Swordfish IV User Guide

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Introduction

Swordfish IV

Swordfish IV is an advanced CAT (Computer Aided Translation) tool based on Open Standards that supports MS Office, DITA, HTML and other document formats.

Swordfish IV uses TM (Translation Memory) and MT (Machine Translation). Supports segment filtering, terminology, customization and more.

Supported File Formats

The file formats currently supported by Swordfish are:

- **General Documentation Types**
  - Adobe InDesign Interchange (INX)
  - Adobe InCopy ICML
  - Adobe InDesign IDML CS4, CS5, CS6 & CC
  - HTML
  - Microsoft Office (2007 and newer)
  - Microsoft Visio XML Drawings (2007 and newer)
  - MIF (Maker Interchange Format)
  - OpenOffice / LibreOffice / StarOffice
  - Plain Text
  - SRT Subtitles
- **Localization Files**
  - SDLXLIFF (Trados Studio)
  - Trados Studio Packages (*.sdlppx)
  - TXML (GlobalLink/Wordfast PRO)
  - WPML XLIFF (WordPress Multilingual Plugin)
  - XLIFF from Other Tools (.mqxliff, .txlf, .xliff)
- **XML Formats**
  - XML (Generic)
  - DITA 1.0, 1.1, 1.2 and 1.3
  - DocBook 3.x, 4.x and 5.x
  - SVG
  - Word 2003 ML
  - XHTML
- **Software Development Types**

- JavaScript
- Java Properties
- JSON
- RC (Windows C/C++ Resources)
- ResX (Windows .NET Resources)

Note
The filter for XML files supports custom configuration. Users can define conversion rules for almost any XML vocabulary.

Supported Platforms

- Microsoft Windows (8, 8.1 and 10)
- macOS High Sierra (10.13), Mojave (10.14), Catalina (10.15) and Big Sur (11.0)
- Linux (with GNOME Desktop Manager)

Getting Started

Translation Workflow

Only a few steps are necessary to translate with Swordfish IV. The basic workflow for translating documents is:

1. Setup memories and glossaries
2. Create a project
3. Translate the project
4. Export translations

Step 1: Setup Memories and Glossaries

Swordfish IV uses Translation Memory (TM) technology to assist translators. It stores your translations in **Memories** and offers them again when you need to translate a similar text.

1. Create a Memory to store your translations, following the steps described in the Create Memory section.
2. If you have Translation Memory data in TMX format, import your TMX files into your memories following the procedure indicated in the Import Translation Memory Data section.

Use **Glossaries** to store frequent terms and their translations for consulting at translation time. Your glossary entries can also assist in assembling matches with the Auto-Translation engine included in Swordfish IV.

1. Create a Glossary to store your terms, following the instructions from the Create Glossary section.
2. If you have terminology data in TMX or TBX format, import your data into your glossaries followingthe procedure indicated in the Import Glossary Data section.

Note

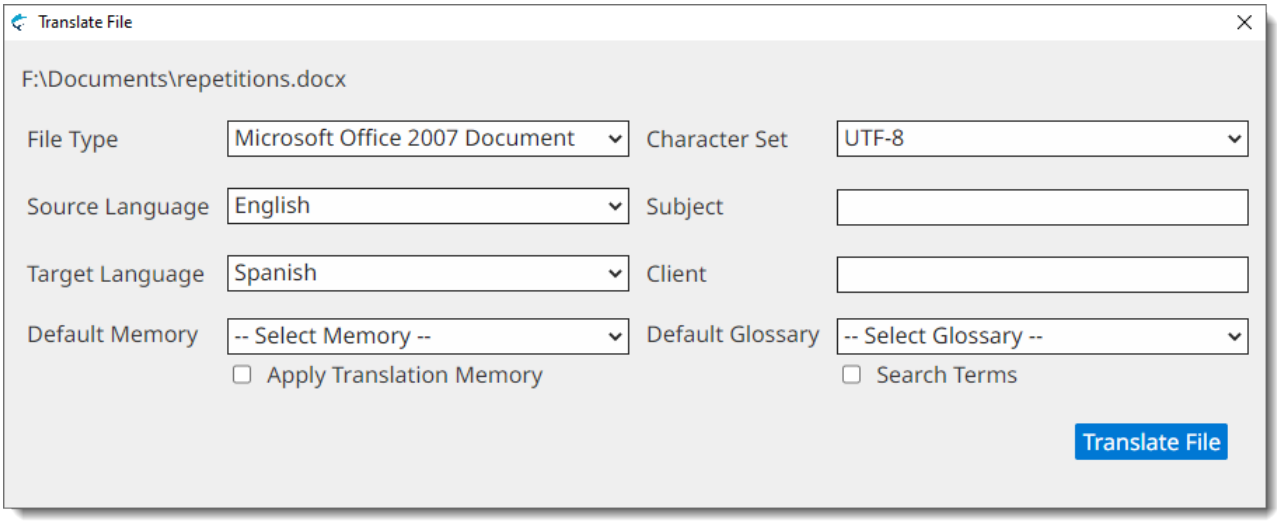
You can reuse memories and glossaries in different translation projects. It is not required to create a new memory or glossary at the start of each project.

Step 2: Create a Project

Swordfish IV allows you to translate one or more files at a time. Translation tasks are organized as **Projects**.

- To translate a single file:
  1. In main menu, select **File** → **Open...** ([`Ctrl+O`] on Windows/Linux, [`Cmd+O`] on macOS) or click the 🗋 button on **Projects** tab.
  2. Use the dialog displayed by the Operating System to select the file to translate.

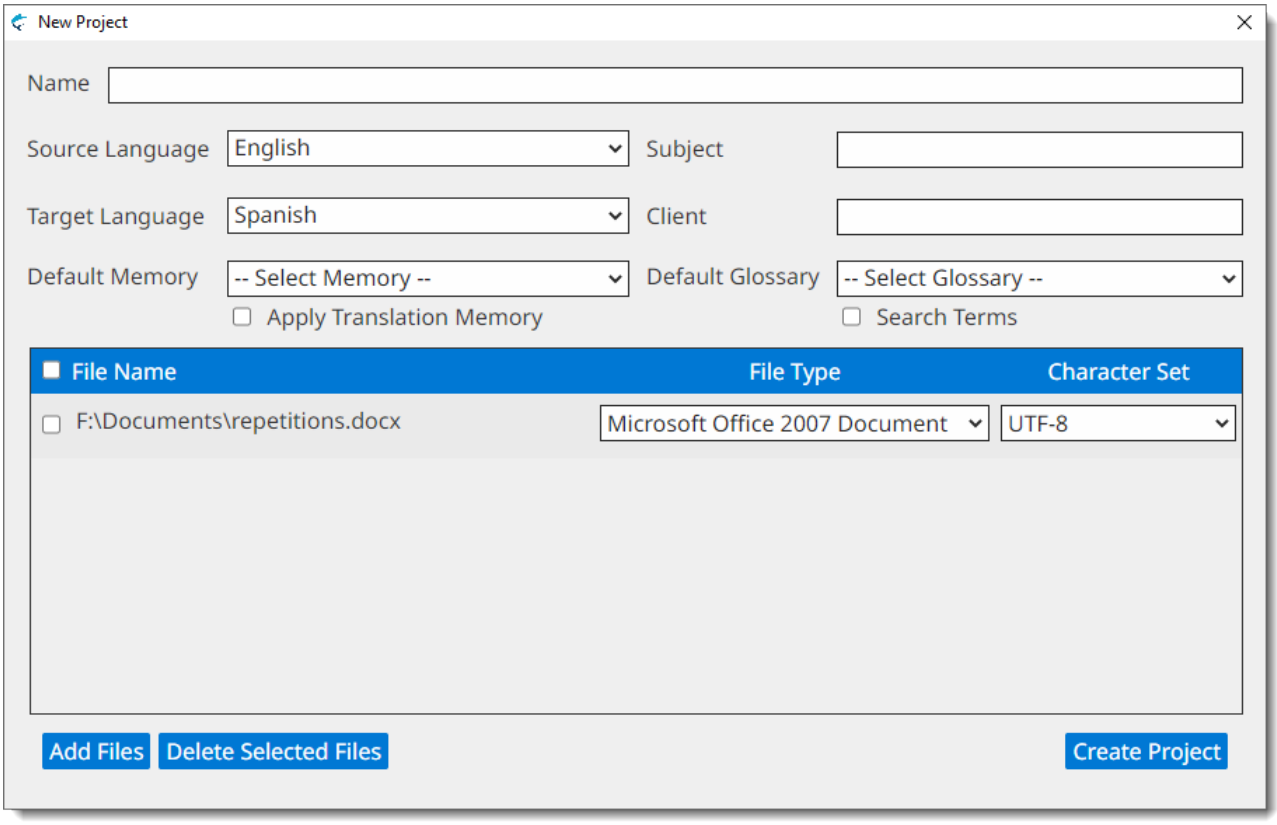
     The **Translate File** dialog appears:



3. Complete the fields of the **Translate File** dialog:
    a. Select the document type using the **File Type** drop-down if Swordfish has not detected the right type automatically.
    b. Select the character set for the document using the **Character Set** drop-down if Swordfish has not detected it automatically.
    c. Select the source language of your project using the **Source Language** drop-down.
    d. Select the target language of your project using the **Target Language** drop-down.
    e. Optionally, enter a subject description for the new project in the **Subject** box, or select an existing value from the drop-down list.
    f. Optionally, enter a client name for the new memory in the **Subject** box, or select an existing value from the drop-down list.
    g. Optionally, select a memory for storing your translations using the **Default Memory** drop-down.
    h. Optionally, select the **Apply Translation Memory** checkbox to incorporate Translation Memory matches from **Default Memory** into your project.
    i. Optionally, select a glossary for checking terms at translation time using the **Default Glossary** drop-down.
    j. Optionally, select the **Search Terms** checkbox for fetching all known terms from the **Default Glossary** before starting the translation task.
4. Click the **Translate File** button.

- To translate multiple files:
    1. In main menu, select **Projects** → **New Project** ([`Ctrl+N`] on Windows/Linux, [`Cmd+N`] on macOS) or click the button on **Projects** tab.

        The **New Project** dialog appears:



2. Complete the fields of the **New Project** dialog:
   a. Enter a descriptive name for the project in the **Name** text box.
   b. Select the source language of your project using the **Source Language** drop-down.
   c. Select the target language of your project using the **Target Language** drop-down.
   d. Optionally, enter a subject description for the new project in the **Subject** box, or select an existing value from the drop-down list.
   e. Optionally, enter a client name for the new memory in the **Subject** box, or select an existing value from the drop-down list.
   f. Optionally, select a memory for storing your translations using the **Default Memory** drop-down.
   g. Optionally, select the **Apply Translation Memory** checkbox to incorporate Translation Memory matches from **Default Memory** into your project.
   h. Optionally, select a glossary for checking terms at translation time using the **Default Glossary** drop-down.
   i. Optionally, select the **Search Terms** checkbox for fetching all known terms from the **Default Glossary** before starting the translation task.
3. Click the **Add Files** button to select the files to translate using a dialog from the Operating System.

   Make sure that the **File Type** and **Character Set** drop-downs display the right selection for each file.
4. Click the **Create Project** button.

Step 3: Translate the Project

Step 4: Export Translation

Common Translation Tasks

Translation Memory

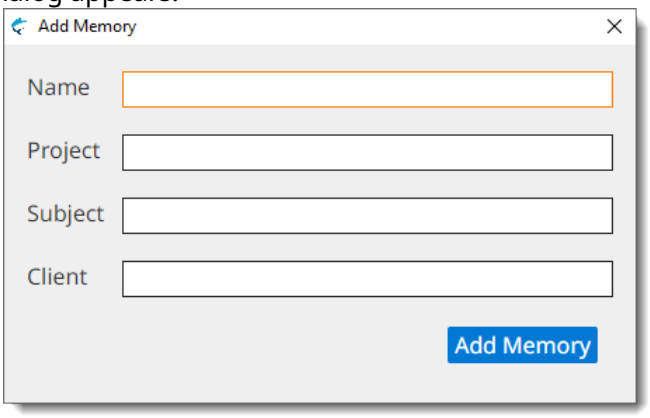
Create Memory

Follow these steps to create a Memory for storing your Translation Memory (TM) data.

Procedure

1. In main menu, select **Memories** → **Add Memory** or click the button from the **Memories** tab.

   The **Add Memory** dialog appears:



2. Type a descriptive name for the new memory in the **Name** text box.
3. Optionally, enter a project description for the new memory in the **Project** box, or select an existing value from the drop-down list.
4. Optionally, enter a subject description for the new memory in the **Subject** box, or select an existing value from the drop-down list.
5. Optionally, enter a client name for the new memory in the **Subject** box, or select an existing value from the drop-down list.
6. Click the **Add Memory** button to create a new memory.

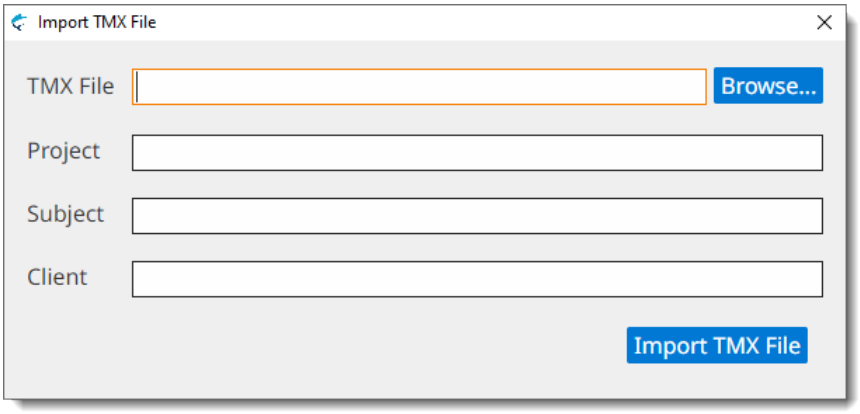
Import Translation Memory Data

Follow these steps to import Translation Memory Data from TMX files into Swordfish IV memories.

Procedure

1. In the **Memories** tab, select the memory into wich you want to import a TMX file by clicking on it.
2. In main menu, select **Memories** → **Import TMX File** or click the ↘ button from the **Memories** tab.

   The **Import TMX File** dialog appears:



3. Type the name of the TMX file to import in the **TMX File** text box or click the **Browse...** button next to it to select a TMX file from the file system.
4. Optionally, enter a project description for the TMX data in the **Project** box, or select an existing value from the drop-down list.
5. Optionally, enter a subject description for the TMX data in the **Subject** box, or select an existing value from the drop-down list.
6. Optionally, enter a client name for the TMX data in the **Subject** box, or select an existing value from the drop-down list.
7. Click the **Import TMX File** button.

Results

An import process is started. The number of imported entries is displayed when the import process completes.

Export Memory Data

Follow these steps to export the content of your memories to TMX files

About this task

Export your Translation Memory data as TMX files regularly and keep a copy of the exported TMX as backup.

Procedure

1. In the **Memories** tab, select the memory that you want to export as a TMX file by clicking on it.
2. In main menu, select **Memories** → **Export Memory as TMX File** or click the ↗ button from the **Memories** tab.
3. Use the dialog displayed by the Operating System for indicating the name and location of the TMX file to create.

Results

An export process is started and an export indicator is displayed until the process is complete.

Remove Memory

Follow these steps to permanently remove a Memory from Swordfish IV.

Procedure

1. In the **Memories** tab, select the memory that you want to remove by clicking on it.
2. In main menu, select **Memories** → **Remove Memory** or click the 🗑 button from the **Memories** tab.
3. Confirm memory removal in the dialog displayed by the Operatong System.

Machine Translation

Machine Translation Engines

Swordfish supports five Machine Translation (MT) engines:

- Azure Translator Text
- DeepL API
- Google Cloud Translation
- MyMemory API
- Yandex Translate API

Using Machine Translation is a two-step process:

1. Configure Machine Translation engines options.
2. Request the translation of individual segments or the complete file at translation time.

Obtaining Google Cloud Translation API Key

You need a personal code, known as "API Key" for using Google's Cloud Translation engine.

You can get your personal API Key at Google's Cloud Platform Console.

Obtaining a key for Azure Translator Text

1. Create an account at http://www.azure.com/.
2. Login at the Azure Portal at https://portal.azure.com/
3. On the Azure dashboard, click the **+ Create a Resource** button to create a new service account.
4. Click the **See all** link next to **Azure Marketplace**.
5. Type `Cognitive Services` in the **Search** box and press `Enter`.
6. Select **Translator** in search results.
7. Clict the **Create** button in the **Translator** page.
8. Complete the form and click the **Review + create** button.
9. Wait for the account to be created (you will receive confirmation emails) and then login again at the Azure Portal.
10. Click on **All resources** and then select your Translator service account from the list of resources.
11. You will find your new API keys in the **Keys and Endpoint** section.

Obtaining an API key for Yandex Translate API

Yandex Translate is a free Machine Translation engine available online at http://translate.yandex.com.

You can request a free API key for using Yandex.Translate at https://tech.yandex.com/keys/get/?service=trnsl.

Note

Althoug Yandex Translate supports many languages, the number of available source/target pairs is limited. Some language combinations are not supported.

Obtaining an API key for DeepL API

Visit https://www.deepl.com/translator and create an account.

Once logged in, you will find your "Authentication Key for CAT tool plugins" at https://www.deepl.com/pro-account.html.

Note

You neet to subscribe to *DeepL Pro Advanced* or *Ultimate* plans. API Keys from other plans are rejected by DeepL when used from a CAT tool.

MyMemory Credentials

It is not strictly required to have an API key for requesting machine translations from MyMemory.

You can register for a user account at https://www.translated.net/top/?ref=mm and then generate an API key with your user name and password at https://mymemory.translated.net/doc/keygen.php.

Machine Translation Settings

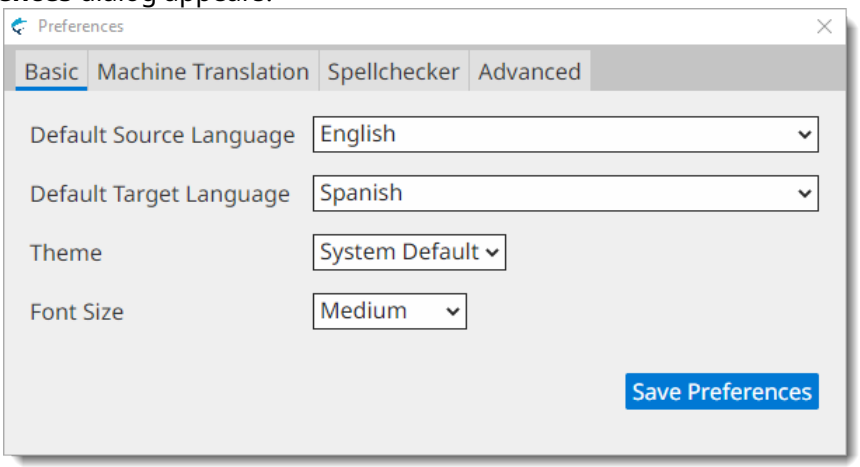
About this task

Follow these steps to configure the credentials used when requesting Machine Translations.

Procedure

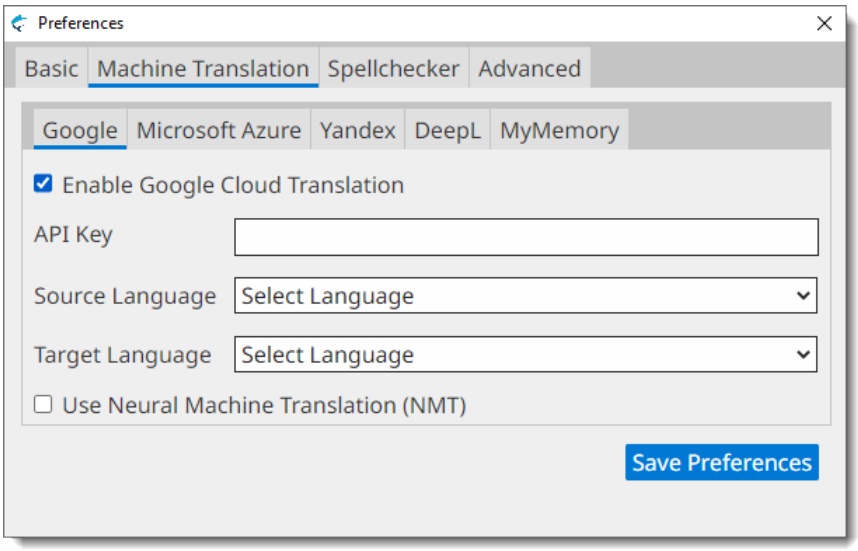
1.
   - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [`Cmd + ,`].
   - On Windows or Linux main menu, select **Settings** → **Preferences**.

   The **Preferences** dialog appears:



2. Select the **Machine Translation** tab.

- Select **Google** tab to configure *Google Cloud Translation* engine. **Preferences** dialog switches to:



  a. Check the **Enable Google Cloud Translation** box.

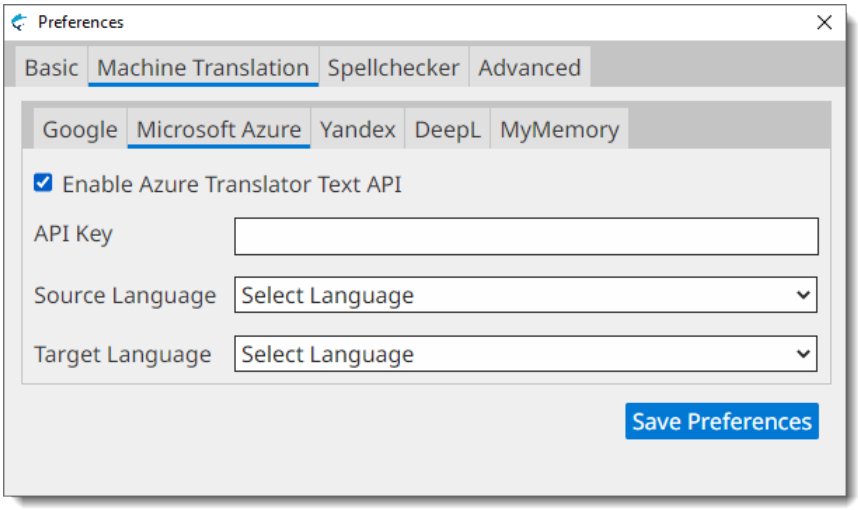
  b. Enter your API Key in the **API Key** text box.

  c. Select a source language from the **Source Language** drop-down.

  d. Select a target language from the **Target Language** drop-down.

  e. Check the **Use Neural Machine Translation (NMT>** box if you want to request NMT based translations from Google.

- Select **Microsoft Azure** tab to configure *Azure Translator Text* engine. **Preferences** dialog switches to:



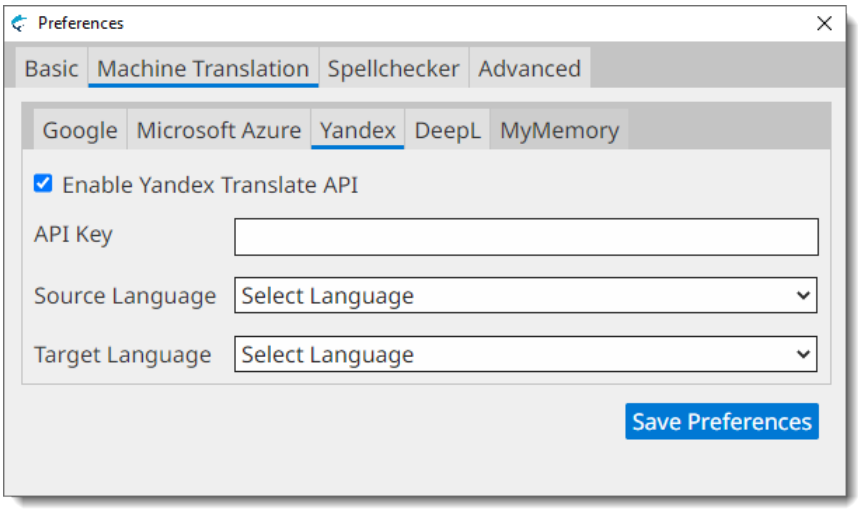
  a. Check the **Enable Azure Translation Text API** box.

  b. Enter your API Key in the **API Key** text box.

  c. Select a source language from the **Source Language** drop-down.

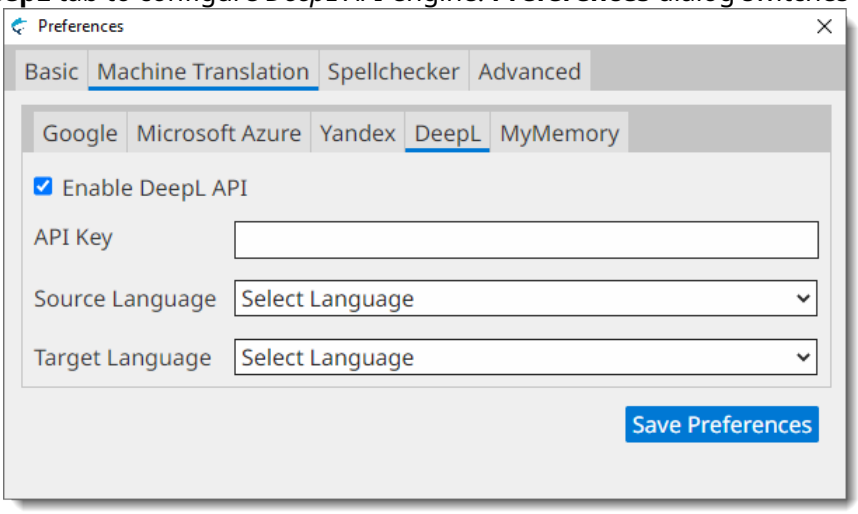
  d. Select a target language from the **Target Language** drop-down.

- Select **Yandex** tab to configure *Yandex Translate API* engine. **Preferences** dialog switches to:



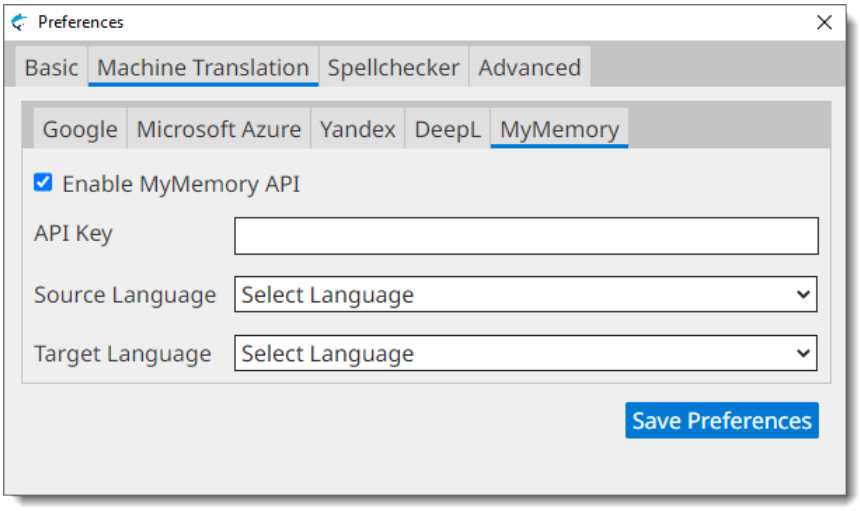
  a. Check the **Enable Yandex Translate API** box.
  b. Enter your API Key in the **API Key** text box.
  c. Select a source language from the **Source Language** drop-down.
  d. Select a target language from the **Target Language** drop-down.

- Select **DeepL** tab to configure *DeepL API* engine. **Preferences** dialog switches to:



  a. Check the **Enable Azure DeepL API** box.
  b. Enter your API Key in the **API Key** text box.
  c. Select a source language from the **Source Language** drop-down.
  d. Select a target language from the **Target Language** drop-down.

- Select **MyMemory** tab to configure *MyMemory API* engine. **Preferences** dialog switches to:



a. Check the **Enable MyMemory API** box.

b. Enter your API Key in the **API Key** text box.

c. Select a source language from the **Source Language** drop-down.

d. Select a target language from the **Target Language** drop-down.

3. Click on the **Save Preferences** button to save your changes.

Translating Segments with MT

You can use Machine Translation (MT) to translate individual segments or to translate all unconfirmed segments of a project as one operation.

Note

Machine Translation Engines configurstion must be completed before requesting MT translations.

Translate a Single Segment with MT

1. Open a project for translation.
2. Select the segment to translate.
3. In main menu, select **Tasks** → **Get Machine Translations** ([`Ctrl+L`] on Windows/Linux, [`Cmd+L`] on macOS) or click the 文A button from the **Machine Translation** panel.

A translation request is sent to all enabled Machine Translation engines. Results are displayed in the **Machine Translation** panel.

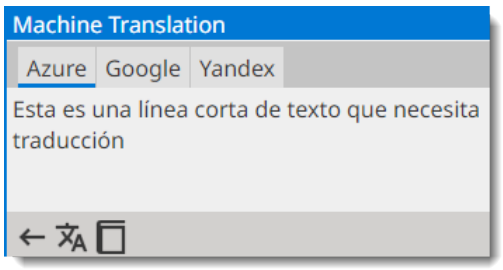
Translate All Segments with MT

1. Open a project for translation.
2. In main menu, select **Tasks** → **Apply Machine Translations to All Segments**

A translation request for each unconfirmed segment is sent to all enabled Machine Translation engines. Results are displayed in the **Machine Translation** panel.

Managing Machine Translation Results

- When more than one result is available in the **Machine Translation** panel, tab labels indicate translation origin.



  Click on the tab label to view the corresponding result or use the following commands to view them using the keyboard:

Menu Options	Windows/Linux Shortcuts	macOS Shortcuts
View → **Next Machine Translation Match**	[`Alt+Right Arrow`]	[`Ctrl+Alt+Right Arrow`]
View → **Previous Machine Translation Match**	[`Alt+Left Arrow`]	[`Ctrl+Alt+Left Arrow`]

- To copy a Machine Translation match to the target of the selected segment, select **Tasks** → **Accept Machine Translation** in main menu ([`Alt+Ctrl+L`] on Windows/Linux, [`Alt+Cmd+L`] on macOS) or click the ← button in the **Machine Translation** panel.
- To insert a Machine Translation match in the target of all unconfirmed segments, select **Tasks** → **Accept All Machine Translations** from main menu.

> **Note**
> When there are multiple Machine Translations in a segment, the first one available is copied to target.

- Select **Tasks** → **Remove All Machine Translations** in main menu if you wish to remove existing MT matches from all segments of the selected project.

Auto-Translation

Glossaries

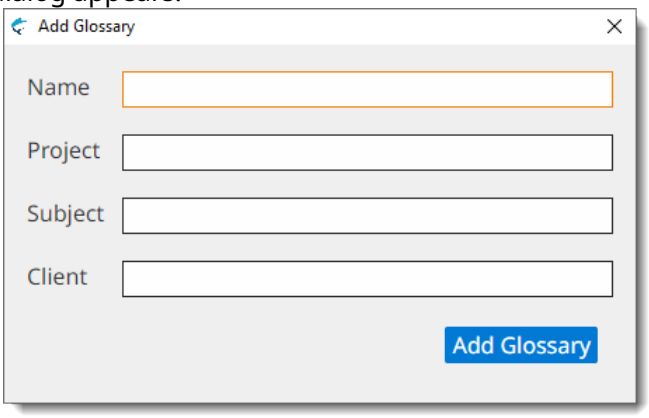
Create Glossary

Follow these steps to create a Glossary for storing your terminology data

Procedure

1. In main menu, select **Glossaries** → **Add Glossary** or click the button from the **Glossaries** tab.

   The **Add Glossary** dialog appears:



2. Type a descriptive name for the new glossary in the **Name** text box.
3. Optionally, enter a project description for the new glossary in the **Project** box, or select an existing value from the drop-down list.
4. Optionally, enter a subject description for the new glossary in the **Subject** box, or select an existing value from the drop-down list.
5. Optionally, enter a client name for the new glossary in the **Subject** box, or select an existing value from the drop-down list.
6. Click the **Add Glossary** button to create a new glossary.

Import Glossary Data

Follow these steps to import glossary data from TMX or TBX files into Swordfish IV glossaries.

About this task

Swordfish allows importing terminology data into Glossaries from TMX and TBX files. Two TBX versions are supported:

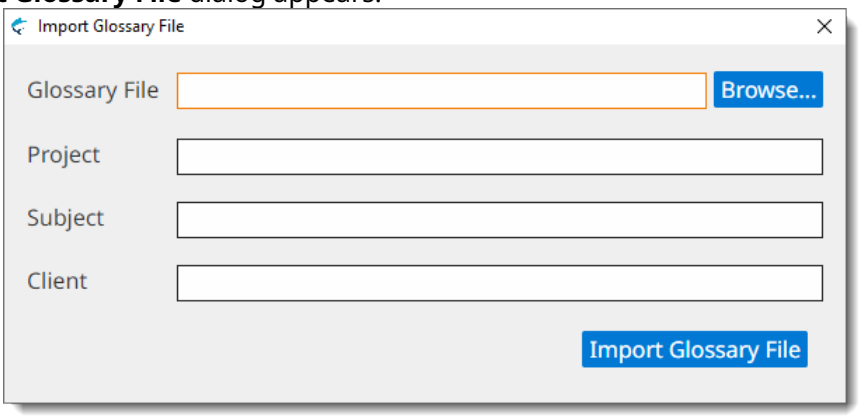
- TBX version 2, also known as ISO 30042:2008, originally released in 2002 by LISA's OSCAR special interest group.
- TBX version 3, also known as ISO 30042:2019, latest release from ISO.

Procedure

1. In the **Glossaries** tab, select the glossary into wich you want to import a glossary file by clicking on it.

2. In main menu, select **Glossaries** → **Import Glossary** or click the ↘ buttom from the **Glossaries** tab.

   The **Import Glossary File** dialog appears:



3. Type the name of the file to import in the **Glossary File** text box or click the **Browse...** button next to it to select a TMX or TBX file from the file system.
4. Optionally, enter a project description for the glossary data in the **Project** box, or select an existing value from the drop-down list.
5. Optionally, enter a subject description for the glossary data in the **Subject** box, or select an existing value from the drop-down list.
6. Optionally, enter a client name for the glossary data in the **Subject** box, or select an existing value from the drop-down list.
7. Click the **Import Glossary File** button.

Results

An import process is started. The number of imported entries is displayed when the import process completes.

Export Glossary Data

Follow these steps to export the content of your glossaries to TMX files

About this task

Export your glossary data as TMX files regularly and keep a copy of the exported TMX as backup.

Procedure

1. In the **Glossaries** tab, select the glossary that you want to export as a TMX file by clicking on it.
2. In main menu, select **Memories** → **Export Glossary** or click the ↗ button from the **Glossaries** tab.
3. Use the dialog displayed by the Operating System for indicating the name and location of the TMX file to create.

Results

An export process is started and an export indicator is displayed until the process is complete.

Remove Glossary

Follow these steps to permanently remove a Glossary from Swordfish IV.

Procedure

1. In the **Glossaries** tab, select the glossary that you want to remove by clicking on it.
2. In main menu, select **Glossaries** → **Remove Glossary** or click the 🗑 button from the **Glossaries** tab.
3. Confirm glossary removal in the dialog displayed by the Operatong System.

Quality Assurance

Inline Tags

About this task

Procedure

1.

Initial/Trailing Spaces

About this task

Procedure

1.

Spellchecker

Spellchecking on macOS

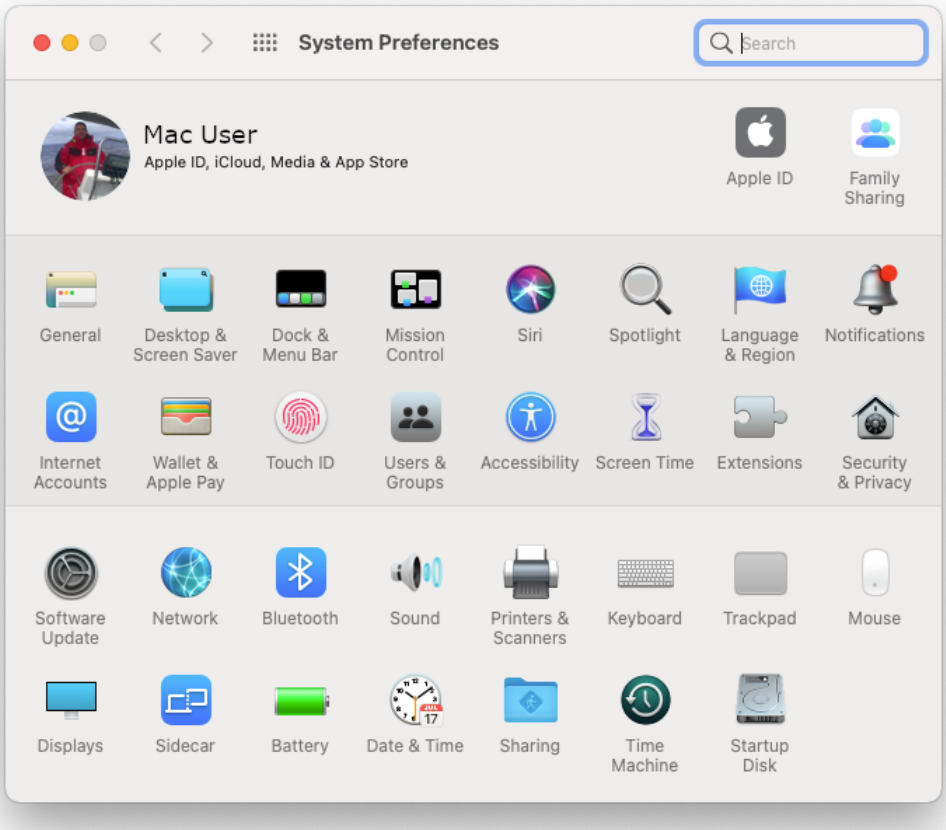
On macOS, Swordfish IV uses native spellchecker APIs.

About this task

By default, macOS detects the language the user is typing in and automatically adjusts its internal spellchecker. Use theses steps to select a specific language for spellchecking.

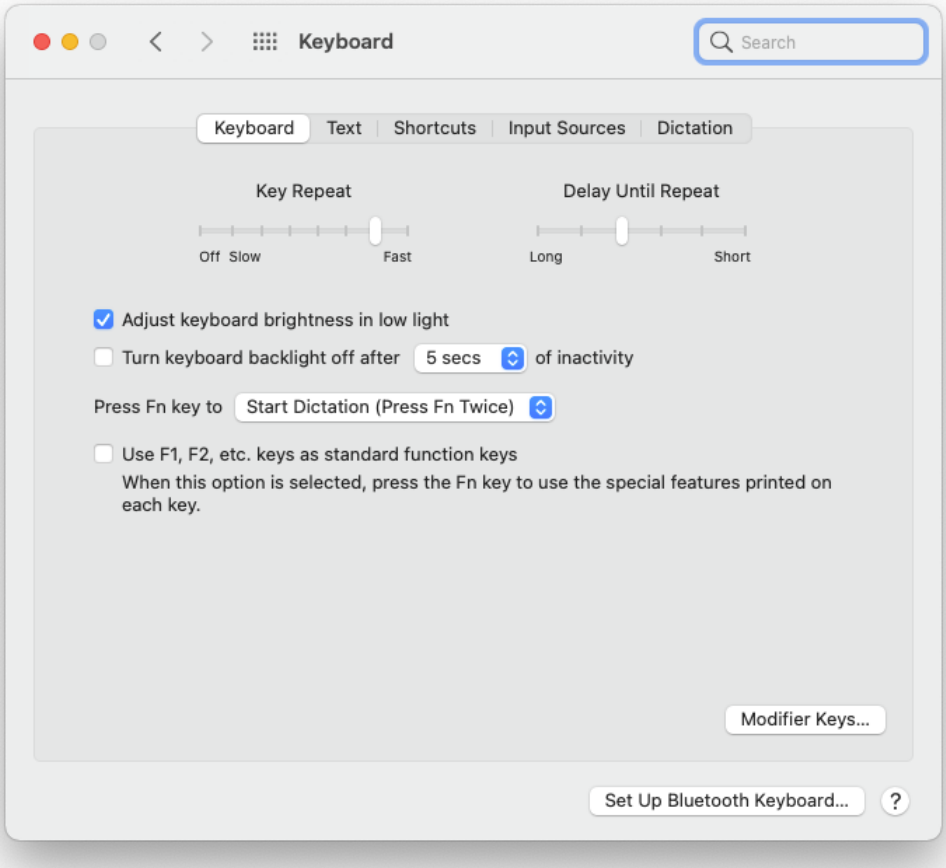
Procedure

1. Open **System Preferences** application



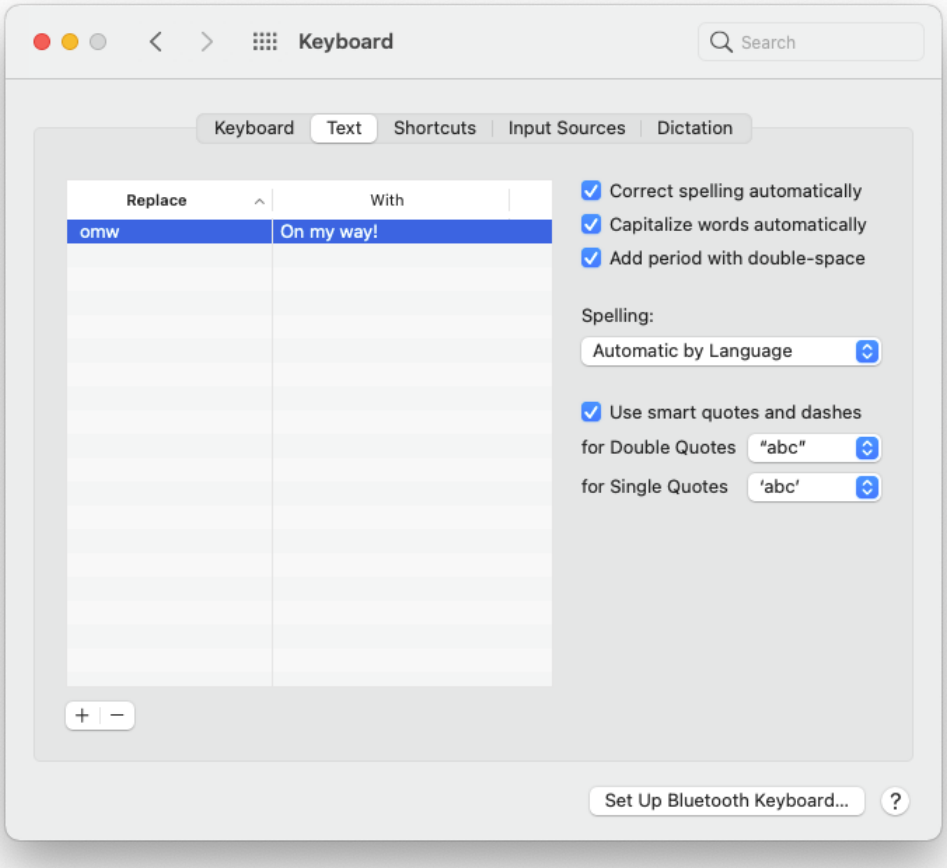
2. On the **System Preferences** main window, select **Keyboard** option

   System Preferences window switches to:



3. On the **Keyboard** panel, select the **Text** tab

   Keyboard preferences changes to:



4. Select your preferred language from the **Spelling** drop-down list

What to do next

You may need to restart Swordfish IV to activate the new settings.

Spellchecking on Windows and Linux

On Windows and Linux, spellchecking is based on Hunspell dictionaries from the Chromium project.

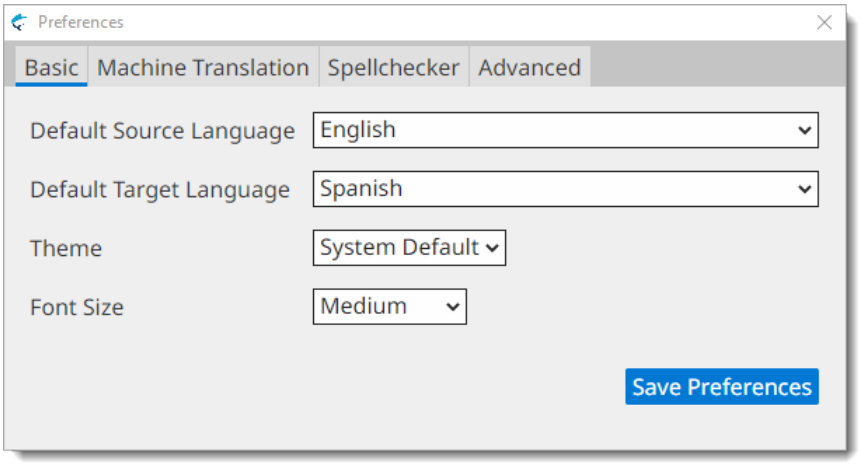
About this task

Swordfish IV automatically downloads and installs dictionaries for your target language when they are available at the Chromium project. Use these steps to adjust Swordfish's default language settings.

Procedure

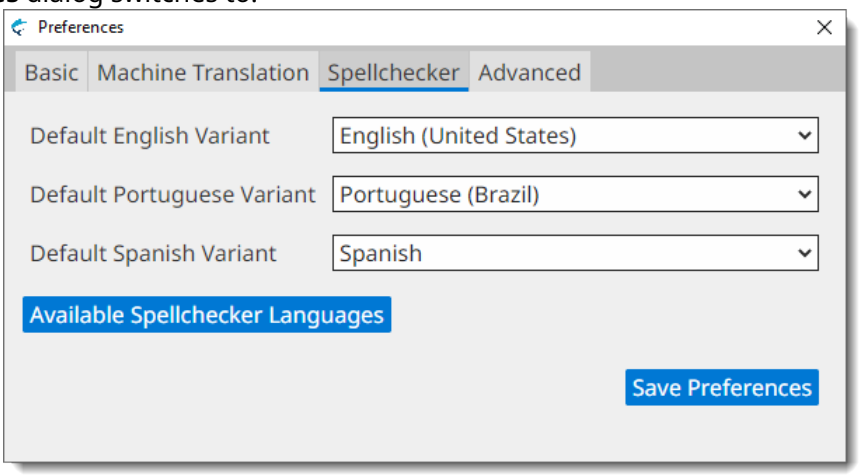
1. In main menu, select **Settings** → **Preferences**.

   The **Preferences** dialog appears:



2. Select the **Spellchecker** tab.

   Preferences dialog switches to:



3. If your target language is **English**, **Portuguese** or **Spanish**, select the default variant used for spellchecking using the appropriate drop-down selector.
4. If you want to verify that your target language is supported for spellchecking, click on the **Available Spellchecker Languages** button to display a list of supported languages.

   The following dialog appears:

5. Click on the **Save Preferences** button to save your changes.

Configuration Options

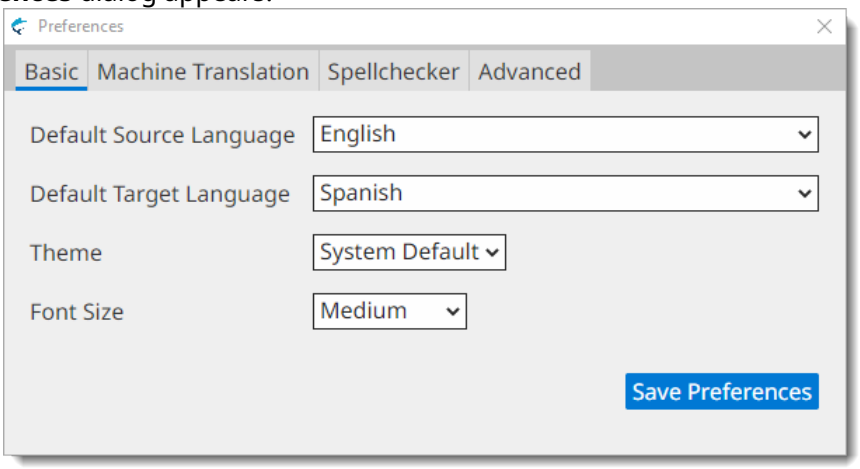
Basic Settings

Follow these steps to configure your default language pair, theme colors and preferred font size when translating.

Procedure

1.
   - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [`Cmd + ,`].
   - On Windows or Linux main menu, select **Settings** → **Preferences**.

   The **Preferences** dialog appears:



2. Use the **Default Source Language** drop-down to select the language your source documents are written in by default.
3. Use the **Default Target Language** drop-down to select the language into which you normally translate.
4. Use the **Theme** drop-down to control the application's default appearance.
   - Select **System Default** to let your Operating System control the default text/background color combination (this option is not supported in some Linux distributions).
   - Select **Dark** to work with light text on dark background.
   - Select **Light** to work with dark text on light grey background.
5. Use the **Font Size** drop-down to select the default size of the text used in the translation panel.
6. Click on the **Save Preferences** button to save your changes.

Advanced Settings

Follow these steps to configure segmentation options, XML catalog and terminology searches preferences.

About this task

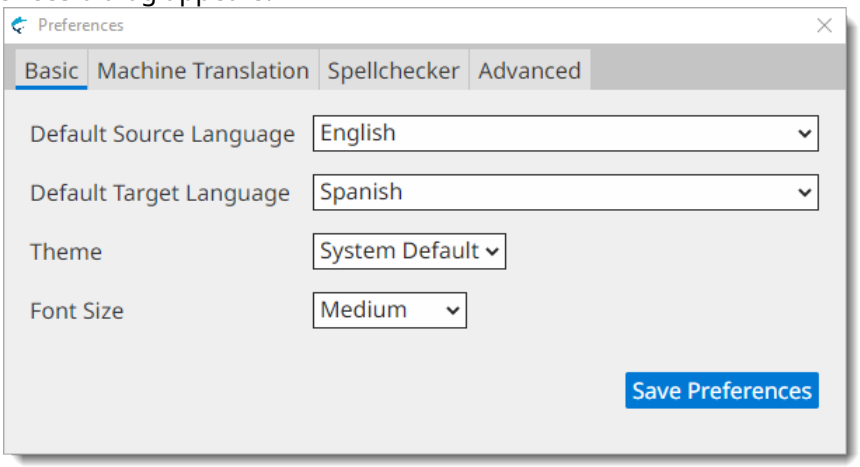
Swordfish IV ships with a set of segmentation rules in SRX format that supports 16 languages and their variants. You can also select your own SRX file for processing your documents.

An extensive XML catalog that supports the most common XML grammars and document types is included in Swordfish IV. If you work with custom versions of DITA or other special XML grammars, you can select your own XML catalog file for processing your documents.

Procedure

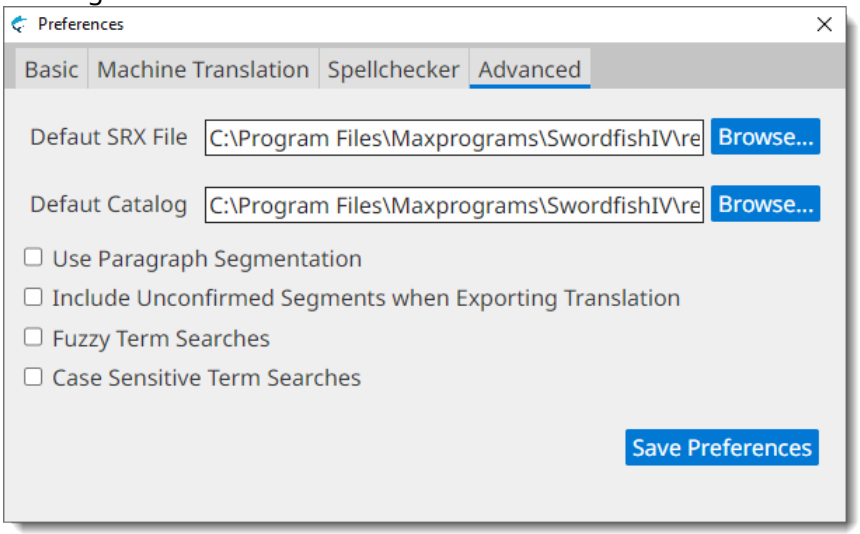
1.
   - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [`Cmd + ,`].
   - On Windows or Linux main menu, select **Settings** → **Preferences**.

   The **Preferences** dialog appears:



2. Select the **Advanced** tab.

   Preferences dialog switches to:



3. If you want to use a custom SRX file for segmentation, type its location on the **Default SRX File** text box or click the **Browse...** button next to it for selecting a file from the file system.
4. If you want to use a custom XML catalog, type its location on the **Default Catalog** text box or click the **Browse...** button next to it for selecting a file from the file system.

5. Select the **Use Paragraph Segmentation** checkbox if you prefer to translate complete paragraphs instead of sentences.
6. Swordfish IV uses the content of the source column by default for unconfirmed segments. Select the **Include Unconfirmed Segments when Exporting Translation** checkbox if you want to use any text that is in the target column, regardless of its state, when generating translated documents.
7. By default, Swordfish looks for exact terms, ignoring letter case, when searching in glossaries. Select the **Fuzzy Term Searches** checkbox to allow searching for terms using a similarity threshold of 60%.
8. Select the **Case Sensitive Term Searches** checkbox to consider letter case differences when searching for terms.
9. Click on the **Save Preferences** button to save your changes.

Subscription Management

Source Code & Subscriptions

Swordfish IV is available in two modes:

- Personal Use of Source Code
- Yearly Subscriptions

Personal Use of Source Code

Source code of Swordfish IV is free for personal use. Anyone can download the source code from Github.com, compile, modify and use it at no cost in compliance with the accompanying license terms.

Subscriptions

The version of Swordfish included in the official installers from Maxprograms Download Page can be used at no cost for 30 days requesting a free Evaluation Key.

Personal Subscription Keys are available at Maxprograms Online Store. Subscription Keys cannot be shared or transferred to different machines.

Subscription version includes unlimited email support at tech@maxprograms.com

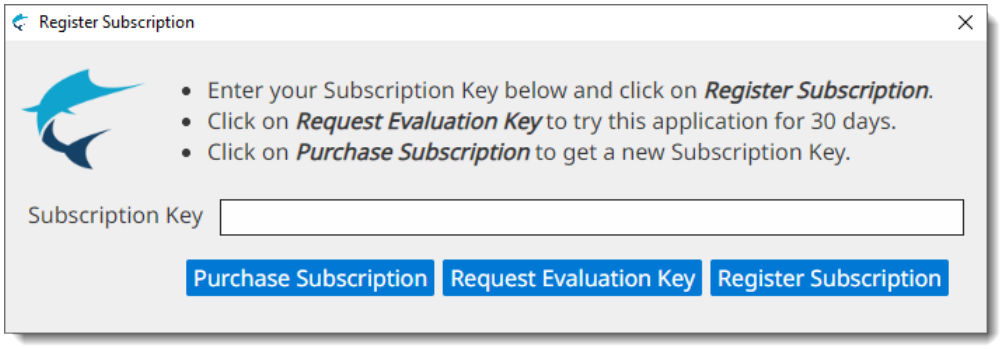
Differences Summary

	Source Code	Subscription Based
Ready To Use Installers	No	Yes
Notarized macOS launcher	No	Yes
Signed launcher and installer for Windows	No	Yes
Restricted Features	None	None
Technical Support	• Peer support at Groups.io	• Direct email at tech@maxprograms.com • Peer support at Groups.io

First Registration - Evaluation Request

Procedure

1. When you open Swordfish IV from subscription installers for the first time, or when the Subscription Key is not registered, the **Register Subscription** dialog is displayed:

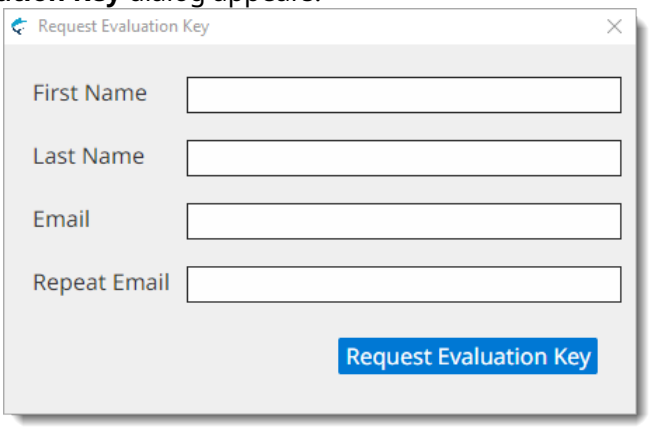


2. If you have a Subscription Key, type it in the **Subscription Key** text box and click the **Register Subscription** button.

   On registration success, the main editing screen will be presented.

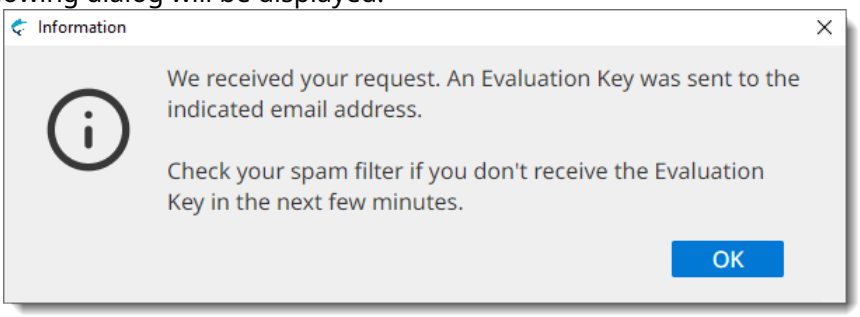
3. If you don't have a Subscription Key and wish to test the program during 30 days, click the **Request Evaluation Key** button.

   The **Request Evaluation Key** dialog appears:



4. Enter the requested data and click the **Request Evaluation Key** button.

   On success, an email with the requested Evaluation Key will be sent to the indicated address and the following dialog will be displayed:



   Check your email and register the Evaluation Key using the instructions shown above.

Subscription Renewal

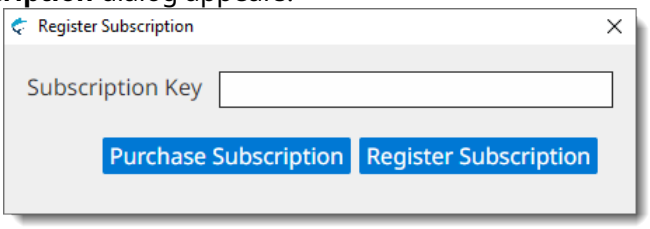
About this task

You can register a new subscription key before your existing subscription expires.

Procedure

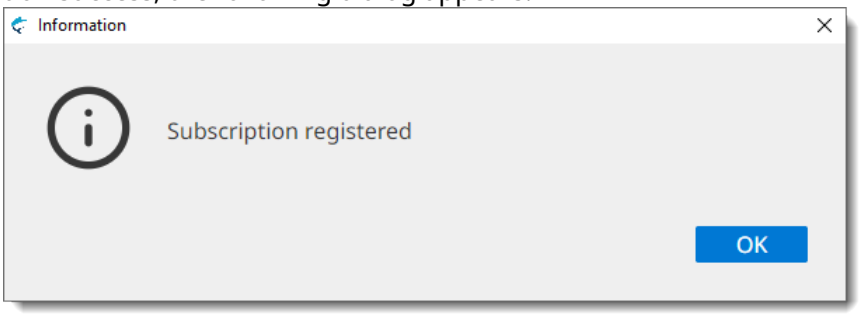
1. In main menu, select **Help** → **Register Subscription...**.

   The **Register Subscription** dialog appears:



2. If you don't have a subscription key yet, click on the **Purchase Subscription** button to open Maxprograms Online Store on your internet browser.
3. If you have a Subscription Key, type it in the **Subscription Key** text box and click the **Register Subscription** button.

   On registration success, the following dialog appears:



Glossary

Auto-Translation
: Auto-Translation is a language technology that assembles translations combining fragments from Translation Memory results and glossary entries.

Computer Aided Translation (CAT)
: Computer technology application designed to assist human translators in the translation process.

Character Set
: A character set (sometimes referred to as code page) is a collection of characters that are associated with a sequence of natural numbers in order to facilitate the storage of text in computers and the transmission of text through telecommunication networks.

Machine Translation
: A technology that automatically translates text from one language to another using previously defined grammar rules, glossaries, statistic analysis and other methods.

SRX
: Segmentation Rules eXchange (SRX) is an XML-based open standard, originally published by LISA (Localization Industry Standards Association), for describing how translation and other language-processing tools segment text for processing.

TBX
: TBX (TermBase eXchange) is an open XML-based standard for exchanging structured terminological data. TBX version 2, also known as ISO 30042:2008, was originally released in 2002 by LISA's OSCAR special interest group. TBX version 3, also known as ISO 30042:2019, is the latest release published by ISO.

TMX
: Translation Memory eXchange (TMX) is an open standard originally published by LISA (Localization Industry Standards Association). The purpose of TMX is to allow easier exchange of translation memory data between tools and/or translation vendors with little or no loss of critical data during the process.

Translation Memory
: Translation Memory (TM) is a language technology that enables the translation of segments (paragraphs, sentences or phrases) of documents by searching for similar segments in a database and suggesting matches that are found in the databases as possible translations.

Source Language
: The language of a document that is to be translated.

Target Language
: The language into which a document is being translated.

XLIFF
: XLIFF (XML Localization Interchange File Format) is an open standard developed by OASIS (Organization for the Advancement of Structured Information Standards). The purpose of this vocabulary is to store localizable data and carry it from one step of the localization process to the other, while allowing interoperability between tools.