



**BTT WRITER FOR THE  
DESKTOP**

# Uploading, Exporting, and Importing a Project

# What Is This Presentation About?



In this presentation you learn to:

- ▶ Explain why you should upload a project
- ▶ Describe the upload options
- ▶ Review a project
- ▶ Upload a project to the content server
- ▶ View a project on the content server
- ▶ Delete a project from BTT Writer
- ▶ Import a project from the content server
- ▶ Resolve merge conflicts



# Uploading/Exporting a Project

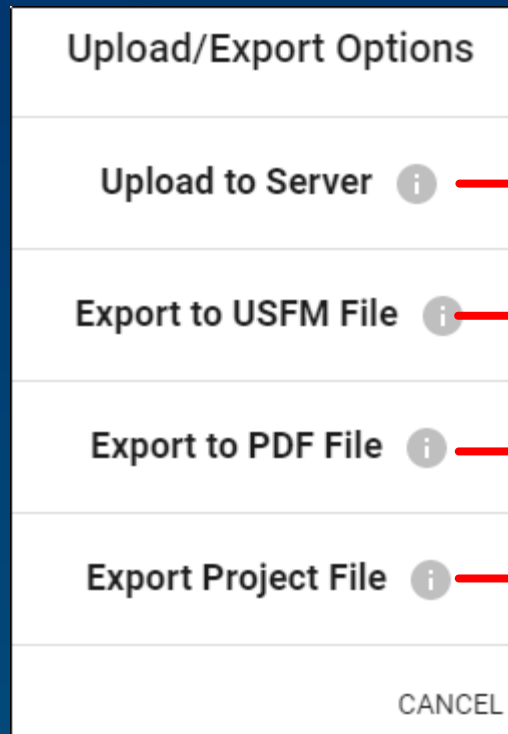


- ▶ BTT Writer saves work to your device every 5 min. by default (can change in Settings)
- ▶ Good idea to create an offline backup in case:
  - ▶ Your files get corrupted
  - ▶ Your device crashes
- ▶ Enables you to:
  - ▶ Share your work with others
  - ▶ Work on a different device by importing to any device that has BTT Writer installed
- ▶ BTT Writer provides several ways to back up and/or share your work



# Options for Uploading/Exporting a Project

- ▶ Options menu (3 dot icon) from Project Screen: Upload/Export
- ▶ Several options:

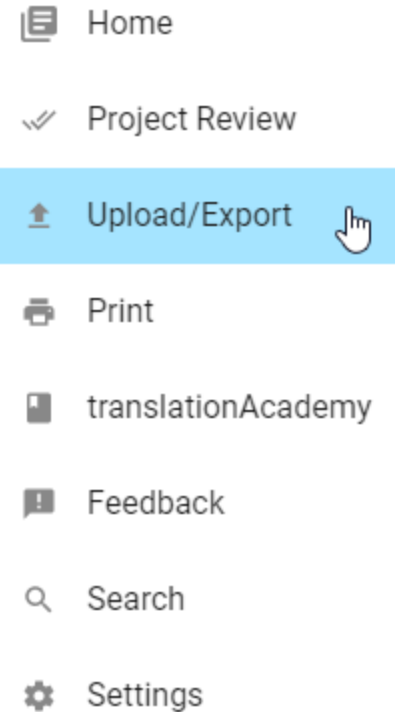


Upload to content server  
(requires internet connection and  
login to server account)

Save a USFM file on your device

Save a PDF file on your device

Save project on your device with  
tstudio extension



# Reviewing/Uploading/Exporting a Project



## Hands On Exercise



1. Check your settings
2. Log in to the content server (either WACS or DCS, depending on settings – the following examples use WACS).
3. Review your project and add another contributor.
4. Export your project to the server.
5. View the project on the server.

# Step 1: Checking Your Settings



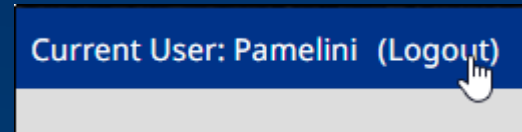
1. Check your settings:
  - a. Open the Settings page (3-dot menu → Settings).
  - b. Scroll to the Advanced section.
  - c. Set Server Suite to the server of your choice (the following examples use WACS).
  - d. If you change the setting, you need to close and restart the BTT Writer.

# Step 2: Logging in to the Server




## 2. Log in to the server:

- a. If you are using an offline account or an account that is not on the server you selected in Step 1:
  - i. Log out of BTT Writer.
  - ii. Log in to your server account,  
or create an account if you don't already have one on that server.



**Setup your User Profile with one of the options below.**

**Login to your Server Account** 

Use this option to be able to upload projects to your existing account

**OR**

**Create a Server Account**

Use this option if you do not have an account but want to upload

**Create Local User Profile**

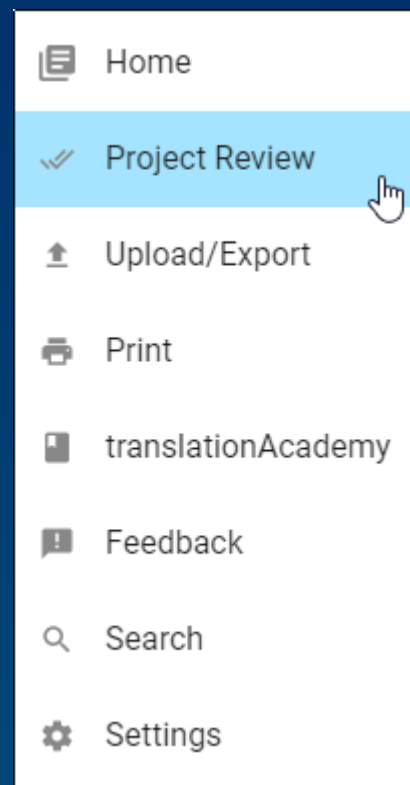
Use this option if you do not have an account and do not want to upload

# Step 3: Reviewing Your Project



3. Review your project and add another contributor.

- a) Open your project
- b) Click Project Review on Options menu (good idea to review before sharing or exporting).





# Step 3: Reviewing Your Project



3. Review your project and add another contributor.

- a) Open your project
- b) Click Project Review on Options menu (good idea to review before sharing or exporting).
- c) Click Project.

The screenshot shows the BTT Writer application window. The title bar says 'BTT Writer' and 'Current User: Pamelini (Logout)'. The main menu has 'Project' and 'Review Project'. Below the menu are three buttons: 'PROJECT' (highlighted with a red box and a red arrow from step c), 'CONTRIBUTORS', and 'UPLOAD/EXPORT'. The main content area shows a list of project items: 'Project Details' with a green checkmark, 'James 1' with a yellow warning icon, 'James 1 Title' with a green checkmark, and 'James 1:1-3' with an orange 'REVIEW' button. A red callout box points to the 'REVIEW' button with the text 'Indication that translation of chunk is incomplete'. The bottom status bar says 'Status: Idle'.

# Step 3: Reviewing Your Project



3. Review your project and add another contributor.

- a) Open your project
- b) Project Review on Options menu (good idea to review before sharing or exporting).
- c) Click Project.
- d) Click Contributors.



# Step 3: Reviewing Your Project



3. Review your project and add another contributor.

- a) Open your project
- b) Project Review on Options menu (good idea to review before sharing or exporting).
- c) Click Project.
- d) Click Contributors.
- e) Add contributor's name and check the agreement box, then click Add Contributor.

PROJECT

CONTRIBUTORS

UPLOAD/EXPORT

Pam

Mikey

☒ This person has agreed with the Statement of Faith and Translation Guidelines and agrees to release his/her work on this project under the terms of the Creative Commons Attribution-ShareAlike 4.0 International License

[License Agreement](#) [Statement of Faith](#) [Translation Guidelines](#)

ADD CONTRIBUTOR

NEXT

# Step 3: Reviewing Your Project



3. Review your project and add another contributor.

- a) Open your project
- b) Click Project Review on Options menu (good idea to review before sharing or exporting).
- c) Click Project.
- d) Click Contributors.
- e) Add contributor's name and check the agreement box, then click Add Contributor.
- f) The new contributor has been added.

The screenshot shows a web interface for adding a contributor. At the top, there are three tabs: "PROJECT", "CONTRIBUTORS" (which is highlighted with a green border), and "UPLOAD/EXPORT". Below the tabs, there is a text input field containing the names "Pam" and "Mikey", with "Mikey" highlighted by a red rectangular box. Below this field is a section titled "Name or Pseudonym" with a horizontal line underneath. Underneath the line is a checkbox that is currently unchecked, followed by the text: "This person has agreed with the Statement of Faith and Translation Guidelines and agrees to release his/her work on this project under the terms of the Creative Commons Attribution-ShareAlike 4.0 International License". Below this text are three links: "License Agreement", "Statement of Faith", and "Translation Guidelines". At the bottom of the form, there are two buttons: "ADD CONTRIBUTOR" and "NEXT".

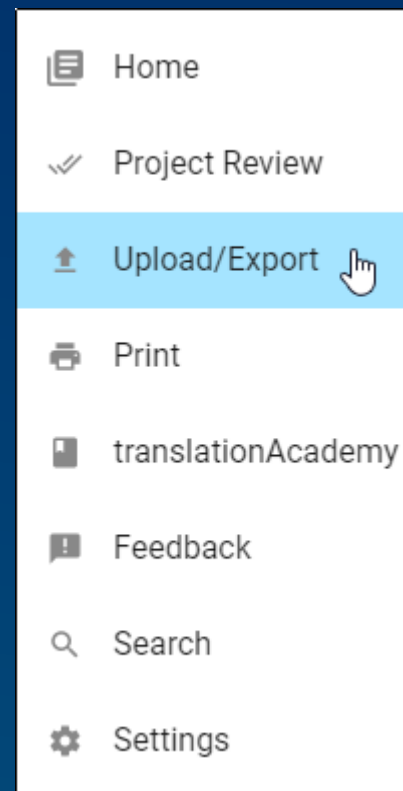
# Step 4: Exporting the Project to the Server



4. Export your project to the server.
  - a) Click Upload/Export from either the Project Review screen or from the Options menu.



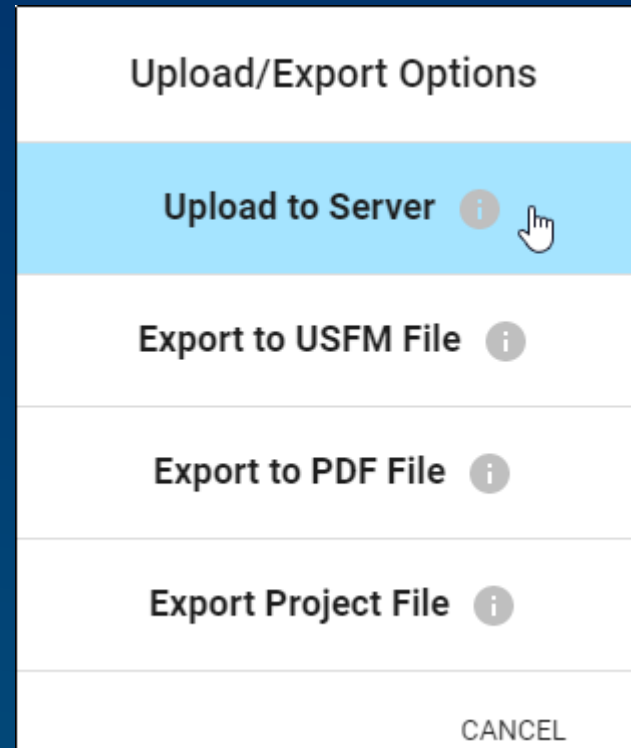
OR



# Step 4: Exporting the Project to the Server



4. Export your project to the server.
  - a) Click Upload/Export from either the Project Review screen or from the Options menu.
  - b) Click Upload to Server.



# Step 4: Exporting the Project to the Server



4. Export your project to WACS.
  - a) Click Upload/Export from either the Project Review screen or from the Options menu.
  - b) Click Upload to the server.
  - c) On the Upload Complete message, note the upload location (**DON'T CLICK CLOSE YET**).

The screenshot shows a white dialog box titled 'Upload Complete' in green. Below the title, it says 'Your project has been uploaded to:' followed by a URL: 'https://wacs.bibletranslationtools.org/pamelini/fr\_jas\_text\_reg'. A red box highlights the entire URL. A red arrow points from the text 'File location' to the URL. Another red arrow points from the text 'File name: LanguageCode\_BookCode\_FileType\_TranslationType' to the file path portion of the URL. At the bottom of the dialog box is a 'CLOSE' button.

Upload Complete

Your project has been uploaded to:

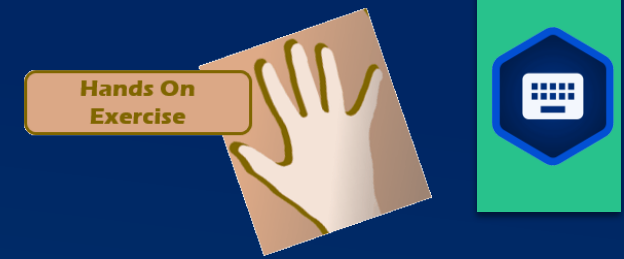
[https://wacs.bibletranslationtools.org/pamelini/fr\\_jas\\_text\\_reg](https://wacs.bibletranslationtools.org/pamelini/fr_jas_text_reg)

CLOSE

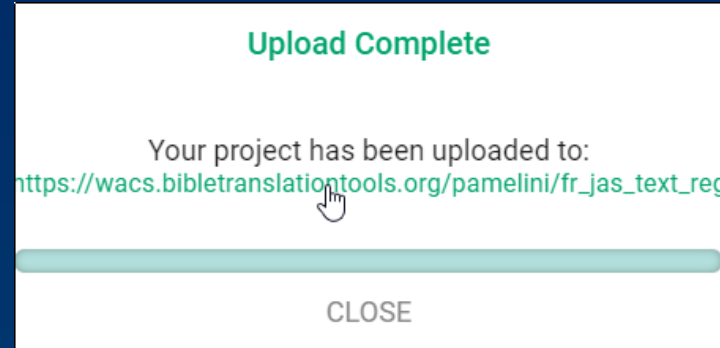
File location

File name:  
LanguageCode\_BookCode\_FileType\_  
TranslationType

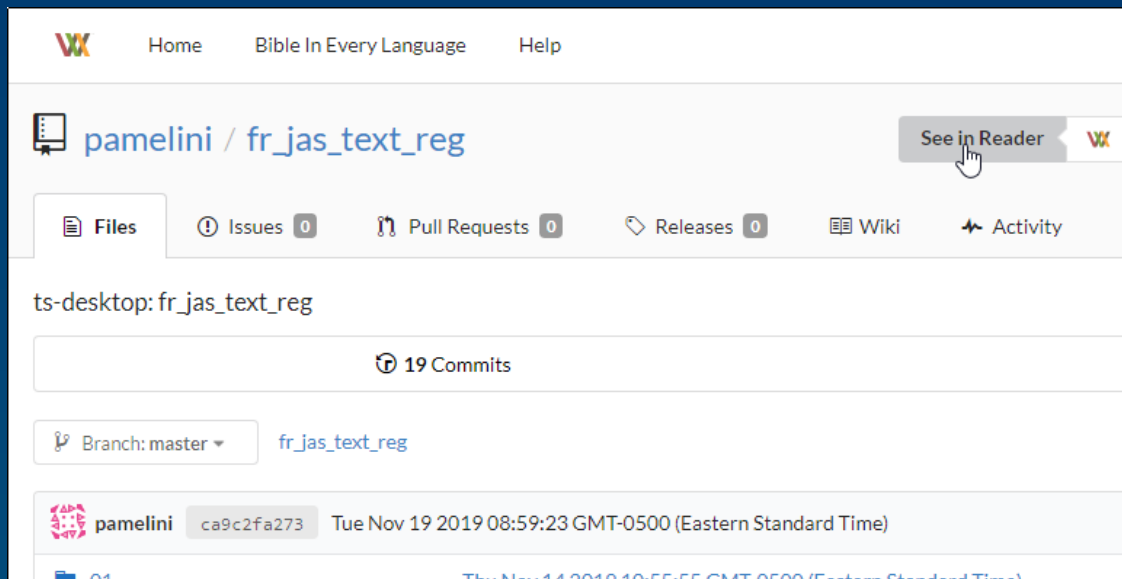
# Step 5: Viewing the Project on the Server



- ▶ Click the location link.



- ▶ A browser window opens to display your project on the server.
- ▶ Click See in Reader for a reader-friendly view.



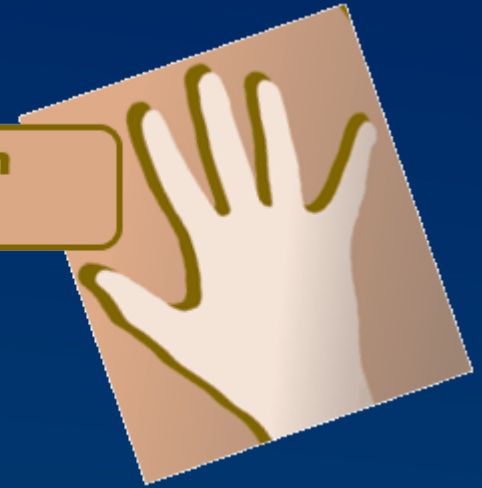


# Deleting and Importing a Project




1. Delete your project from your device (to simulate loss of the file).
2. Import your project from the server.

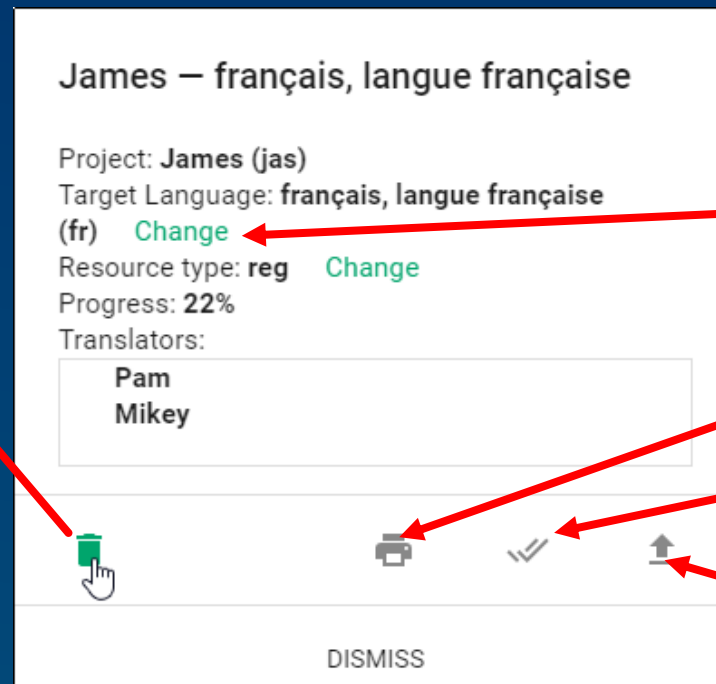
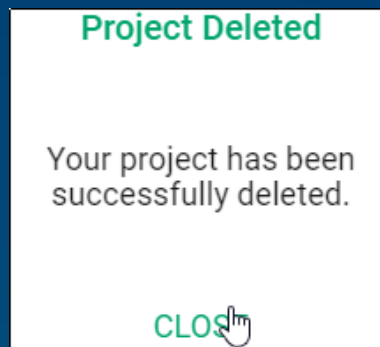
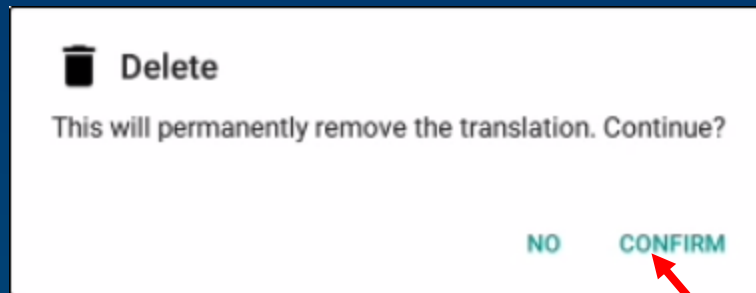
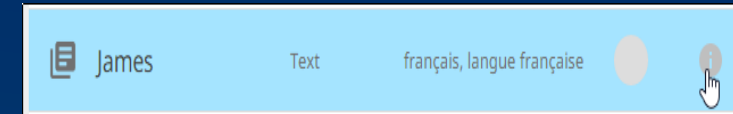
**Hands On  
Exercise**



# Step 1: Deleting Your Project from Your Device (to simulate loss of the file)



- ▶ On the Home page, click the “i” icon  next to your project.
- ▶ Click the Delete icon (trash can), and then click Confirm.
- ▶ Click Close to dismiss the Project Deleted message.



## OTHER THINGS YOU CAN DO FROM THIS WINDOW:

Change target language


Print Project

Project Review

Upload Export

# Step 1: Deleting Your Project from Your Device (to simulate loss of the file)



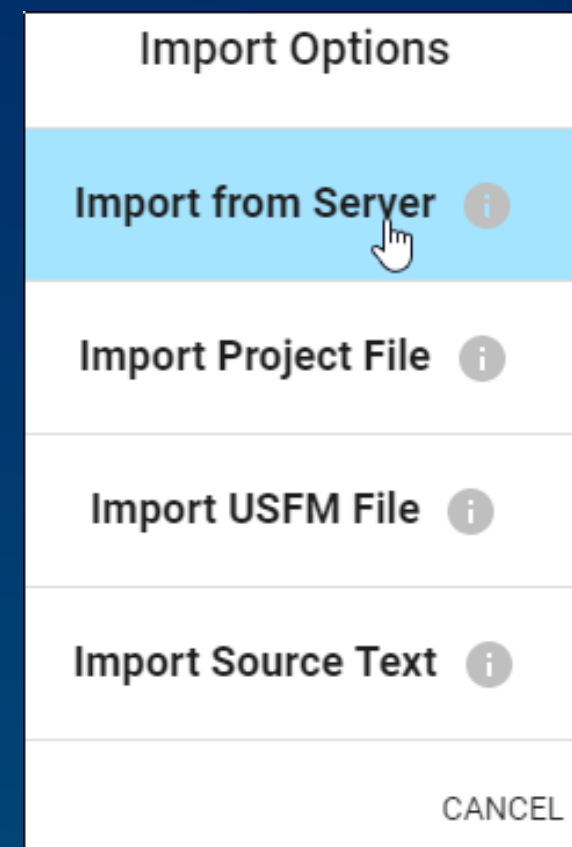
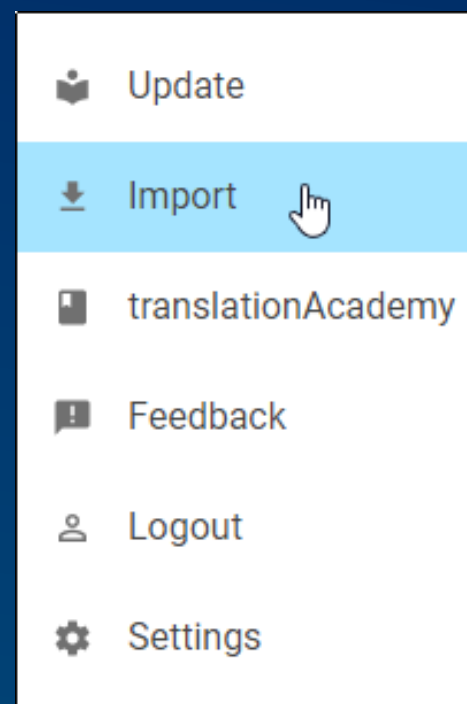
- ▶ On the Home page, click the “i” icon  next to your project.
- ▶ Click the Delete icon (trash can), and then click Confirm.
- ▶ Click Close to dismiss the Project Deleted message.
- ▶ The project disappears from your home screen – it has been deleted from your device.



# Step 2: Importing Your Project from the Server



- ▶ On the Options menu, click Import.
- ▶ Click Import from Server



# Step 2: Importing Your Project from the Server



- ▶ On the Options menu, click Import.
- ▶ Click Import from Server
  - Select the project to import.
  - Close the Success message.
  - The project has been imported to your device.

Import from Server	
<input type="text" value="pamelini"/>	<input type="text" value="Book or Language"/>
User Name	Project Name
pamelini	en-x-demo1_luk_text_reg
pamelini	fr_jas_text_reg
CANCEL	

**Import Complete**

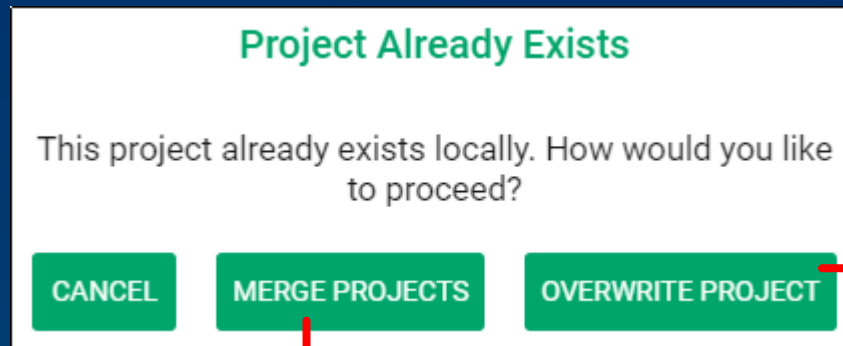
Your project has been successfully imported.

**CLOSE**

# Merging Projects



- ▶ If you try to import a project that already exists on your device, you have 2 import options:



## Merge Projects:

- The importing process continues.
- When the message that the import is complete shows, click **Close**.
- Open the project.
- If the imported translation has recent changes, they now show in the text.

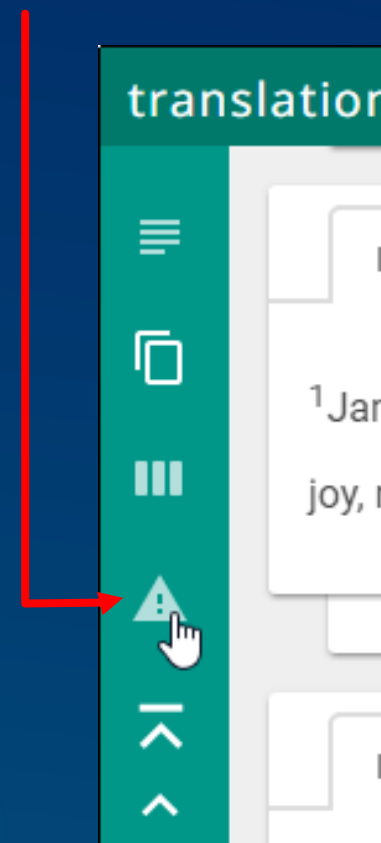
## Overwrite Project:

- Removes all information on the computer related to the previous local project and substitutes it with the information from the imported project.
- We recommend that you **do not** choose this option if you have previously uploaded the project to the server.
- Problems? Email [helpdesk@techadvancement.com](mailto:helpdesk@techadvancement.com) or submit a ticket at <https://www.techadvancement.com/submit-ticket/>

# Resolving Merge Conflicts



- ▶ When merging projects with differences between local and imported projects, BTT Writer tells you how many chunks have conflicts.
- ▶ Click the triangle “Warning” icon in the left side of the screen to view only the chunks with a conflict.



# Resolving Merge Conflicts



- ▶ When merging projects with differences between local and imported projects, BTT Writer tells you how many chunks have conflicts.
- ▶ Click the triangle “Warning” icon in the left side of the screen to view only the chunks with a conflict.
- ▶ For each chunk, select either:
  - ▶ The text prior to the import (green box)OR
  - ▶ The text from the import (blue box)
- ▶ Click Confirm; the other text disappears.

James 1:1-3 — français, langue française

\v 1 \v 2 \v 3 Jacques, serviteur de Dieu et du Seigneur Jésus Christ, aux

\v 1 \v 2 \v 3 Jacques, serviteur de Dieu et du Seigneur Jésus Christ, aux douze tribus dans la dispersion: salut. Considérez-les toutes comme sujet de joie, mes frères, lorsque expérimentez des épreuves diverses. Vous connaissez que la mise en épreuve de votre foi produit l'endurance

Resolve Conflict - Click on the version to keep

James 1:1-3 — français, langue française

\v 1 \v 2 \v 3 Jacques, serviteur de Dieu et du Seigneur Jésus Christ, aux

**\v 1 \v 2 \v 3 Jacques, serviteur de Dieu et du Seigneur Jésus Christ, aux douze tribus dans la dispersion: salut. Considérez-les toutes comme sujet de joie, mes frères, lorsque expérimentez des épreuves diverses. Vous connaissez que la mise en épreuve de votre foi produit l'endurance**

CANCEL CONFIRM



# What Did You Learn?



In this presentation you learned to:

- ▶ Explain why you should upload a project
- ▶ Describe the upload options
- ▶ Review a project
- ▶ Upload a project to the content server
- ▶ View a project on the content server
- ▶ Delete a project from BTT Writer
- ▶ Import a project from the content server
- ▶ Resolve merge conflicts

