID	Sub ID	Language code
Afrikaans	54	1	afk
Albanian	28	1	sqi
Arabic (Saudi Arabia)	1	1	ara
Arabic (Iraq)	1	2	ari
Arabic (Egypt)	1	3	are
Arabic (Libya)	1	4	arl
Arabic (Algeria)	1	5	arg
Arabic (Morocco)	1	6	arm
Arabic (Tunisia)	1	7	art
Arabic (Oman)	1	8	aro
Arabic (Yemen)	1	9	ary
Arabic (Syria)	1	10	ars
Arabic (Jordan)	1	11	arj
Arabic (Lebanon)	1	12	arb
Arabic (Kuwait)	1	13	ark
Arabic (U.A.E.)	1	14	aru
Arabic (Bahrain)	1	15	arh
Arabic (Qatar)	1	16	arq
Armenian	43	1	hye
Assamese	77	1	asm
Azeri (Latin)	44	1	aze
Azeri (Cyrillic)	44	2	azb
Basque	45	1	euq
Belorussian	35	1	bel
Bengali	69	1	ben
Bulgarian	2	1	bgr
Catalan	3	1	cat
Chinese (Taiwan)	4	1	cht
Chinese (P.R.C)	4	2	chs
Chinese (Hong Kong)	4	3	chh
Chinese (Singapore)	4	4	chi
Chinese (Macao)	4	5	chm
Czech	5	1	csy

Danish	6	1	dan
Dutch (Netherlands)	19	1	nld
Dutch (Belgium)	19	2	nlb
English (USA)	9	1	enu
English (GB)	9	2	eng
English (Australia)	9	3	ena
English (Canada)	9	4	enc
English (New Zealand)	9	5	enz
English (Ireland)	9	6	eni
English (South Africa)	9	7	ens
English (Jamaica)	9	8	enj
English (Caribbean)	9	9	enb
English (Belize)	9	10	enl
English (Trinidad)	9	11	ent
English (Zimbabwe)	9	12	enw
English (Philippines)	9	13	enp
Estonian	37	1	eti
Faeroese (Faeroe Islands)	56	1	fos
Farsi	41	1	far
Finnish	11	1	fin
French	12	1	fra
French (Belgium)	12	2	frb
French (Canada)	12	3	frc
French (Switzerland)	12	4	frs
French (Luxembourg)	12	5	frl
French (Monaco)	12	6	frm
Georgian	55	1	kat
German	7	1	deu
German (Switzerland)	7	2	des
German (Austria)	7	3	dea
German (Luxembourg)	7	4	del
German (Liechtenstein)	7	5	dec
Greek	8	1	ell
Gujarati	71	1	guj
Hebrew	13	1	hbr
Hindi	57	1	hin
Hungarian	14	1	hun
Icelandic	15	1	isl
Indonesian	33	1	ind
Italian	16	1	ita
Italian (Switzerland)	16	2	its
Japanese	17	1	jpn
Canada	75	1	kan
Kashmiri (India)	96	2	(6002)
Kazak	63	1	kaz
Konkani	87	1	kok
Korean	18	1	kor

Latvian	38	1	lvi
Lithuanian	39	1	lth
Lithuanian (old)	39	2	ltc
Macedonian	47	1	mki
Malay (Malaysia)	62	1	msl
Malay (Brunei/Darussalam)	62	2	msb
Malayalam	76	1	mal
Manipuri	88	1	(58)
Marathi	78	1	mar
Nepalese (India)	97	2	(6102)
Norwegian (Bokmal)	20	1	nor
Norwegian (Nynorsk)	20	2	non
Oriya	72	1	ori
Polish	21	1	plk
Portuguese	22	2	ptg
Portuguese (Brazil)	22	1	ptb
Punjabi	70	1	pan
Romanian	24	1	rom
Russian	25	1	rus
Sanskrit	79	1	san
Serbo-Croatian (Latin)	26	2	srl
Serbo-Croatian (Cyrillic)	26	3	srb
Sindhi	89	1	(59)
Slovak	27	1	sky
Slovenian	36	1	slv
Spanish (Castilian)	10	1	esp
Spanish (Mexico)	10	2	esm
Spanish (Modern)	10	3	esn
Spanish (Guatemala)	10	4	esg
Spanish (Costa Rica)	10	5	esc
Spanish (Panama)	10	6	esa
Spanish (Dom. Republic)	10	7	esd
Spanish (Venezuela)	10	8	esv
Spanish (Columbia)	10	9	eso
Spanish (Peru)	10	10	esr
Spanish (Argentina)	10	11	ess
Spanish (Ecuador)	10	12	esf
Spanish (Chile)	10	13	esl
Spanish (Uruguay)	10	14	esy
Spanish (Paraguay)	10	15	esz
Spanish (Bolivia)	10	16	esb
Spanish (El Salvador)	10	17	ese
Spanish (Honduras)	10	18	esh
Spanish (Nicaragua)	10	19	esi
Spanish (Puerto Rico)	10	20	esu
Swahili	65	1	swh
Swedish	29	1	sve

Swedish (Finland)	29	2	svf
Tamil	73	1	tam
Tatar	68	1	tat
Telugu	74	1	tel
Thai	30	1	tha
Turkish	31	1	trk
Ukrainian	34	1	ukr
Urdu (Pakistan)	32	1	urp
Urdu (India)	32	2	uri
Uzbek (Latin)	67	1	uzb
Uzbek (Cyrillic)	67	2	uzc
Vietnamese	42	1	vit

Regular Expressions

Regular expressions are defined search patterns that you can use to search for complex search expressions in a string list. Regular expressions are often avoided, even by experienced programmers, because of their complexity and their very cryptic appearance — but they are very powerful search tools.

A few examples of the syntax of regular expressions

Name	Syntax	Description
Wildcard character	.	The dot represents a wildcard character. The expression *str.ng*, for example, will find s*tring* or s*trang*.
Quantity of characters	[ab]	Searches for one of the specified characters. *str[ia]ng*, for example, will find s*tring* or *strang*, but not *strung*.
Character range	[a-z]	Searches for one of the characters in the specified range. *str[a-j]ng*, for example, will find *string* or *strang*, but not *strung*.
Characters outside of the range	[^a-z]	Searches for one of the characters that is not within the specified range. *str[^a-j]ng*, for example, will find *strung*, but not *string*.
Start of line.	^	Searches for a start of line. ^*op* will find *op* in *open menu*, but not in *top menu*.
End of line	$	Searches for an end of line. ^*nu* will find *nu* in *open menu*, but not in *menu text*.
0 or more matches	*	The preceding expression may appear never, once or several times. *te+st* will find *tst*, *test* or *teeeest*.
1 or more matches.	+	The preceding expression may appear once or several times. *te+st* will find *test* or *teeeest*, but not *test*.
Group	()	Puts a sub-expression into a group. *(te)+st* will find *test* or *tetest*, but not *teest*.
Or	|	Finds one of the specified sub-expressions, (stri|stra)ng finds string or strang.

The library for regular expressions used by Passolo is fully compatible with the syntax of Perl 5. For further information on Perl and especially on regular expressions, please consult the Internet or relevant reference works.

Key combinations for Passolo

General key combinations

These are the default key combinations. You can assign own key combinations to all commands (see *Shortcut Keys*, S. 257)

Ctrl+A	Selects all the elements in a list
Ctrl+D	Switches between resource displays
Ctrl+F	Opens the "Find..." dialog
Ctrl+G	In string lists: Jumps to a string with a specific number
Ctrl+H	Opens the "Replace..." dialog
Ctrl+Shift+H	In source string lists: Toggles the "hide" flag for selected strings
Ctrl+L	Edits the filter for the project or text list
Ctrl+M	Displays the macro list
Ctrl+N	Sets up a new project
Ctrl+O	Opens an existing project
Ctrl+Shift+O	Displays the list of recently opened projects
Ctrl+R	In string lists: Switches to resource view
Ctrl+Shift+R	In source string lists: Toggles the "read-only" flag for selected strings
Ctrl+S	Saves changes of the current string list.
Ctrl+Shift+S	Saves changes in the current project and all text lists.
Ctrl+T	In translation lists: Validates the selected string(s)
Ctrl+U	In translation lists: Untranslates the selected string(s)
Ctrl+Y	In string lists: Repeats the last undone change.
Ctrl+Z	In string lists: Undoes the last change.
Ctrl+1 - Ctrl+0	Inserts an entry from the fuzzy translation list in the current string
Ctrl+Shift+1 - Ctrl+Shift+8	Calls the EventHandler OnHotkey1 - OnHotkey8 in the system macro
Alt+5	Switches to the previous loaded project
Alt+6	Switches to the next loaded project
Alt+0	Displays the project window.
Alt+Left	In the translation window: Selects the previous tag or previous term
Alt+Right	In the translation window: Selects the next tag or next term
Ctrl+Alt+Up	In string lists: Switches to the previous resource
Ctrl+Alt+Down	In string lists: Switches to the next resource
Ctrl+Page Up	In the translation window: Selects the string located one page above
Ctrl+Page Down	In the translation window: Selects the string located one page below

Ctrl+Up	In the translation window: Selects the previous string
Ctrl+Down	In the translation window: Selects the next string
Ctrl+Home	In the translation window: Selects the first string in the string list
Ctrl+End	In the translation window: Selects the last string in the string list
Ctrl+Tab	Switches to the next string list window / the project window
Ctrl+Shift+Tab	Switches to the previous string list window / the project window
Enter	Opens the selected element
Alt+Enter	Displays the properties of the selected element
F1	Calls up the (context sensitive) Passolo help
F2	In string lists: Edits the currently selected string right in the list
F3	Repeats the last search proceeding downwards
Shift+F3	Repeats the last search proceeding upwards
Ctrl+F3	Opens the "Replace..." dialog
Alt+F3	Opens the "Find..." dialog
F4	Jumps to the next error
Shift+F4	Jumps to the previous error
Ctrl+F4	Closes the current string list or project
F5	In the project window: Refreshes the display
Ctrl+F5	Switches on the translation assistant
F7	Starts the spelling checker
Ctrl+F7	Starts the check function for the current resource
Alt+F7	Starts the check function for all the strings in the string list
F8	Pre-translates the currently selected string.
Shift+F8	Performs a concordance search for the currently selected string
Ctrl+F8	Generates the list of fuzzy translations for the currently selected string
F9	In translation lists: Inserts an access key for the current string.
Ctrl+F10	Saves the current translation in a glossary or a translation memory
Ctrl+Shift+F10	Displays the dialog for saving translations in a glossary or a translation memory.
Alt+F11	Calls up the Basic IDE
F12	Jumps to the next bookmark
Shift+F12	Jumps to the previous bookmark
Ctrl+F12	Toggles the bookmark for the current string

Working with the Dialog Editor

Left	Moves selected control elements one DLU to the left.
Right	Moves selected control elements one DLU to the right.
Up	Moves selected control elements one DLU upwards.
Down	Moves selected control elements one DLU downwards.
Shift+Left	Enlarges the width of the selected control element.
Shift+Right	Reduces the width of the selected control element.
Shift+Up	Reduces the height of the selected control element.
Shift+Down	Enlarges the height of the selected control element.
Ctrl+Left	Aligns the selected control elements flush left with the last selected element.
Ctrl+Right	Aligns the selected control elements flush right with the last selected element.
Ctrl+Up	Aligns the selected control elements flush with the top of the last selected element.
Ctrl+Down	Aligns the selected control elements flush with the bottom of the last selected element.
Alt+Right	Distributes the selected control elements horizontally (with equal spacing).
Alt+Down	Distributes the selected control elements vertically (with equal spacing).
Shift+F7	Automatically fits the control element to the size of its contents.
Ctrl+E	Reset size and position of the selected control elements to the values used in the source dialog.
Ctrl+Shift+E	Reset size and position of all control elements in the dialog to the values used in the source dialog.
Ctrl+K	If control groups are defined: Switches to the next group

Working with the Menu Editor

Left	Closes the open menu and selects the next main menu
Right	Closes the open menu and selects the previous main menu
Up	Selects the previous menu item
Down	Opens the closed menu and/or selects the next menu item

Working with the Basic IDE

Ctrl+N	Creates a new macro
Ctrl+O	Loads an existing macro or module from disk
Ctrl+S	Saves the current macro or module to disk
Ctrl+P	Prints the current macro or module
Ctrl+Z Ctrl+Backspace	Undoes the last editing action, such as typing text in the Code window
Ctrl+Y	Restores the last editing action if no other actions have occurred since the last Undo
Ctrl+X Shift+Del	Removes the selected text and places it on the Clipboard
Ctrl+C Ctrl+Ins	Copies the selected text and places it on the Clipboard
Ctrl+V	Inserts the contents of the Clipboard at the current location

Shift+Ins	
Delete	Deletes the currently selected text
Tab	Shifts all the lines in the selection to the next tab stop
Shift+Tab	Shifts all the lines in the selection to the previous tab stop
Ctrl+F	Searches for specified text in the current macro
Ctrl+R	Replaces specified text in the current macro
F3	Finds or replaces the next occurrence of the last entered string
Ctrl+Space	Call up AutoComplete for the string being typed
Ctrl+I	Shows a popup containing information about the parameters of the selected function or statement
Ctrl+1.. Ctrl+9	Displays the selected macro or module window
Ctrl+A	Activates the currently selected macro
F1	Shows the Basic language help for the keyword at the current insertion point
Shift+F1	Lists all the functions of the Basic language

Testing and debugging of macros

Ctrl+G	Displays the Immediate window
Ctrl+W	Displays the Watch window
Ctrl+T	Displays the Call Stack window
F5	Starts or continues running the current macro
Esc	Stops running the current macro
F8	Executes to the next line. If the current line is a subroutine, the macro stops on the first line of that subroutine.
Shift+F8	Executes to the next line. If the current line is a subroutine, the macro executes the subroutine completely
Ctrl+F8	Executes to the end the current subroutine or function call
F7	Executes the code up to the current line
F9	Toggles the break point on the current line
Shift+Ctrl+F9	Clears all break points
Shift+F9	Shows the value of the expression under the cursor in the Immediate window
Ctrl+F9	Adds the expression under the cursor to the Watch window

Working with the User Dialog Editor

Delete	Deletes the currently selected control
Ctrl+X Shift+Del	Removes the selected control and places it on the Clipboard
Ctrl+C Ctrl+Ins	Copies the selected control onto the Clipboard
Ctrl+V Shift+Ins	Inserts the control on the Clipboard at the current position

Glossary

Codepage

The ANSI codepage uses 8 bits for the encoding of characters, and thus can display 256 different characters. That means it only contains a limited number of extra characters in addition to the standard characters A-Z. A codepage specifies which letters are assigned to each character code. For example, there is a codepage for European languages containing characters like ä, ú or î and another codepage that contains all the characters for Russian.

In order to display an ANSI-encoded text correctly, it is necessary to know which codepage was used. For a list of the codepages used in MS Windows, see the *Codepages* (S. 265) section.

DBCS

DBCS (Double Byte Character Set) is a character set in which a character is represented by one or two bytes. This character set is used, for example, in the Japanese version of Windows 95. Different codepages also describe different DBCS character sets. As a result, it can be difficult to transfer DBCS strings between systems with different standard codepages.

Properties window

A dockable window in which the properties of an object (string list, language, resource, source string or translation string) can be displayed and edited.

It is opened by double-clicking an object or by selecting the "Properties" command in the shortcut menu of the object. If the Properties window is already open, it is enough to simply select the object.

The properties window for translation lists is also referred to as the "translation window"

Glossary files

A Passolo glossary file is a text file containing strings in different languages. These tables are used for automatic translation.

Project window

The first window displayed when Passolo opens a project. This window lists all the source files, languages and string lists contained in the project and provides an overview of the current project status. This is the central point from which string list windows are opened. In order to perform operations on multiple string lists, they have to be carried out in the project window.

Source file

A source file is a program file to be translated in Passolo. The file type depends on the parser. For example, the source files for WIN32 are usually .EXE files or .DLL runtime libraries, whereas the source files for the text parser are (structured) text files. The source file may also refer to a database or an SQL query when working with the database parser.

The purpose of Passolo is to localize these source files. The translated version of the source file is referred to as the target file.

Source string list

The source string list contains all the string resources from a source file that require localization. You can also edit the source string list in order to hide specific strings or exclude them from the translation process.

Resource

The strings contained in a source file are generally grouped as resources. These may be dialogs, menus or some other grouping. Some resources such as bitmaps do not contain strings and are then processed as objects.

Resource ID

Each resource in a source file is assigned an identifier (ID). This may be a number or a designator. If possible, a unique ID should be used to ensure that resources can be identified uniquely.

Language ID

Under Windows, each language is assigned a unique number. This "Language ID" is made up of a primary ID and a sub ID. In most cases it is not necessary to enter these values explicitly, since Passolo contains a list of the languages supported by Windows. However, Passolo does offer the option of entering language IDs directly since additional languages that are currently not covered may be added. You can find a list of the supported languages codes in programming guides or on the Web, for example at *http://www.microsoft.com/opentype/otspec/lcid-cp.txt*.

String

Passolo refers to the smallest translatable unit of text within a source file as a string. All strings are display and can be edited in the string list window. Each string is assigned to a resource. Strings in a source string list are also called **source strings** whereas strings in a translation list are referred to as **translation string**.

String list

A list of strings to be edited in Passolo. A differentiation is made between source string lists and translation lists. Source string lists contain the strings from a source file while the actual translation is performed in the translation lists. All the string lists in a project are displayed in the project window.

String list window

Window in Passolo in which one or more string lists are displayed. On the left there is a tree structure showing all the related resources and on the right a list containing the strings.

Unicode

A 16 bit character set that supports the display of characters in any language (including Chinese and Japanese). Generally, resource strings are saved in Unicode.

Target file

A target file is the localized version of a source file. Generally, this is a copy of the source file in which all the resources and strings have been translated to a target language.

Translation list

A string list containing all the strings of a source file as source string/translation pairs. The translator edits the strings in the column for the target language. A fully edited translation list thus contains all strings in both languages.

Translation window

Another name for the properties window belonging to a translation list.

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