**STEP module converter**

Module converter



**User and maintenance Guide**

**Contents**

[1 Introduction 4](#_Toc158105138)

[2 General information 6](#_Toc158105139)

[2.1 About the inputs 6](#_Toc158105140)

[2.2 Reversification 6](#_Toc158105141)

[2.3 Osis2mod 7](#_Toc158105142)

[3 Using the converter – process overview 8](#_Toc158105143)

[4 Installing the tool and configuring the environment 9](#_Toc158105144)

[5 Creating a folder structure 10](#_Toc158105145)

[5.1 The per-text root folder 10](#_Toc158105146)

[5.2 The content of the per-text root folder 10](#_Toc158105147)

[6 Configuration and metadata 12](#_Toc158105148)

[6.1 Overview 12](#_Toc158105149)

[7 Do you need to pre-process the text? 13](#_Toc158105150)

[7.1 Verseline 13](#_Toc158105151)

[7.2 USX 13](#_Toc158105152)

[7.3 OSIS 14](#_Toc158105153)

[8 Running the converter from the command line 15](#_Toc158105154)

[8.1 Generating a Sword module 15](#_Toc158105155)

[8.2 Evaluating versification schemes 17](#_Toc158105156)

[8.3 Checking the inputs for a module 17](#_Toc158105157)

[8.4 Version numbering and history information 18](#_Toc158105158)

[8.5 Module naming / reversification / use of STEP’s own version of *osis2mod* 18](#_Toc158105159)

[8.6 Checking the outputs 20](#_Toc158105160)

[8.7 The Sword module 20](#_Toc158105161)

[8.8 Additional information: the TextFeatures folder and the enhanced Sword configuration file 20](#_Toc158105162)

[9 Philosophy and implementation 22](#_Toc158105163)

[9.1 Overview 22](#_Toc158105164)

[9.2 Code structure – background 23](#_Toc158105165)

[9.3 Code structure 23](#_Toc158105166)

[9.3.1 Main 23](#_Toc158105167)

[9.3.2 ProcessingElements 24](#_Toc158105168)

[9.3.3 Subelements 24](#_Toc158105169)

[9.3.4 Support 24](#_Toc158105170)

[9.3.5 OsisInputOnly / UsxInputOnly 24](#_Toc158105171)

[9.3.6 Utils 24](#_Toc158105172)

[10 Miscellaneous 26](#_Toc158105173)

[10.1 Non-compliance 26](#_Toc158105174)

[10.1.1 OSIS XSD compliance 26](#_Toc158105175)

[10.1.2 Metadata compliance 26](#_Toc158105176)

[10.2 Tools etc 26](#_Toc158105177)

[11 A note on debugging 28](#_Toc158105178)

[12 Gotchas and arcane information 29](#_Toc158105179)

[12.1 General 29](#_Toc158105180)

[12.2 Tables 30](#_Toc158105181)

[13 Intellij IDEA 32](#_Toc158105182)

[13.1 Run configurations 32](#_Toc158105183)

[13.2 Artifacts 32](#_Toc158105184)

[13.3 Bugs 33](#_Toc158105185)

[14 Conversion policy 34](#_Toc158105186)

# Introduction

This document talks about the STEP Text Converter. Here’s a useful schematic showing what it does, which will help you distinguish it from other lesser forms of software:

|  |
| --- |
| Module or repository package  VL  USX  OSIS  **Magic** |

In theory any of the inputs can be either a single file or a collection of files. In practice, to date all VL and OSIS inputs have involved just a single file; and all USX inputs have comprised of a separate file per Bible book. Chances are, therefore, that these are the only things which will have been tested. Don’t say you haven’t been warned.

In addition to the inputs listed above, we can also cope with USFM, in so far as the UBS Paratext tool can convert USFM to USX, and we can then use that as an input. Anything else will require more development work.

Talking of more development work, it’s worth pointing out that all guarantees are off with Verseline (VL) format, which reflects the comment in the Book of Judges, that every man did that which was right in his own eyes. There is *some* degree of consensus, certainly: all versions of VL give the canonical text of each verse on a line to itself, prefixed with something to identify the verse reference. But the manner in which the references are formatted, and what additional features are supported (footnotes, Strong’s, etc), varies from text to text. I have built into the converter facilities to cope with the couple of examples I’ve had to deal with recently, and that *might* provide enough flexibility to cope with other examples in future. But chances are it won’t. Again, don’t say you haven’t been warned.

Returning to the schematic above, can it really be that simple you ask? To which the answer is, of course no. There wouldn’t be a 40-page user and maintenance guide and 10,000+ lines of code if it could.

There are, in fact, all sorts of complications, of which the following is a mere selection:

* As explained, every VL text follows different rules from every other.
* The USX specification is still under active development, and each version of the USX specification is different – sometimes quite significantly so – and so we have to iron out the differences.
* No one really understands USX, so lots of texts get it wrong.
* Even if they get it right (ie if the files are fully compliant), people usually have to resort to underhand methods in the hope that those underhand methods will achieve what they want. For example, people commonly want to use fully indented paragraphs; but, there being no ‘fully indented paragraph’ tag, they often use bullet point tags in the hope that will give them indented paras. (It won’t, incidentally. But we need to do our best for them.)
* USX (and OSIS) can use milestone tags for verses. This supports (and encourages) the use of formatting and semantic tags which run across verse boundaries. But the *osis2mod* tool which we have to use to create Sword modules doesn’t like this (and actually, nor do we), so we need to try to restructure things to avoid cross-boundary markup – something which isn’t always possible. (In fact, I believe there is some evidence that *osis2mod* will itself restructure things to avoid cross-boundary markup in any case.)
* The supplied text may be semantically perfect (unlikely though that is) but still have invalid content. It may be an NT-only text, for instance, but contain cross-references which point to OT books.
* The text may follow an ‘unfortunate’ versification scheme. In order to work with STEPBible’s added value features, we either need something which *is* NRSVA-compliant (which may require us to restructure the supplied text) or else can be temporarily *made* compliant on the fly at run time (which requires us to supply to the runtime system the information to make this possible).
* Even without all of that, sometimes the supplied data isn’t as we need it, and we need to apply changes.
* Etc.

This gives rise to a complicated processing chain, reliant upon a lot of configuration information and (the converter being a command-line tool) a variety of command-line flags.

Fortunately the amount of configuration information which absolutely *has* to be established for a given text is normally relatively modest because the vast majority of the information has sensible defaults: I have made so much stuff configurable purely to cater for the possibility that we hit some *really* weird text at some point.

And with that, down to work …

# General information

## About the inputs

**VL** is normally supplied to us by third parties, typically in the form of a single file covering the entire Bible. The processing is, in fact, set up to cater also for the input coming in the form of a number of files, but this hasn’t really been thought through (and certainly not tested), because we’d need some way of knowing the order in which to process the files (the default being that we just run through the files in the collating order of their names, and then take books as they are encountered).

**USX** is normally supplied to us by third parties, typically in the form of a separate file per book. The processing *should* also cater for all of the books being concatenated into one file, but at the time of writing this has never been tested.

**OSIS** is the most complicated.

First off, in terms of mechanics, the same comments apply as for VL: I expect to have a single file, and while things are vaguely set up to cope with more than one, I have never tested this, and more development work would almost certainly be required.

We may need to work with OSIS under a couple of different circumstances.

For some texts, OSIS may be all we have.

On the other hand, where we have VL or USX as input, and where the conversion process starts from that VL or USX, I have to create OSIS en route to creating a module, and I save this OSIS in the *InputOsis* folder (ie the folder in which OSIS would be stored if we were using OSIS as our starting point). I do this so that if necessary on future runs we can use the OSIS as a starting point in preference to the VL or OSIS. You wouldn’t normally want to do that, but sometimes we want to apply tweaks to the Bible (for example to add or modify tagging), and OSIS is seen as being the most convenient place to apply this.

When creating a module, you can tell the processing to start from this OSIS in preference to any VL or USX data if you wish. (It will warn you if the OSIS pre-dates any existing VL or USX, and you therefore risk picking up out-of-date information.)

## Reversification

Different Bibles label and organise verses differently. The translation of a given chunk of ancient text may be labelled Dan 1:2 in one Bible, and something different in another. This is a problem for STEP’s added value features. For instance, the vocabulary STEP displays for Dan 1:2 is based the mouse hovering over a verse marker which reads ‘Dan 1:2’. If Dan 1:2 in different Bibles reflects different underlying ancient texts, the vocabulary would – without further work – be wrong for some of them.

To address this, there are two options.

One, which I refer to as *conversion-time* reversification, entails restructuring the text during the conversion process, moving verses around and relabelling them, so that the generated module is 100% NRSV(A) compliant (NRSV(A) being our chosen standard). In general, licence conditions preclude quite such major surgery, so this is limited to relatively few texts (probably public domain ones), and in addition will probably be applied mainly to texts of interest to an academic audience, who would understand the need for reversification.

The alternative – *runtime* conversion – entails leaving the text as-is through the conversion process (which probably means it conforms neither to NRSV(A) nor to any of the other schemes built into the Crosswire *osis2mod* utility. This lack of conformity means the result has to be run through our own version of *osis2mod* which can handle texts in this form (and used with our own version of JSword which can also cope). In this case, using the plain vanilla display in STEP, users are presented with the text in its native form. Divergences from NRSV(A) are taken into account only on-the-fly if the user invokes added value features which would be affected by them. This approach helps ensure we conform to licence conditions, and also produces a text which is more likely to be acceptable to a non-academic audience familiar with the native text.

As discussed later in this document, you can specify what form of reversification should be applied (including *None* where you really don’t want reversification); or you can leave it to the converter to make up its own mind.

## Osis2mod

In order to generate a module we use the tool *osis2mod*, which requires OSIS as input and converts this into module form.

*osis2mod* now exists in two forms. There is the original Crosswire form, and our own STEP form.

The Crosswire form is the one we have used up until recently (and the one we would have to use if we wanted to make modules available to third parties). However, it has certain limitations. In particular, it has a number of built-in versification schemes, and cannot cope with data which is not well aligned with one of those (or certainly cannot always cope well). And it also cannot cope with those relatively few texts where the translators have deliberately opted not to keep all of the verses in strict numerical order, or which have non-standard book ordering.

Both of these issues our own version of *osis2mod* can cope with – but at the cost, as I say, of the resulting modules being usable only within STEPBible.

As with reversification, you *can* use a command-line parameter to force a particular version of *osis2mod* to be used, but are probably better off leaving it to the processing to make up its own mind.

The STEP version *must* be used if we are using run-time reversification or if any verses or books are out of order.

# Using the converter – process overview

1. Install the converter and configure its environment. See section 4. You do this once off (but you may need to repeat portions of the job if the converter is updated).
2. Create a folder structure to hold the inputs for your text. See section 5. You do this once for each text. If you have many texts which share some characteristic (for example, many from the same text supplier such as Biblica), you may want to make some additional arrangements so that the texts can share common configuration information etc. This is also discussed further in section 5.
3. Set up configuration information. See section 6. You do this once for each text. You need to do at least *some* work for each individual text, but the amount of work is fortunately often quite limited.
4. Consider whether the text needs to be pre-processed and / or whether any OSIS associated with it may need to be prepared manually. See section 7. Preprocessing is concerned with ironing out the idiosyncrasies of an individual text or a set of related texts. Actually, the need for preprocessing may become apparent only after you have done a first run of the converter and examined the results.
5. Run the tool, check the outputs, make any necessary modifications, and repeat as necessary. See section 8.

# Installing the tool and configuring the environment

***You do this just once.***

* You need to have the file TextConverter.jar stored somewhere; and depending upon how you choose to run it, you may need to have it in your classpath.
* You need to have Java 18 or later installed.
* You need a copy of the Crosswire *osis2mod* program (see <http://dl.thehellings.com/sword-utils/> for the Windows versions).
* You also need a copy of our own *osis2mod* variant (which I think is currently available only in a Windows version). I can’t give the actual name for that, because I have a feeling it may change.
* I think (but am not 100% sure) that both of these rely upon DLLs – and unfortunately, the DLLs they use in the two cases have the same names, even though they are different. I therefore strongly recommend that you put the Crosswire version, along with its DLLs in one folder, and our proprietary version along with *its* DLLs in another.[[1]](#footnote-1) You will also need to set up an environment variable indicating where they can be found. The variable should be called *StepTextConverterParameters*, and you need it to contain the following (which you should assume to be case-sensitive):

stepStepOsis2ModFolderPath=somePath; stepCrosswireOsis2ModFolderPath=someOtherPath

This environment variable can be used for more than giving just these two settings. Configuration information in general, and this environment variable in particular, are discussed further in section 6.

Note, incidentally, the repeated ‘step’ at the start of the first setting. Internally, all configuration parameters have names starting with ‘step’; and here the parameter gives the location of the STEP version of the osis2mod program. Hence ‘stepStep’. My apologies – the universal ‘step’ prefix is a historical hangover which it would be kinda risky to remedy at this stage.

# Creating a folder structure

***You set this up once for each text.***

## The per-text root folder

* You need to create a separate root folder for each text.
* It doesn’t matter where you store this folder, although it may be convenient to co-locate folders for related texts (eg all texts from the same publisher) under a common ancestor folder so they readily can share configuration information. We look at this idea of shared data further in section 6.1.
* Give the folder a name like eg *Text\_eng\_XYZ*, where in this example *eng* is the two- or three- character language code for the text, and *XYZ* is the abbreviation for the name of the Bible, the two parts being separated by an underscore. My convention is to give the former in lower case, and the latter in whatever format seems to make sense. (The module name will be based upon this. It sometimes drops the language code, and, where it is retained, forces the first letter to upper case. The abbreviation is retained as-is.) The name should always start *Text\_*.
* Optionally, you may add a further portion to the folder name – eg *Text\_eng\_ESV****\_th***. See section 8.5 for an explanation of why you may want to do that.
* Very often the translators will have provided an abbreviated name for you.[[2]](#footnote-2) Where this is the case, if you have both an English and a vernacular abbreviation, use the vernacular form if it is in Roman characters, otherwise the English form. If none is supplied, you will have to make one up. It needs to be unique. There is no limit on the length of the abbreviation, but you should try to keep it short, because it is used in module names, and these appear in places where screen real-estate is at a premium.

## The content of the per-text root folder

The content of each per-text folder is standard. I’ll show below a somewhat extended version of that folder, and then give details.

**Text\_deu\_Lut1545**

\_Output

InputOsis

InputUsx

InputVl

Metadata

* The black folder is created automatically by the processing. You do not need to create this, therefore.
* You *must* create the red *Metadata* folder. This must hold, at the very least, a configuration file called *step.conf*, and may hold other things too. Configuration information is discussed in section 6.
* As regards the blue folders, if you are starting from VL, create *InputVl* and put your raw data into it. If you are starting from USX, create and populate *InputUsx*. If you are starting from OSIS … well, you get the picture.
* If you are starting from USX or VL, the processing will itself create OSIS and store it in *InputOsis*, replacing any previous data there. On future runs, you can apply manual tweaks to this OSIS if you want (for example to add or modify tagging), and can request that the converter use this as its input in preference to any USX or VL. In such a case, the converter will warn you if the USX or VL data is later than the OSIS, and therefore possibly the OSIS is out of data.
* USX files are expected to have an extension of .usx. VL files must have an extension of .txt. And OSIS files an extension of .xml.
* The module zip file (and, on release runs, the repository package) are created under the \_*Output* folder. That folder will also contain other material which might be useful for debugging purposes, like the OSIS actually used in generating the module.

# Configuration and metadata

***You set this up once for each text.***

## Overview

The system is very highly configurable. In part, this is because it *has* to be – you need to be able to say different things about different texts, and you need to be able to apply different processing to them. And in part it’s because frankly we don’t really know what’s going to hit us (or certainly we *didn’t* know – and each text still seems to bring surprises).

Among other things, the metadata has to cater for:

* Controlling the conversion process.
* Describing the text and its copyright and provenance.
* Determining how USX tags are to be converted to OSIS.
* Dealing with vernacular translations of certain English information.
* Recording how references are formatted.

This implies a very large amount of configuration data. Most of this data is pretty much fixed, and for convenience resides in the *Resources* section of the converter JAR file. The configuration data for each text will need a certain amount of setting up and / or tailoring, but fortunately in general the amount of work involved is quite modest.

For details of how to set up configuration parameters refer first to \_readMeFirst\_.txt in the Resources section of the converter JAR file[[3]](#footnote-3), and then, if necessary, to the header comments of the various other files collocated with it. (Hopefully, though, you can find another existing configuration file and simply copy and tailor that.)

It may be useful when setting up your folder structure and configuration data to consider whether there is configuration data which could usefully be shared. For example, if you have a number of texts from the same publisher, they may all need to have the same details of the publisher, conditions of use, etc. It is easy to refer out from one configuration file to another – particularly to another in a closely related part of the folder structure. So you could, for instance, place the root folders for all of the texts from that publisher under a common folder, and store this shared configuration data in a file in that common folder. Then all of the individual texts could access the shared data easily, and there would be no need to duplicate it.

# Do you need to pre-process the text?

***You set this up once for each text which needs it. Pre-processing***

***for VL and USX is run automatically every time the converter runs.***

There are two places (or perhaps three if you choose to see it that way) where you might need to apply pre-processing.

## Verseline

I’m not exactly clear whether this counts as pre-processing, but because VerseLine is not standardised, you need to inform the converter ahead of time how to parse the VerseLine data. You do this via configuration parameters, which you need to set up:

* **stepVlCommentMarker**: Defines anything used as a comment marker in the text. Blank lines and lines starting with this marker are ignored. You may leave this undefined if there are no comment lines. That’s a lower-case ‘L’ after the ‘V’ in the name – *Vl* for Verseline.
* **stepVlLineFormat** – eg ?<**bookAbbrev**>.\*?)\.(?<**chapter**>\d+)\.(?<**verse**>\d+)\t(?<**text**>.\*)  
  A regular expression which makes it possible to extract the various parts of each line. You must define the named fields listed above (highlighted in red).
* You may also need to define **#VernacularBookDetails** – for example  
    
   #VernacularBookDetails **GEN**: Abbr: **Gn**.  
    
  #VernacularBookDetails is used throughout the system to relate long / short / abbreviated vernacular names to the corresponding USX abbreviation. The red above is the UBS book abbreviation for the text, and the green is the name as it appears in references in the Verseline data. You need one entry for each book which appears in the VL data (or which may be created as a result of reversification). This data may be omitted if the names which appear in the VL are in fact already standard USX abbreviations.

Be aware that because there is no standard for VL, there is no guarantee that the existing processing will work with future VL texts. It is perfectly possible that each new text will require its own additional programming support.

## USX

USX is complicated, and people get it wrong. Even if they get it right, it isn’t always what we want.

In fact, certain *very* common issues are corrected within the converter itself. In general, however, the converter doesn’t sort out the text because – just as with VL – each text is likely to have its own unique issues.

There are a number of options for addressing the shortfall.

You *can* address issues manually if you want – ie just edit the inputs to correct them before running the converter. If you do that, though, your edits will be lost if the translators issue a new release.

Alternatively, you can write your own automated pre-processor and use it to modify the data before you supply it to the converter.

And / or, you can supply fragments of XSLT via configuration parameters *stepXsltStylesheet* and *stepXsltStylesheet*\_*Gen* etc. The latter gives transformations to be applied to a particular book. If you have both a book-specific value and the general one, the book-specific one is applied to that particular book, and the general one to any books which lack a book-specific sheet.

The value assigned to these parameters can be either a complete XSLT stylesheet or a collection of *xsl:template* chunks. I’d recommend the latter, because the processing will then automatically take care of namespace-related issues for you. Thus something like the following is perfectly acceptable:[[4]](#footnote-4)

stepXsltStylesheet\_Psa#= \

<xsl:template match="para[@style = 'qd']"> \

<xsl:copy> \

<xsl:attribute name="style">d</xsl:attribute> \

<xsl:attribute name="\_X\_suppressValidation">y</xsl:attribute> \

<xsl:apply-templates select="@\*[not(local-name()='style')]|node()"/> \

</xsl:copy> \

</xsl:template>

## OSIS

As an alternative, you can supply OSIS as input. See section 2.1 for more details.

If tweaks have to be applied to the OSIS, you will have to handle that before running the converter. The converter does actually apply *some* tweaks of its own in order to overcome issues where STEPBible does not format standard OSIS correctly, but in the main, modifications will be down to you.

# Running the converter from the command line

***You may need to do this a number of times for each text  
if issues are reported and you need to fix them.***

At the time of writing, the converter can actually be used for three entirely separate purposes.

The main one, naturally, is to generate a module and / or a repository package from the various inputs. This is discussed in section 8.1.

But you can also use it to compare the text with the various built-in versification schemes supported by Crosswire’s version of *osis2mod*. This would be a useful thing to do if you wish to make a module publicly available – to do that, you *have* to use the Crosswire version of *osis2mod* and need to choose a versification scheme which the text fits reasonably well. This is discussed in section 8.2.

And you can use it to check whether a given module was built from a given set of inputs. This is discussed in section 8.3.

Limitations in the library I am using to parse command line parameters make it difficult to tailor the list of parameters according to which of these you wish to run. I therefore always accept everything, and ignore any parameters not relevant to a particular run.

## Generating a Sword module

java -jar PathToJarFile\TextConverter.jar  
 **-rootFolder PathToFolderToBeProcessed**  
 -runType …  
 -startProcessFromOsis  
 -updateReason …  
 -reversificationNotes …  
 -manualOsis2mod …  
 -forceOsis2modType …  
 -dbgSelectBooks …  
 -dbgAddDebugAttributesToNodes  
 -dbgDisplayReversificationRows …  
 -checkInputsAgainstPreviousModule  
 -evaluateSchemesOnly  
  
(To obtain help information, run the program without command-line parameters, or with the parameter  
–help.)

The blue parameter is required regardless of which purpose you are using the converter for. The green parameters are relevant when generating a module. The red parameters select between the other uses of the converter as discussed above.

**rootFolder** is the path to the root folder for the given text (for example the *Text*\_*eng\_XYZ* folder mentioned earlier). If it’s an absolute path, that’s what’s used. If it’s relative, the system attempts to locate it relative to the current working directory. If that doesn’t work, it looks for the setting stepTextConverterDataRoot and tries looking for it relative to that.

**runType** may be *Release / MajorRelease / MinorRelease* (generate a release version of the module); or *EvalOnly / EvaluationOnly* (generate a version for evaluation only). Version numbers and history information are updated only on release runs. You can force the question of whether this is a major or minor release using *MajorRelease* or *MinorRelease*. If you just use *Release*, the processing will decide for itself whether this is a major or a minor release. See the discussion of version numbering in section 8.4 for an explanation of how the choice affects version numbers and history information.

**startProcessFromOsis** tells the converter to ignore any VerseLine or USX data, and start working from the data in the *InputOsis* folder. (The converter will, however, raise a warning if the VL or USX data post-dates the OSIS, on the grounds that this may mean you’re working from an old copy.)

**updateReason** is provides an explanation for a new release. It is not always required: if the update arises from a revision to the source information, it may well be that the text suppliers have given an explanation, and particularly if you are working with DBL, the processing may be able to pick it up from the DBL metadata automatically. Refer to section 8.4 for more details.

**reversificationNotes**: None / Basic / Academic. Determines what kind of reversification-related footnotes are added to the text. *Basic* and *Academic* differ in the number and level of details in the footnotes. This parameter is optional, and defaults to *None*.

**manualOsis2mod**: This may be useful particularly if running the converter from within the IDEA IDE. Normally running *osis2mod* from within the converter works perfectly well, even when you are running the converter itself within the IDE. And the processing is indeed set up to run *osis2mod* automatically in this way. However, latterly when processing ESV (a particularly large OSIS file – around 32Mb – a fact which I presume may be significant), *osis2mod* would just hang. If you pass *manualOsis2mod*on the converter command line, the processing stops at the point where it would otherwise run *osis2mod* itself, copies to the clipboard a command you can use to run *osis2mod* in a plain vanilla command window (on Windows, that’s just a command window, not a Powershell window), and then lets you tell it when osis2mod has completed, at which point it carries out the processing which it would *normally* perform after osis2mod had run.[[5]](#footnote-5)

**forceOsis2modType** can assume the values *Step* or *Crosswire* (not case sensitive). The converter can use either the Crosswire osis2mod to create modules or a STEP bespoke version. This forces the choice. If not specified, the converter makes the decision: if the versification of the text is close to that for KJV(A), and if no verses and / or books are out of order, it uses the Crosswire version, otherwise the STEP version. You need to be careful if forcing things, however. If you force the use of the Crosswire variant, but the text contains verses which the selected *osis2mod* versification scheme does not support, the resulting module will contain errors.

**dbgSelectBooks:** When debugging, you may be able to speed things up by limiting the books being processed on a given run. This parameter lets you do this. The value can be eg *Psa* (to process just Psalms); *Mat,Mar,Luk* (to process those three books); <*Lev* (to process books before *Lev* in the standard ordering); >=*Lev*, etc.

**dbgAddDebugAttributesToNodes:** The processing is set up to add extra attributes to nodes to aid in debugging. This setting determines whether this happens or not.

**dbgDisplayReversificationRows:** lists the rows of reversification data which apply to this text. The argument to this option determines where this output is sent. May be *No*, in which case no output is produced; anything containing *screen*, in which case output is sent to the screen; or anything containing *file*, in which case output goes to debugLog.txt in the root folder for the text. You may include both *screen* and *file*, in which case output goes to both places. By default, output is displayed at the time it is available. Include *deferred* in the argument to have it generated at the end of the run (at the end of the run, the output is guaranteed not be interleaved with other information). This parameter is optional, and defaults to *No*.

**dbgAddDebugAttributesToNodes:** The processing is set up to add attributes to certain nodes which may be useful for debugging purposes, but at the expense of producing larger files. This setting determines whether these addition attributes are added or not. This parameter is optional and defaults to *No*.

## Evaluating versification schemes

java -jar PathToJarFile\NewConverter.jar  
 -rootFolder PathToFolderToBeProcessed  
 -evaluateSchemesOnly

**rootFolder** is as discussed in section 8.1.

This command evaluates the extent to which each of the versification schemes built into *osis2mod* supports the versification actually present in the raw USX files. It outputs a score table to stdout, along with details of how to use the scores to select the scheme which best fits.

If you are using reversification to restructure a text at conversion time (see section 8.5 for a discussion of reversification), or are using the STEP version of *osis2mod* to restructure the text as necessary at runtime, then you do not need this information. If neither of these applies, however, you will need to use this information to select a suitable versification scheme from those supported by the Crosswire *osis2mod*, and must then set the stepVersificationScheme configuration parameter accordingly before generating a module.

Note that texts relatively seldom fit any ‘standard’ scheme exactly, and the Crosswire version of *osis2mod* may itself restructure a text which does not precisely fit the selected scheme. This is probably undesirable. In general, therefore, if no scheme fits exactly, you should generally choose one where the scheme expects verses which the text does not supply, rather than one where the text has verses which the scheme cannot accommodate.

## Checking the inputs for a module

java -jar PathToJarFile\NewConverter.jar  
 -rootFolder PathToFolderToBeProcessed  
 -evaluateSchemesOnly

**rootFolder** is as discussed in section 8.1.

When the converter creates a module, it stores SHA256 digests for each of the input files in the Sword configuration file which forms part of the module. This option compares these digests against the inputs as they currently stand, to determine whether the module was built using those inputs. (Where you have VL or USX available, but opt to start from OSIS, it is the OSIS whose digest is retained.)

## Version numbering and history information

Crosswire stipulates that version numbers should be of the form *<major>.<minor>* – eg *1.2*.

It is actually rather difficult to determine in general what should constitute a major update and what a minor one, because we would be dependent upon text suppliers to make this clear, and they do not always do so (indeed, sometimes we don’t even have version numbers from them) – and even if they do, they may differ as to what is a major update.

I have therefore taken an easy way out: we treat as major any update occasioned by the release of a revised version of the source package by the text suppliers, no matter what the revision may have been; and we treat as minor any release occasioned by a revision to the conversion software.

There is absolutely no reason why this should be appropriate – a change to the source package may have zero impact, and a change to the software may have a huge impact – but at least it’s easy to be consistent.

If you need to force a particular change to be viewed as major (or as minor) when it would not naturally be seen as such, you can use the *runType* command line parameter as discussed in section 8.1.

History information has to end up in the Sword configuration file. However, this is regenerated on each run, and therefore cannot be used as a long-term repository of the information. In view of this, I update the step.conf file with history information as necessary. If this information isn’t what you want, you are free to edit it, so long as you retain the correct format. However, a) don’t move history information out of step.conf and use the ‘include’ mechanism to store it anywhere else; and b) keep it as plain text – don’t rely upon any of the built-in configuration mechanisms to construct it out of other things.

History and version information is updated only on release runs.

It is up to you to maintain *Obsoletes* information manually in this form:

**copyAsIs=Obsoletes=**abcXYZ

The stuff in boldface should always appear exactly as it appears here, and at the end you should give the module name of any existing module which this one replaces. You don’t *have* to have any of these lines; but if you do, you can have as many as you like, to cater for the possibility that a new module obsoletes a number of existing ones. There is no need to include a line for the module itself: if you are constructing, say, deuHFA, it is automatically assumed that this will be replacing any previous copy of this module.

## Module naming / reversification / use of STEP’s own version of *osis2mod*

Sadly (in terms of making this even vaguely straightforward) all of the issues named in the title of this section are inter-related. (See also sections 2.2 and 2.3.)

**To reversify or not to reversify**

You can force conversion- or run- time reversification, or you can specify that no reversification is to be applied … or you can leave it to the processing to decide. I recommend this last option unless you have very good grounds for forcing the issue. (‘Good grounds’ might be that you know the text is already NRSV(A) compliant, or that you are generating a module for some third party and therefore don’t need it to be NRSV(A)-compliant.)

If left to its own devices, the converter will never apply conversion-time reversification. But it *will* apply runtime reversification if the text is a long way adrift of NRSV(A). (More specifically, it will definitely apply runtime reversification if the text contains verses which NRSV(A) does not accommodate.)

**Crosswire *osis2mod* or STEP *osis2mod***

STEP *osis2mod* is required if *runTime* reversification has been selected. It is also required if the text has out-of-order verses or books. Other than for these two cases, Crosswire’s version of *osis2mod* will work, and is to be preferred, since it will generate modules which – licence conditions permitting – we can make available to other people.

**Selecting reversification and osis2mod options**

You can attempt to force either of these, using the configuration parameters *stepForceReversificationType* and *stepForceOsis2modType*.

In both cases, you can force a *more* stringent type than is required (*runTime* or *conversionTime* is more stringent for the reversification type than *None*, and *Step* is more stringent than *Crosswire* for the *osis2mod* type).

If you are forcing something *more* stringent than the above rules require, the processing will issue either a warning or an information message, but it will respect your request. If you attempt to force a *less* stringent type than is required, the processing will abort with an error.

Or you can simply not force the issues at all, and leave it to the processing to decide.

**Module naming**

Module naming is derived in part from the name of the root folder for the text, and in part from the nature of the processing being applied to it.

A module name looks something like:

<langCode><abbrev>[\_suffix] eg deuLut1545\_sb

*langCode* is the 3-character language code for the text, first character in upper case, remainder in lower case. It is omitted on English texts and on ancient Hebrew and Greek texts.

*abbrev* is the abbreviated name for the text, and is taken from the root folder name. It is used exactly as specified there.

*suffix* is optional:

* Some texts already have a suffix (typically \_*th*), and where this is the case it is retained for backward compatibility. Otherwise, whether we have a suffix depends upon what processing is being applied to the text:
* If the text will be usable only within STEPBible (ie if it is being encrypted, or if the module is being generated using our version of *osis2mod*), no suffix is appended.
* If the text might in theory be usable outside of STEPBible[[6]](#footnote-6), we append a suffix of \_*sb* in the hope that this will avoid name clashes with the same text processed by other people.

The above describes the situation for release runs. If you are generating an evaluation-only module, the name reflects this fact, and also includes a date stamp, so that you can retain multiple different copies if necessary – eg *DeuHFA\_EvalOnly\_0927T1908.*

## Checking the outputs

Each run of the converter generates two log files – *converterLog.txt* and *osis2ModLog.txt –* in the per-text root folder. The latter contains messages generated by the third party *osis2mod* program, and the former contains messages reflecting the overall conversion process. *converterLog.txt* contains copies of the most important messages from *osis2mod*, and so normally you need refer only to *converterLog.txt*. The converter itself gives an indication on stdout of whether errors or warnings have been issued, and therefore whether you need to refer to these files.

## The Sword module

The Sword module is created as a zip file in the *\_Output* subfolder. Its name reflects the module name as discussed in section 8.5.

On release runs, a repository package is generated, also in the \_*Output* folder. This package contains the module zip file and various of the input data (for example the OSIS used to create it).

## Additional information: the TextFeatures folder and the enhanced Sword configuration file

The processing creates a *TextFeatures* folder within the Sword module folder structure, and stores two files within this, in case they prove to be useful.

*textFeatures.json* summarises things like which USX tags the text uses, whether it contains tables, etc.

*vernacularBibleStructure.json* indicates whether the text contains OT books, NT books, DC books, full or partial OT and NT, and which books it actually contains.

And the Sword configuration file is also enhanced with a lot of header comments in stylised form which could perhaps be used for the purposes of automated processing in support of administering the texts (for example, to identify texts whose licences are due to expire shortly).

A separate Kotlin tool – *AdminDataExtractor* – is available to extract this administrative data from collections of modules.

**Maintenance guide**

# Philosophy and implementation

## Overview

The converter is a large collection of Kotlin code which takes Bible texts in a variety of formats, creates from them an ‘equivalent’ OSIS representation, and then uses an external program (*osis2mod* [[7]](#footnote-7)) to turn this into Sword modules.

The input formats currently supported are USX, VerseLine (VL) and OSIS.

* USX we have been able to support for a long time, because most of the texts we have received over the last few years have been in USX format. By implication, we can also support USFM, because the UBS Paratext tool can be used to convert USFM into USX.
* VerseLine is a bit of a moveable feast, because no two implementations of VL seem to be the same. All have in common that each verse is fully described on a single line, but the format, the scripture reference naming conventions and the features (Strong’s, footnotes, etc) differ between implementations. I have incorporated into the converter a measure of flexibility, but it is perfectly likely that it will prove inadequate for new VL texts in novel formats.
* OSIS is a recent departure. We need to support OSIS because sometimes that’s all we get. And we also need to support it because increasingly we are having to tweak texts (for example to add or amend tagging), and it turns out that when making manual tweaks, OSIS is the most convenient format to use. The need to support OSIS as an input in addition to using it as an intermediate is a significant complication.

The overall flow of control of the converter is shown below.

|  |
| --- |
| Pure OSIS  USX  VL  Module Repository package Encryption data etc  Pure OSIS  Modified OSIS |

A given text must, when first processed, have at least one *InputXxx* folder. (It can also have two *InputXxx* folders, so long as one of them is *InputOsis*. In this case, by default processing starts with the non-OSIS folder unless you specify otherwise.)

USX and VL are converted to ‘pure’ OSIS. This is OSIS which should be acceptable to a third party, were we in a position to make it available (subject to the considerations discussed in section 10.1). This version of the OSIS is stored in the *InputOsis* folder as a possible alternative input for future runs (where, for instance, we need to tweak the tagging and are set up to do this only to OSIS). It is not actually stored there until the end of the run though – I don’t store stuff until I know things have worked. Any previously existing pure OSIS is deleted at this point.

Where we are taking OSIS as input, I assume that this is ‘pure’ OSIS to begin with.

The pure OSIS is then modified in various ways (for example to apply reversification, to expand elisions, and to apply modifications needed to sort out STEP’s rendering), before being fed to *osis2mod* to create the module. The modified OSIS is of no long-term value. It is retained for debugging purposes (retained until the next build, that is, when it will be overwritten), but should not be used for anything else.

And then finally I generate the various supporting data (features summary, encryption data, etc) and create the module, the module zip file and, on release runs, the repository package.

## Code structure – background

A note on history. Previous versions of the converter were all based upon USX – USX was essentially the only form of input for which we catered, and so all of the manipulation (expansion of elisions, reversification, etc) was applied there. The move to OSIS has meant reorganising things so that this manipulation is applied to OSIS rather than USX. At the same time, I recognised that in fact much of what I was doing could equally well be applied in either place – the two might know some kinds of nodes by different names and use different names for their attributes, but allowing for that, a lot of the actual processing would be pretty much identical.

Where I felt it might be useful, therefore, I have created a standard framework to do the work – a framework which doesn’t actually care whether you are working with USX or OSIS. You tell it which applies at the time you instantiate it, and it should then just work regardless of which protocol you are handling. This comes at the cost of a slight increase in complexity, but it does give us the flexibility to revert to working with USX again should that ever become necessary.

Having said this, you should not assume that the code as it currently stands will work with USX. Hopefully in most respects it will, but at the time of writing we have no plans to revert to USX, and therefore the USX side of things has not been tested at all.

Just in case you do have cause to revert to applying the bulk of the processing to USX, Utils, Support and SE items should hopefully carry through pretty much as-is. The PE items will definitely need attention, but even there, the overall flow of control may well be much the same.

## Code structure

The code is split into a number of different packages.

### Main

The main level includes Main (the main program); and ProcessingController. The former does little more than pass control to the latter, and provide a backstop to catch and report exceptions. The latter handles command-line arguments, arranges for configuration data to be read, works out what processing steps are required, and runs them.

### ProcessingElements

This includes all of the main elements of the processing activity – the steps which *ProcessingController* selects and runs.

There are three *PE\_Phase1\_FromInputXxx* classes, each of which handles a particular type of input (VL, USX or OSIS).

This is followed by *PE\_Phase2\_ToTempOsis* which converts the results of the input handlers to the ‘pure’ OSIS needed in the *InputOsis* folder and also creates the modified OSIS from which the module is generated.

*PE\_Phase3\_To\_SwordModule* runs *osis2mod* and then zips the results up to form a module.

*PE\_Phase4\_To\_RepositoryPackageAndOrSaveOsis* create a repository package and (where the original input was not OSIS) saves the generated OSIS to *InputOsis* for possible future use. It does this only on release runs, however.

And *PE\_InputVlInputOrUsxInputOsis\_To\_SchemeEvaluation* is used on runs whose sole purpose is to evaluate how well the data fits with the various versification schemes.

### Subelements

These are things which are used by the processing elements described in the previous section. Their names kinda describe what they do; beyond that, the head-of-class comments go into much more detail. All of them could work equally well on either USX or OSIS (I *think* …), and take an *X*\_*DataCollection* instance as argument to their constructor (see section 9.3.6) to provide them with access to their inputs and also the tailoring necessary to enable them to work with either USX or OSIS as appropriate.

### Support

This contains what are essentially utility methods – things not tied directly to the purposes of the main application, but which might be of wider utility (eg things to delete files, to manipulate strings, etc). This probably could and should be turned into a separate standalone library, but I’ve never managed to fathom how to get IDEA to work with that.

### OsisInputOnly / UsxInputOnly

Various bits and pieces specific to a particular kind of input.

### Utils

This contains utility methods and classes which (unlike ‘Support’ – section 9.3.4) are very closely tied to the application. In general they are either agnostic to whether USX or OSIS is being processed, or are tailored via runtime parameters.

Two of them warrant more detailed description:

* *X*\_*FileProtocol*: This contains the information, widely used through the system, which enables other classes to work either with USX or with OSIS (objects *UsxFileProtocol* and *OsisFileProtocol* are derived from *X\_FileProtocol*). For instance, this tells the system how the particular protocol represents a book node, how to create footnotes, etc.
* *X\_DataCollection*: Gathers together a lot of information about the inputs, along with a suitable bundled instance of either *UsxFileProtocol* or *OsisFileProtocol*. This means that most of the system works off one of these. Within the Globals file are a number of instances based upon this – *OsisPhase1OutputDataCollection* (holds the output of Phase 1 processing); *OsisPhase2SavedDataCollection* (holds the data which will be stored in *InputOsis*, should the processing find this necessary); *OsisTempDataCollection* (holds the temporary OSIS data which will be fed to *osis2mod*); Usx\_*DataCollection* (holds input data during initial USX processing).

# Miscellaneous

## Non-compliance

### OSIS XSD compliance

In order to be able to supply modules or OSIS to Crosswire, the OSIS involved has to validate successfully against the OSIS XSD. There are various things we are doing which mean that sadly we cannot pass this particular test, but there appears to be no way of being fully compliant while, at the same time, generating modules which work for us. One particular example of non-compliance is given in the next subsection. However, DIB has pointed out that a fair proportion of the texts with which we work are copyrighted, and compliance with these is not really relevant, because we can’t make them available to other people anyway. I guess the counter-argument to this is that by developing the conversion process with that fact in mind, we are building non-compliance into it, and therefore putting ourselves into the position where we cannot make *any* of our material available, copyright or not.

**Lists and poetry**

USX does not enclose bullet-point lists and poetry within the equivalent of HTML’s <ul> tags, but officially OSIS requires them. However, it is fiddly adding them (particularly if we want to avoid cross-boundary markup), and things seem to work well without. (In fact, if the bracketing constructs are added, we end up with excessive vertical whitespace when text is rendered.) In view of this, I do not generate these constructs. Unfortunately this means that our output will necessarily not validate against the OSIS XSD.

### Metadata compliance

A number of the items which end up in the Sword config file subsequently appear on the STEP copyright page for the text. Where these items are picked up automatically (eg from DBL’s *metadata.xml*), these may be in HTML format as supplied to us; and even where not picked up automatically (and therefore generated manually), it is often quite convenient to use HTML format in order to obtain a satisfactory appearance.

Strictly we should not be doing this – Sword uses its own markdown for this kind of material, and really we should be limiting ourselves to this. However, the temptation to use HTML is somewhat irresistible since it works (for us, at least, with STEPBible being browser-based); it is more flexible; and no intervention is needed when picking data up from third parties.

## Tools etc

There is, in the git structure, a folder called *Support*, containing various items which are either directly useful, or which may prove to be useful at some point in the future. The main things which I use regularly are:

* **bibleStructure.xlsx**: Gives book names, number of chapters per book and number of verses per chapter for USX and OSIS.
* **reversificationRaw.xlsx**: A copy of the extended reversification data. This spreadsheet isn’t used by the processing, but it is useful for reference when debugging, because it is more readable. Or it’s useful so long as you keep it up to date by copying data from the website and pasting it into the file on a regular basis. (It needs to contain the expanded version of the data, and all comments and blank lines should be removed from it.)
* **stepTextManagement.xlsm**: An attempt at drawing up a list of what texts we have, what texts are available, and what texts we are working on – although at the time of writing this is significantly out of date and incomplete.
* **usxReference.xlsm**: Records information about USX tags, and lets you generate from this information code to be used within the converter.

The *Support* folder also contains other miscellaneous odds and ends, third party documentation, Crosswire files, etc.

# A note on debugging

When processing an entire text, it may well become apparent that there is an issue with some particular scripture file which warrants further investigation; and you may then wish to home in on that one book without having to wait while the processing deals with other books which may precede it in Bible sequence.

At the top of the main function in Main.kt is a statement Dbg.setBooksToBeProcessed("…"), which can be used to limit processing to an individual book, to a list of books, to a range of books, etc. Alternatively, you can supply this same information via the command-line parameter *dbgSelectBooks* – see section 8.1.

# Gotchas and arcane information

## General

Here, in no particular order, are some of the issues which I have encountered, and which you should bear in mind when making changes.

**Style sheets**: Styling may well be an issue, particularly when dealing with non-English texts (and perhaps more particularly, with texts which use non-Roman characters). I do make provision for vernacular translations of the *text* of things like standard footnotes (although it may well be very difficult to obtain the necessary translations); but it would be very useful to arrange for *formatting* to be appropriate to the language and its conventions as well. Material from DBL actually comes with a styles file which gives this information, but unfortunately there appears to be no way in which we can actually make use of it.[[8]](#footnote-8)

**Lists and poetry**: As mentioned elsewhere, OSIS compliance requires that bullet point elements and poetry lines be enclosed in bracketing tags equivalent to HTML’s <ul> tag – and I am not generating the bracketing because it is difficult to do so, complicates the issue of cross-boundary markup, and also gives excessive vertical whitespace at the start and end of lists or sections of poetry when rendered. I suppose it is possible that the issue of excessive vertical whitespace might be addressed by making changes to STEP’s internal style sheet as mentioned in footnote 8.

**Special formatting, and also lists and poetry**: OSIS has no simple constructs to support things like indented or right justified paragraphs. The SIL recommendations suggest that these be handled using <list> and <item> in various combinations (ie as bullet point lists). However, this is not really a viable solution for us – bullet point lists do, as the name implies, end up with bullet points, which is seldom (never?) what the translators had in mind. The only suitable approach I can find is to use the <l> poetry line tag (but without the bracketing <lg> tag which OSIS compliance demands – see previous paragraph). Even then, this does not really give the rendering which the translators will have had in mind. And in fact I don’t know that anything ever could: to generate indentation we need bracketing paragraphs, and bracketing paragraphs are almost inevitably going to give us cross-boundary tags, which *osis2mod* can’t handle (indeed I think it may turn bracketing constructs back to milestones, which absolutely guarantees we can’t achieve indented paras).

**Selah**: In theory, the USX para:style='qs' (Selah) tag is supposed to render the enclosed text (which, at least in English Bibles is normally the word ‘Selah’) right-justified on a line to itself. I have found no way of achieving this: the best I can do is to leave the word on the line where it appears, but italicise it. As a further source of confusion, Selah is given by a char tag in USX, but is a para tag in OSIS.

**Special characters**: Don’t be tempted to use XML characters of the form &#...; in any text. Or rather, as I recall, you have to have them as &amp;#...; . Don’t use any three-byte Unicode characters either (which sometimes might inadvertently be introduced by copying and pasting them from other applications into the USX text, even without recourse to &#...; markup). These aren’t rejected, but cause really weird problems.

**Blank lines**: It has latterly become apparent that something somewhere can get screwed up if blank lines appear in the text – either via USX para:b or via an empty para:p. Blank lines at the very end of a chapter cause the last verse number to come out *after* the text of the verse (and I therefore automatically remove at least para:b from this situation to avoid this). But I have also noticed in at least one case that a blank line actually caused a *later* verse to be dropped in its entirely (and not even an adjacent verse). This is clearly worrying, but at present I have no real handle on what is going on. Plus also more recent experience suggests that a para:b introduced not to split an existing line but purely to force a blank line may be ignored. If you really want the blank line to appear, the line actually needs to have something on it (like &nbsp;).

**Elisions**: The processing requires that all individual verses which appear in the target versification scheme (typically NRSV(A)) actually exist in their own right. Elided verses are therefore automatically split out by the processing: if an elision covers vv1-10, we end up with blank verses numbers 1, 2, … 9, and then a single large verse, numbered 10, containing the full text of the elision.

**Tables**: Tables are a big enough problem to warrant a section of their own – see section 12.2.

**Identical verses**: This came up in the context of elision processing, and I can’t immediately think it will be an issue elsewhere. Anyway, with elision processing, you tend to end up with runs of empty verses, and for consistency’s sake, you really want them all to look the same (ie to have the same content, such as an ellipsis or a dash). However, somewhat bizarrely, if you have a consecutive block of verses all with the same content (or all with no content), some of them are suppressed (and yes – even more bizarrely, it’s only *some* of them which are suppressed). To get round this, I am adding a no-effect char-type markup on alternative verses of this kind, so that no two adjacent verses have the same content.

**RTL**: At one time, RTL texts had to be rendered in verse-per-line format, or else the text came out in the wrong order.[[9]](#footnote-9) I am not sure whether this is still an issue. I did have formatting in place to take care of it automatically, and also allowed you to force the issue if you need to using the *stepForceVersePerLine* configuration parameter.

**Cross-references**: One thing to look out for. I have been told that if *osis2mod* is confronted with a purported reference which in fact is invalid, it tends to replace it simply by a reference to Rev 1. If you see spurious references to Rev 1, therefore, it is probably worth looking for invalid references in the raw text.

## Tables

Tables which contain verse markers are a severe problem (except possibly if, throughout the table, the sid for each verse appears in the same cell as the eid, but I have yet to encounter a table like that). Any attempt at all to retain them in this form is likely to result in *osis2mod* complaining or – worse – there being no complaint, but things coming out entirely wrong. And of course verses which have markup running across their boundaries are a big problem for reversification (the one redeeming feature here being that I believe it unlikely that those portions of a text most likely to be subject to reversification will be formatted as tables).

To address this, I retain the table markup, but remove the verse markup, creating an elision instead. Thus if the table originally spanned vv1-10, we end up with vv2-9 empty, and the entire table in v1. This retains the tabular appearance, but at the cost of the verses no longer having their original content (with unavoidable knock-on implications for added value such as verse vocabulary, interlinear, etc).

**Table tags**: The OSIS reference manual admits that support for tables is somewhat half-hearted, and also suggests that implementations will need to add their own ‘*x-*’ attributes in support of processing (something which surely of itself limits the usefulness of making OSIS modules available to third parties). STEP does precisely this, with attributes like *x-simpleTable*, for instance. Unfortunately, though, I have been unable to find any documentation as to what attributes STEP requires or supports. I can only say that with the text I have handled to date, we have successfully handled *style='tr'* on USX *row* tags, and things like *<cell align="start" style="tc1">* and *<cell align="end" style="tcr2">* on USX cells – so the OSIS we are generating for these is clearly appropriate. The USX *align* parameter presumably dictates alignment (and is actually the one standard attribute defined in the manual), so I am not sure why ‘r’ is needed in the second example, since presumably it, too, refers to right alignment. I have a feeling there are quite a number of other possibilities, but I have no idea what they are.

# Intellij IDEA

## Run configurations

When you create a run configuration, you have to indicate the main class. Ostensibly, IDEA locates this for you. Latterly it has stopped doing so. To get round this, use the Project option to select the main class manually, and then drill down through src/main/kotlin to locate and select the file:



## Artifacts

You need to create and build an ‘artifact’ in Kotlin terms in order to get a working JAR file, which you can use either standalone in a command line, or as the program to be run under control of my admin tools.

**Don’t forget to rebuild this each time you make any meaningful change to the code.**

Unfortunately, this folder does not turn up in the JAR by default – you need to change the configuration to make it happen: click the ‘+’ button, select *DirectoryContent*, locate the resources folder, and then add it.



Something at some point appears to generate a META-INF/MANIFEST.MF file within the resources file, and the latter should name your main class. (I’m not sure what causes this, but so long as it does, and so long as the class is named correctly, we’re on to a winner.)

Next, you have to arrange for whatever contains this META-INF folder (which I am assuming, as I say, to be the resources folder) to appear at the top of the list of entries. To this end you need to ensure alphabetical ordering is turned off, and then use the up-arrow key to move the folder to the top. There was also a suggestion that you might need to move the main class just below this; I’m not sure whether it’s necessary, but there’s no particular harm in doing it.



So far this is something you need do only once, when configuring the artifact.

Once you have built it, you can find the generated JAR a few levels down under ‘out’ in the project window.

Before it can be used, you need to go to the containing folder, open the JAR with 7-zip, go to the META-INF folder, and delete any files with names like \*.RSA or \*.SF (I think one other was mentioned on the web, but I can’t now recall what it was – currently I’m only seeing \*.RSA and \*.SF). You need to delete these files every time you generate a new version of the artifact.

## Bugs

As of 23-Sep-23, *isEmpty* on optional values doesn’t seem to work. If you give it in this form, you are told to convert it to a function call – *isEmpty()*. If you give it in that form, you are recommended to use the original form. And both give a syntax error. *!isPresent* seems to work, though.

# Conversion policy

As will have become apparent by this stage, USX to Sword conversion is a far from straightforward process. As a result it has been necessary to make certain policy decisions. Some of these have been discussed above, but it may be useful to draw them altogether here. The following are in no particular order.

* **OSIS compliance**: Crosswire require that any OSIS files made available to them conform to the OSIS XSD. [[10]](#footnote-10) As explained in section 10.1, we aren’t fully compliant and have no clear way of remedying this. (We do intend to try to make modules available to third parties nonetheless, in the hope that they will still be usable.)
* **Sword compliance**: Corollary to the previous point. It is not entirely clear whether a Sword module produced from non-compliant OSIS is itself acceptable to Crosswire. The fact that it works for us does not necessarily mean it will work in other applications.
* **Cross-boundary markup**: USX permits (and by implication, encourages) markup running across verse boundaries. So does OSIS. And in theory, *osis2mod* can cope as well. The trouble is that in practice, there are certain circumstances where it cannot. To try to avoid issues, I am making three general changes to the raw USX:
* I reserve the option of replacing enclosing para:p by self-closing para:p, positioned at the start of the paragraph. The acceptability of this, however, depends upon the fact that a para is formatted purely by means of vertical whitespace at the start, rather than using an indented first line or having vertical whitespace at the end – or indeed most other things you might think of.[[11]](#footnote-11)
* I am making very significant changes to tables, discussed in section 12.2.
* As discussed above, I am suppressing OSIS list-bracketing tags currently.
* **Tag conversion**: As far as possible, I have followed Appendix F of the OSIS reference manual, which contains SIL’s recommendations for mapping USX tags to OSIS tags. However, given that in many cases there really *is* no obvious mapping, this is at best somewhat *ad hoc*, and I have departed from this wherever it seemed expedient to do so. Most mappings are actually configurable on a per-text basis[[12]](#footnote-12) (you just need to override definitions in *usxToOsisTagConversionsEtc.conf* in the JAR’s *Resources* section), so that you could, for instance, map *char:add* to one OSIS construct for one text, and to another construct for another. I would recommend reconfiguring them only *in extremis*, though.
* **Cross-references**: Cross-references are complicated, in that both USX and OSIS seem to have two different ways of representing them (although needless to say, there is no direct mapping between the two).

USX *ref* tags are generally easy. The only real complication comes where reversification changes verse numbering. In this case, I update the *loc* parameter (which is in USX format) to point to the right place. At one stage I also felt the need to update the content of the *ref* tag content (which gives the same reference in vernacular form).[[13]](#footnote-13)

USX *char:xt* tags are a lot more awkward. They *may* have a *link-href* parameter which is the equivalent of the *ref loc* tag, but very often they don’t. They may already contain a *ref* tag, but again often they do not, in which case we have to generate one. Or worse, we may have to generate more than one, because *char:xt* can contain reference *collections* where, as mentioned above, *ref* cannot.[[14]](#footnote-14) And worse still, they will be in vernacular form, which means there is nothing we can do with them unless we have the necessary information to enable us to parse and create vernacular references – see further discussion below.

**Cross-reference errors**: We have seen quite a number of texts in which the cross references have not been checked. This means we have to cater for a number of different kinds of errors. If we have a reference which points to a part of the Bible which the text does not contain (for example a cross-reference in an NT-only text which points to the OT), I convert the cross-reference to plain text, but do nothing else. If the cross-reference is syntactically invalid, or points to somewhere which looks right, but in fact is wrong (eg Jn 3:999), I also tend to be fairly forgiving, on the grounds that it is probably still worth creating a text even if one or two references don’t work. Where we have more significant problems is when it comes to parsing vernacular references …

**Vernacular references**: As explained above, when processing *char:xt* we have to be able both to parse and (probably) to create vernacular references. When handling *ref’s* which target verses subject to reversification, we may also need to be able to create vernacular references. Both of these require us to know how vernacular references work, and in general we will not do so. If vernacular references happen to follow USX format, the processing will work; if not, it will need information about the structure of vernacular references, and quite aside from the fact that setting up a full description, although do-able, will definitely be painful, there is the more significant issue that obtaining the necessary information will be difficult.

**\* End of document \***

1. According to my notes, our DLL is basically the same as the Crosswire one, but with additional functionality. It *should* therefore be possible simply to use ours both for our own software and for Crosswire’s. I’ve never quite had the courage to try it. I’m also not 100% sure whether, if there *is* an issue with DLL’s, it applies to both osis2mod and to the STEPBible runtime, or only to the latter. [↑](#footnote-ref-1)
2. If you are working with DBL texts, this will usually appear in the DBL *metadata.xml* file and there is processing which can pick it up automatically from there if you choose to use it. [↑](#footnote-ref-2)
3. You can access the content of a JAR file using a standard zip tool. [↑](#footnote-ref-3)
4. If you have a multiline configuration parameter like this one, you need to end each line but the last with a backslash as here. The backslashes are part of the STEP configuration language, not of XSLT. [↑](#footnote-ref-4)
5. Whether this option would also be useful when running the converter direct from the command line I am not sure: I suspect not, but I have little experience of working that way. [↑](#footnote-ref-5)
6. The ‘in theory’ there is important. Even where we do not apply encryption and do not use our own *osis2mod*, there may be compatibility issues. See section 10.1. [↑](#footnote-ref-6)
7. *osis2mod* is supplied by Crosswire. Because this document is essentially describing the Windows environment, the version of *osis2mod* of interest here is the Windows version. You should be aware that in fact Crosswire guarantee to maintain only the Linux version of the utility, although in practice the Windows version is being kept reasonably up to date at the present time. Latterly we have been experimenting with our own version of *osis2mod* to help with things like reversification, although we will still continue using the Crosswire version where we are producing modules which we intend to make publicly available. [↑](#footnote-ref-7)
8. In fact, STEP does have its own style sheet, which I came across once, but have never since managed to find again, and we were able to make a modification to this in order to fix a minor problem with rendering. But to respond to things like the fact that DBL specifies formats on a per text basis would presumably require STEP to accept a different version of its internal style sheet for each text, and there is, so far as I know, no mechanism to achieve this. [↑](#footnote-ref-8)
9. This was an issue to do with the way the text is rendered: it was not an artefact of the conversion process. [↑](#footnote-ref-9)
10. Bear in mind, though, that even 100% OSIS compliance may not be entirely meaningful. In respect of tables, for instance, the OSIS reference manual admits that its support is at best half-hearted, and suggests that recourse to user defined attributes may be necessary. But as soon as you rely upon a user-defined attribute to make things work, worrying about compliance to OSIS becomes a little pointless, since no one else will be able to make use of your data anyway. [↑](#footnote-ref-10)
11. I tend to blow hot and cold on this particular modification, so there is little point in me saying here whether I am applying it or not – by the time you read this, I may well have changed my mind about what I am doing. [↑](#footnote-ref-11)
12. A few mappings, however, cannot be altered via configuration changes, because they involve actions too complicated to express using configuration parameters, and their processing is therefore hard-coded. [↑](#footnote-ref-12)
13. Which I may or may not do. At one point I felt this was a useful thing to do. Latterly, DIB has suggested it may not be necessary. In any case, the number of texts to which we apply conversion-time reversification is likely to be extremely limited, and this revamping of cross-references is an issue only for such texts. Indeed at the time of writing, conversion-time reversification in its latest incarnation has not even been tested. [↑](#footnote-ref-13)
14. There seems to be an urban myth that STEP can handle individual cross-references which are themselves in the form of a collection. It can’t. [↑](#footnote-ref-14)