Swordfish IV User Guide

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Introduction

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 IV are:

- **General Documentation Types**
  - Adobe InCopy ICML
  - 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
  - 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. Contact tech@maxprograms.com for additional information.

Supported Platforms

Swordfish IV works on these Operating Systems:

- 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

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 a 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 Add 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 Add 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**.

There are two methods for creating projects:

- Translate Single File: use this simplified method for creating a project containing just one file.
- Add Project: use this option when you want to translate several related documents together.

When you create a project from a single file, the file name and location are used as project name.

Step 3: Translate a project

Follow the instructions from the Translate Project section and translate all segments contained in your project.

Notice the features listed in the Common Tasks chapter. They provide useful functionality to carry on with the translation task.

Step 4: Export translations

Once you have finished translating your project, follow the steps described in the Export Translations section.

Projects

Swordfish IV organizes your translation tasks in **Projects**.

The **Projects** tab in Swordfish IV lists your translation projects and offers direct access to these project-related operations from its toolbar:

- Translate Single File
- Add Project
- Translate Project
- Export Translations
- Project Statistics
- Export HTML
- Remove Project
- Import XLIFF File as Project
- Export Project as XLIFF File

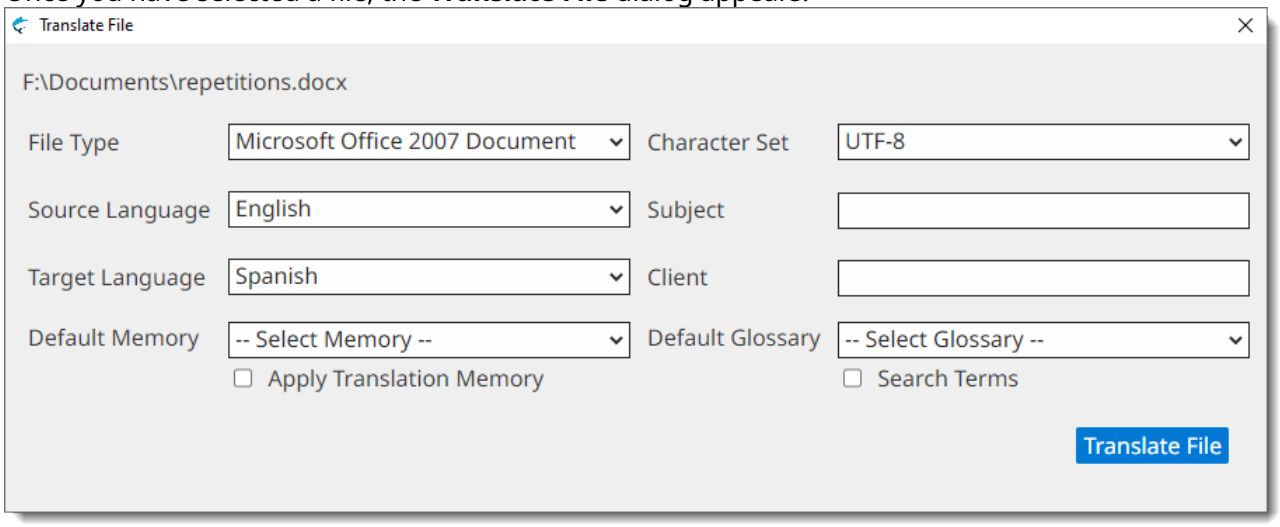
Translate Single File

Follow these steps to create a translation project from a single file.

Procedure

1. Select the file to translate:
   - In main menu, select **File** → **Open...** ([`Ctrl+O`] on Windows/Linux, [`Cmd+O`] on macOS) or click the button on **Projects** tab toolbar. Use the dialog displayed by the Operating System to a file.
   - Drag a file and drop it in the **Projects** tab.

   Once you have selected a file, the **Translate File** dialog appears:



2. Complete the fields of the **Translate File** dialog:

a. If Swordfish has not detected the right document , select it using the **File Type** drop-down .
b. if Swordfish has not detected the character set for the document automatically, select it using the **Character Set** drop-down
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.

a. Optionally, select a memory for storing your translations using the **Default Memory** drop-down.
b. Optionally, select the **Apply Translation Memory** checkbox to incorporate Translation Memory matches from **Default Memory** into your project.
c. Optionally, select a glossary for checking terms at translation time using the **Default Glossary** drop-down.
d. Optionally, select the **Search Terms** checkbox for fetching all known terms from the **Default Glossary** before starting the translation task.

3. Click the **Translate File** button.

Results

A project creation process is started. Once the project is ready, it is opened for translation.

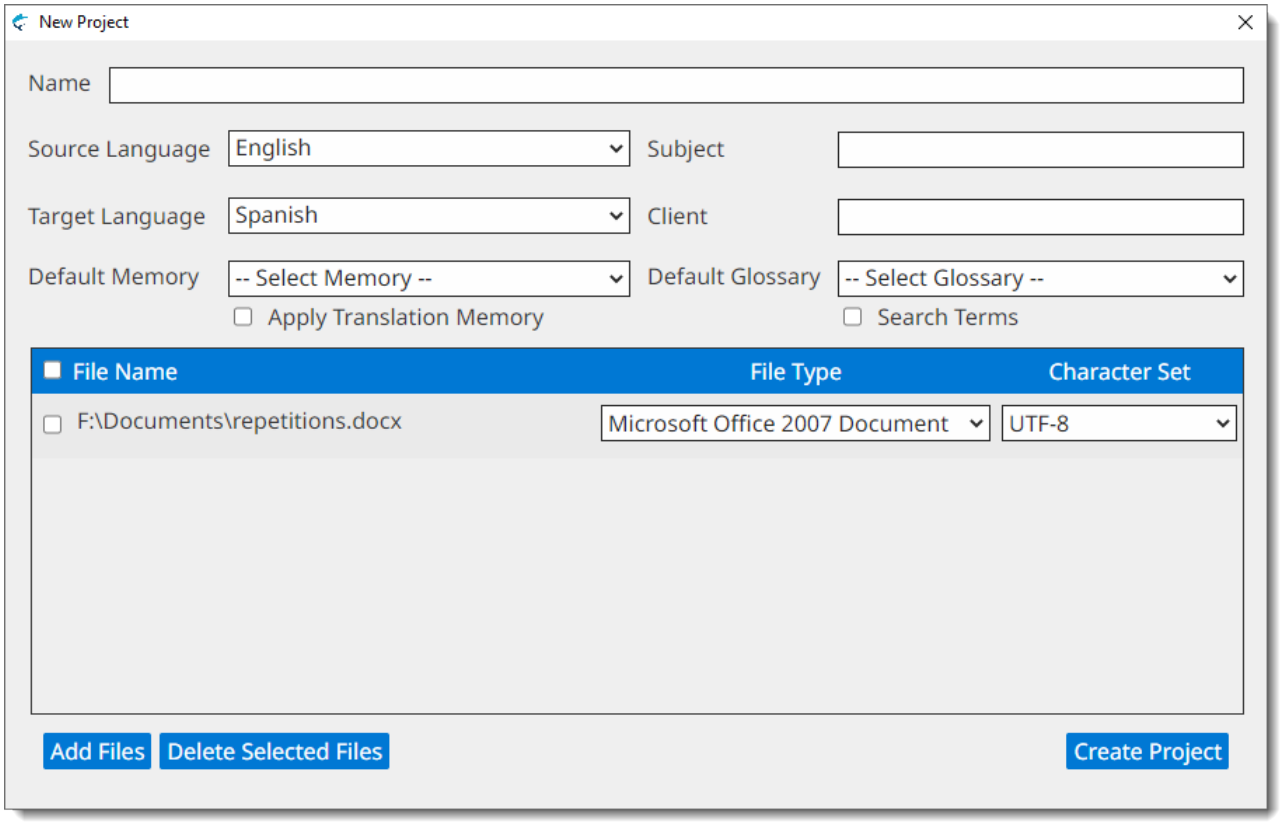
Add Project

A Swordfish project may contain one or more files. Follow these steps to create a project with several files.

Procedure

1. In main menu, select **Projects** → **New Project** ([`Ctrl+N`] on Windows/Linux, [`Cmd+N`] on macOS) or click the 🗀+ button on **Projects** tab toolbar.

   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. Adjust their values as needed.

4. If you want to remove one or more files from the list, select the checkbox from the leftmost column and click the **Delete Selected Files** button.

5. Click the **Create Project** button.

Results

A project creation process is started. Once the project is ready, it is opened for translation.

Translate Project

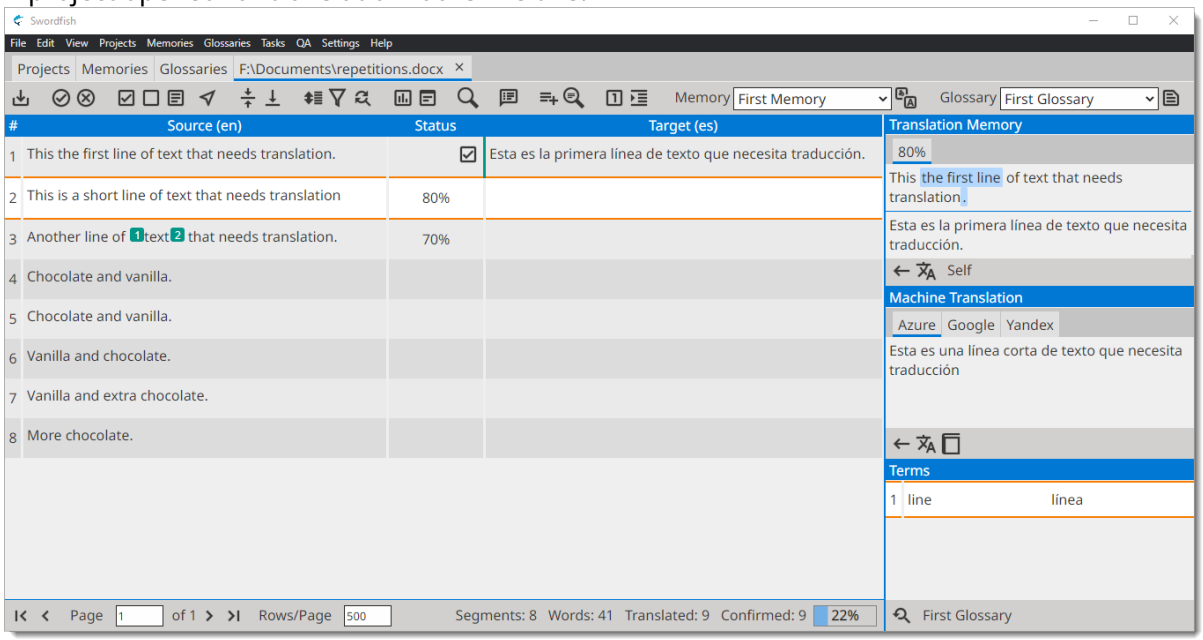
New projects are opened automatically for translation. To continue work on a closed project:

1. In **Projects** tab, click the project that you want to translate.
2. In main menu, select **Projects** → **Translate Projects** or click the button on the **Projects** tab toolbar.

Note

You can also double-click on a project in the **Projects** tab to open it for translation.

A project opened for translation looks like this:



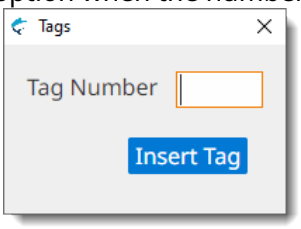
The translation view has these special areas:

Top Toolbar	Contains an array of buttons for performing different tasks. It also contains drop-down selectors for the active and glossary.
Translation Panel	Large scrollable table of segments, showing source text, segment status and translation.
Side Panel	Located on the right side, this section holds three panels: **Translation Memory**, **Machine Translation** and **Terms**.
Navigation and Status Bar	Located at the bottom, this area contains buttons for navigating between project pages and provides translation status information.

Click on a segment to start translating it. The corresponding row is highlighted and centered on screen (whenever possible) and the cursor is positioned at the start of target text.

Source formatting is represented with green marks containing a number (i.e.: 3). To insert green marks, also known as inline tags, press [`Ctrl+N`] on Windows/Linux, ([`Cmd+N`] on macOS) where `N` is the number in the mark. You can also use the different options for managing tags from Edit menu:

- **Edit** → **Insert Tag** ([`Ctrl+T`] on Windows/Linux, [`Cmd+T`] on macOS): displays a window for writing the tag number. Use this option when the number is greater than 10.



- **Edit** → **Insert Tags...**: opens a submenu for inserting tags 1 to 10.
- **Edit** → **Insert Next Tag** ([`Ctrl+Shift+T`] on Windows/Linux, [`Cmd+Shift+T`] on macOS): inserts the tag that follows the highest tag number inserted so far.
- **Edit** → **Insert Remaining Tags** ([`Ctrl+Alt+T`] on Windows/Linux, [`Cmd+Alt+T`] on macOS): inserts all tags from source that are not present in target text.
- **Edit** → **Remove All Tags** ([`Ctrl+Shift+R`] on Windows/Linux, [`Cmd+Shift+R`] on macOS): removes all tags present in target text.

Note

In case there are tag errors or initial/trailing spaces errors in a segment, a warning icon (ⓘ) is displayed in the center column of the **Translation Panel** when the segment is confirmed.

When the segment is fully translated, press [`Ctrl+E`] ([`Cmd+E`] on macOS) or click the ☑ button on the top toolbar to confirm it. When you confirm a segment, its translation is stored in the memory selected in the **Memory** drop-down of the top toolbar and is also automatically propagated to all similar unconfirmed segments.

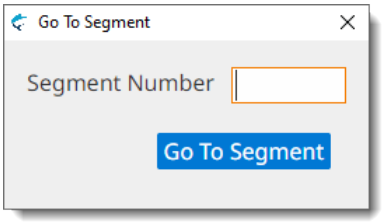
You have two more options for marking a segment as confirmed:

- Press [`Alt+Down Arrow`] ([`Ctrl+Alt+Down Arrow`] on macOS) or click the ☐ button on the top toolbar to **Confirm and go to Next Untranslated** segment.
- Press [`Alt+Shift+Down Arrow`] ([`Ctrl+Shift+Down Arrow`] on macOS) or click the ▤ button on the top toolbar to **Confirm and go to Next Unconfirmed** segment.

Use [`Page Up`] and [`Page Down`] keys to move to next and previous segments and translate them.

When all segments have been translated, on main menu select **Projects** → **Export HTML**([F5]) or click on the ▤ button on the top toolbar to export an HTML version of your translations for review. Note any segments with errors and correct them.

To visit a segment knowing its number, in main menu select**Edit** → **Go To Segment...** or press [Ctrl+G] ([Cmd+G] on macOS). The **Go To Segment** dialog appears:



Type the number of the segment you want to review in the **Segment Number** box and click the **Go To Segment** button.

Finally, use the **Check Inline Tags** [`F9`] and **Check Initial/Trailing Spaces** [`F10`] options from **QA** menu to check that your file is properly translated. Pay special attention to errors in tags, because the translated document may become unusable.

Export Translations

Follow these steps to generate translated versions of all files in a project.

About this task

Once all segments have been translated and reviewed, generate the translated version of your project.

Procedure

1. In main menu, select **Projects** → **Export Translations** ([`Alt+Ctrl+S`] on Windows/Linux, [`Alt+Cmd+S`] on macOS) or click the button on the **Projects** tab toolbar or the top toolbar of a translation tab.

   The Operating System will display a dialog for selecting where to save the translated documents.

Results

After your translations are exported, a new dialog will offer to open the translated file or folder.

Project Statistics

Follow these steps to generate an statistic report from a project.

About this task

Knowing the number of segments, words and available TM matches in a project is essential to estimate the cost of a translation job.

Swordfish IV statistic analysis generates word counts and segment counts at file and project levels, including the availability of Translation Memory matches at different ranges.

Procedure

1. In main menu, select **Projects** → **Project Statistics** or click the from the **Projects** tab toolbar or the top toolbar of a translation tab.

Results

An HTML file containing projects statistics is generated and automatically opened in the default web browser.

Export HTML

Follow these steps to export your project as an HTML file for review.

Procedure

1. In main menu, select **Projects** → **Export HTML** ([F5]) or click the from the **Projects** tab toolbar or the top toolbar of a translation tab.

Results

An HTML view of all segments is generated and automatically opened in the default web browser.

Remove Project

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

Procedure

1. In **Projects** tab, selec all projects that you want to remove by clicking on them.
2. In main menu, select **Project** → **Remove Projects** or click the button from the Projects tab toolbar.
3. Confirm projects removal in the dialog displayed by the Operating System.

Import XLIFF File as Project

Follow these steps to create a new project from an XLIFF file exported by Swordfish IV.

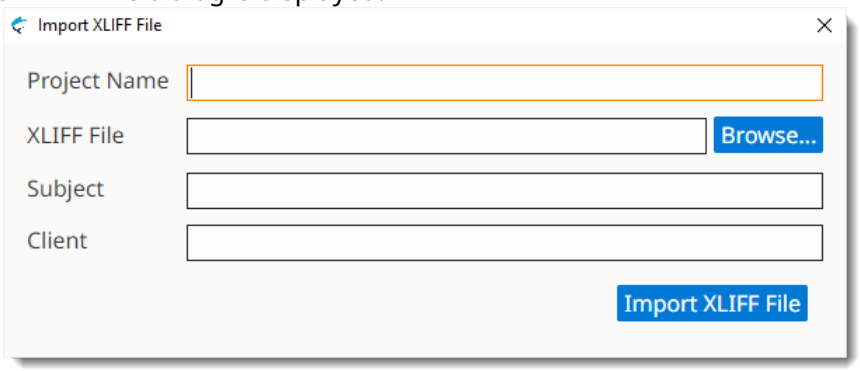
About this task

Use this option to import an XLIFF file created by Swordfish IV in another computer or for importing an XLIFF file from Swordfish IV that has been processed using a different tool.

Procedure

1. In main menu, select **Projects** → **Import XLIFF File as Project** or click on the button on the **Projects** tab toolbar.

   The **Import XLIFF File** dialog is displayed:



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

Export Project as XLIFF File

Follow these steps to export a project as XLIFF file.

About this task

Export projects as XLIFF to continue working in a different computer that has Swordfish IV or to process the XLIFF file using a different tool.

Note

XLIFF Manager, a free cross-platfor open-source tool, can be used to export translations from XLIFF files created by Sworfish IV.

Procedure

1. In **Projects** tab, select the project that you want to export by clicking on it.
2. In main menu, select **Projects** → **Export Project as XLIFF File** or click the ↗ button on the **Projects** tab toolbar.

   The operating system displays a dialog for selecting the name and location of the XLIFF file to create.

Results

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

Memories

Swordfish IV stores your translations in **Memories** for later reuse.

The **Memories** tab in Swordfish IV lists your translation memories and offers direct access to these memory-related operations from its toolbar:

- Add Memory
- Remove Memory
- Import TMX File
- Export Memory as TMX File
- Concordance Search

Note

Export your memories as TMX files frequently and save the TMX files in a safe place as backup.

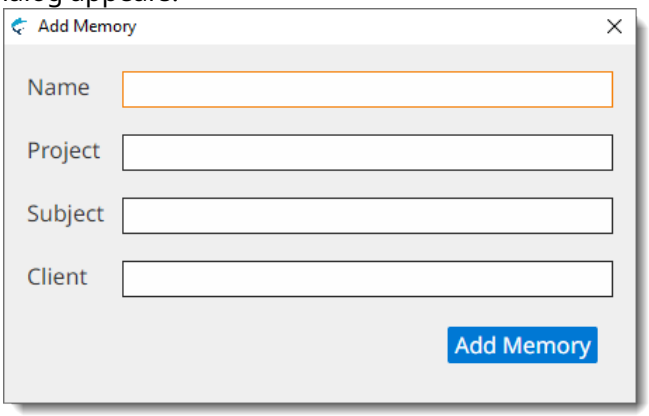
Add Memory

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 toolbar.

   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.

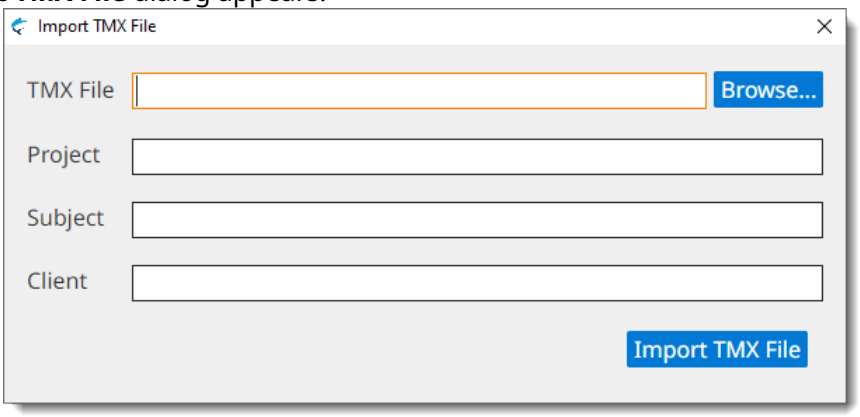
Import Translation Memory Data

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 toolbar.

   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 **Client** 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 toolbar.

   The operating system displays a dialog for selecting 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 all memory that you want to remove by clicking on them.
2. In main menu, select **Memories** → **Remove Memory** or click the 🗑 button from the **Memories** tab toolbar.
3. Confirm memories removal in the dialog displayed by the Operating System.

Glossaries

Swordfish IV stores your terminology data in **Glossaries**.

The **Glossaries** tab in Swordfish IV lists your glossaries and offers direct access to these terms-related operations from its toolbar:

- Add Glossary
- Remove Glossary
- Import Export
- Export Memory as TMX File
- Add Term to Glossary
- Search Term in Glossary

Note

Export your glossaries as TMX files frequently and save the TMX files in a safe place as backup.

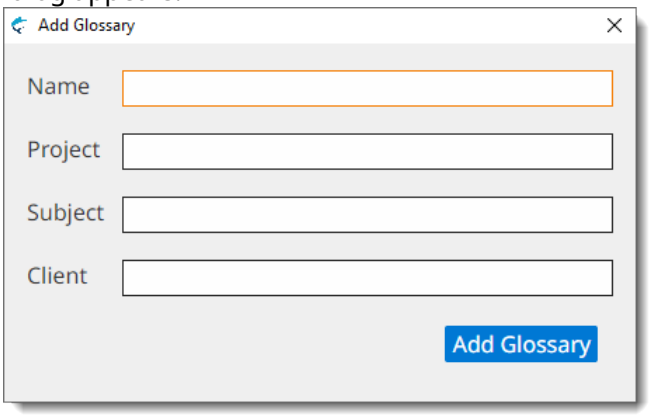
Add Glossary

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 toolbar.

   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

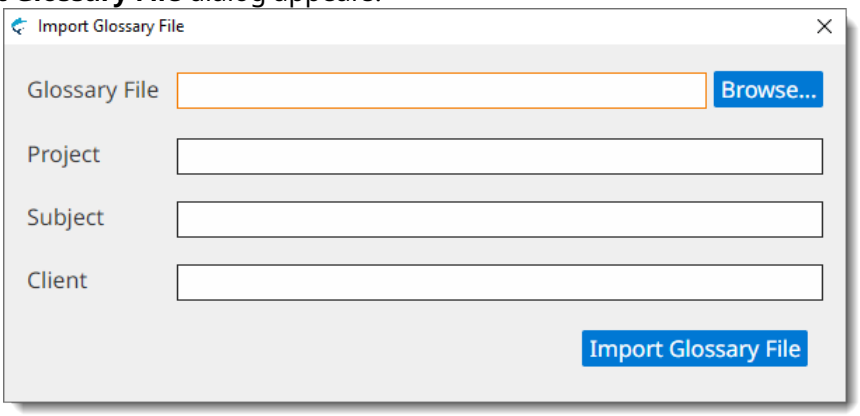
Swordfish allows importing terminology data into Glossaries from TMX and TBX files. Two TBX versions are supported:

- 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 toolbar.

   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 **Client** 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 toolbar.

   The operating system displays a dialog for selecting 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 all glossaries that you want to remove by clicking on them.
2. In main menu, select **Glossaries** → **Remove Glossary** or click the 🗑 button from the **Glossaries** tab toolbar.
3. Confirm glossaries removal in the dialog displayed by the Operating System.

Add Term to Glossary

Follow these steps for storing a term pair in a glossary.

About this task

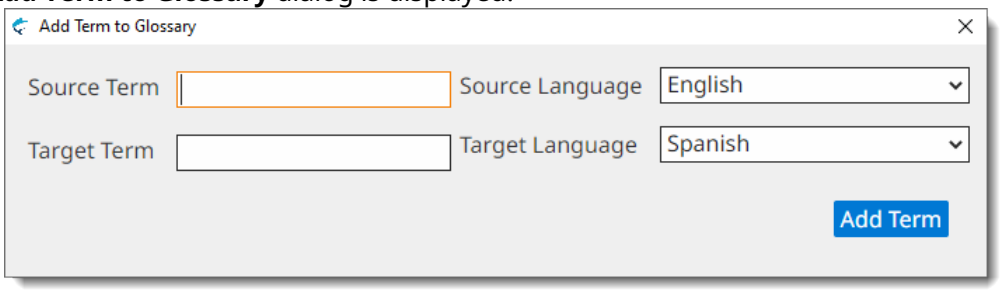
You can add term pairs to a glossary while translating a project or from the **Glossaries** tab.

Procedure

1. - If you are adding a term from a translation tab, make sure a glossary is selected in the **Glossary** drop-down.
   - If you are adding a term from the **Glossaries** tab, select a glossary for storing the term.

2. In main menu, select **Glossaries** → **Add Term to Glossary** ([`Ctrl+B`] on Windows/Linux, [`Cmd+B`] on macOS) or click the button on the **Glossaries** tab toolbar or the translation tab top toolbar.

   The **Add Term to Glossary** dialog is displayed:



3. Type source term in the **Source Term** text box.
4. Select the language of source term using the **Source Language** drop-down.
5. Type target term in the **Target Term** text box
6.
7. Select the language of target term using the **Target Language** drop-down.
8. Click the **Add Term** button.

Common Tasks

Common tasks usually performed while translating are:

- Concordance Search
- Search Term in Glossary
- Filter Segments
- Sort Segments
- Split Segment
- Merge Segments
- Replace Text
- Pseudo-Translation

Concordance Search

A concordance search allows you to search for a given text in one or more Memories.

About this task

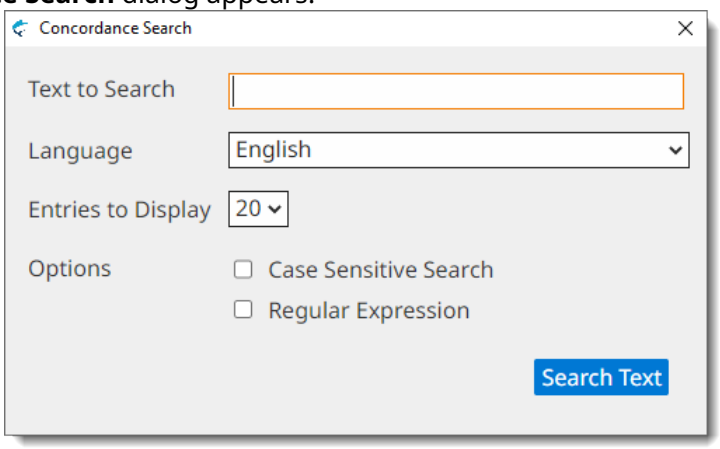
You can search for text while translating a project or from the **Memories** tab.

Procedure

1. - If you are searching from a translation tab, make sure a memory is selected in the **Memory** drop-down.
   - If you are searching from the **Memories** tab, select one or more memories for performing the search.

2. In main menu, select **Memories** → **Concordance Search** ([`Ctrl+Y`] on Windows/Linux, [`Cmd+Y`] on macOS) or click the button on the **Memories** tab toolbar or the translation tab top toolbar.

   The **Concordance Search** dialog appears:



3. Type the text to search in the **Text to Search** text box.

If you are searching from a translation tab, you can select text in source or target columns, press [`Ctrl+Y`] ([`Cmd+Y`] on macOS) and the text will be automatically added to the **Text to Search** text box.

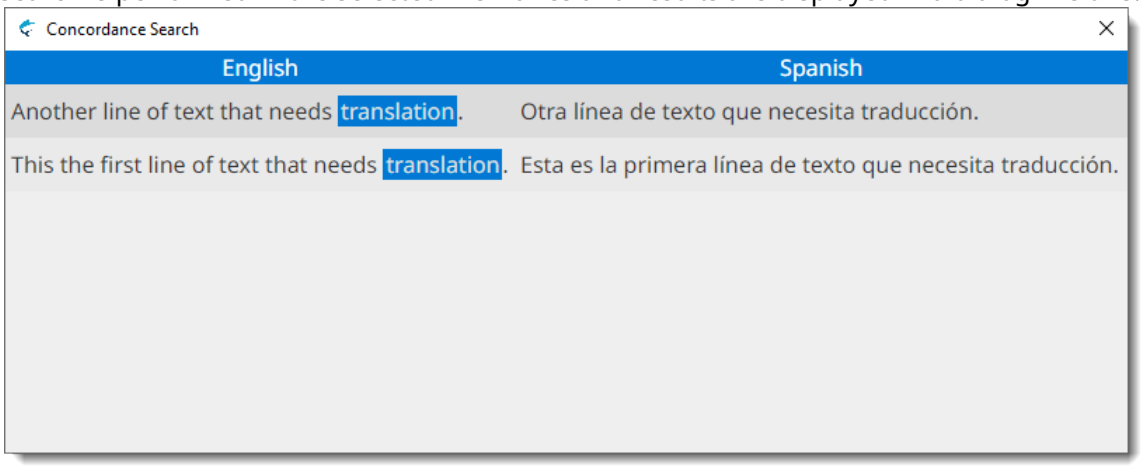
4. Select the language to use when performing the search using the **Language** drop-down.

   Language value is automatically adjusted if the **Concordance Search** dialog is opened with a keyboard shortcut after selecting source or target text in a translationt tab.

5. Select the maximum number of entries to display in the **Entries to Display** drop-down.
6. Optionally, select the **Case Sensitive Search** checkbox if you want to search only for entries that exactly match the text entered on the **Text to Search** text box.
7. Optionally, select the **Regular Expression** checbox if the text entered in the **Text to Search** box should be treated as a regular expression for searching.
8. Click the **Search Text** button

Results

A search is performed in the selected memories and results are displayed in a dialog like this:



Search Term in Glossary

About this task

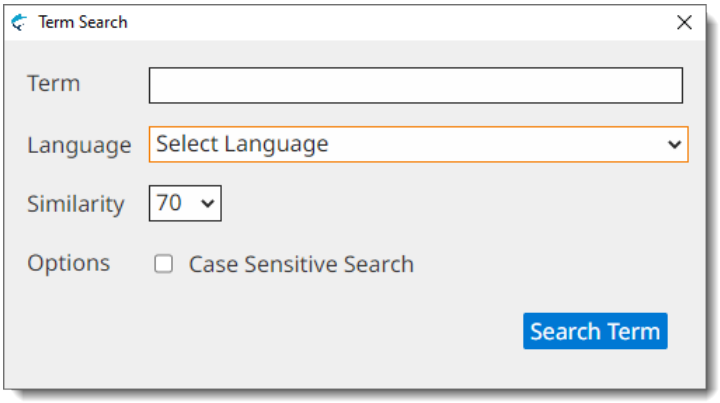
You can search terms while translating a project or from the **Glossaries** tab.

Procedure

1. - If you are searching from a translation tab, make sure a glossary is selected in the **Glossary** drop-down.
   - If you are searching from the **Glossaries** tab, select a glossary for performing the search.

2. In main menu, select **Glossaries** → **Search Term in Glossay** ([`Ctrl+D`] on Windows/Linux, [`Cmd+D`] on macOS) or click the button on the **Glossaries** tab toolbar or the translation tab top toolbar.

   The **Term Search** dialog is displayed:



3. Type the term to search in the **Term** text box.
4. Select the language to use when performing the search using the **Language** drop-down.
5. Select the minimum similarity porcentage to use when searching using the **Similarity** drop-down.
6. Optionally, select the **Case Sensitive Search** checkbox if you want to search only for entries that exactly match the text entered on the **Term** text box.
7. Click the **Search Term** button.

Results

On success, a dialog containing a list of matching results is displayed.

Filter Segments

Follow these steps to filter segments and view only those segments that contain a given text.

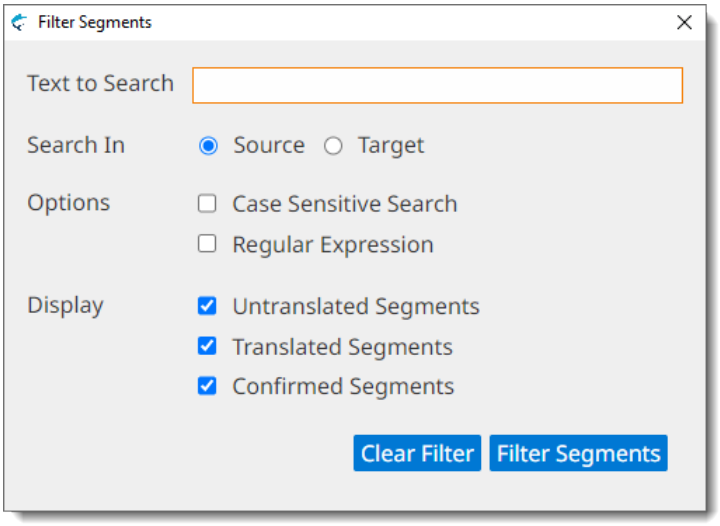
About this task

Use segment filtering to find segments containing text that you want to edit.

Procedure

1. In main menu, select **View** → **Filter Segments** ([`Ctrl+F`] on Windows/Linux, [`Cmd+F`] on macOS) or click the ▽ button from the top toolbar.

   The **Filter Segments** dialog appears:



2. Type the text to search in the **Text to Search** text box.
3. Select where to search by checking either **Source** or **Target** radio buttons.
4. Optionally, select the **Case Sensitive Search** checkbox if you want to search only for entries that exactly match the text entered on the **Text to Search** text box.
5. Optionally, select the **Regular Expression** checkbox if the text entered in the **Text to Search** box should be treated as a regular expression for searching.
6. Choose the types of segments to include in filtered results, by selecting/deselecting the checkbox for **Untranslated Segments**, **Translated Segments** or **Confirmed Segments**.
7. Click the **Filter Segments** button.

Results

Translation view is updated, displaying only segments that contain the filtered text. Filtering remains active until the **Filter Segments** dialog is reopened and the **Clear Filter** button is clicked.

Sort Segments

Follow these steps to sort segments on source/target text or on segment translation status.

About this task

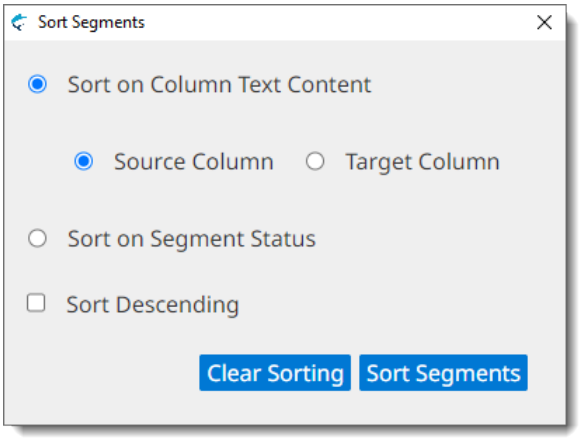
Sometimes you may need to sort segment on text content for review. A common case is the need to review segments that contain numbers.

It is also convenient to sort segments according to translation status when you want to keep all untranslated or unconfirmed segments together.

Procedure

1. In main menu, select **View** → **Sort Segments** ([F3]) or click the button on the top toolbar.

   The **Sort Segments** dialog is displayed:



2. Select how to sort segments
   - Choose **Sort on Column Text Content** if you want to sort segments on **Source Column** or **Target Column** text.
   - Choose **Sort on Segment** Status if you want to sort segments according to their translation status: *Translated*, *Untranslated* and *Confirmed*.
3. Optionally, select the **Sort Descending** checkbox if you want to sort segments in reverse order.
4. Click the **Sort Segments** button.

Results

Translation view is updated, displaying segments in the requested order. Sorting remains in effect until the **Sort Segments** dialog is reopened and the **Clear Sorting** button is clicked.

Split Segment

Folow these steps to split a segment in two at translation time.

About this task

Procedure

1. In a projects translation tab, select the segment that you want to split.
2. In main menu, select **Edit** → **Split Segment** ([`Ctrl+H`] on Windows/Linux, [`Cmd+H`] on macOS) or click the ÷ button on the top toolbar.

   Source text is selected and highlighed in a different color.
3. Place the cursor at the point where you want to split the segment.
4. Press [`Enter`].

Results

On success, the segment is split at the selected point and the screen is updated to reflect the changes.

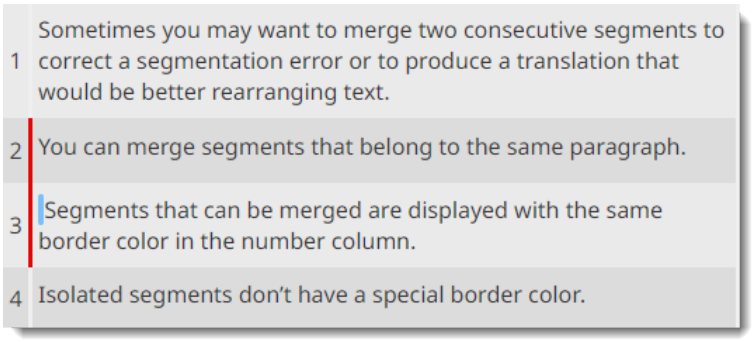
Merge With Next Segment

Follow these steps to merge two conscutive segments at translation time.

About this task

Sometimes you may want to merge two consecutive segments to correct a segmentation error or to produce a translation that would be better rearranging text.

You can merge segments that belong to the same paragraph. Segments that can be merged are displayed with the same border color in the number column, as shown in the following picture:



Procedure

1. In a project transation tab, select the first of the two segments that you want to merge.
2. In main menu, select **Edit** → **Merge With Next Segment** ([`Ctrl+J`] on Windows/Linux, [`Cmd+J`] on macOS) or click the ⤓ button on the top toolbar.

Results

On success, selected segment is merged with the following one and the screen is updated to reflect the merge.

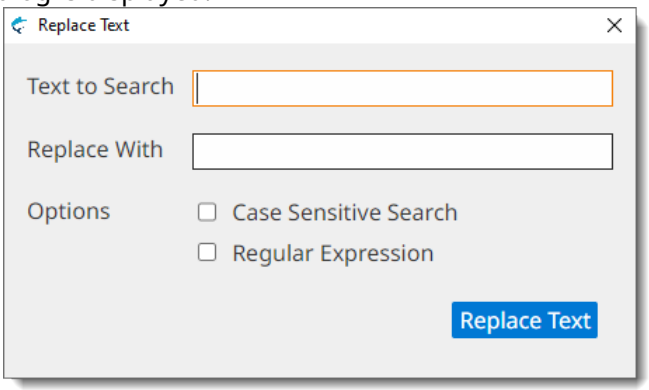
Replace Text

Follow these steps to replace all appearances of a given text with a different text in all segments.

Procedure

1. In main menu, select **Edit** → **Replace Text** ([`Alt+Ctrl+F`] on Windows/Linux, [`Alt+Cmd+F`] on macOS) or click the button on the top toolbar.

   The Replace Text dialog is displayed:



2. Type the text to be replaced in the **Text to Search** text box.
3. Type the replacement text in the **Replace With** text box.
4. Optionally, select the **Case Sensitive Search** checkbox if you want to search only for entries that exactly match the text entered on the **Text to Search** text box.
5. Optionally, select the **Regular Expression** checkbox if the text entered in the **Text to Search** box should be treated as a regular expression for searching.
6. Click the **Replace Text** button.

Pseudo-translation

Use pseudo-translation to simulate the process of translating text into another language.

About this task

Pseudo-translation provides a quick way to test your translation process. Pseudo-translation, also known as *mock translation*, is typically used to test if an application can correctly handle translated text.

Swordfish IV pseudo-translation replaces all vowels in source text with accented vowels in target text.

Procedure

1. In main menu, select **Tasks** → **Pseudo-translate Untranslated Segments**

Results

Targets of all untranslated segments are populated with a copy of source text that has all regular vowels replaced with accented versions.

Machine Translation

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.

Machine Translation Settings

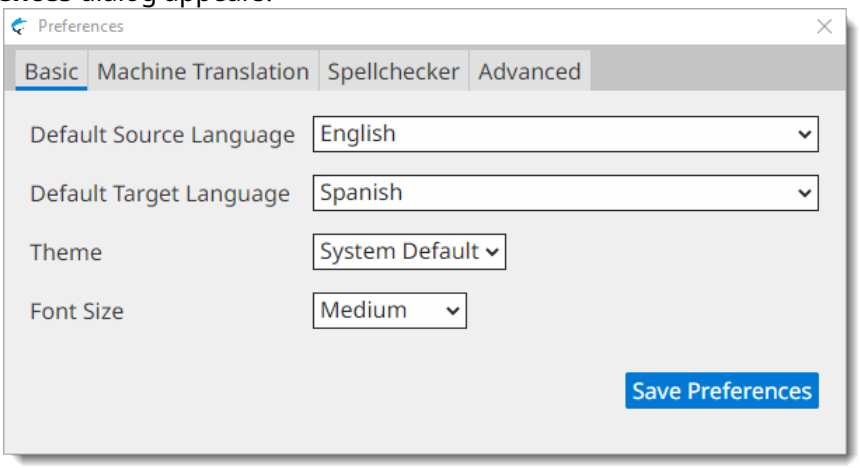
About this task

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

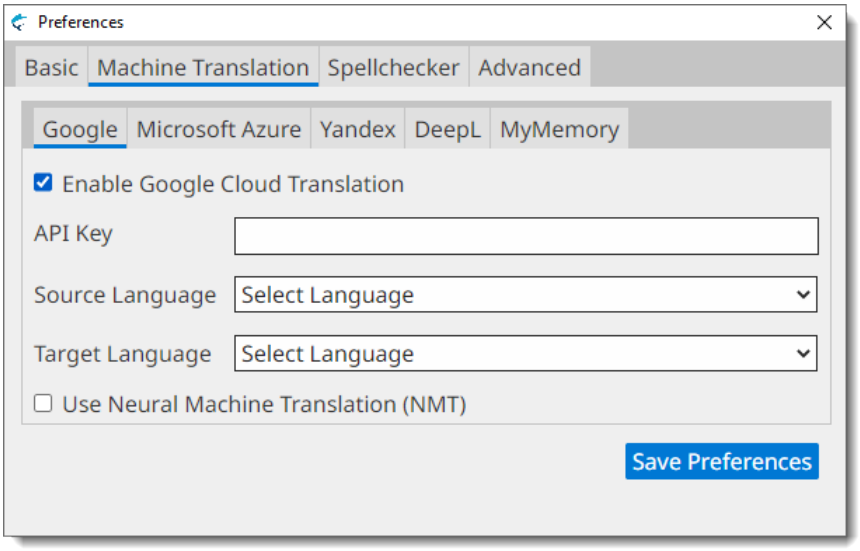
Procedure

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.

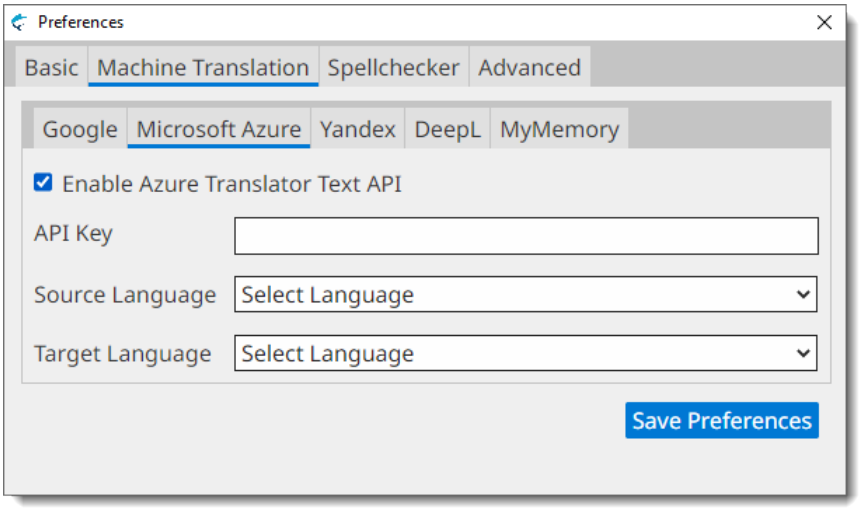
> **Note**
> You can get your personal API Key at Google's Cloud Platform Console.

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.

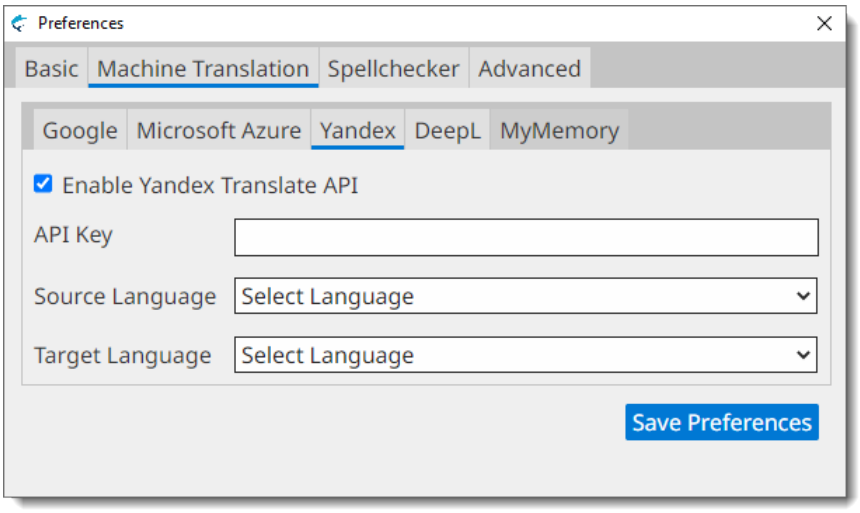
To obtain an API Key for Azure Translation Text API:

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.

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.

Note

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

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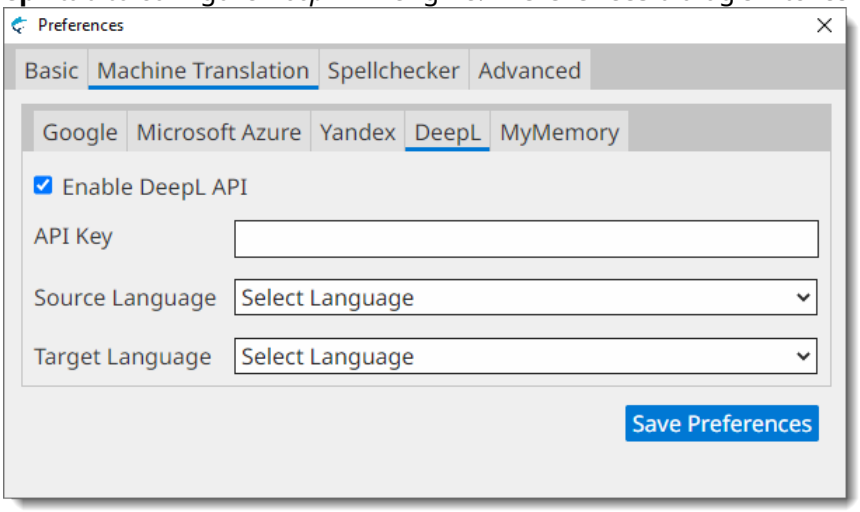
c. Select a source language from the **Source Language** drop-down.

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.

To obtain an API Key for DeepL:

- 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.

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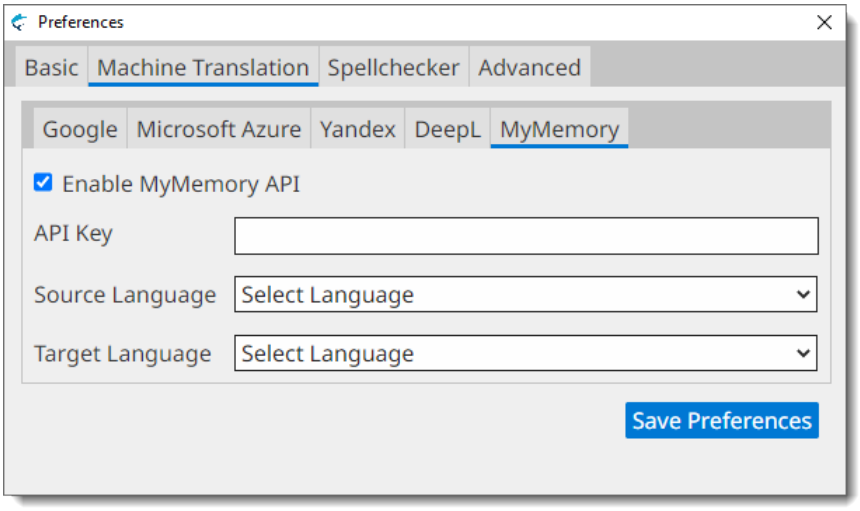
c. Select a source language from the **Source Language** drop-down.

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.

   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://my-memory.translated.net/doc/keygen.php.

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.

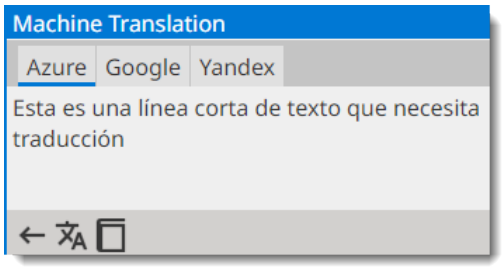
Translate All Segments with MT

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

Auto-Translation assembles translations combining fragments from Translation Memory results and Glossary entries.

When the difference between source text and the source tex of a match from a Memory is a number or a term available in the active Glossary, Auto-Translation repairs the match adjusting the number or term.

In cases where there is no match to repair but there are terms in the active Glossary, Auto-Translation provides a partial Machine Translation based on Glossary terms.

The operations you can do with Auto-Translation are:

- Get Auto-Translations
- Apply Auto-Translation to All Segments
- Remove All Auto-Translations

Get Auto-Translations

Follow these steps to apply Auto-Translation to an individual segment.

About this task

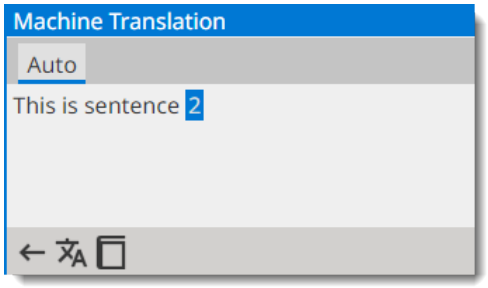
Make sure that a Memory and a Glossary are selected in the corresponding drop-downs of the top toolbar.

Procedure

1. In main menu, select **Tasks** → **Get Auto-Translations** ([`Ctrl+R`] on Windows/Linux, [`Cmd+R`] on macOS) or click the ❐ button on the Machine Translation panel.

Results

On success, a match is added to the **Machine Translation** panel and fixed differences are highlighted like in this example:



Apply Auto-Translation to All Segments

Follow these steps to apply Auto-Translation to all segments of a project.

About this task

Make sure that a Memory and a Glossary are selected in the corresponding drop-downs of the top toolbar.

Procedure

1. In main menu, select **Tasks** → **Apply Auto-Translation to All Segments**.

Results

Auto-Translation is applied to all segments and current current segment is updated to display the result, if available.

Remove All Auto-Translations

Follow these steps to remove Auto-Translation from all segments of a project.

About this task

Procedure

1. In main menu, select **Tasks** → **Remove All Auto-Translations**

   The Operating System displays a confirmation dialog.

Results

After confirming the removal request, all existing Auto-Translations in the project are removed and current segment is updated to reflect the changes.

Quality Assurance

Performing Quality Assurance checks is a way of preventing mistakes and avoid problems when delivering a translated document.

Swordfish IV highligts spelling errors while you type. Correct spelling errors, if any, before confirming a segment.

After translating all segments in a project, it is recommended to perform these actions:

- Export translations as HTML for review. Note all errors and edit segments as required.
- Check inline tags.
- Check initial and trailing spaces.

Inline Tags

Follow these steps to validate inline tags in a project

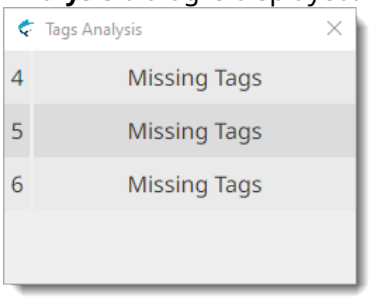
About this task

Always verify that inline tags are correct before exporting translations. If there are tag errors, exported translated documents may be unusable.

Procedure

1. In main menu, select **QA** → **Check Inline Tags** ([F9]) or click the button from the top toolbar.

   If there are tag errors, the **Tag Analysis** dialog is displayed:



2. If there are tag errors, use the **Go To Segment** dialog (press [Ctrl+G] on Windows/Linux, [Cmd+G] on macOS, or click the button on the top toolbar) to open all segments with errors and fix them.

Initial/Trailing Spaces

Follow these steps to validate initial and trailing spaces in a project

About this task

Initial and trailing spaces are highlighted in source and target columns of the **Translation Panel** table to make it easier to spot them. Check that spaces are properly transfered to target text to avoid formatting issues in translated documents.

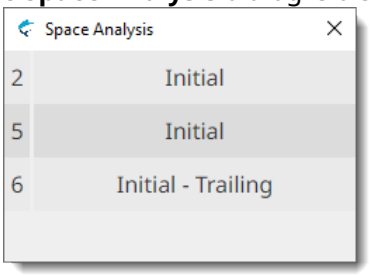
Note

Checking spaces may not be necessary when working with Asian target languages.

Procedure

1. In main menu, select **QA** → **Check Initial/Trailing Spaces** ([F10]) or click the button from the top toolbar.

   If there are errors in spaces, the **Space Analysis** dialog is displayed:



2. If there are errors in initial or trailing spaces, use the **Go To Segment** dialog (press [Ctrl+G] on Windows/Linux, [Cmd+G] on macOS, or click the button on the top toolbar) to open all segments with errors and fix them.

Spellchecker

Swordfish IV automatically spellchecks your text as you type.

On macOS, Swordfish IV uses the native spellcheking API provided by the Operating System. By default, macOS tries to guess your writing language and may not provide accurate spellcheking. You can configure macOS to use a specific language following the steps from the Spellchecking on macOS section.

On Windows and Linux, Swordfish IV uses Hunspell dictionaries from the Chromium project. Dictionaries are downloaded automatically by the program when they are available for the selected target language.

If your target language is English, Spanish or Portuguese, you need to tell Swordfish IV which language variant to use for spellchecking, following the steps from the Spellchecking on Windows and Linux section.

Spellchecking on macOS

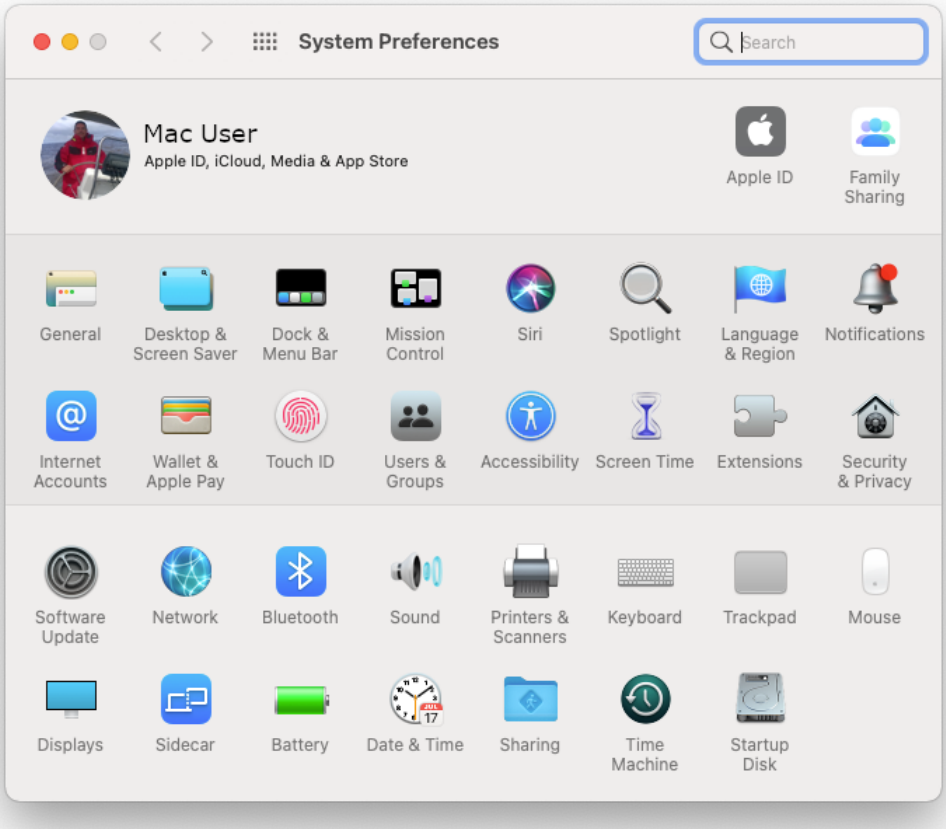
On macOS, Swordfish IV uses native spellchecker APIs.

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.

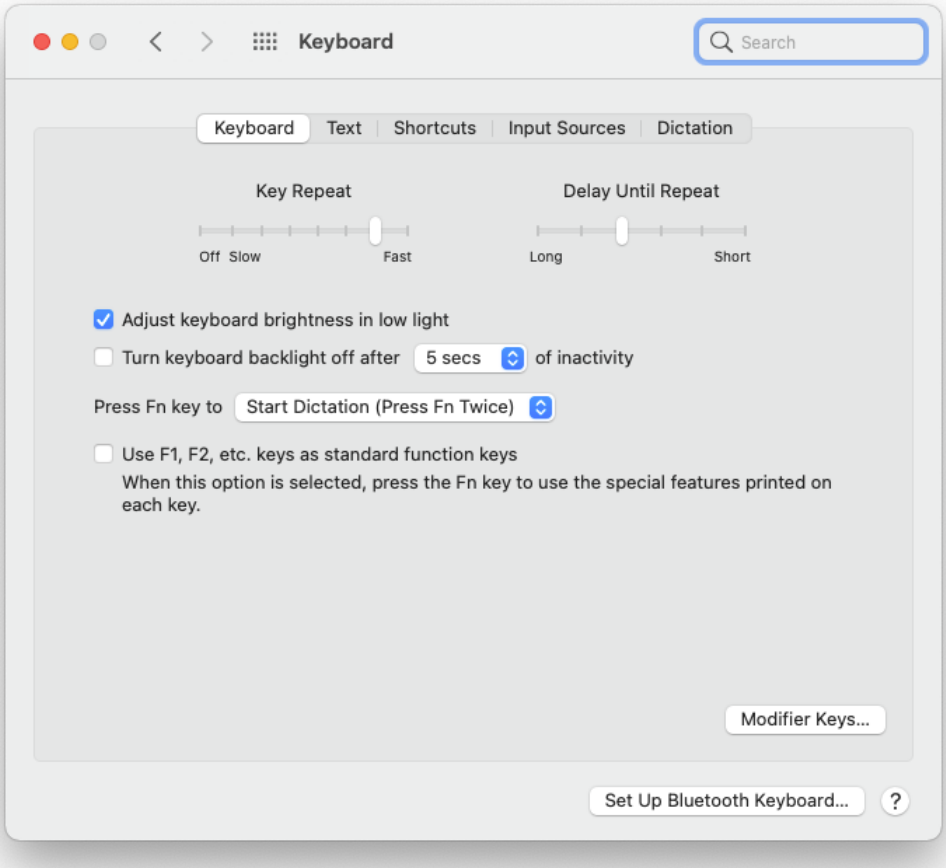
Procedure

1. Open **System Preferences** application



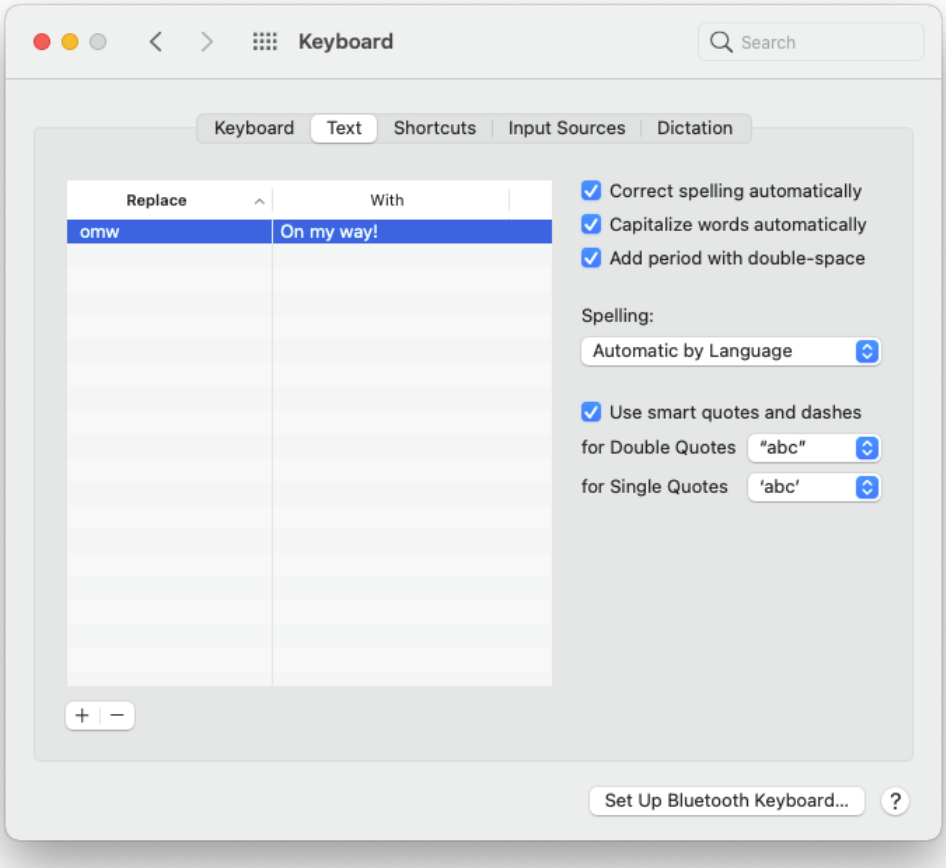
2. On the **System Preferences** main window, select **Keyboard** option

   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.

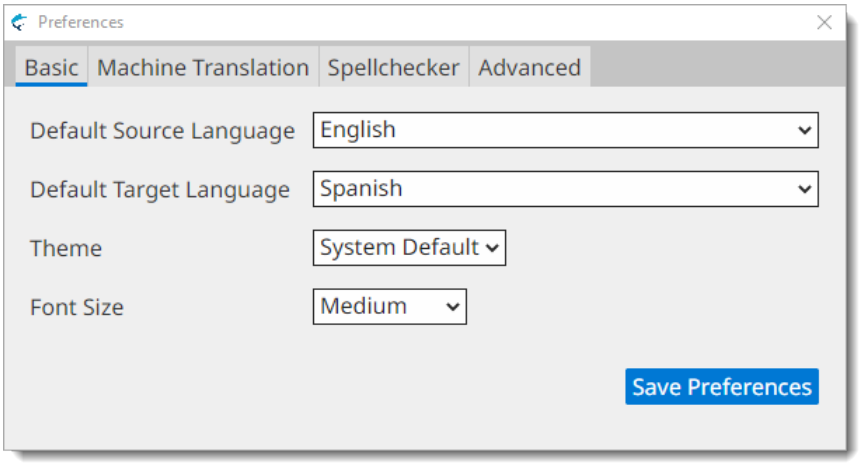
About this task

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

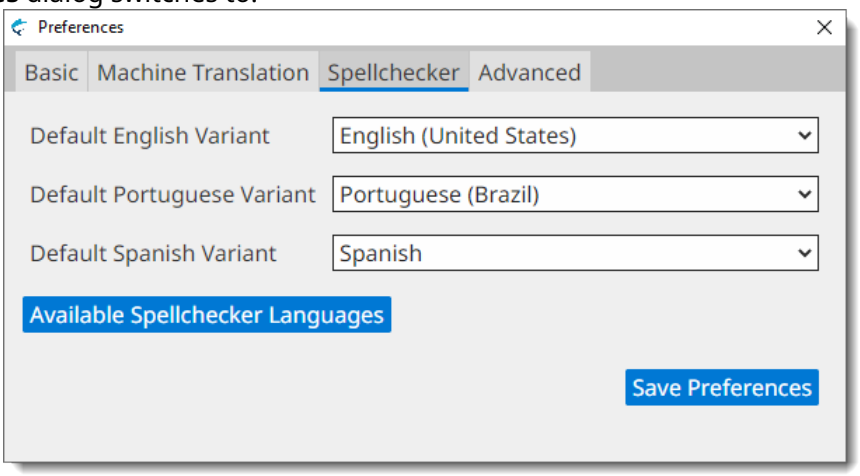
1. In main menu, select **Settings** → **Preferences**.

   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

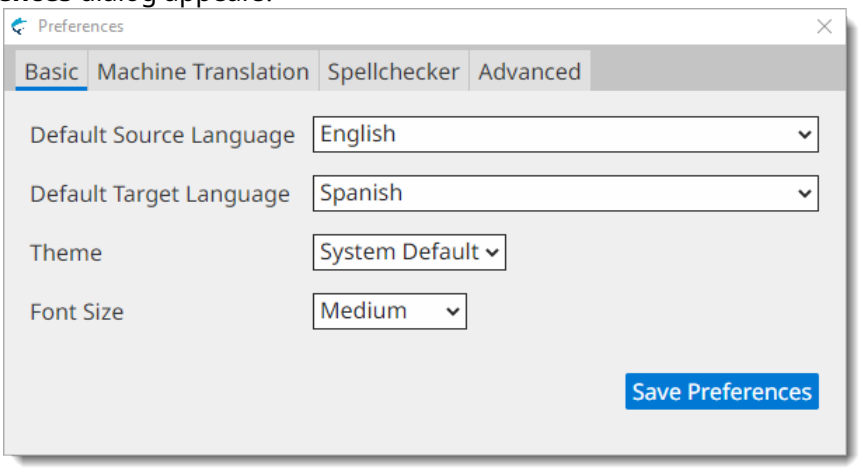
Basic Settings

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

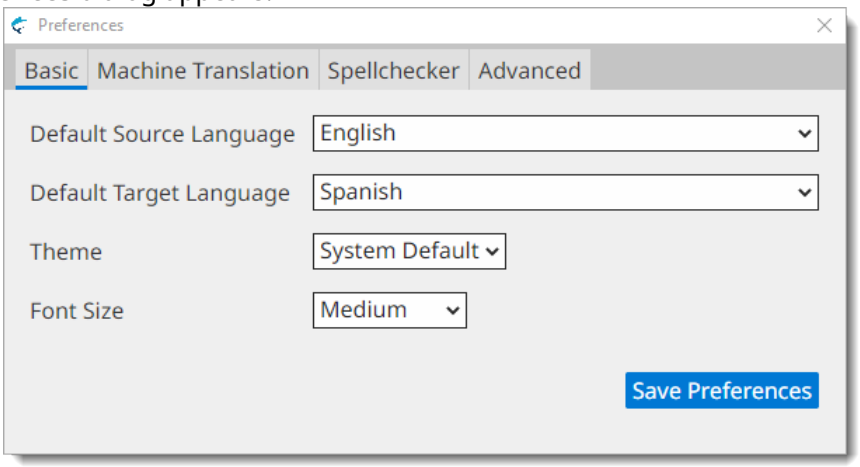
Swordfish IV ships with a set of segmentation rules in SRX format that supports 16 languages and their variants. You can also select your own SRX file for processing your documents.

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

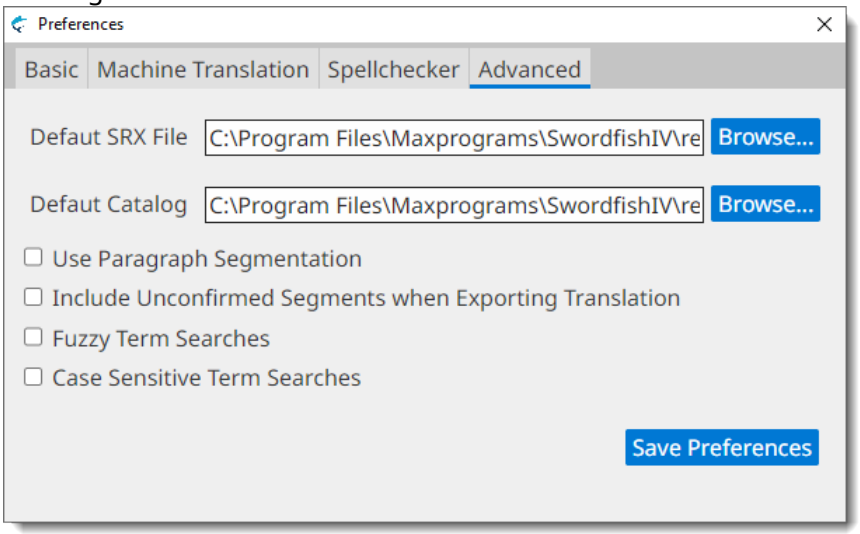
1.
   - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [`Cmd + ,`].
   - On Windows or Linux main menu, select **Settings** → **Preferences**.

   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.

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 direct email support at tech@maxprograms.com

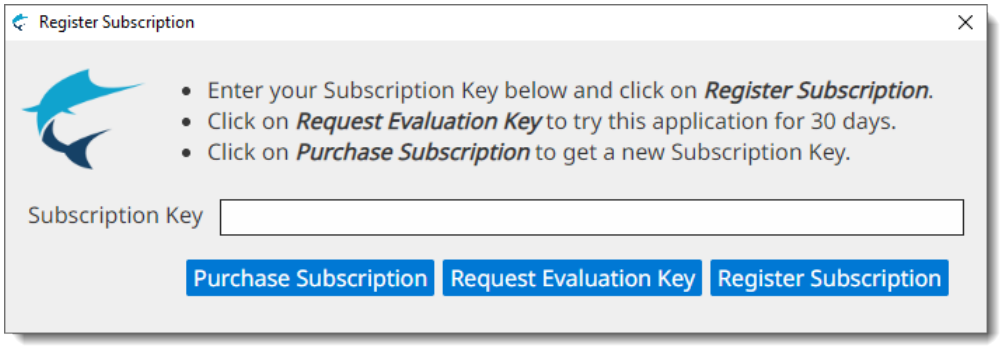
Differences Summary

	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:

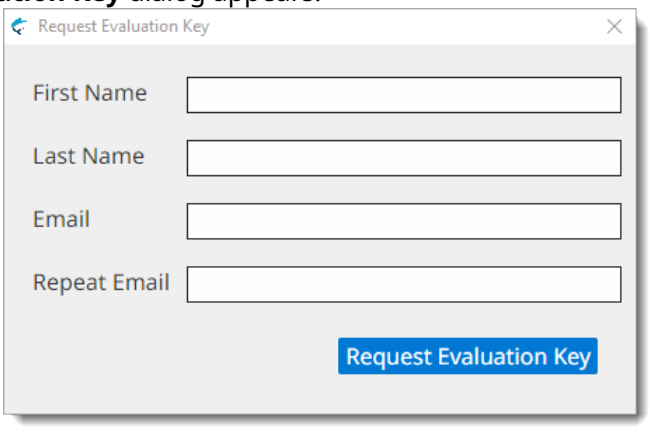


2. If you have a Subscription Key, type it in the **Subscription Key** text box and click the **Register Subscription** button.

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

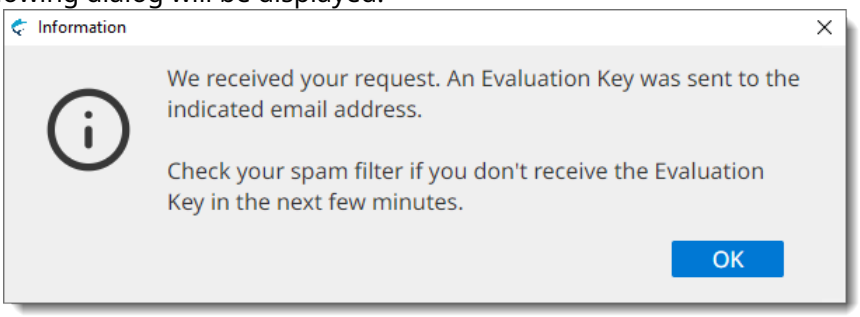
3. If you don't have a Subscription Key and wish to test the program during 30 days, click the **Request Evaluation Key** button.

   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

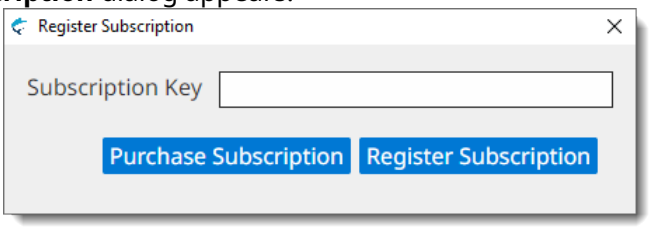
About this task

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

Procedure

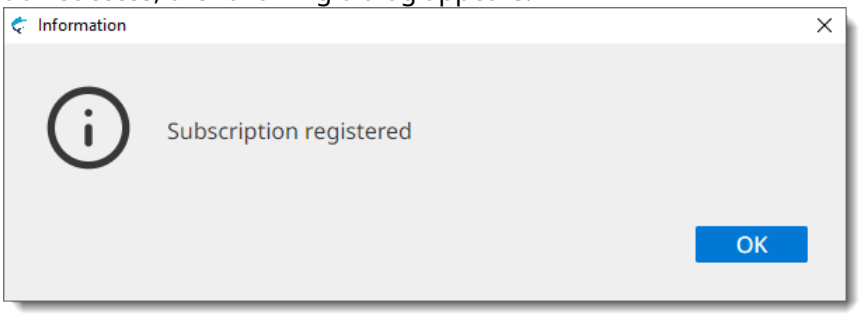
1. In main menu, select **Help** → **Register Subscription...**.

   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.

Inline Tags
: Inline tags are special codes that represent formatting information from the original document that is embedded in a segment.

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.