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 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

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

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- 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)

Introduction 2

Getting Started

Translation Memory

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 accountfrom 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.

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

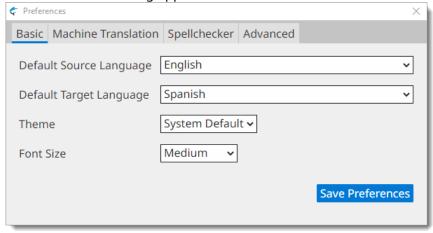
About this task

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

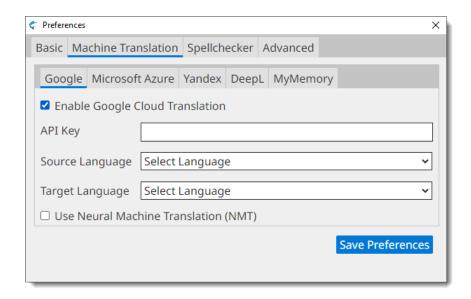
Procedure

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

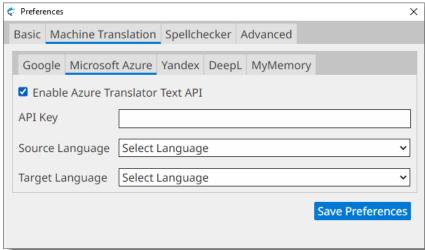
The **Preferences** dialog appears:



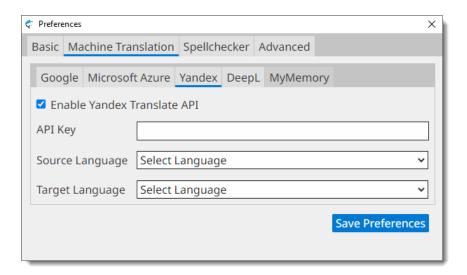
- 2. Select the Machine Translation tab.
 - Select Google tab to configure Google Cloud Translation engine. Preferences dialog switches to:



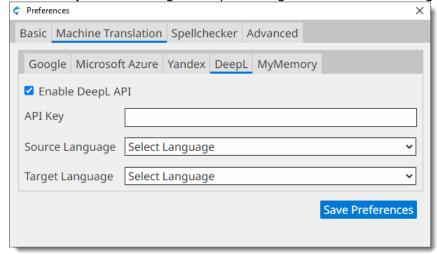
- a. Check the **Enable Google Cloud Translation** box.
- b. Enter your API Key in the API Key text box.
- c. Select a source language from the **Source Language** drop-down.
- d. Select a target language from the **Target Language** drop-down.
- e. Check the **Use Neural Machine Translation (NMT>** 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:



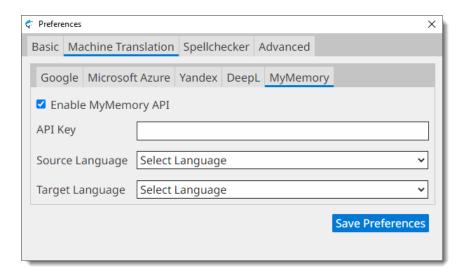
- a. Check the Enable Azure Translation Text API box.
- b. Enter your API Key in the **API Key** text box.
- c. Select a source language from the **Source Language** drop-down.
- d. Select a target language from the **Target Language** drop-down.
- Select **Yandex** tab to configure *Yandex Translate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

About this task

Procedure

1.

Auto-Translation

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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

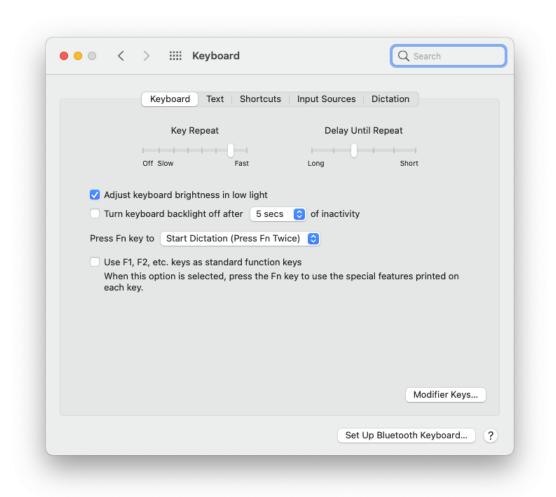
By default, macOS detects the language the user is typing in and automatically adjusts its internal spellchecker. Use theses steps to select a specific language for spellchecking.

Procedure

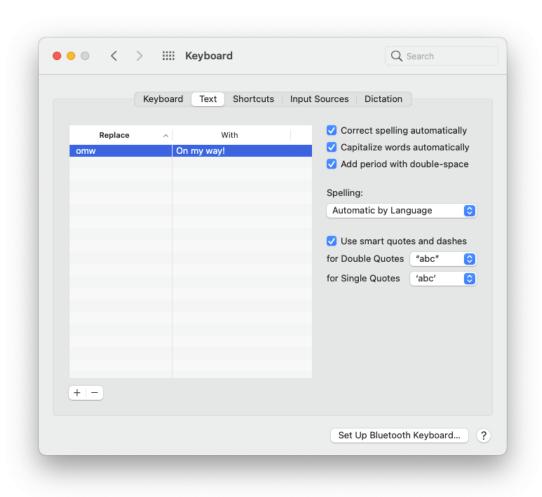
1. Open System Preferences application



On the System Preferences main window, select Keyboard optionSystem 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.

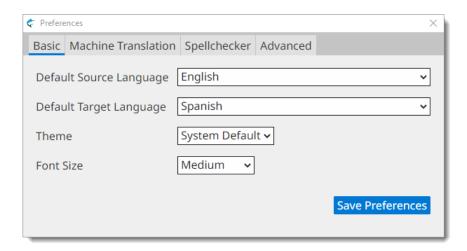
About this task

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

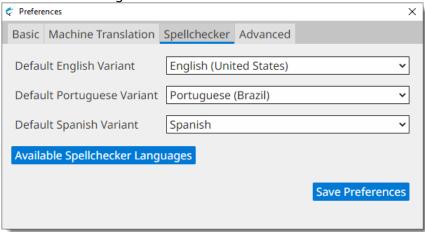
1. In main menu, select **Settings** → **Preferences**.

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

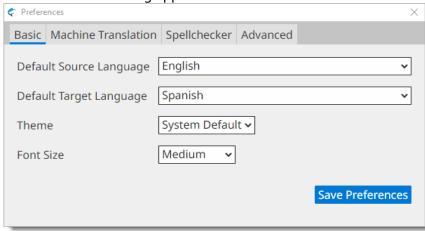
Basic Settings

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

Procedure

- On macOS, select Apple → Preferences → Settings on the menu or press [cmd + ,].
 - On Windows or Linux main menu, select **Settings** \rightarrow **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

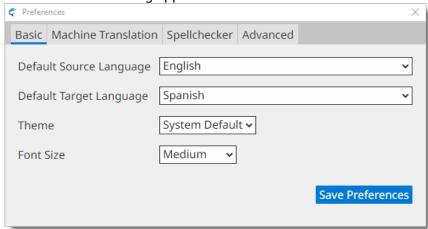
Swordfish IV ships with a set of segmentation rules in SRX format that supports 16 languages and their variants. You can also select your own SRX file for processing your documents.

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

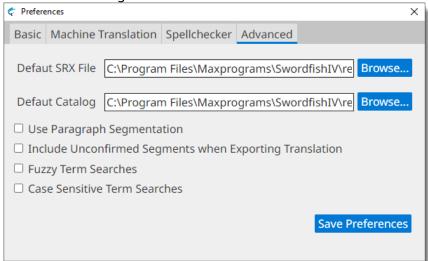
- 1. On macOS, select **Apple** \rightarrow **Preferences** \rightarrow **Settings** on the menu or press [Cmd + ,].
 - On Windows or Linux main menu, select Settings → Preferences.





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

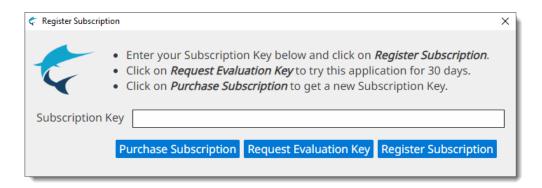
Differences Summary

| | 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:

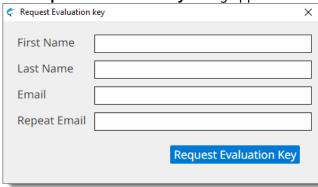


2. If you have a Subscription Key, type it in the **Subscription Key** text box and click the **Register Subscription** button.

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

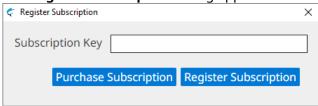
About this task

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

Procedure

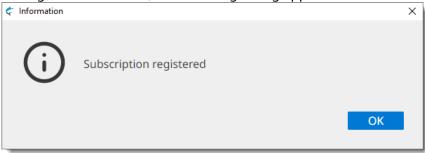
1. In main menu, select $Help \rightarrow Register Subscription...$

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

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.

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.

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