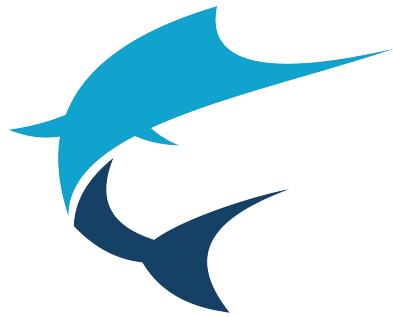


# Swordfish User Guide



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# Introduction

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

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

## Supported File Formats

---

The file formats currently supported by Swordfish are:

- **General Documentation Types**

- Adobe 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
- QTI (IMS Question and Test Interoperability)
- QTI Packages
- SRT Subtitles

- **Localization Files**

- PO (gettext Portable Object)
- SDLXLIFF (Trados Studio)
- Trados Studio Packages (\*.sdlppx)
- Wordfast/GlobalLink TXML (\*.txml)
- Wordfast/GlobalLink XLIFF (\*.txlf)
- WPML XLIFF (WordPress Multilingual Plugin)
- XLIFF from Other Tools (\*.mqxliff, \*.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
  - PHP Arrays
  - 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. See [XML Filter Settings](#) chapter for more details.

---

## Supported Platforms

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Swordfish works on these Operating Systems:

- Microsoft Windows 10 and 11
  - macOS Monterey (12.0), Ventura (13.0), Sonoma (14.0), Sequoia (15.0) and Tahoe (26.0)
  - Linux for 64-bit x86 (Intel/AMD) processors
- 

**NOTICE**

Swordfish installers for Linux are built and tested on Ubuntu 24.04 LTS. The installers are not tested on other distributions.

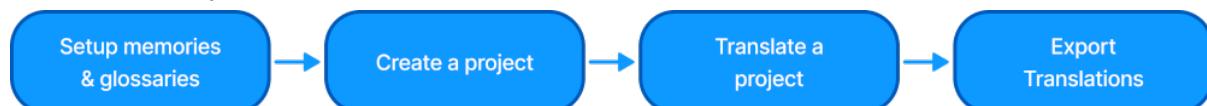
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# Getting Started

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

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

*Translation Workflow*



## Step 1: Setup Memories and Glossaries

Swordfish 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.

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 following the 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 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 organizes your translation tasks in **Projects**, where a project is a set of files to be translated together.

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

- Translate Single File
- Add Project
- Edit Project
- Translate Project
- Export Translations
- Project Statistics
- Export HTML
- Export XLIFF File for Review
- Import Reviewed XLIFF File
- Export All Memory Matches as TMX
- Export All Recognized Terms as TBX
- Remove Project
- Export Project
- Import Project

## Translate Single File

---

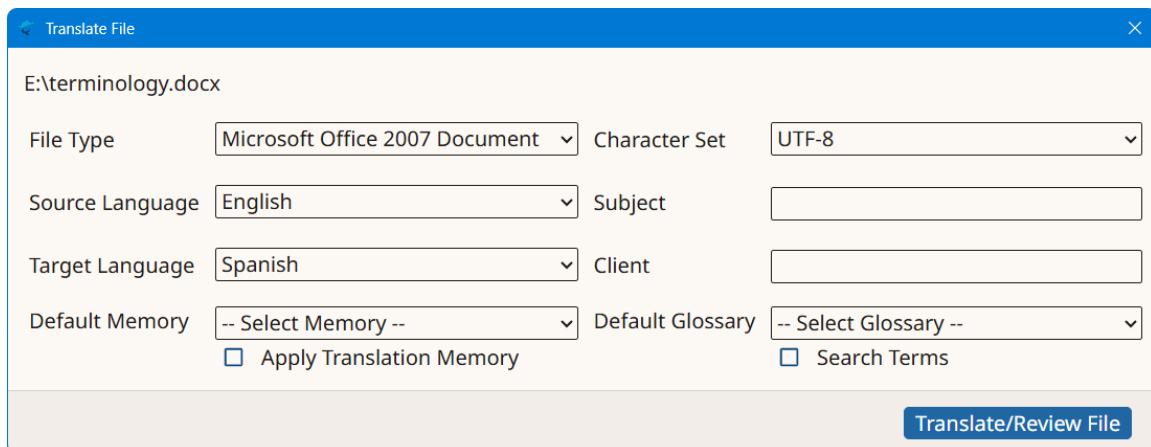
Follow these steps to create a translation project from a single file.

### Procedure

1. Select the file to translate:

- Select **File** → **Open...** ([**Ctrl+O**] on Windows/Linux, [**Cmd+O**] on macOS) from the main menu or click the button on the toolbar of the **Projects** tab. Use the dialog displayed by the Operating System to select 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 **Client** box, or select an existing value from the drop-down list.
  - g. Optionally, select a memory for storing your translations using the **Default Memory** drop-down.
  - h. Optionally, select the **Apply Translation Memory** checkbox to incorporate Translation Memory matches from **Default Memory** into your project.
  - i. Optionally, select a glossary for checking terms at translation time using the **Default Glossary** drop-down.
  - j. Optionally, select the **Search Terms** checkbox for fetching all known terms from the **Default Glossary** before starting the translation task.
3. Click the **Translate/Review File** button.

## Results

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

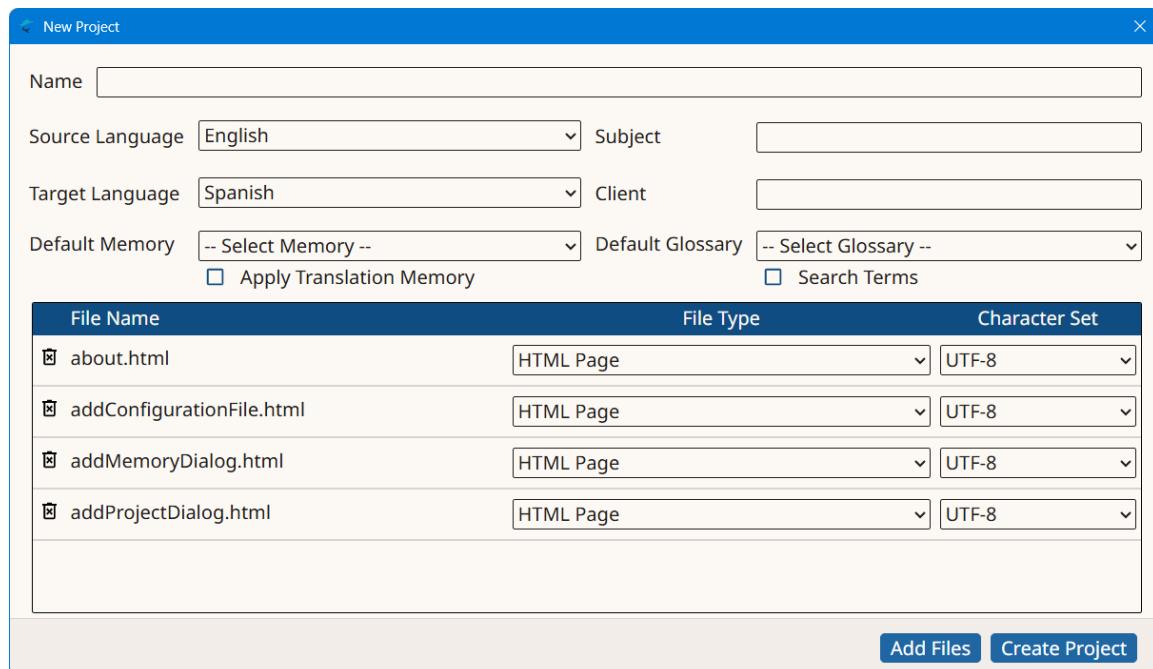
## Add Project

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

### Procedure

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

The **New Project** dialog appears:



2. Complete the fields of the **New Project** dialog:
  - a. Enter a descriptive name for the project in the **Name** text box.
  - b. Select the [source language](#) of your project using the **Source Language** drop-down.
  - c. Select the [target language](#) of your project using the **Target Language** drop-down.
  - d. Optionally, enter a subject description for the new project in the **Subject** box, or select an existing value from the drop-down list.
  - e. Optionally, enter a client name for the new memory in the **Client** 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 files from the list, click the corresponding **Remove File** buttons (☒) on the leftmost column.
5. Click the **Create Project** button.

## Results

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

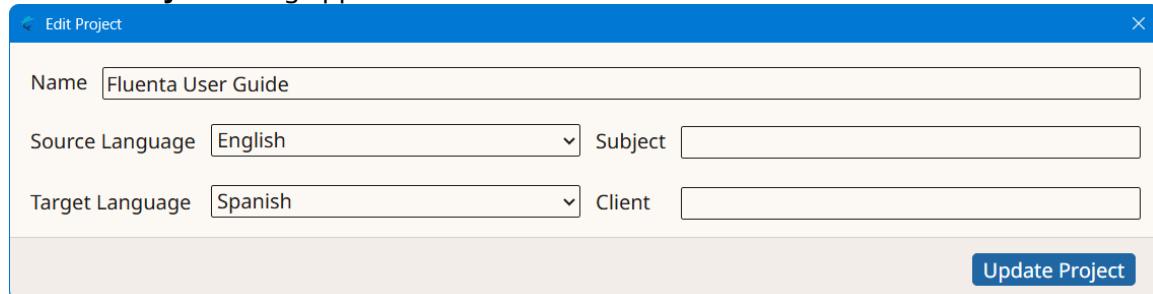
## Edit Project

Follow these steps to change the description of a project, to select a different source or target language, or to add or change the assigned client or subject.

### Procedure

1. Select **Projects** → **Edit Project** from the main menu or click the  button on the toolbar of the **Projects** tab.

The **Edit Project** dialog appears:



2. Update all fields on the **Edit Project** dialog as needed.
3. Click the **Update Project** button to save your changes.

### Results

The content of the **Projects** tab refreshes and reflects your changes.

## Translate Project

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

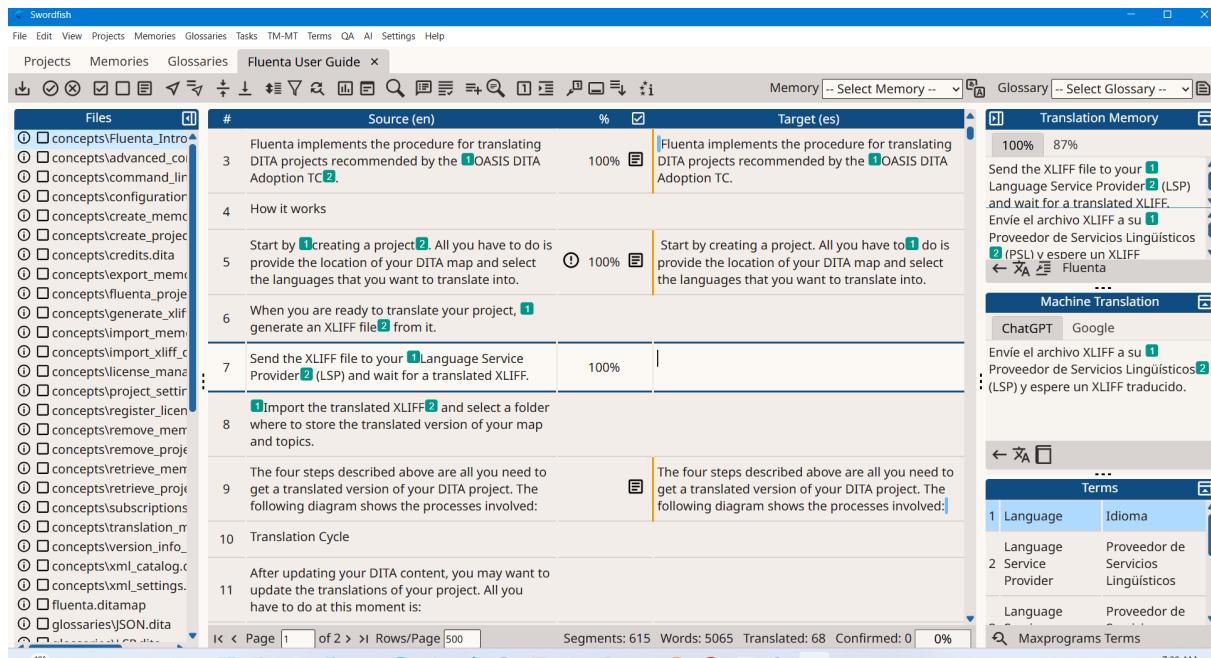
1. In **Projects** tab, click the project that you want to translate.
2. Select **Projects** → **Translate Projects** from the main menu or click the  button on the toolbar of the **Projects** tab.



#### 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:



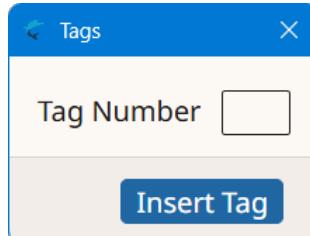
The translation view has these special areas:

<b>Top Toolbar</b>	Contains an array of buttons for performing different tasks. It also contains drop-down selectors for the active memory and glossary.
<b>Files Panel</b>	Located on the left side, this panel contains the list of files that are part of the project.
<b>Translation Panel</b>	Large scrollable table of segments, showing source text, segment status and translation.
<b>Right Side Panel</b>	This section holds three sub-panels: <b>Translation Memory</b> , <b>Machine Translation</b> and <b>Terms</b> .
<b>Navigation and Status Bar</b>	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. Press the **Esc** key to close the dialog at any time. 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+Alt+Shift+R**] on Windows/Linux, [**Cmd+Alt+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.

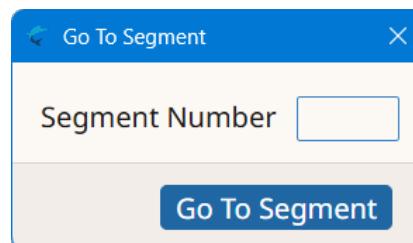
You have two more options for marking a segment as confirmed:

- 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...**, click on the ↗ 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/Reviews

---

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

### About this task

Once all segments have been translated, generate the translated version of the files in your project.

If the project was created from an XLIFF file exported for review, this process generates the reviewed version that can be imported back into the original project.

### Procedure

1. Select **Projects** → **Export Translations/Reviews** ([Alt+Ctrl+S] on Windows/Linux, [Alt+Cmd+S] on macOS) from the main menu or click the  button on the toolbar of the **Projects** tab 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 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. Select **Projects** → **Project Statistics** from the main menu or click the  on the toolbar of the **Projects** tab 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. Select **Projects** → **Export HTML** ([F5]) from the main menu or click the  on the toolbar of the **Projects** tab 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.

## Export XLIFF File for Review

---

Follow these steps to export a project for review in Swordfish or a tool that supports the [XLIFF](#) standard.

### About this task

- Use this option to share the contents of a project for translation or review with colleagues using Swordfish or other tools that support XLIFF.
  - Use the [Import Reviewed XLIFF File](#) option to update the project with the translated or reviewed content.
- 



#### Note

The exported XLIFF file cannot be used to create translated versions of the documents in the project.

---

### Procedure

1. On the **Projects** tab, select the project that you want to export by clicking on it.
2. Select **Projects** → **Export XLIFF File for Review** from the main menu or click the  button on the toolbar of the **Projects** tab.

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

## Results

An export process is started and an export indicator is displayed until an XLIFF file is created.

## Import Reviewed XLIFF File

---

Follow these steps to update a project using the translations or review comments in an XLIFF file.

### About this task

After exporting a project as XLIFF for translation or review, use this option to update the content of the project with the content of the processed XLIFF file.

### Procedure

1. Select **Projects** → **Import Reviewed XLIFF File** from the main menu or click on the  button on the toolbar of the **Projects** tab.

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

## Results

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

## Export All Memory Matches as TMX

---

Follow these steps to export all Translation Memory matches applied to a project as a single TMX file.

### Procedure

1. On the **Projects** tab, select the project that you want to process by clicking on it.
2. Select **Projects** → **Export All Memory Matches as TMX** from the main menu.

The operating system displays a dialog for selecting the name and location of the TMX file to be created.

## Results

An export process is started and an export indicator is displayed until a TMX file is created.

## Export All Recognized Terms as TBX

---

Follow these steps to export all terms found and added to a project as a single TBX file.

### Procedure

1. On the **Projects** tab, select the project that you want to process by clicking on it.
2. Select **Projects** → **Export All Recognized Terms as TBX** from the main menu.

The operating system displays a dialog for selecting the name and location of the TBX file to be created.

## Results

An export process is started and an export indicator is displayed until a TBX file is created.

## Remove Project

---

Follow these steps to permanently remove a Project from Swordfish.

### Procedure

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

## Export Project

---

Follow these steps to export a project as [XLIFF 2.1](#) file.

## About this task

Export projects as XLIFF 2.1 files for backup purposes or to continue working in a different computer that has Swordfish.

---



### Note

Exported XLIFF files contain everything required to generate translated versions of the documents contained in the project on any computer using Swordfish, [Open XLIFF Filters](#) or [XLIFF Manager](#).

---

## Procedure

1. On the **Projects** tab, select the project that you want to export by clicking on it.
2. Select **Projects** → **Export Project** from the main menu or click the ↗ button on the toolbar of the **Projects** tab.

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.

## Import Project

---

Follow these steps to create a new project from an [XLIFF 2.1](#) project file exported by Swordfish.

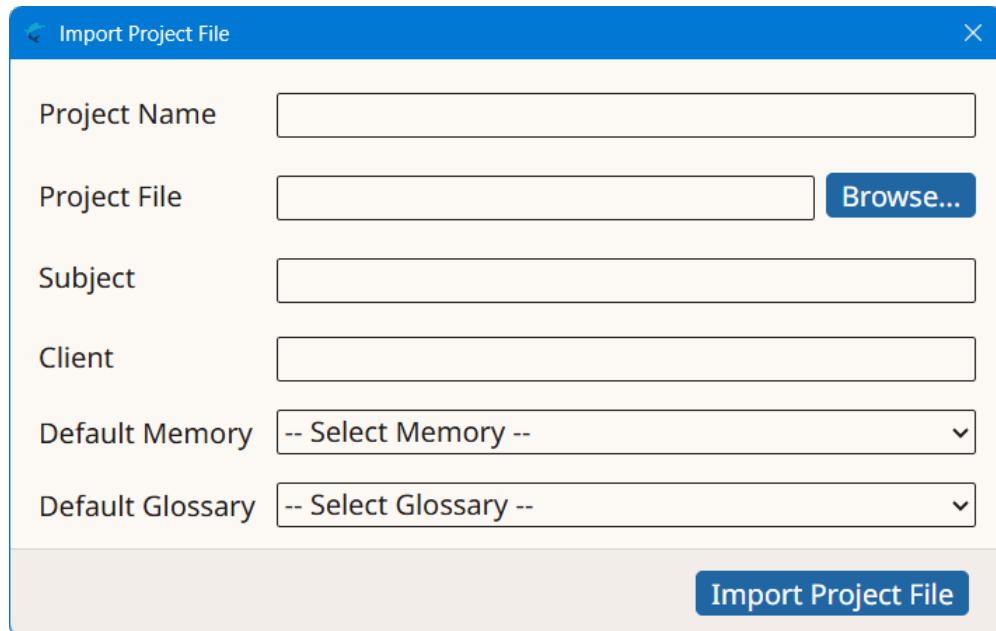
## About this task

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

## Procedure

1. Select **Projects** → **Import Project** from the main menu or click on the ↘ button on the toolbar of the **Projects** tab.

The **Import Project 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 **Project 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 Project File** button.

# Memories

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

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

-  [Add Memory](#)
-  [Remove Memory](#)
-  [Import TMX File](#)
-  [Import SDLTM File](#)
-  [Export Memory as TMX File](#)
-  [Concordance Search](#)
-  [Add RemoteTM Memory](#)



## 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. Select **Memories** → **Add Memory** from the main menu or click the  button on the toolbar of the **Memories** tab.

The **Add Memory** dialog appears:

Add Memory	
Name	<input type="text"/>
Project	<input type="text"/>
Subject	<input type="text"/>
Client	<input type="text"/>
<b>Add Memory</b>	

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 **Client** box, or select an existing value from the drop-down list.
6. Click the **Add Memory** button to create a new memory.

## Add RemoteTM Memory

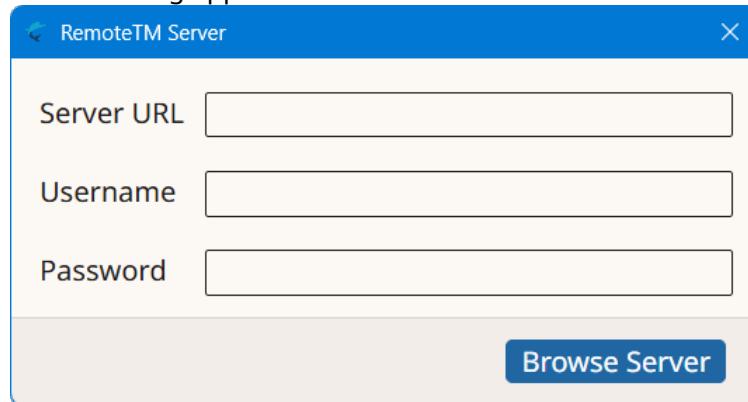
---

Follow these steps to add a memory hosted on a **RemoteTM** server instance to Swordfish.

### Procedure

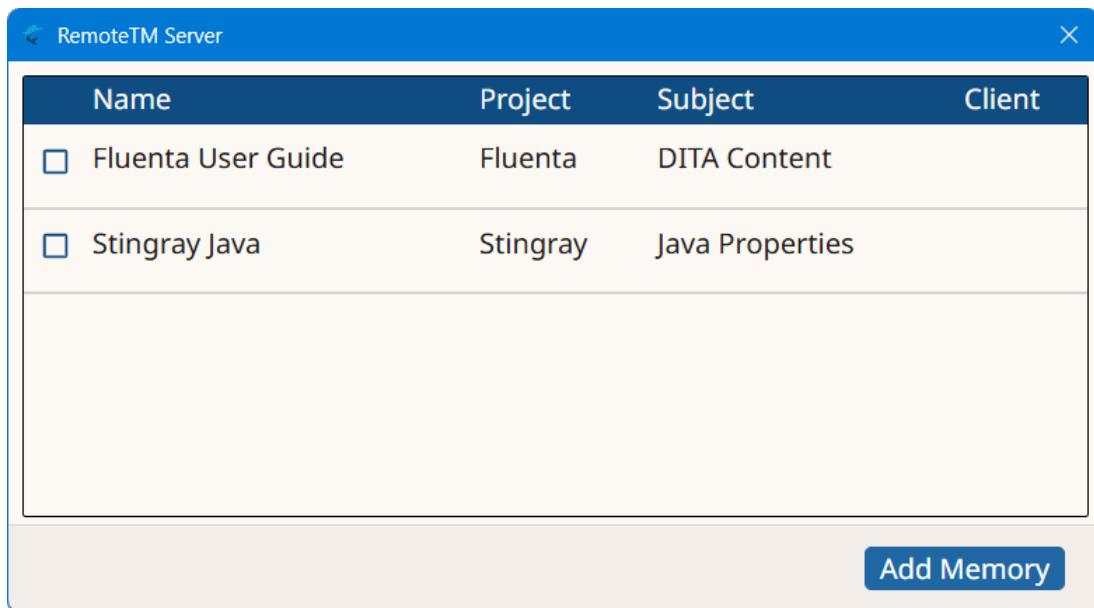
1. Select **Memories** → **Add RemoteTM Memory** from the main menu or click the  button on the toolbar of the **Memories** tab.

The **RemoteTM Server** dialog appears:



2. Type the RemoteTM server address in the **Server URL** text box.
3. Enter your RemoteTM username in the **Username** text box.
4. Type your RemoteTM password in the **Password** text box.
5. Click the **Browse Server** button.

The **RemoteTM Server** dialog appears:



6. Select one or more memories. To select more than one memory, keep the **Ctrl** key (**CMD** on macOS) pressed while you click on the desired rows.
7. Click the **Add Memory** button.

## Results

On success, selected memories are added to the memories list.

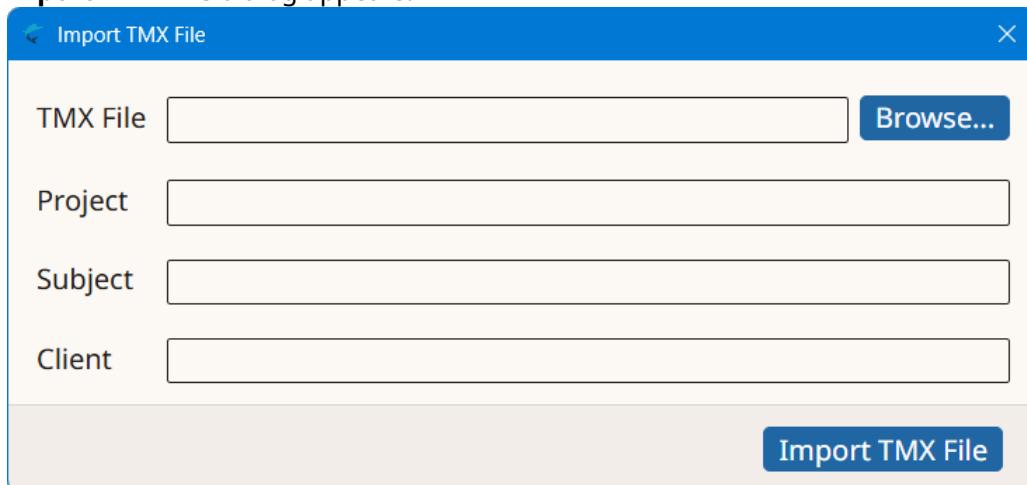
## Import TMX File

Follow these steps to import a TMX file into a Swordfish memory.

### Procedure

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

The **Import TMX File** dialog appears:



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

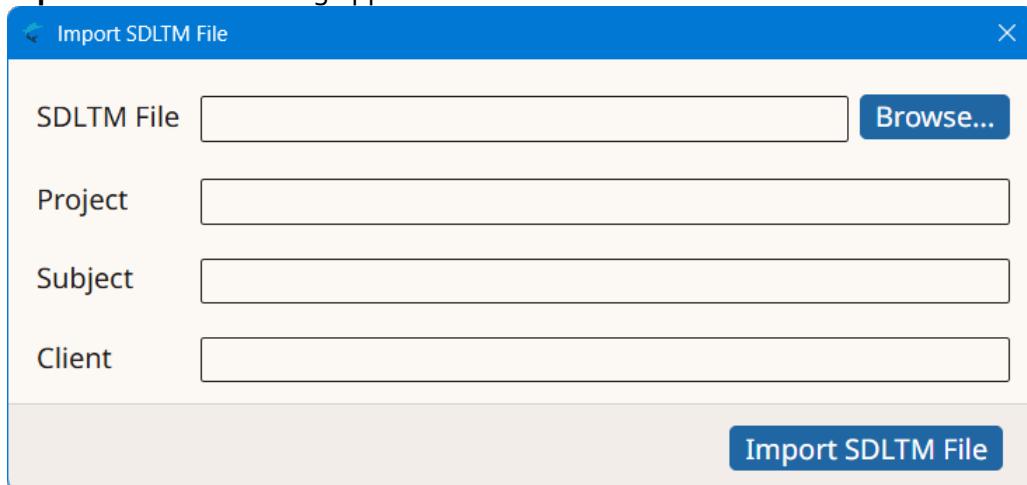
## Import SDLTM File

Follow these steps to import an SDLTM file into a Swordfish memory.

### Procedure

1. In the **Memories** tab, select the memory into which you want to import an SDLTM file by clicking on it.
2. Select **Memories** → **Import SDLTM File** from the main menu or click the  button on the toolbar of the **Memories** tab.

The **Import SDLTM File** dialog appears:



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

7. Click the **Import SDLTM File** button.

## Results

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

# Export Memory as TMX File

---

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. Select **Memories → Export Memory as TMX File** from the main menu or click the  button on the toolbar of the **Memories** tab.

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.

## Procedure

1. In the **Memories** tab, select all memory that you want to remove by clicking on them.
2. Select **Memories → Remove Memory** from the main menu or click the  button on the toolbar of the **Memories** tab.
3. Confirm memories removal in the dialog displayed by the Operating System.

# Glossaries

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

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

-  [Add Glossary](#)
-  [Remove Glossary](#)
-  [Import Glossary](#)
-  [Export Glossary as TMX File](#)
-  [Add Term to Glossary](#)
-  [Search Term in Glossary](#)
-  [Add RemoteTM Glossary](#)



## Note

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

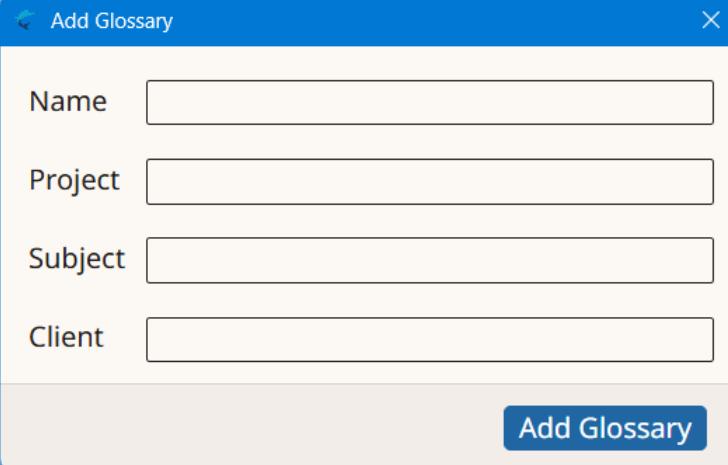
## Add Glossary

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

### Procedure

1. Select **Glossaries** → **Add Glossary** from the main menu or click the  button on the toolbar of the **Glossaries** tab.

The **Add Glossary** dialog appears:



Add Glossary	
Name	<input type="text"/>
Project	<input type="text"/>
Subject	<input type="text"/>
Client	<input type="text"/>
<b>Add Glossary</b>	

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 **Client** box, or select an existing value from the drop-down list.
6. Click the **Add Glossary** button to create a new glossary.

## Add RemoteTM Glossary

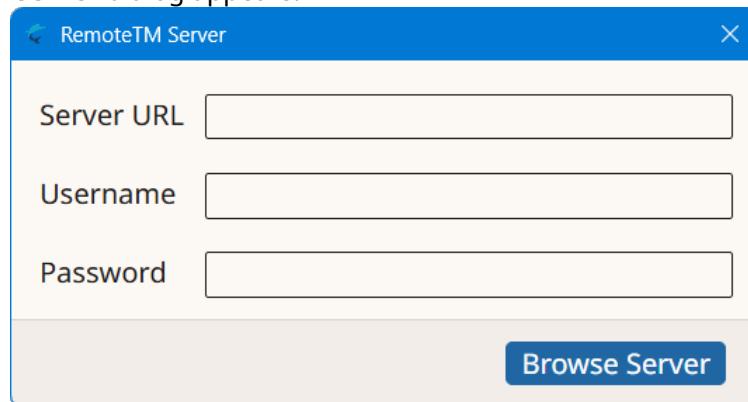
---

Follow these steps to add a glossary hosted on a **RemoteTM** server instance to Swordfish.

### Procedure

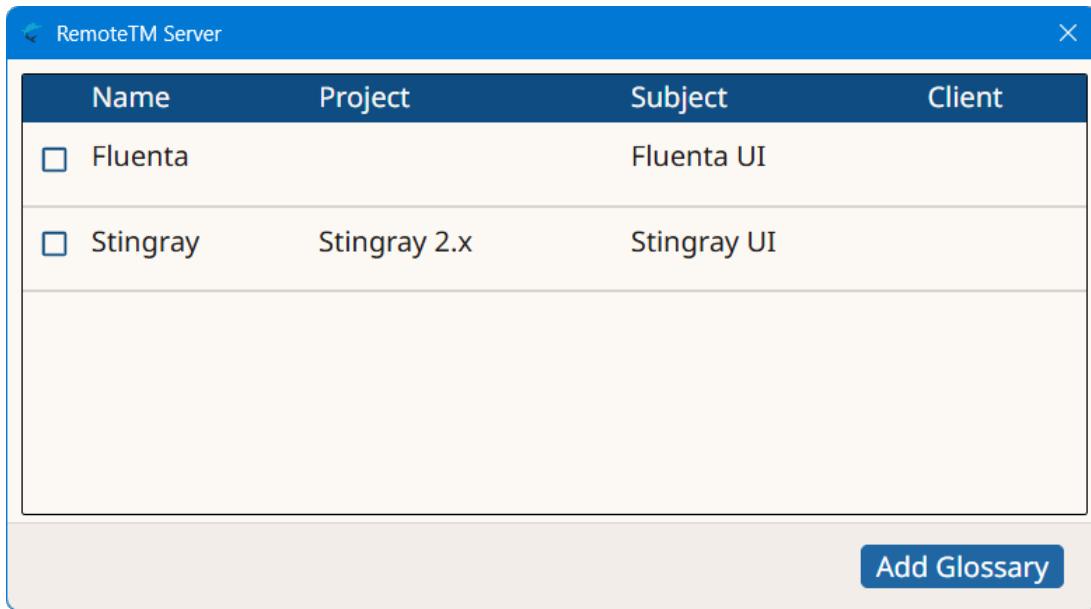
1. Select **Glossary** → **Add RemoteTM Glossary** from the main menu or click the  button on the toolbar of the **Glossaries** tab.

The **RemoteTM Server** dialog appears:



2. Type the RemoteTM server address in the **Server URL** text box.
3. Enter your RemoteTM username in the **Username** text box.
4. Type your RemoteTM password in the **Password** text box.
5. Click the **Browse Server** button.

The **RemoteTM Server** dialog appears:



6. Select one or more glossaries. To select more than one glossary, keep the **Ctrl** key (**CMD** on macOS) pressed while you click on the desired rows.
7. Click the **Add Glossary** button.

## Results

On success, selected glossaries are added to the glossaries list.

## Import Glossary Data

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

### About this task

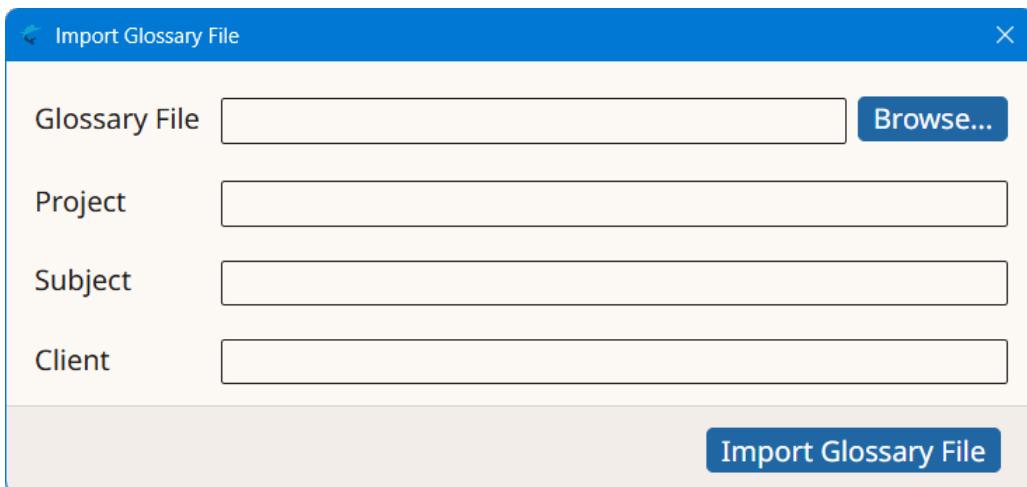
Swordfish allows importing terminology data into Glossaries from TMX and TBX files. Two TBX versions are supported:

- 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 which you want to import a glossary file by clicking on it.
2. Select **Glossaries** → **Import Glossary** from the main menu or click the ↗ button on the toolbar of the **Glossaries** tab.

The **Import Glossary File** dialog appears:



3. Type the name of the file to import in the **Glossary File** text box or click the **Browse...** button next to it to select a TMX or TBX file from the file system.
4. Optionally, enter a project description for the glossary data in the **Project** box, or select an existing value from the drop-down list.
5. Optionally, enter a subject description for the glossary data in the **Subject** box, or select an existing value from the drop-down list.
6. Optionally, enter a client name for the glossary data in the **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. Select **Memories → Export Glossary** from the main menu or click the ↗ button on the toolbar of the **Glossaries** tab.

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.

### Procedure

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

## Common Tasks

---

Common tasks usually performed while translating are:

- [Apply Translation Memory to All Segments](#)
- [Fix TM Match with AI](#)
- [Get Terms for All Segments](#)
- [Concordance Search](#)
- [Search Term in Glossary](#)
- [Search on IATE](#)
- [Manage Review Comments](#)
- [Filter Segments](#)
- [Sort Segments](#)
- [Split Segment](#)
- [Merge Segments](#)
- [Replace Text](#)
- [Edit Source Text](#)
- [Pseudo-Translation](#)

## Apply Translation Memory to All Segments

---

### About this task

You can retrieve previous translations from one or more memories and apply them to all segments of a project using the Memory section of the top toolbar.



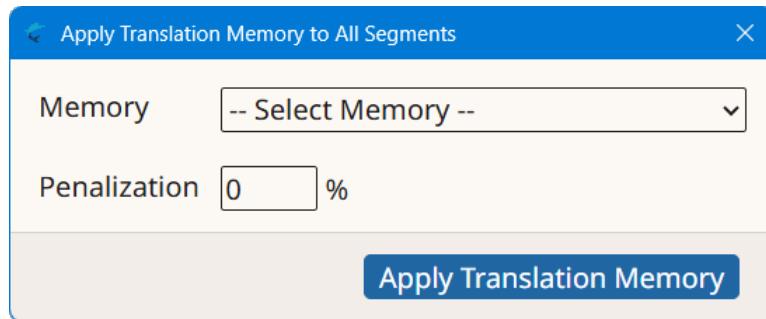
### Procedure

1. Select a default memory using the **Memory** drop-down of the top toolbar.

A default memory is used for retrieving matches and also for storing translations as segments are approved.

2. Select **TM-MT → Apply Translation Memory to All Segments** from the main menu or click the **Apply Translation Memory to All Segments** () button on the top toolbar.

The **Apply Translation Memory to All Segments** dialog appears:



3. If you have not selected a default memory, select the memory to use in the **Memory** drop-down.
4. Optionally, enter a penalization percentage to apply to all retrieved matches in the **Penalization** text box.
5. Click the **Apply Translation Memory** button.

## Results

A search process is initiated and the number of retrieved matches is displayed in a confirmation dialog.

## Get Terms for All Segments

---

### About this task

You can extract terms from one or more glossaries and apply them to all segments where they appear using the Glossary section of the top toolbar.



### Procedure

1. Select the glossary to apply using the **Glossary** drop-down of the top toolbar.
2. Select **Tasks → Get Terms for All Segments** from the main menu or click the **Get Terms for All Segments** (≡) button on the top toolbar.  
A search request is sent to the selected glossary. Results are displayed in the Terms panel.
3. Repeat as needed using all appropriate glossaries.

## 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

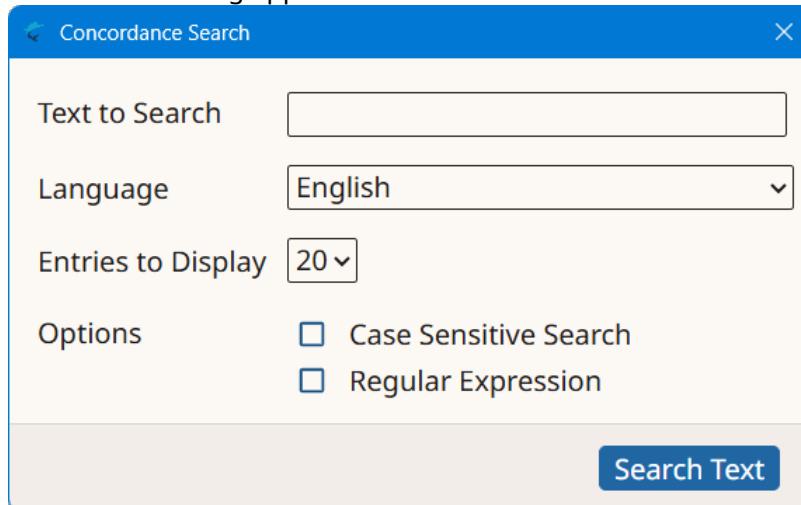
1. Select the memory to search

- 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.

To select more than one memory in **Memories** tab, hold the [Ctrl] key ([Cmd] key on macOS) while clicking on the memories of your interest

2. Select **Tasks → Concordance Search** ([Ctrl+Y] on Windows/Linux, [Cmd+Y] on macOS) from the main menu or click the  button on the toolbar of the **Memories** tab 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 translation 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** checkbox 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:

English	Spanish
XLIFF File	Archivo XLIFF
Cancel Selected XLIFF Files	Cancelar Archivos XLIFF Seleccionados
Fluenta is a tool designed to simplify the translation of DITA projects. It can parse a DITA map, resolving the references to all topics and subtopics, preparing a unified XLIFF file that you can send to your Language Service Provider (LSP).	Fluenta es una herramienta diseñada para simplificar la traducción de proyectos DITA. Puede analizar un mapa DITA, resolviendo las referencias a todos los temas y subtemas, preparando un archivo XLIFF unificado que puede enviar a su Proveedor de Servicios Lingüísticos (PSL).
When you are ready to translate your project, generate an XLIFF file from it.	Cuando esté listo para traducir su proyecto, genere un archivo XLIFF a partir de él.
Send the XLIFF file to your Language Service Provider (LSP) and wait for a translated XLIFF.	Envíe el archivo XLIFF a su Proveedor de Servicios Lingüísticos (PSL) y espere un XLIFF traducido.
Generate a new XLIFF file.	Genere un nuevo archivo XLIFF
Send the new XLIFF file to your Language Service Provider and wait for a translated XLIFF.	Envíe el nuevo archivo XLIFF a su Proveedor de Servicios Lingüísticos y espere un XLIFF traducido.
Generate XLIFF files and optional word counts:	Generar archivos XLIFF y estadísticas opcionales;

## Add Term to Glossary

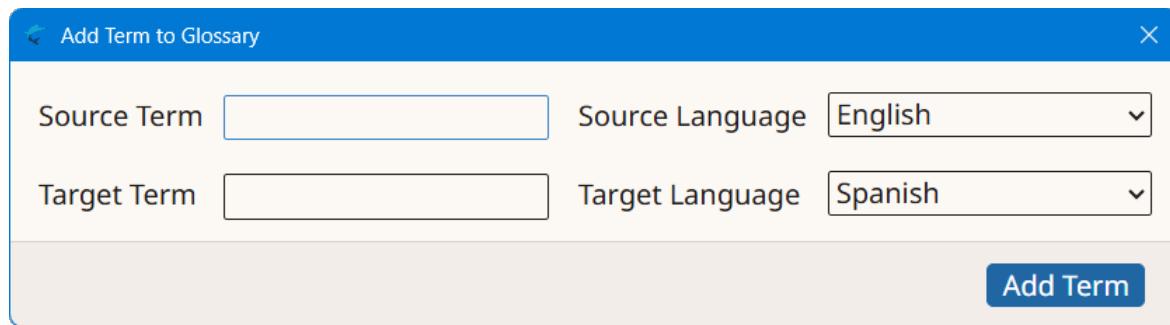
Follow these steps for storing a term pair in a glossary.

### About this task

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

### Procedure

1. Select destination glossary.
    - 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. Select **Terms** → **Add Term to Glossary** ([**Ctrl+B**] on Windows/Linux, [**Cmd+B**] on macOS) from the main menu or click the  button on the toolbar of the **Glossaries** tab 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. Select the language of target term using the **Target Language** drop-down.
7. Click the **Add Term** button.

## Term Searches

Swordfish provides these sources for terminology searches:

- Internal glossaries created and maintained by the user, as explained in the [Glossaries](#) chapter.
- **IATE** (Interactive Terminology for Europe), the EU's terminology management system. EU institutions and bodies have used it to collect, disseminate and manage terminology since 2004. The project was launched in 1999 with the aim of providing a web-based infrastructure for all EU terminology resources, thus enhancing the availability and standardisation of their contents.

## Search Term in Glossary

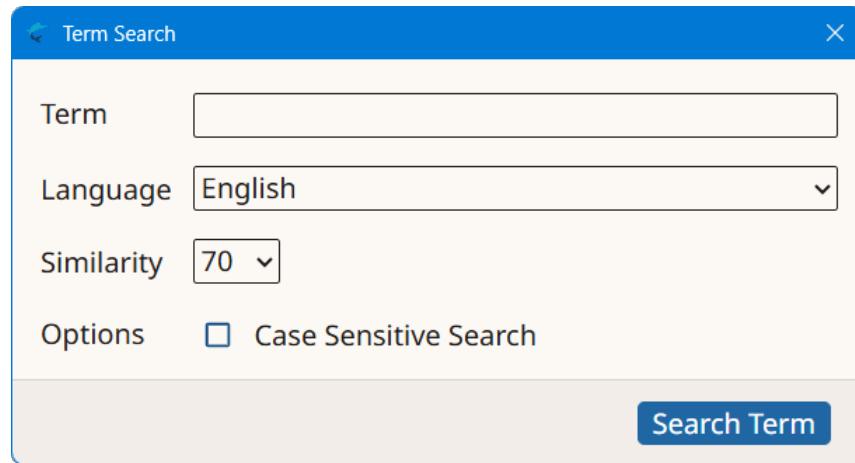
### About this task

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

### Procedure

1. Select the glossary to search.
  - 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. Select **Terms** → **Search Term in Glossay** ([**Ctrl+D**] on Windows/Linux, [**Cmd+D**] on macOS) from the main menu or click the button on the toolbar of the **Glossaries** tab 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 percentage 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.

## Search on IATE

---

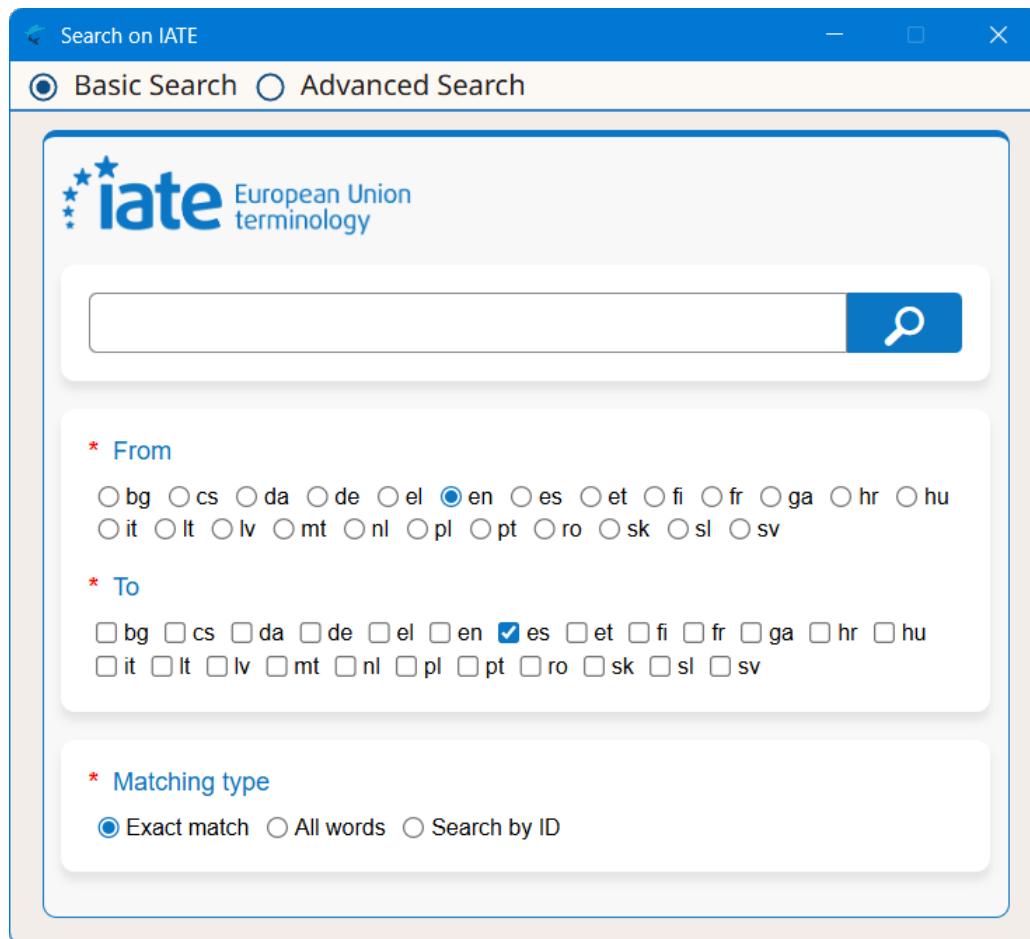
### About this task

Searching terminology on [IATE](#) is crucial for translators as it provides access to a reliable and comprehensive database of multilingual terminology used by European institutions, ensuring accuracy, consistency, and proper usage of specialized terms.

### Procedure

1. Select **Terms** → **Search on IATE** ([**Ctrl+Alt+I**] on Windows/Linux, [**Cmd+Option+I**] on macOS) from the main menu or click the **!** button on the translation tab top toolbar.

The **Search on IATE** dialog is displayed:



2. At the top of the **Search on IATE Dialog**, select the kind of search you want to perform (**Basic Search** or **Advanced Search**). The dialog changes automatically when you switch to advanced mode, displaying more options.

3. Type the term to search in the top text box.

If you are searching from a translation tab, you can select text from the source or target columns before opening the **Search on IATE** dialog. The selected text and project languages will then be automatically sent to the dialog.

4. Select the appropriate languages on the **From** and **To** sections

5. Select all additional options that are needed.

6. Click the button or press `Enter`.

## Results

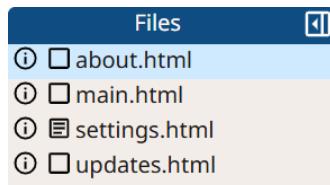
A search is performed on the IATE database and results are added at the bottom of the dialog (you may need to scroll or resize the dialog to see them).

## Manage Review Comments

Reviewers can add notes and comments to files and segments using special dialogs in Swordfish.

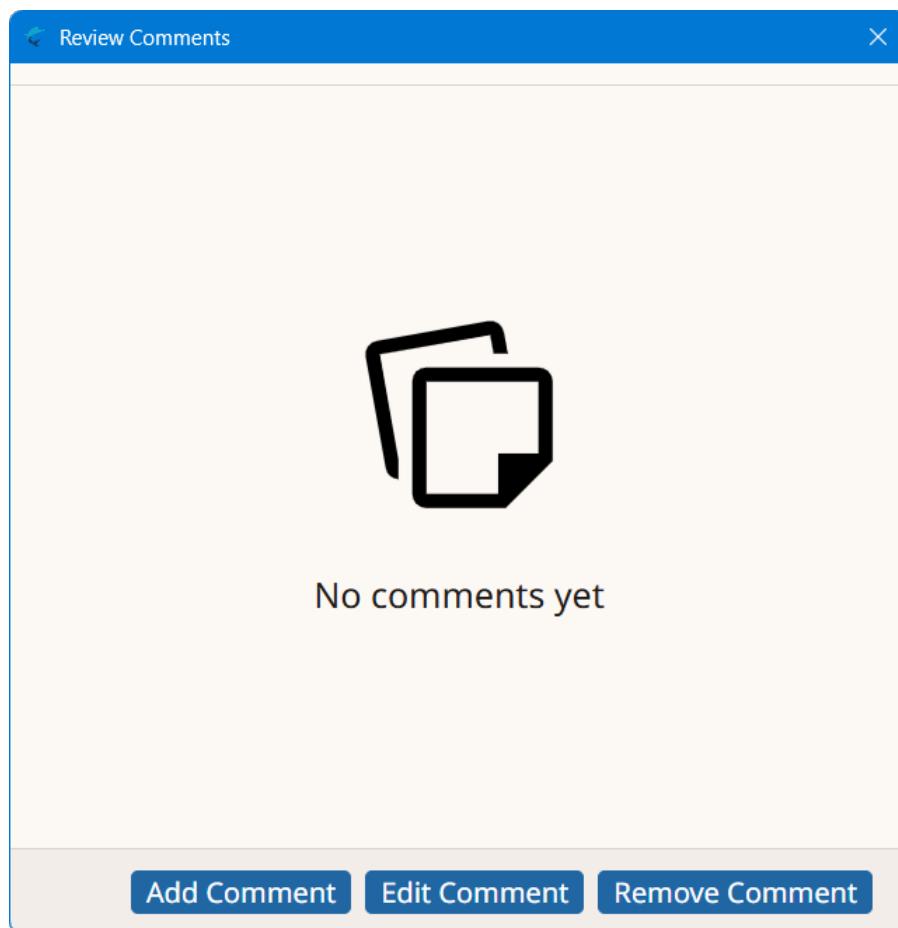
## File Comments

The **Files** panel, shown on the left side of a translation tab, contains a list of all files included in the project and looks like this:

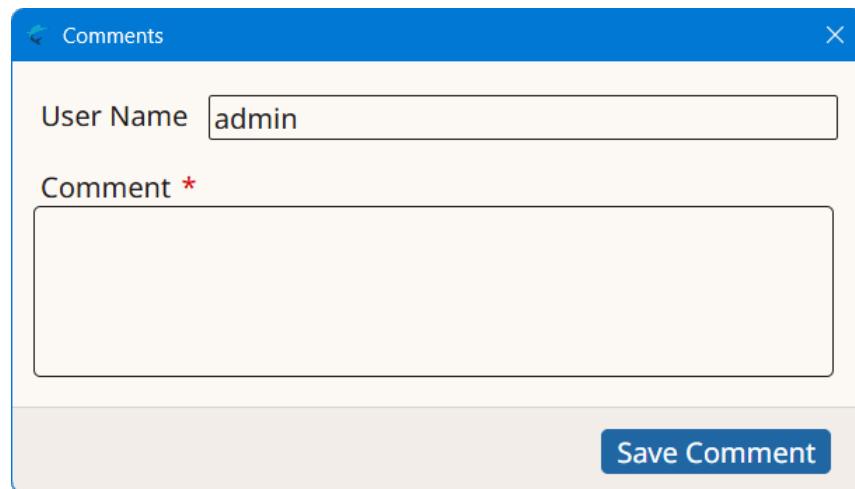


- Clicking on the file name opens the first segment of the file for translation.
- Clicking on the *i* icon next to a file opens a dialog with information about it.
- Clicking on the (has comments) or (does not have comments) icons opens the **Review Comments** dialog for the file.

When you click on the (no comments) icon, the initial **Review Comments** dialog appears:

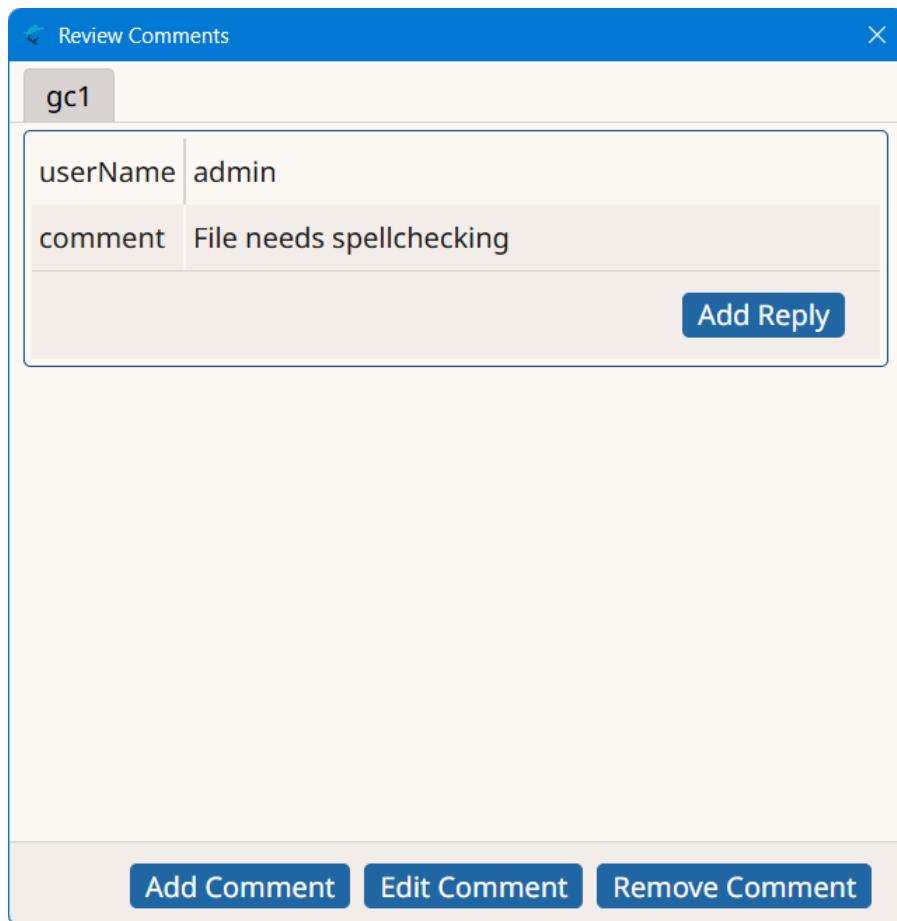


- Click the **Add Comment** button to add a new comment to the existing list. When you click on it, the **Comments** dialog appears:



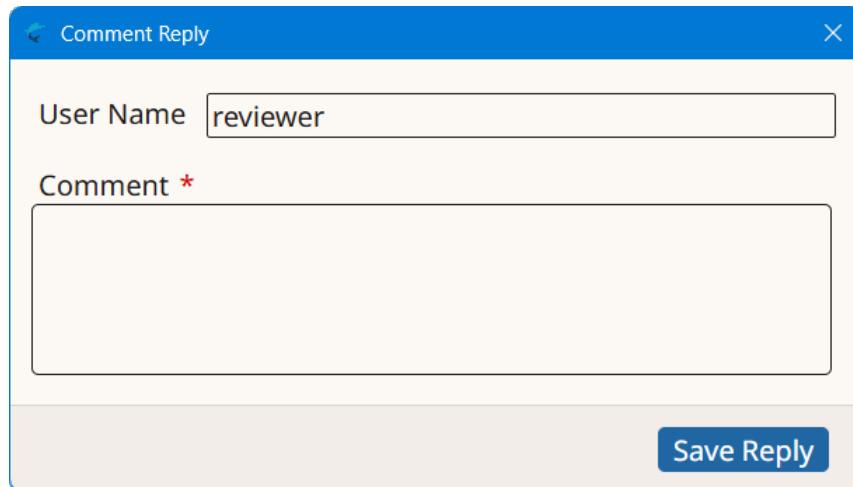
The screenshot shows a 'Comments' dialog box. At the top left is a back arrow icon and the word 'Comments'. At the top right is a close ('X') button. The main area contains two input fields: 'User Name' with the value 'admin' and a larger 'Comment \*' field which is currently empty. At the bottom right is a blue 'Save Comment' button.

Type the information to convey in the **Comment** text box and click the **Save Comment** button. The **Review Comments** dialog is updated and shows a new comment tab:

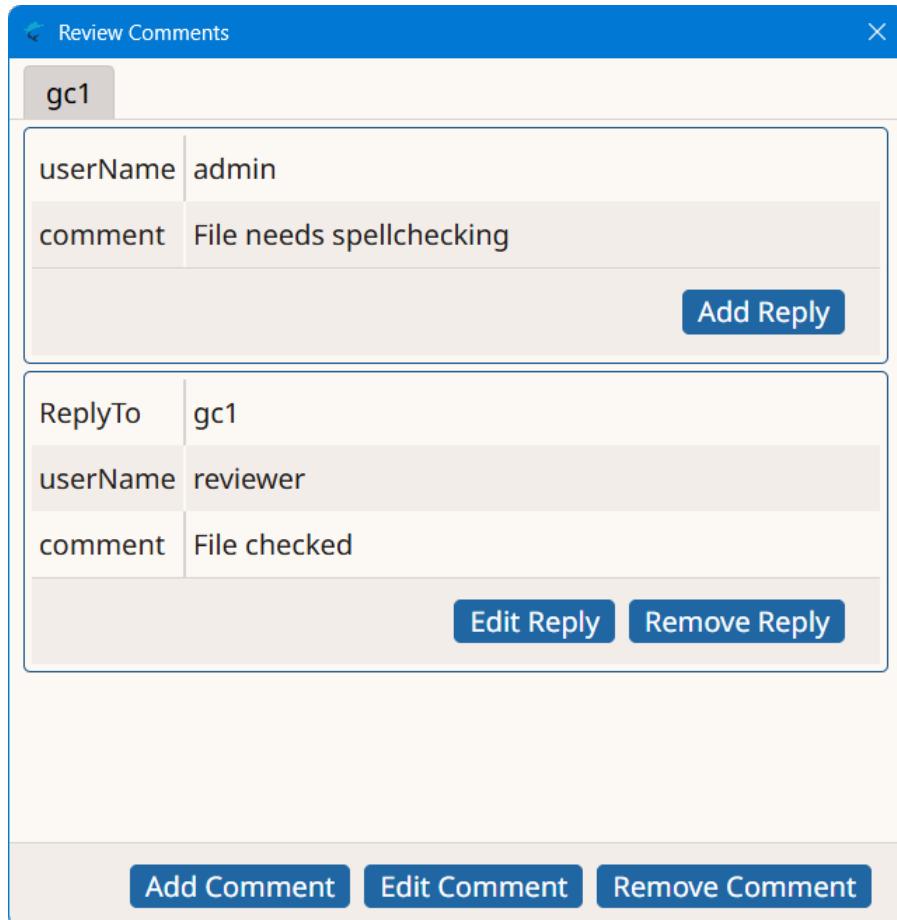


The screenshot shows the 'Review Comments' dialog box. At the top left is a back arrow icon and the word 'Review Comments'. At the top right is a close ('X') button. A tab labeled 'gc1' is selected. Inside, there's a table with two rows. The first row has 'userNmae' and 'admin'. The second row has 'comment' and 'File needs spellchecking'. Below the table is a blue 'Add Reply' button. At the bottom are three buttons: 'Add Comment', 'Edit Comment', and 'Remove Comment'.

Click the **Add Reply** button to open the **Comment Reply** dialog for responding:



Type the reply in the **Comment** text box and click the **Save Reply** button to update the **Review Comments** dialog:



## Segment Comments

When a segment has review comments, the **Review comments** icon, (☒) is displayed in the center column of the translation view. Clicking on the icon opens the **Review Comments** dialog for the selected segment.

Select **View → Show/Hide Review Comments** ([Alt+F6] on Windows/Linux, [Option+F6] on macOS) from the main menu or click the ☒ button on the toolbar of the translation tab top toolbar at any time to show or hide the **Review Comments** dialog for the active segment.

Segment review comments include more details than file comments. Comments are entered using an enhanced dialog that looks like this:

The dialog box is titled "Comments". It contains four dropdown menus: "Category", "Severity", "Applies To", and "User Name" (set to "admin"). Below these is a large text area labeled "Comment \*". At the bottom right is a blue "Save Comment" button.

The **Categories** drop-down contains a list of predefined values for categorizing the comment. The list includes:

- Mistranslation
- Accuracy
- Terminology
- Consistency
- Grammar
- Spelling
- Punctuation
- Semantics
- Country-specific usage
- Other

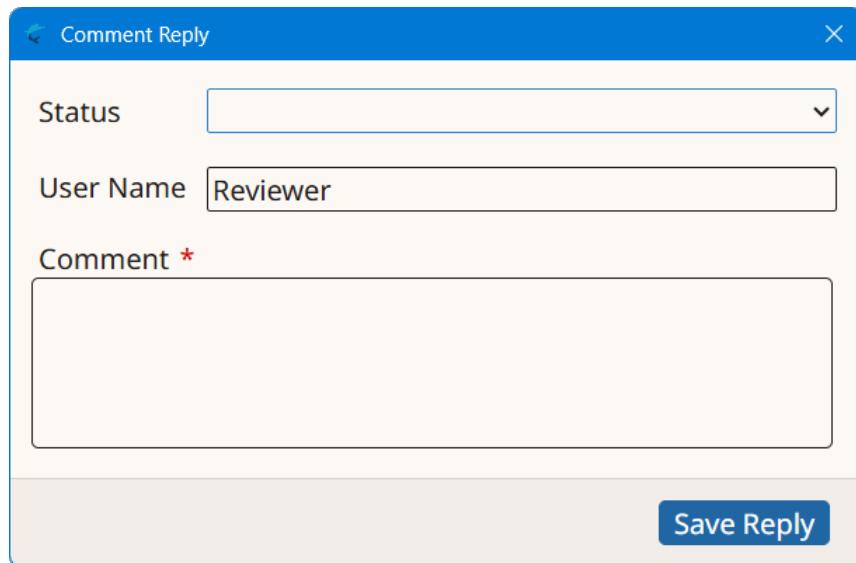
The **Severity** drop-down contains a list of values for grading the reported comment. Possible values are:

- Minor
- Major
- Critical

The **Applies To** drop-down allows you to indicate if the comment applies to the source or target part of the segment.

Clicking on the **Save Comment** button adds a new comment tab to the **Review Comments** dialog.

Replies to a segment comment is done in a dialog like this:



The **Status** drop-down allows you to select an optional resolution for the comment. Possible values are:

- Fixed
- Ignore
- Won't Fix
- Nothing to do

## Filter Segments

---

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

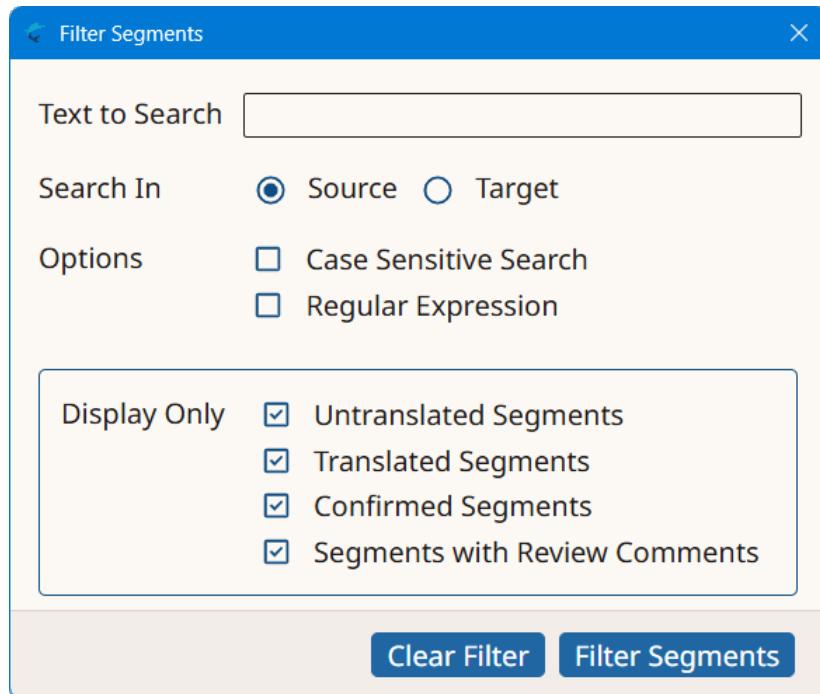
### About this task

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

### Procedure

1. Select **View → Filter Segments** ([**Ctrl+F**] on Windows/Linux, [**Cmd+F**] on macOS) from the main menu 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**, **Confirmed Segments** or **Segments with Review Comments**.
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

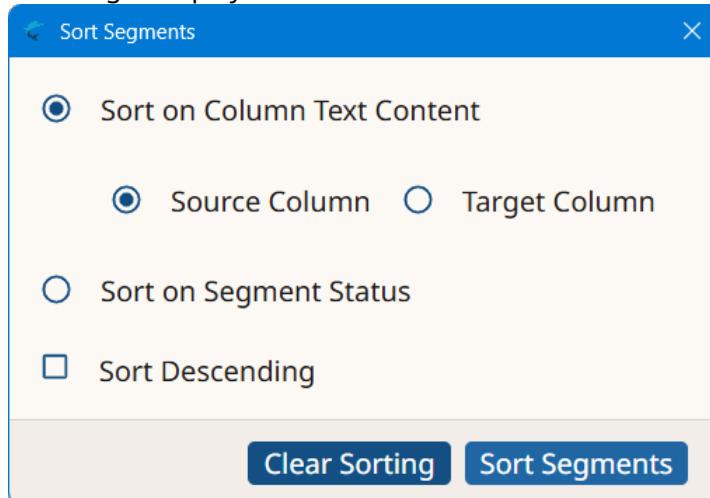
Sometimes you may need to sort segment on text content for review. A common case is the need to review segments that contain numbers.

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

## Procedure

1. Select **View → Sort Segments** ([F3]) from the main menu 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

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

## Procedure

1. In a projects translation tab, select the segment that you want to split.
2. Select **Tasks → Split Segment** ([Ctrl+H] on Windows/Linux, [Cmd+H] on macOS) from the main menu or click the  button on the top toolbar.  
Source text is selected and highlighted 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

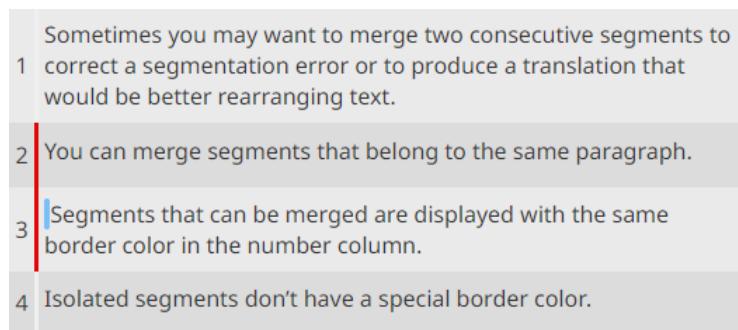
---

Follow these steps to merge two consecutive 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:

- 
- 1 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.
  - 2 You can merge segments that belong to the same paragraph.
  - 3 Segments that can be merged are displayed with the same border color in the number column.
  - 4 Isolated segments don't have a special border color.

### Procedure

1. In a project translation tab, select the first of the two segments that you want to merge.
2. Select **Tasks → Merge With Next Segment** ([**Ctrl+J**] on Windows/Linux, [**Cmd+J**] on macOS) from the main menu 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

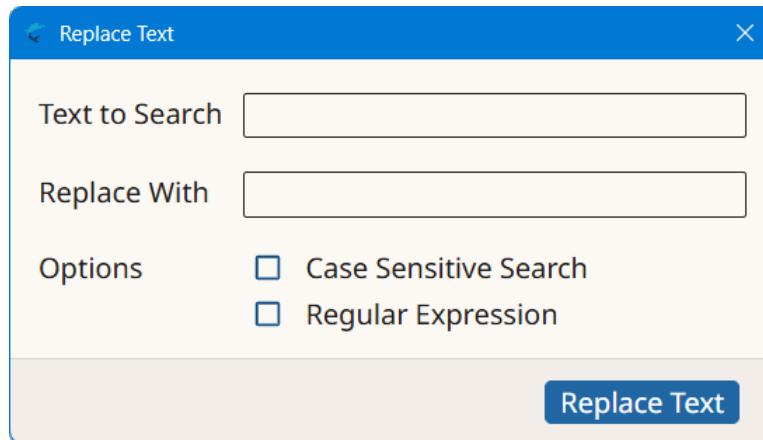
---

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

### Procedure

1. Select **Edit → Replace Text** ([**Alt+Ctrl+F**] on Windows/Linux, [**Alt+Cmd+F**] on macOS) from the main menu 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.

## Edit Source Text

Follow these steps to edit the source text of a segment.

### About this task

When source text contains errors, you may want to correct them to ensure that your memories contain accurate translations.

### Procedure

1. Select the segment you wish to edit.
2. Select **Edit** → **Edit Source Text** from the main menu or press [Alt+F2].  
The background color of segment source changes and text becomes editable.
3. Make all required changes  
Avoid reordering or removing tags. If changes in tags are made, it may not be possible to export translations from the project.
4. At any time:
  - Press the **[Escape]** key to discard all changes.
  - Press **[Alt+Enter]** to save your changes, remaining in current segment.
  - Click on another segment to save your changes and continue editing the selected segment.

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

### Procedure

1. Select **Tasks → Pseudo-translate Untranslated Segments** from the main menu.

### 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 six Machine Translation (MT) engines:

- Anthropic's Claude (*AI-based*)
- Azure Translator Text
- DeepL API
- Google Cloud Translation
- Mistral (*AI-based*)
- ModernMT
- OpenAI ChatGPT (*AI-based*)

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

---

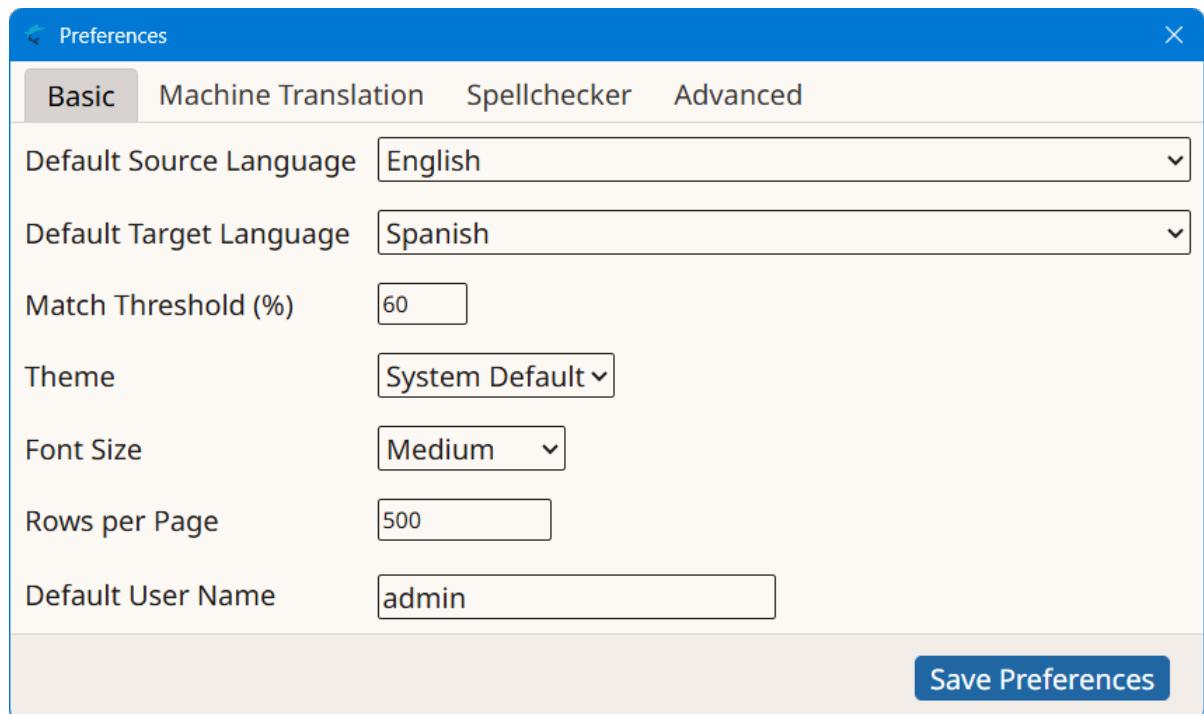
### About this task

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

### Procedure

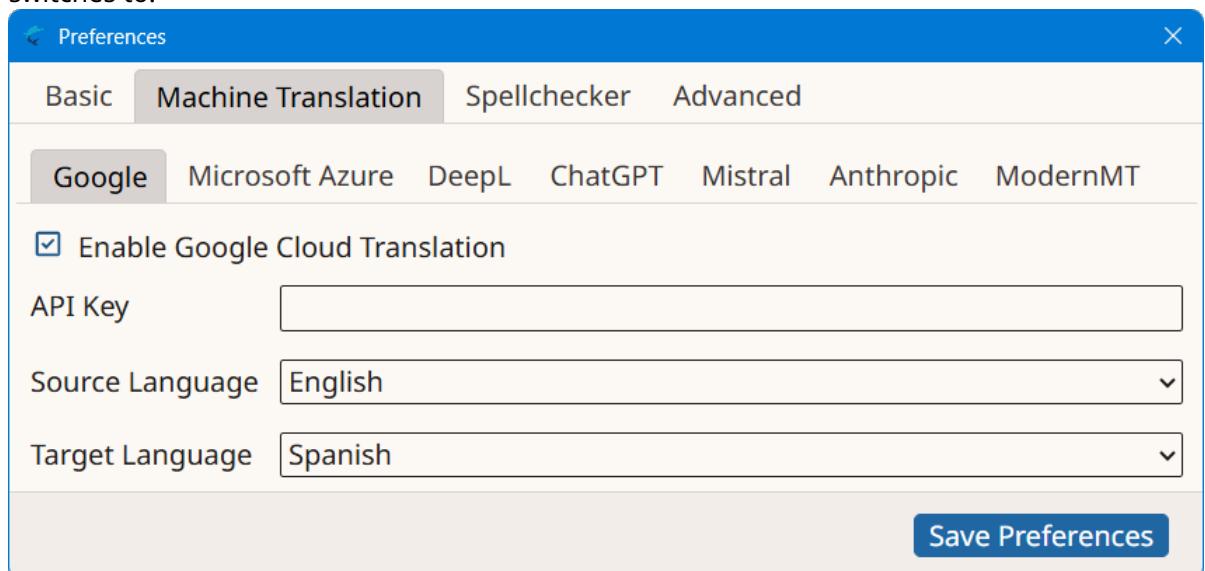
1. Open the **Preferences** dialog.
  - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [Cmd + ,].
  - On Windows or Linux main menu, select **Settings** → **Preferences**.

The **Preferences** dialog appears:

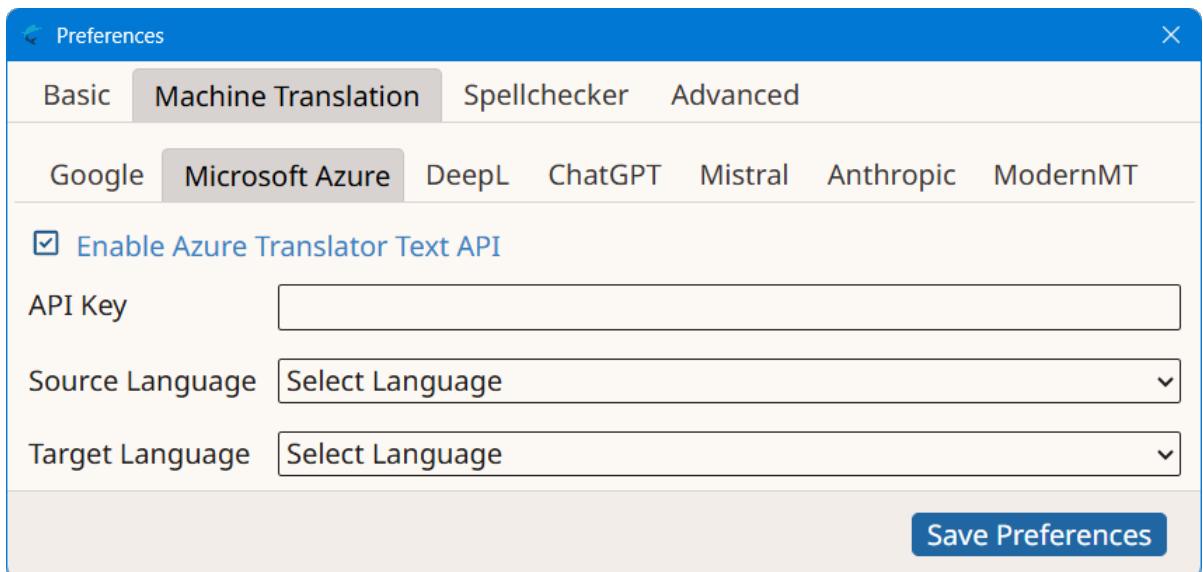


2. Select the **Machine Translation** tab.

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



- Check the **Enable Google Cloud Translation** box.
  - Enter your API Key in the **API Key** text box.
  - Select a source language from the **Source Language** drop-down.
  - Select a target language from the **Target Language** drop-down.
- Select **Microsoft Azure** tab to configure *Azure Translator Text* engine. **Preferences** dialog switches to:



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

<a href="#">Basic</a>	<a href="#">Machine Translation</a>	<a href="#">Spellchecker</a>	<a href="#">Advanced</a>				
Google	Microsoft Azure	DeepL	ChatGPT	Mistral	Anthropic	ModernMT	

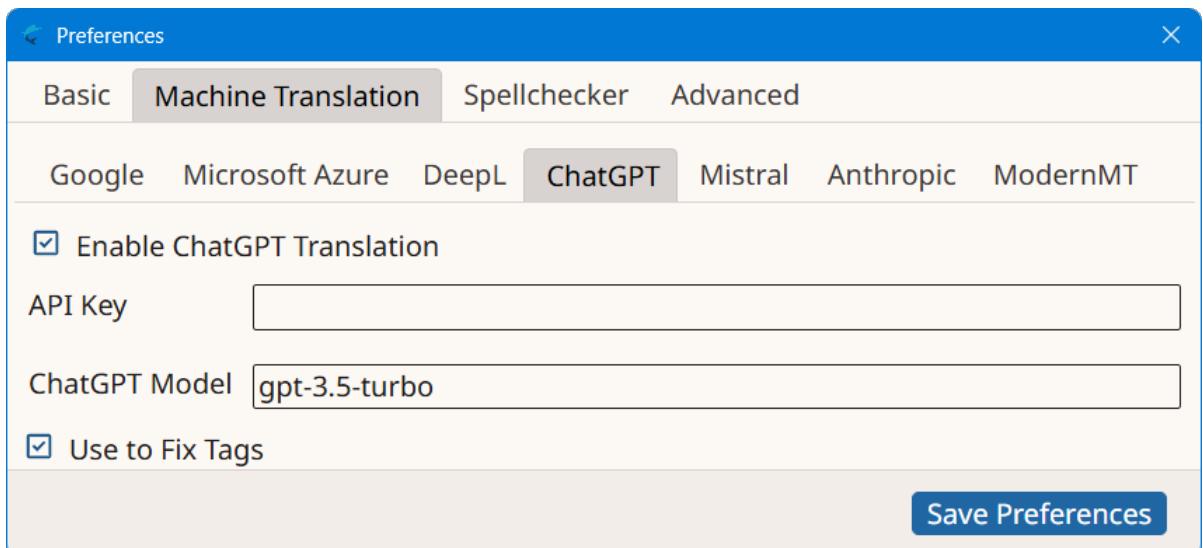
[Enable DeepL API](#)

API Key

Source Language [Select Language](#)

Target Language [Select Language](#)

[Save Preferences](#)
- a. Check the **Enable DeepL API** box.
  - b. Enter your API Key in the **API Key** text box.
  - c. Select a source language from the **Source Language** drop-down.
  - d. Select a target language from the **Target Language** drop-down.
  - Select **ChatGPT** tab to configure *ChatGPT* engine. **Preferences** dialog switches to:

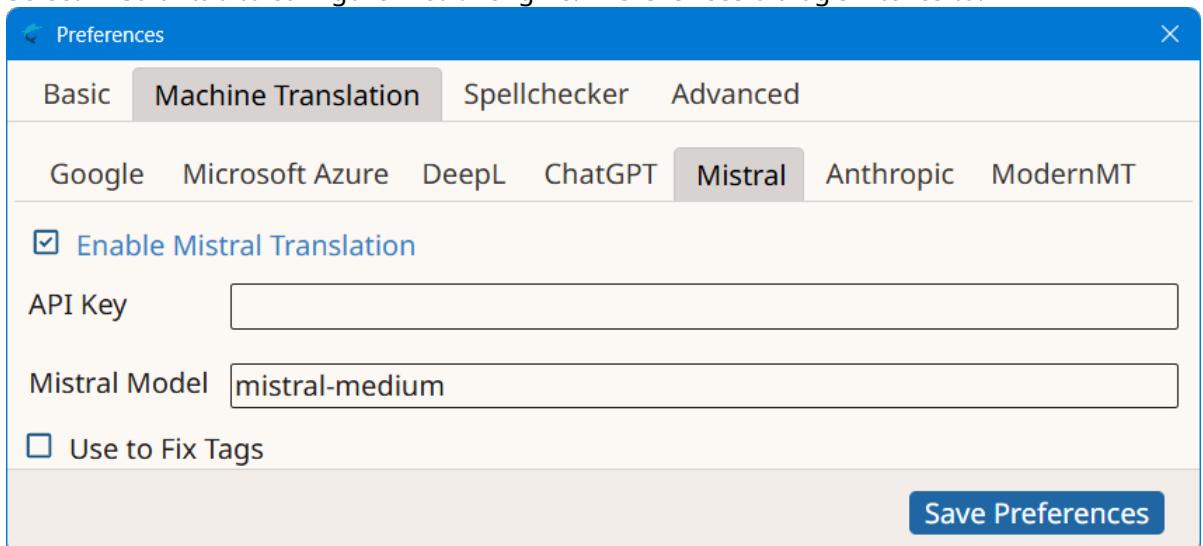


- Check the **Enable ChatGPT Translation** box.
- Enter your API Key in the **API Key** text box.
- Select the model to use from the **ChatGPT Model** drop-down.
- Optionally, select the **Use to Fix Tags** checkbox to configure ChatGPT as the default AI engine for fixing tags.

**Note**

ChatGPT supports, in theory, translating from any language to any language. Project languages are automatically used for requesting translations.

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



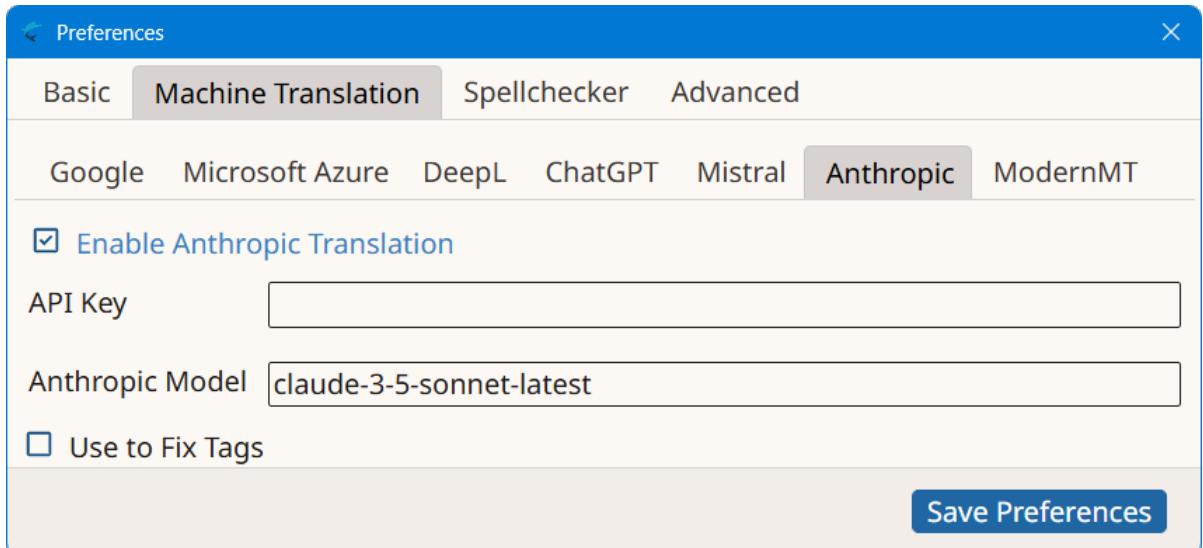
- Check the **Enable Mistral Translation** box.
- Enter your API Key in the **API Key** text box.

- c. Select the model to use from the **Mistral Model** drop-down.
- d. Optionally, select the **Use to Fix Tags** checkbox to configure Mistral as the default AI engine for fixing tags.

**Note**

Mistral supports, in theory, translating from any language to any language. Project languages are automatically used for requesting translations.

- Select **Anthropic** tab to configure Anthropic's Claude engine. **Preferences** dialog switches to:

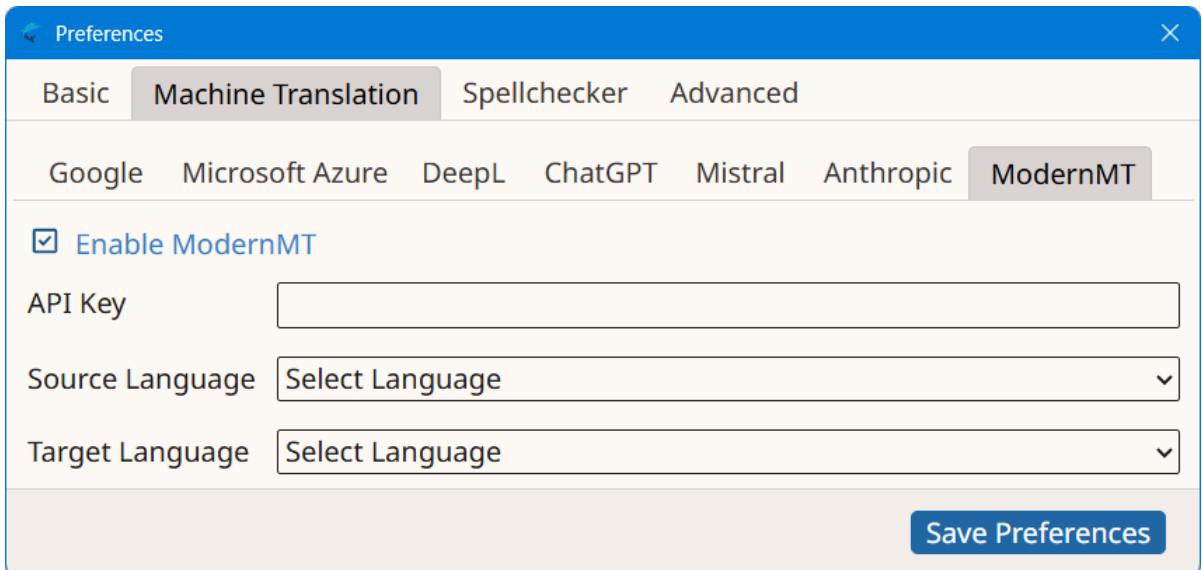


- a. Check the **Enable Anthropic Translation** box.
- b. Enter your API Key in the **API Key** text box.
- c. Select the model to use from the **Anthropic Model** drop-down.
- d. Optionally, select the **Use to Fix Tags** checkbox to configure Anthropic's Claude as the default AI engine for fixing tags.

**Note**

Claude supports, in theory, translating from any language to any language. Project languages are automatically used for requesting translations.

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



- a. Check the **Enable ModernMT** box.
  - b. Enter your API Key in the **API Key** text box.
  - c. Select a source language from the **Source Language** drop-down.
  - d. Select a target language from the **Target Language** drop-down.
3. Click on the **Save Preferences** button to save your changes.

## Translating Segments with MT

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



### Note

Machine Translation Engines configuration 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. Select **TM-MT → Get Machine Translations** ([**Ctrl+L**] on Windows/Linux, [**Cmd+L**] on macOS) from the main menu or click the  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.

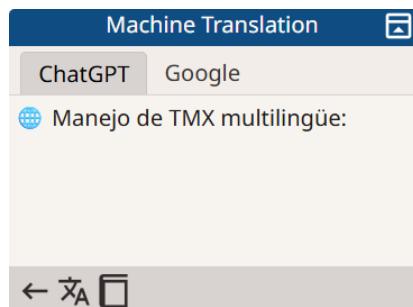
### Translate All Segments with MT

1. Open a project for translation.
2. Select **TM-MT → Apply Machine Translations to All Segments** from the main menu.

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
<b>View → Next Machine Translation Match</b>	[Alt+Right Arrow]	[Ctrl+Alt+Right Arrow]
<b>View → Previous Machine Translation Match</b>	[Alt+Left Arrow]	[Ctrl+Alt+Left Arrow]

- To copy a Machine Translation match to the target of the selected segment, select **TM-MT → 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 **TM-MT → 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 **TM-MT → Remove All Machine Translations** in main menu if you wish to remove existing MT matches from all segments of the selected project.

# AI Assistance

---

Swordfish uses AI assistance for these tasks:

- Translate a Segment with AI
- Insert AI Response in Segment
- Fix TM Match with AI
- Fix Tags with AI

## Translate a Segment with AI

---

Swordfish supports the use of AI for translating segments directly using Machine Translation engines such as ChatGPT or Claude. It also generates prompts tailored to work with any AI engine.

See the [Machine Translation](#) chapter for an explanation of how to use ChatGPT, Mistral or Antyhypopics' Claude as traditional Machine Translation engines.

### Prompt Generation

Swordfish generates detailed prompts for AI systems that are designed to produce `XLIFF <target>` elements that can then be inserted into a segment during translation.



#### Note

If segment terms have been retrieved from a glossary, those terms are automatically included in the prompt to improve the results generated by the AI systems.

Translating a segment with AI involves these steps:

1. Generate a prompt and copy it to the clipboard.
2. Execute the prompt in an AI system and copy the response to the clipboard.
3. Insert the response from the clipboard into the segment.

There are two options for generating an AI prompt:

- Generate a prompt and copy it automatically to the clipboard.
- Generate a prompt and open a dialog to allow editing the generated text.

Follow these steps to generate a prompt and copy it automatically to the clipboard:

1. Select a segment in the **Translation Panel**.
2. Select **AI → Copy AI Prompt to Clipboard** ([**Ctrl+Shift+C**] on Windows/Linux, [**Cmd+Shift+C**] on macOS) from the main menu.

Follow these steps to open a dialog for editing the prompt:

1. Select a segment in the **Translation Panel**.
2. Select **AI → Open AI Prompt Dialog** ([**Ctrl+Shift+P**] on Windows/Linux, [**Cmd+Shift+P**] on macOS) from the main menu.

The **AI Prompt** dialog appears:

 AI Prompt X

You are an expert translator from English to Spanish with expert knowledge of XLIFF 2.1 formatting and best practices. Your task is to translate an XLIFF 2.1 `<source>` XML element into a `<target>` XML element.

Given the following `<source>` XML element:

```
```xml
<source xml:space="preserve">Introduction</source>
```

```

Translate the content of the `<source>` element from English into Spanish.

Requirements:

1. Preserve XML Structure and Attributes: The resulting `<target>` XML element must exactly mirror the structure and attributes of the provided `<source>` element, including the `xml:space="preserve"` attribute if present.
2. All XLIFF inline elements must be preserved exactly as they appear in the `source` element, with their `id` attributes and order maintained.
3. Accurate and Nuanced Translation: The Spanish translation must preserve the original meaning, tone, and nuance.

[Copy Prompt to Clipboard](#) [Insert AI Response in Segment](#)

3. Review and edit the prompt text if necessary.
4. Click the **Copy Prompt to Clipboard** button.

## Executing the Prompt

After you have copied the prompt to the clipboard, open an AI tool for running the query.



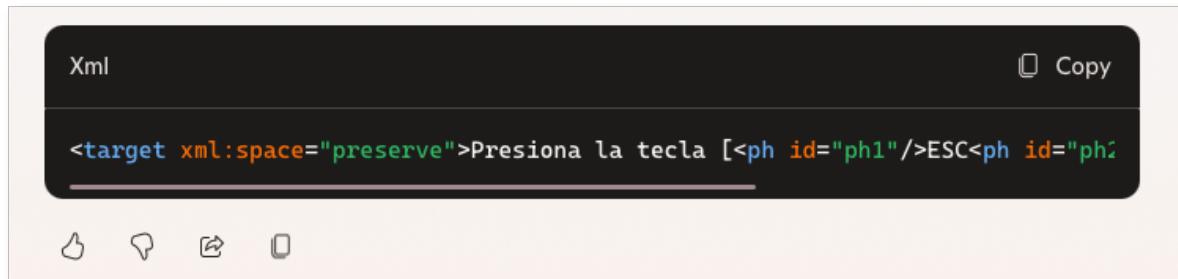
### Note

Prompts generated by Swordfish have been tested and are known to work on these AI systems:

- OpenAI ChatGPT
- Anthropic Claude
- Google Gemini
- Microsoft Copilot
- Meta AI

Paste the content of the clipboard into the AI question box and submit the request.

If necessary, scroll through the app content page and look for the answer. As the answer is expected to be in the form of properly formatted XML, it is usually displayed in a special box that includes a **Copy** button.



Finally, copy the AI response to the clipboard.

## Insert AI Response in Segment

Follow these steps to insert a translation generated by an AI system into a segment.

### About this task

Swordfish generates custom AI prompts that are designed to produce [XLIFF](#) <target> elements. The generated results must be parsed and validated before they can be set as a segment translation.



#### Important

It is not safe to directly paste an AI generated response into a segment's target text box.

### Procedure

1. Copy the result generated by the AI system to the clipboard.
2. Select the segment that would receive the translation on the [Translation Panel](#).
3. Select **AI → Insert AI Response in Segment** ([**Ctrl+Shift+R**] on Windows/Linux, [**Cmd+Shift+R**] on macOS) from the main menu or click the **Insert AI Response in Segment** (≡) button on the main toolbar.

### Results

The clipboard text is parsed and validated. If it is a valid <target> element, it is applied to the selected segment.

## Fix TM Match with AI

Follow these steps to fix a TM match using AI so that the translation is phrased similarly to the target of the match but is an accurate translation of the segment source text.

### About this task

Translation memory matches have a similarity value that indicates how close the source text is to the source of the match. The value varies from 60% to 100%. You can try to fix a match with a similarity value of less than 100% using AI to make it usable.



### Note

An account for [OpenAI's ChatGPT](#), [Anthropic's Claude](#) or [Mistral AI](#) account is required to use this option. See [Translating Segments with MT](#) for instructions on ChatGPT, Anthropic or Mistral configuration.

---

## Procedure

1. Select a segment in the **Translation Panel**.
2. Select the match to fix in the **Translation Memory** panel.
3. Select **AI → Fix TM Match Using AI** from the main menu or click the **Fix TM Match Using AI** (≡) button on the Translation Memory toolbar.

## Results

A request is sent to the AI engine and the result is displayed in the **Machine Translation** panel.

## Fix Tags with AI

---

Follow these steps to fix tag errors in a segment using AI.

### About this task

Sometimes, the source text may include many inline tags, and positioning these tags correctly in the target text could be difficult. AI can be used to automatically insert or correct these tags.

---



### Note

An account for [OpenAI's ChatGPT](#), [Anthropic's Claude](#) or [Mistral AI](#) account is required to use this option. See [Translating Segments with MT](#) for instructions on ChatGPT, Anthropic or Mistral configuration.

---



### Important

AI engines *may* alter the translation when fixing tags. Always review the results before confirming a segment.

---

## Procedure

1. Select the segment to fix on the **Translation Panel**.
2. Select **AI → Fix Tags with AI** ([Alt+Ctrl+Shift+T] on Windows/Linux, [Option+Shift+Cmd+T] on macOS) from the main menu or click the **Fix Tags with AI** (≡) button on the main toolbar.

## Results

A request is sent to the AI engine selected for fixing tags and the result is displayed in the target text.

## Auto-Translation

---

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

When the difference between source text and the source text 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

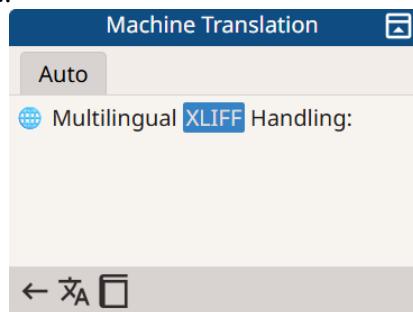
Make sure that a Memory and a Glossary are selected in the corresponding drop-downs of the top toolbar.

### Procedure

1. Select **TM-MT → Get Auto-Translations** ([**Ctrl+R**] on Windows/Linux, [**Cmd+R**] on macOS) from the main menu 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. Select **TM-MT → Apply Auto-Translation to All Segments** from the main menu.

## Results

Auto-Translation is applied to all segments and 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.

## Procedure

1. Select **TM-MT → Remove All Auto-Translations** from the main menu.

A confirmation dialog is displayed.

## 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 highlights 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

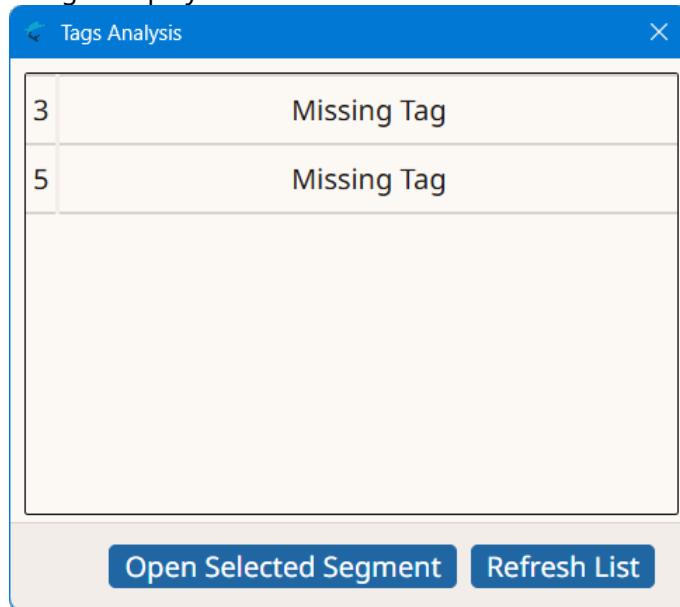
### About this task

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

### Procedure

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

The **Tag Analysis** dialog is displayed:



2. If there are tag errors, double-click on any segment from the list to open it for fixing. You can also open a segment for editing by clicking on it and then on the **Open Selected Segment** button.
3. Use the **Refresh List** button to update the list of segments after you 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 transferred to target text to avoid formatting issues in translated documents.



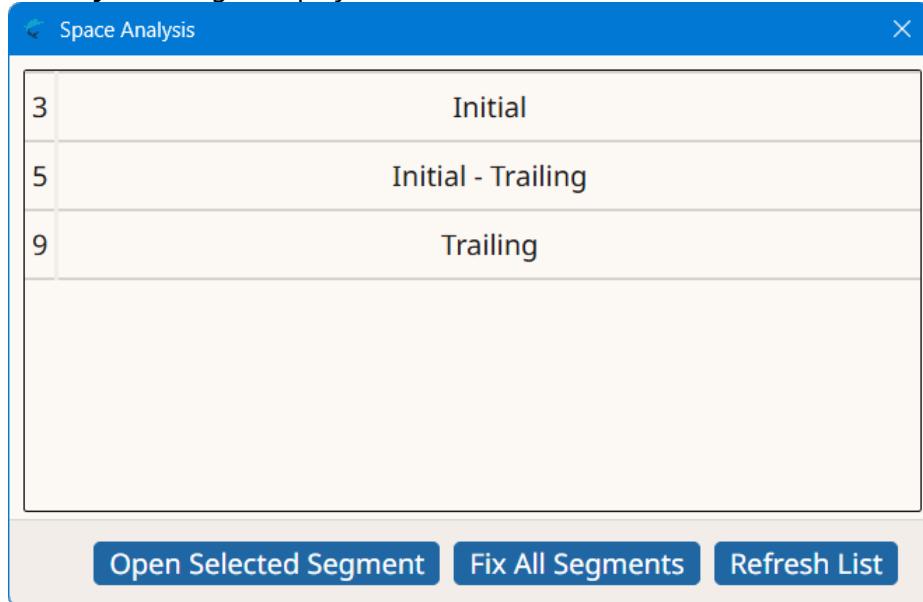
#### Note

Checking spaces may not be necessary when working with Asian [target languages](#).

### Procedure

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

The **Space Analysis** dialog is displayed:



2. If there are space errors, double-click on any segment from the list to open it for fixing. You can also open a segment for editing by clicking on it and then on the **Open Selected Segment** button.
3. Click the **Fix All Segments** button to automatically fix all segments, copying initial and trailing spaces from source text to target text.

The status of all fixed segments is automatically set to "Draft". You may need to confirm them before exporting translations.

4. Click the **Refresh List** button to update the list of segments after you fix them.

# Spellchecker

---

Swordfish automatically spellchecks your text as you type.

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

On Windows and Linux, Swordfish 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 which language variant to use for spellchecking, following the steps from the [Spellchecking on Windows and Linux](#) section.

## Spellchecking on macOS

---

On macOS, Swordfish uses native spellchecker APIs.

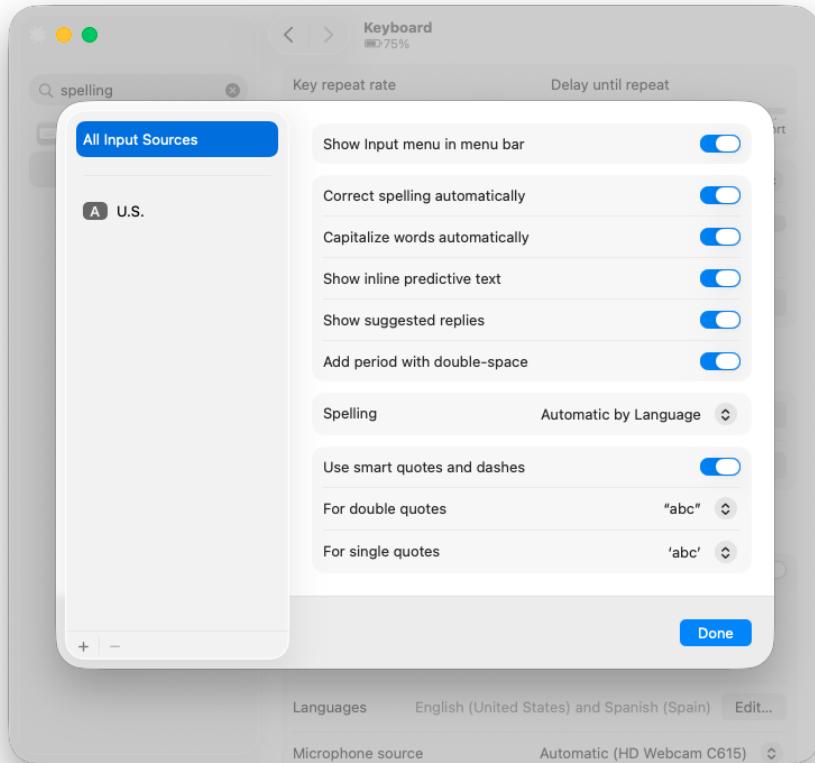
### About this task

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

### Procedure

1. Open **System Preferences** application
2. On the **Search** text box of the **System Preferences** main window, type "spelling"
3. On the search results, select **Spelling and prediction**.

The **Spelling and Prediction** dialog appears:



4. Check the list of installed languages and input sources. If your working target language is not included, add it.
5. Configure the options for your target language and click the **Done** button to save your settings and close the dialog.

## What to do next

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

## Spellchecking on Windows and Linux

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

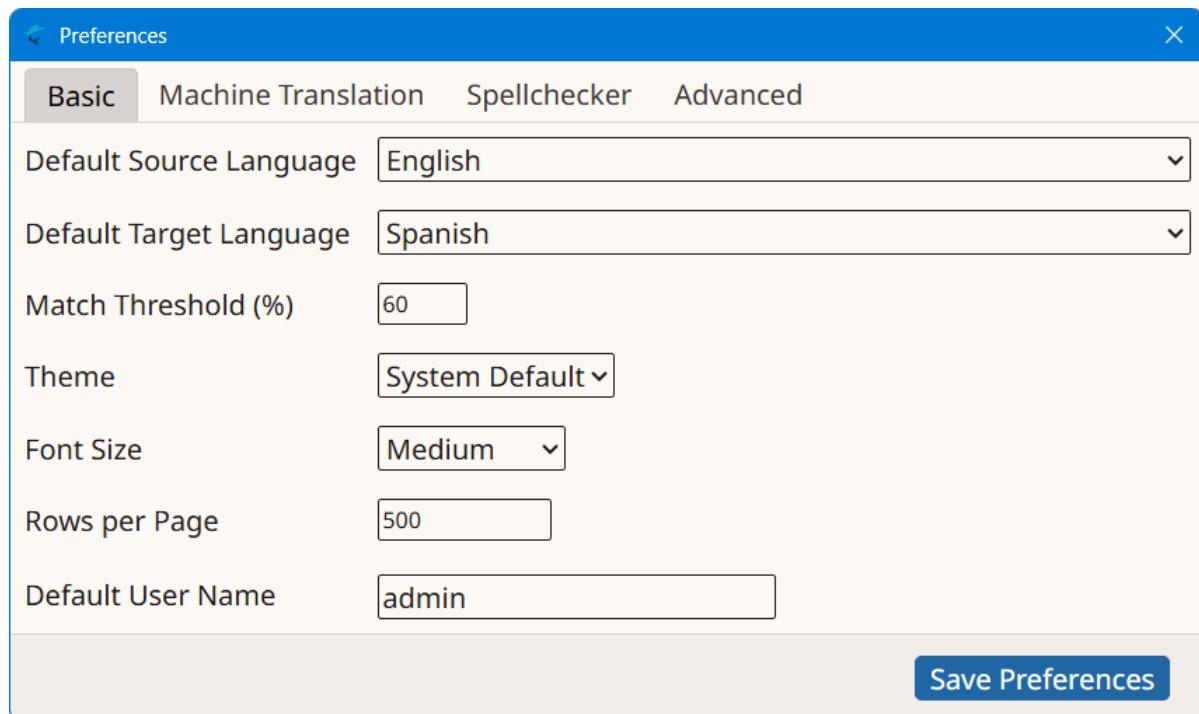
### About this task

Swordfish 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

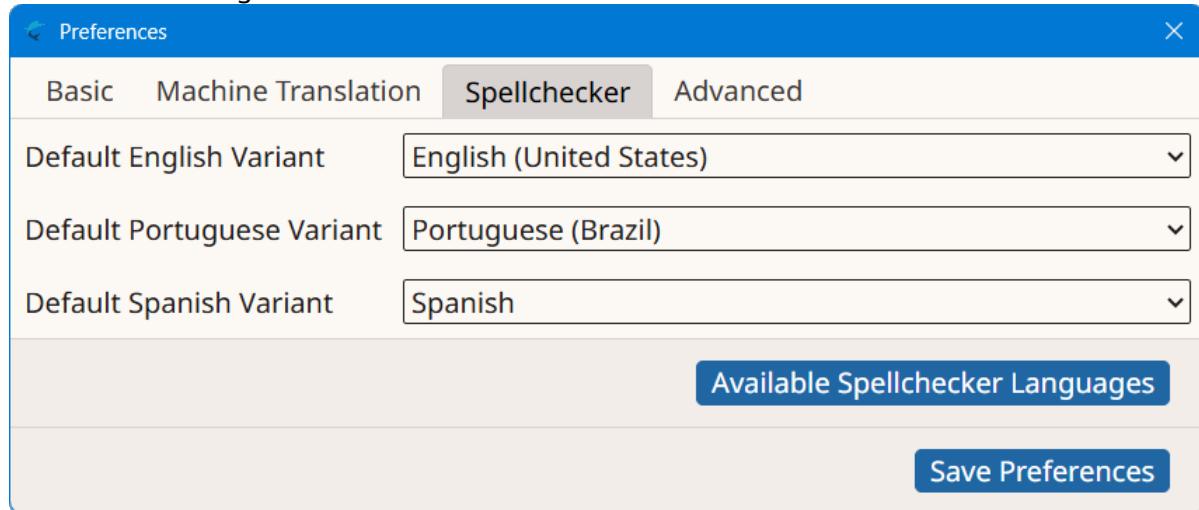
1. Select **Settings → Preferences** from the main menu.

The **Preferences** dialog appears:



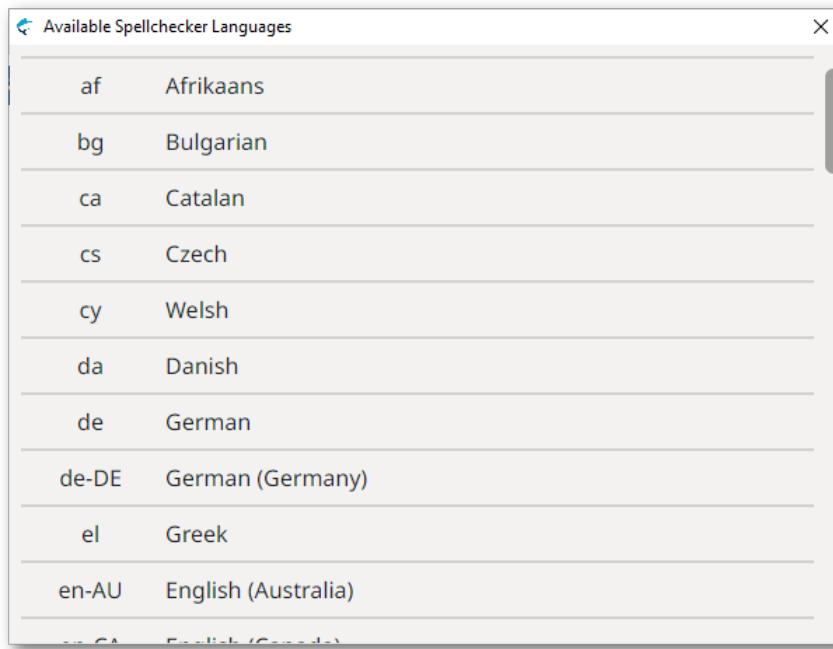
2. Select the **Spellchecker** tab.

**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.

# XML Filter Settings

## About this task

Swordfish needs to know two things for working with XML files:

- How to locate the grammar rules and entities declared in an XML file, if any.
- What elements and attributes contain translatable text.

XML catalogs that follow the specification published at <https://www.oasis-open.org/committees/entity/spec-2001-08-06.html> by OASIS are used to resolve the location of XML DTDs and Schemas.

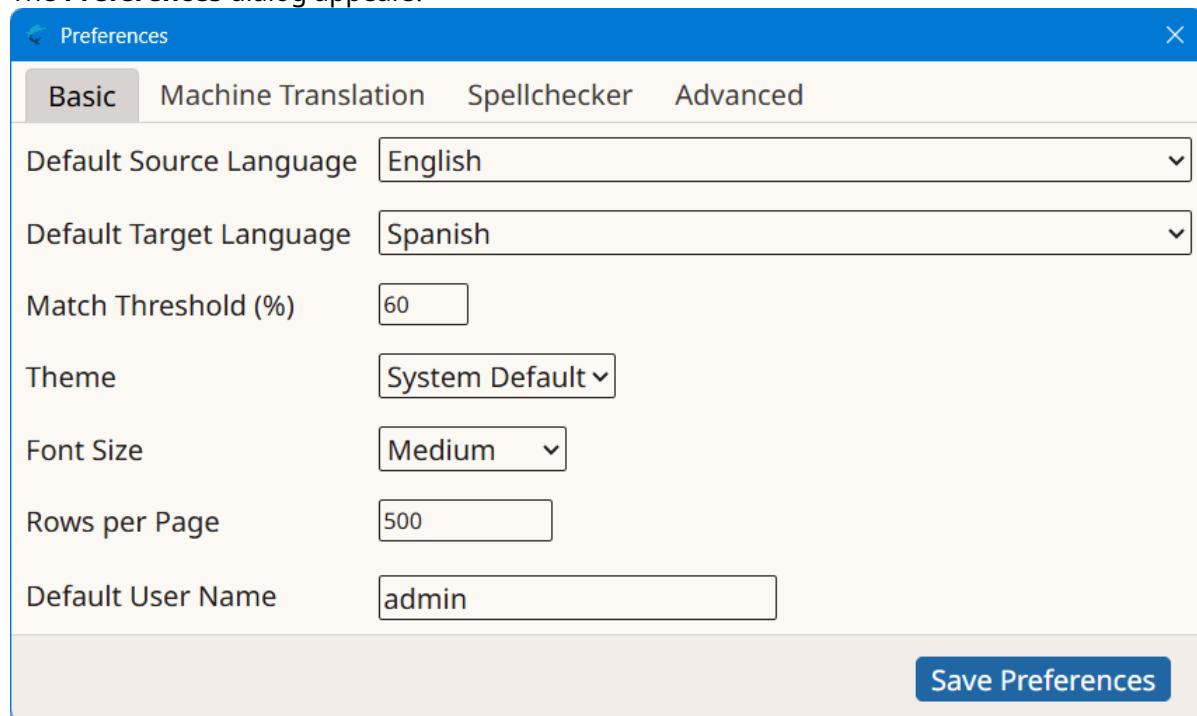
Special XML files are used to configure the elements and attributes that contain translatable text. These files are used by the internal XML Filter to extract text for processing.

## Procedure

1. Open the **Preferences** dialog.

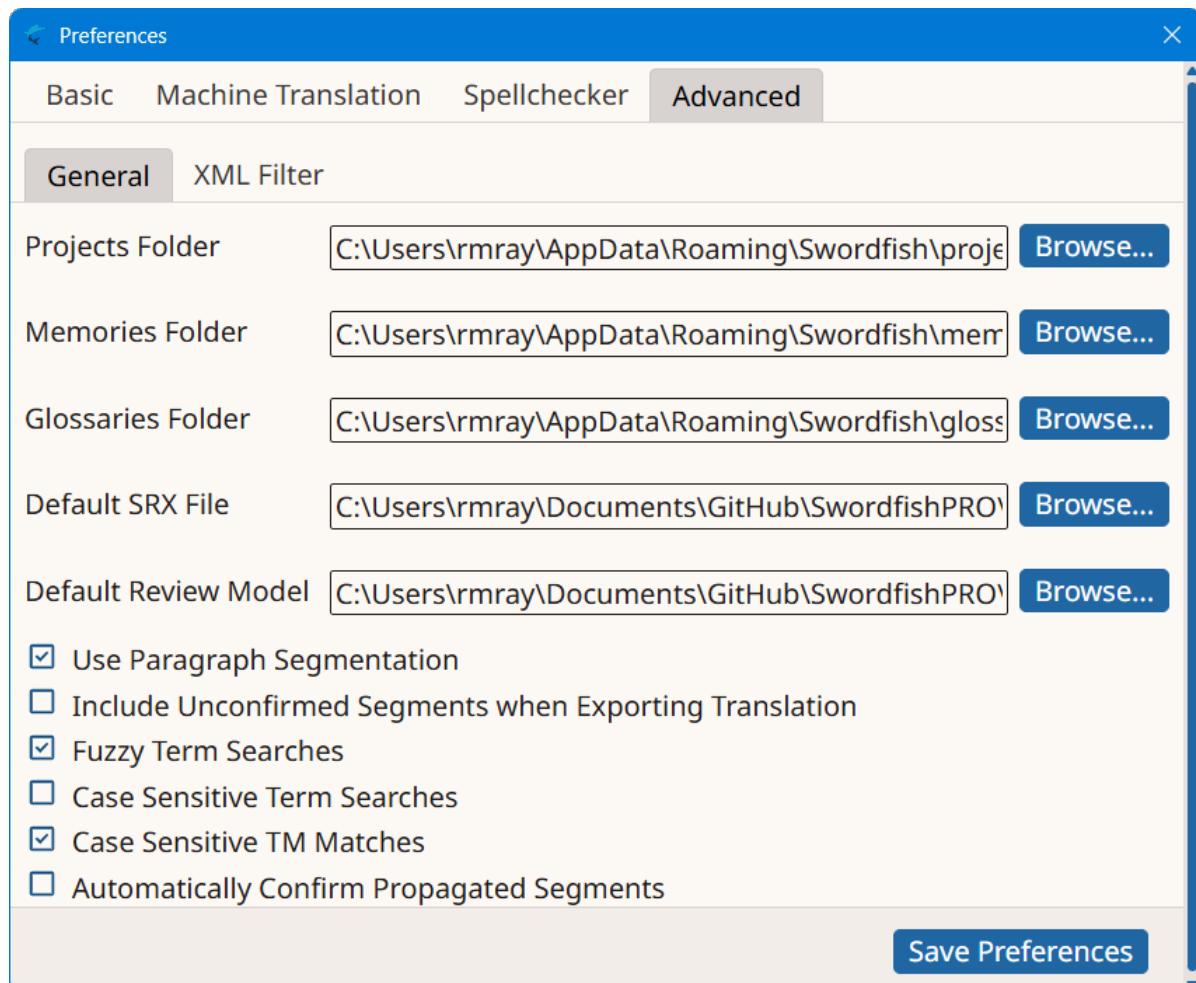
- On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [Cmd + ,].
- On Windows or Linux main menu, select **Settings** → **Preferences**.

The **Preferences** dialog appears:



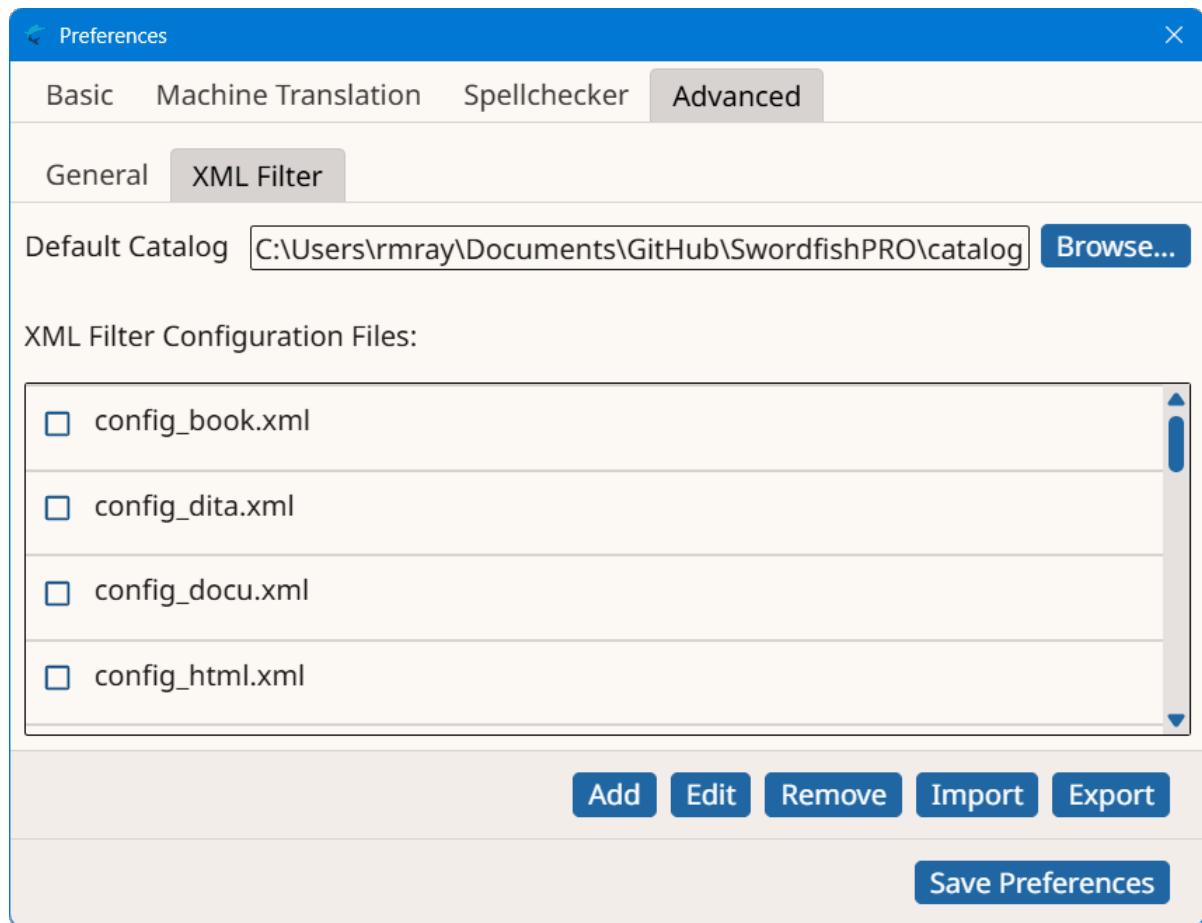
2. Select the **Advanced** tab.

**Preferences** dialog switches to:



3. On the **Advanced** tab, select the **XML Filter** tab.

**Preferences** dialog switches to:



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. Use the buttons below the **XML Filter Configuration Files** table to manage configuration files.

| Option | Description   |
|--------|---|
| Add    | Create a new configuration file   |
| Edit   | Modify an existing configuration file                                     |
| Remove | Remove selected configuration files                                       |
| Import | Copy a configuration file to the folder that contains XML Filter settings |
| Export | Copy a configuration file to a new location                               |



#### Note

On Windows, you must run the program as an **Administrator** user to change the configuration files for the XML Filter.

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

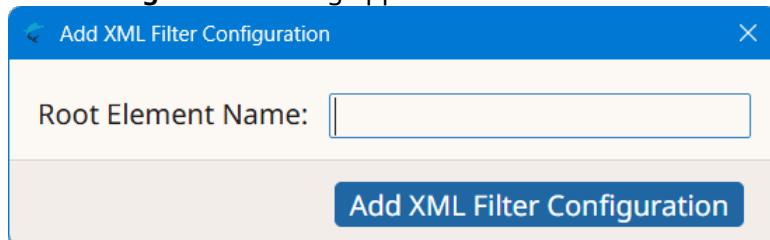
## Add Configuration File

Follow these steps to create a new configuration file for the XML Filter

### Procedure

1. In the **XML Filter** tab of the **Advanced** section of **Preferences** dialog, click the **Add** button.

The **Add XML Filter Configuration** dialog appears:



2. Type the name of the root element of your XML files in the **Root Element Name** text box. The name of the root element is used to name the configuration file.
3. Click the **Add XML Filter Configuration** button.

### Results

A new, empty, configuration file is added and the **XML Filter Configuration Files** table reflects the changes.

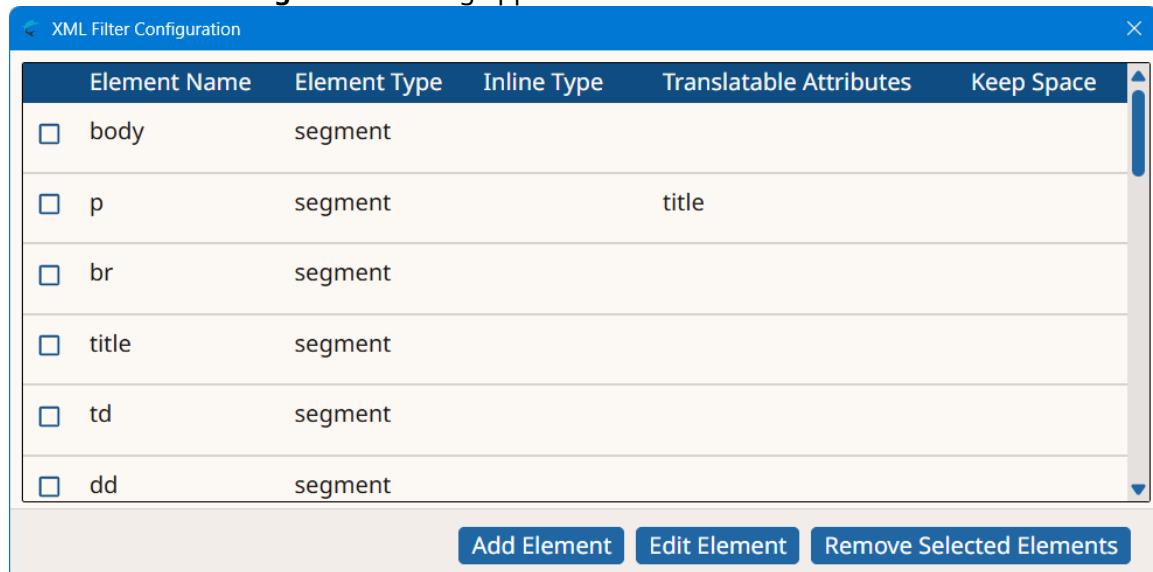
## Edit Configuration File

Follow these steps to configure the elements of a configuration file for the XML Filter

### Procedure

1. In the **XML Filter Configuration Files** table, select the file that you want to modify.
2. Click the **Edit** button.

The **XML Filter Configuration** dialog appears:



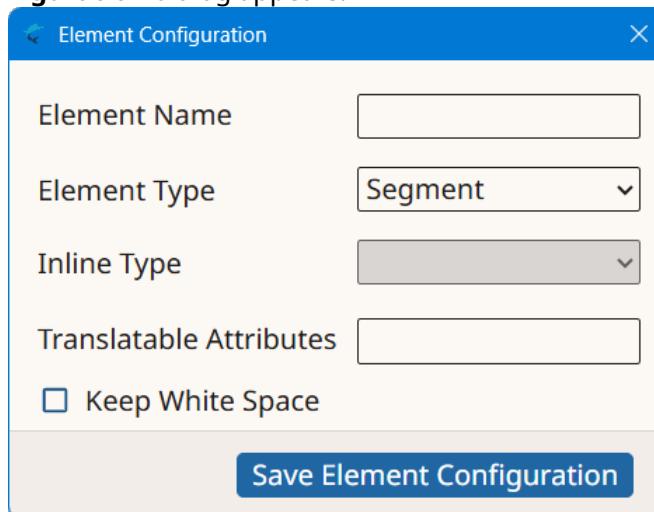
3. Use the buttons in the **XML Filter Configuration** dialog to update the configuration file.

For each element, specify:

|                                |  |
|--------------------------------|--|
| <b>Element Name</b>            | The name of the element being configured   |
| <b>Element Type</b>            | <ul style="list-style-type: none"> <li>• <b>Segment</b>: the selected element starts a new section of translatable text.</li> <li>• <b>Inline</b>: the selected element represents a change in formatting options and does not start a new section of translatable text.</li> <li>• <b>Ignore</b>: the selected element and its children should be ignored.</li> </ul> |
| <b>Inline Type</b>             | The kind of formatting represented by an element of <b>Inline</b> type   |
| <b>Translatable Attributes</b> | A list of attributes that require translation, separated by ';'.   |
| <b>Keep White Space</b>        | Select whether all white space in an XML element must be preserved.  |

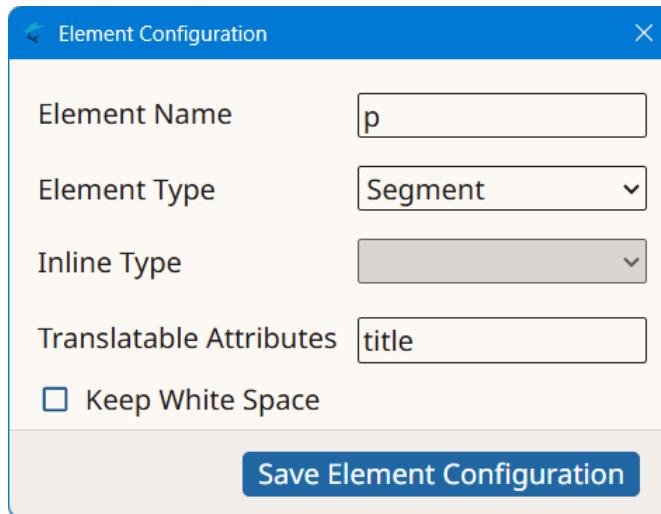
a. Click the **Add Element** button to add a new element to the configuration file.

The **Element Configuration** dialog appears:



b. Click the **Edit Element** button to modify the properties of an existing element.

The **Element Configuration** dialog showing the existing values appears:



- c. Click the **Remove Selected Elements** button to delete one or more selected elements from the configuration file.
4. Repeat the previous step until all elements are properly configured.

## Remove Configuration Files

Follow these steps to remove one or more configuration files for the XML Filter.

### Procedure

1. In the **XML Filter Configuration Files** table, select the files you want to remove.
  2. Click the **Remove** button.
- A confirmation dialog appears.

### Results

Selected files are removed and the **XML Filter Configuration Files** table reflects the changes.

## Import Configuration File

Follow these steps to restore custom configuration files for the XML Filter.

### About this task

After a fresh install or upgrade, you may need to import configuration files for the XML Filter created in a previous version or in a different machine.

### Procedure

1. In the **XML Filter** tab of the **Advanced** section of **Preferences** dialog, click the **Import** button.
2. In the dialog that appears, select the file to import.

## Export Configuration File

Follow these steps to backup new or modified configuration files for the XML Filter.

## About this task

After creating a custom configuration file, make a backup copy by exporting it to a safe location.

---



### Important

Installing a new version of Swordfish on macOS or Linux removes any customization you may have. It is important to export your modified configuration files so you can import them back after an update.

---

## Procedure

1. In the **XML Filter Configuration Files** table, select the files you want to export.
2. Click the **Export** button.

A dialog for selecting the folder where to store exported configuration files appears.

# Configuration Options

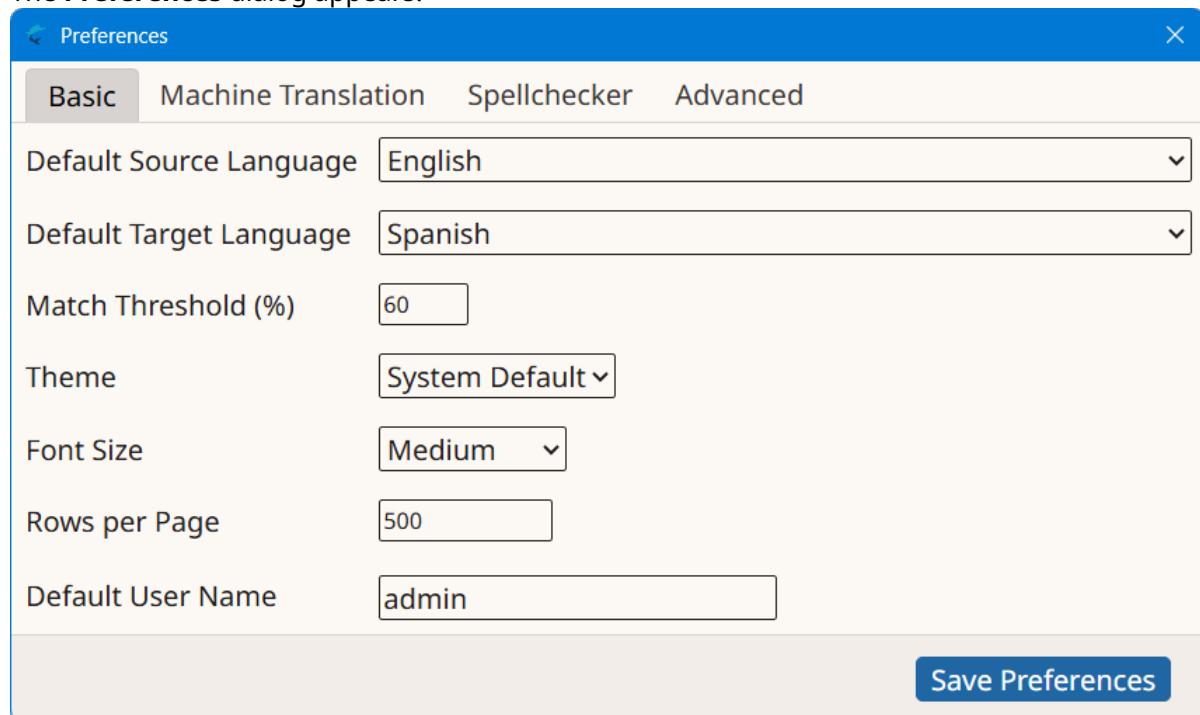
## Basic Settings

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

### Procedure

1. Open the **Preferences** dialog.
  - 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 **Match Threshold (%)** box to enter the minimum similarity threshold that the Translation Memory engine should use to retrieve matches. Selecting values below 50 may result in low-quality matches being retrieved.
5. 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.

- Select **High Contrast** for a dark theme with enhanced contrast.
6. Use the **Font Size** drop-down to select the default size of the text used in the translation panel.
  7. Use the **Rows per Page** box to select the number of segment rows per page displayed when opening a project. Minimum value: 100; maximum: 2000; default: 500.
  8. Use the **Default User Name** text box to enter the value used in `creationid` and `changeid` attributes when exporting memories as TMX. The default value is set to the computer's username.
  9. Click on the **Save Preferences** button to save your changes.

## Advanced Settings

---

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

### About this task

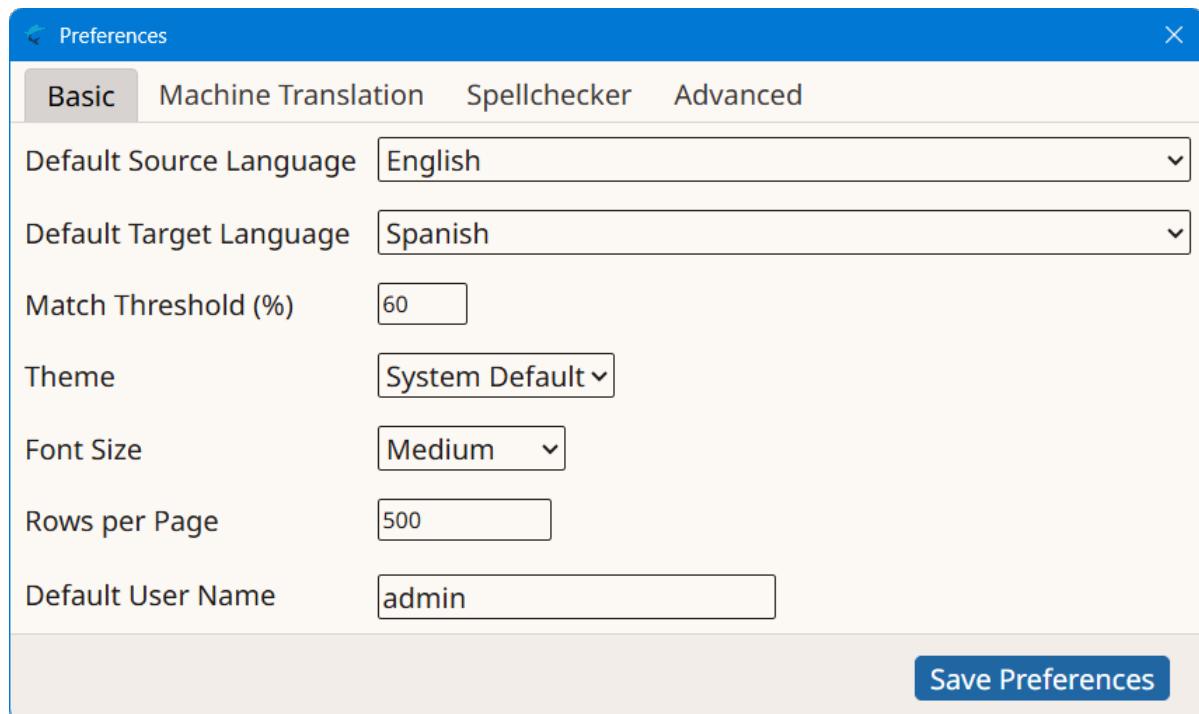
Swordfish ships with a set of segmentation rules in SRX format that supports 16 languages and their variants. You can also select your own SRX file for processing your documents.

An extensive XML catalog that supports the most common XML grammars and document types is included in Swordfish. 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 and configure the XML Filter to handle the elements defined in your grammars.

### Procedure

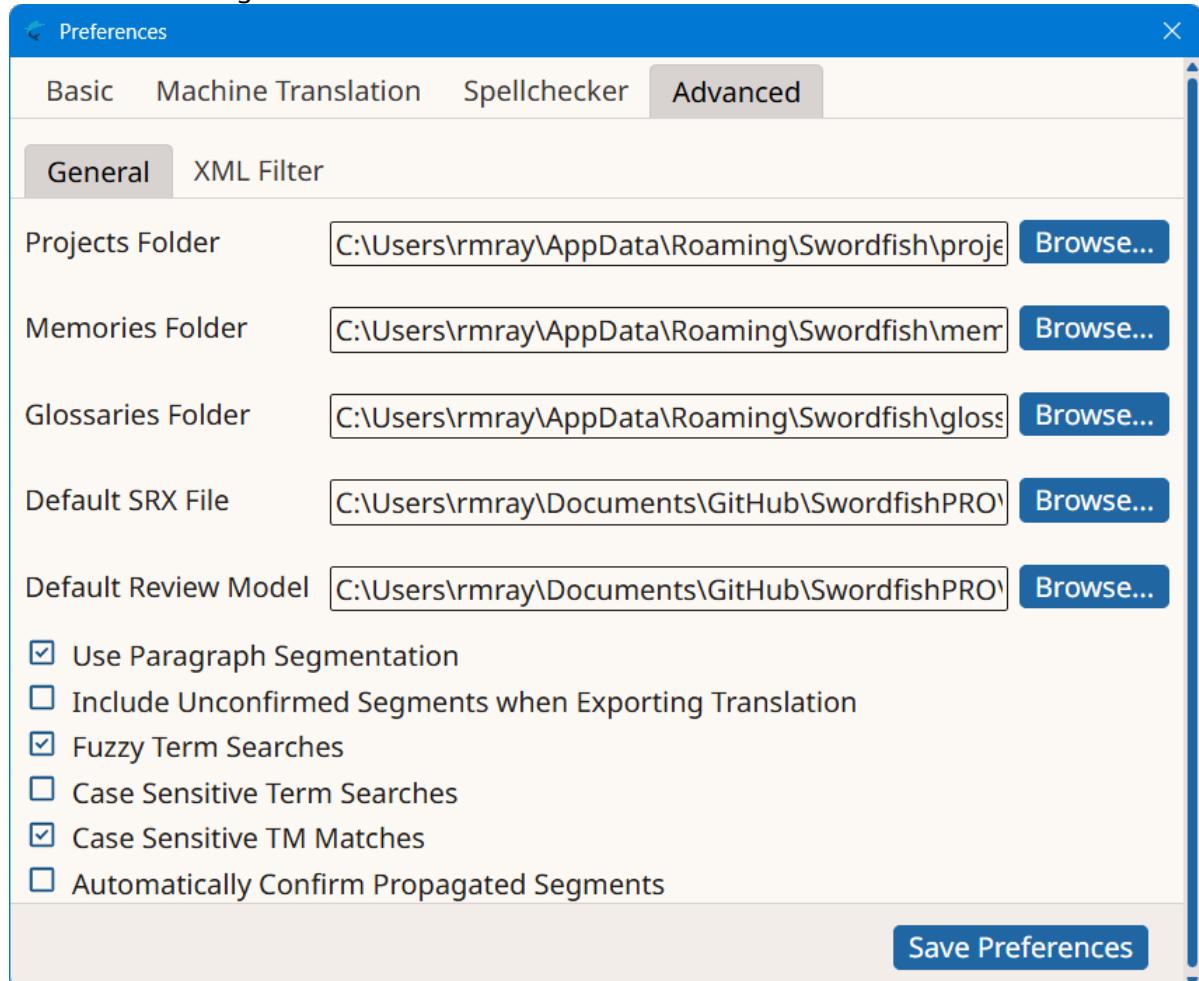
1. Open the **Preferences** dialog.
  - On macOS, select **Apple** → **Preferences** → **Settings** on the menu or press [Cmd + ,].
  - On Windows or Linux main menu, select **Settings** → **Preferences**.

The **Preferences** dialog appears:



2. Select the **Advanced** tab.

Preferences dialog switches to:



3. If you want to change storage locations for your projects, memories or glossaries, enter the desired paths on the **Projects Folder**, **Memories Folder** and **Glossaries Folder** text boxes or click the associated **Browse...** buttons to select folders from the file system.  
Avoid using folders that could be modified by other programs while you work.
4. 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.
5. Select the **Use Paragraph Segmentation** checkbox if you prefer to translate complete paragraphs instead of sentences.
6. Swordfish 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. Select the **Case Sensitive TM Matches** checkbox to consider letter case differences when retrieving TM matches from memories.
10. Select the **Automatically Confirm Propagated Segments** checkbox to let the system confirm segments automatically propagated that are a 100% match. When this option is disabled, translations are inserted but not confirmed for 100% matches.
11. Click on the **Save Preferences** button to save your changes.

# Subscriptions

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Swordfish is available in two modes:

- Source Code
- Yearly Subscriptions for installers and support

## Source Code

Source code of Swordfish is free. 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 direct email support at [tech@maxprograms.com](mailto:tech@maxprograms.com)

## Differences Summary

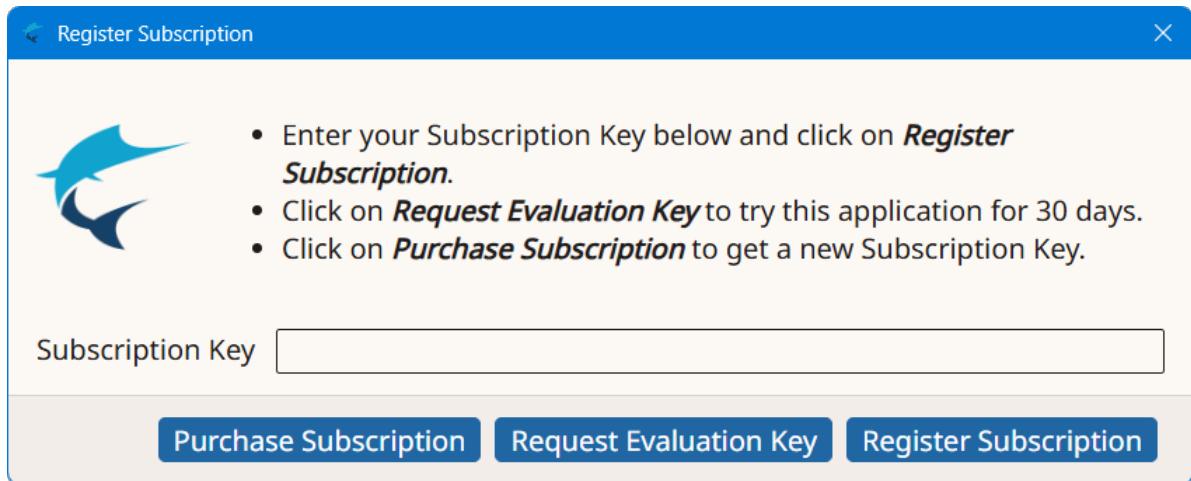
|  | Source Code                                 | Subscription Based   |
|--|---|--|
| Ready To Use<br>Installers                   | No  | Yes  |
| Notarized macOS<br>launcher                  | No  | Yes  |
| Signed launcher and<br>installer for Windows | No  | Yes  |
| Restricted Features                          | None  | None   |
| Technical Support                            | • Peer support at <a href="#">Groups.io</a> | <ul style="list-style-type: none"><li>• Direct email at <a href="mailto:tech@maxprograms.com">tech@maxprograms.com</a></li><li>• Peer support at <a href="#">Groups.io</a></li></ul> |

## First Registration - Evaluation Request

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### Procedure

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

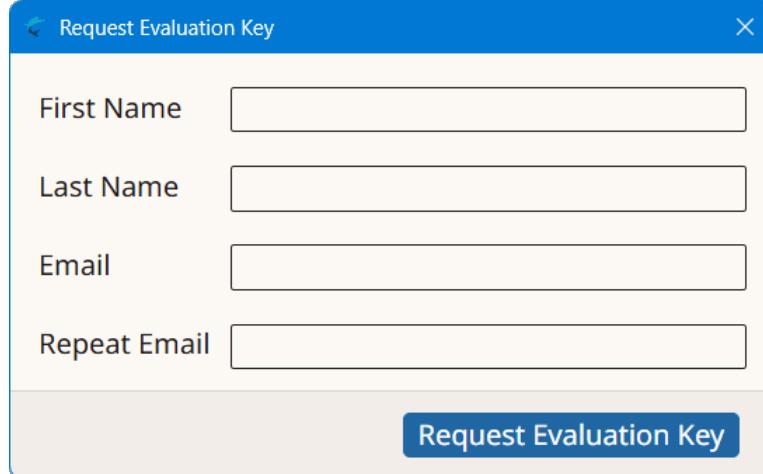


2. If you have a Subscription Key, type it in the **Subscription Key** text box and click the **Register Subscription** button.

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

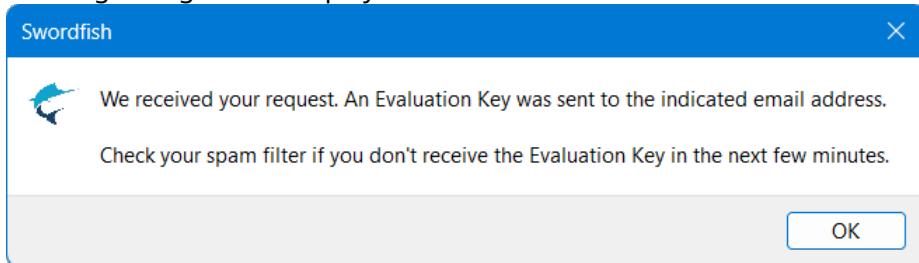
3. If you don't have a Subscription Key and wish to test the program during 30 days, click the **Request Evaluation Key** button.

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

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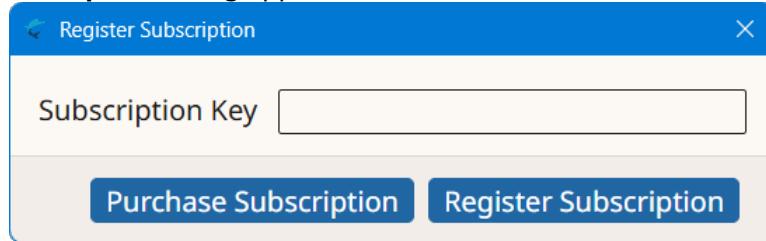
### About this task

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

### Procedure

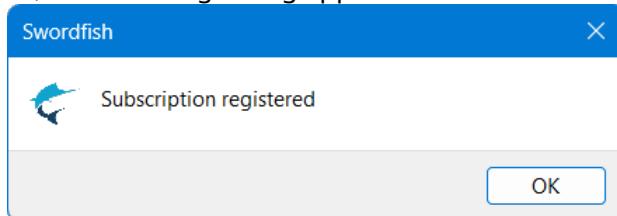
1. Select **Help → Register Subscription...** from the main menu.

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:



# Licenses

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## Swordfish

- Available from <https://www.maxprograms.com/products/swordfish.html>
- Published under Eclipse Public License 1.0

## Electron

- Available from <https://www.electronjs.org/>
- Published under MIT License

## Java SE

- Available from <https://adoptium.net/>
- Published under GPL2 with the Classpath Exception

## OpenXLIFF Filters

- Available from <https://www.maxprograms.com/products/openxliif.html>
- Published under Eclipse Public License 1.0

## XMLJava

- Available from <https://github.com/rmraya/XMLJava>
- Published under Eclipse Public License 1.0

## BCP47J

- Available from <https://github.com/rmraya/BCP47J>
- Published under Eclipse Public License 1.0

## JSON-java

- Available from <https://github.com/stleary/JSON-java>
- Released to Public Domain

## jsoup

- Available from <https://jsoup.org>
- Published under MIT License

## MapDB

- Available from <https://mapdb.org>
- Published under Apache License

## SQLite

- Available from <https://sqlite.org/>
- Released to Public Domain

## MTEEngines

- Available from <https://github.com/rmraya/MTEEngines>
- Published under Eclipse Public License 1.0

### **TypesBCP47**

- Available from <https://github.com/rmraya/TypesBCP47>
- Published under Eclipse Public License 1.0

### **TypesXML**

- Available from <https://github.com/rmraya/TypesXML>
- Published under Eclipse Public License 1.0

### **sdltm**

- Available from <https://github.com/rmraya/sdltm>
- Published under Eclipse Public License 1.0

# 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.

## Regular Expression

Formula or expression that describes text strings using a specially defined syntax. See [https://en.wikipedia.org/wiki/Regular\\_expression](https://en.wikipedia.org/wiki/Regular_expression).

## RemoteTM

[RemoteTM](#) is an open source Translation Memory (TM) server with an open REST API that allows sharing memories and glossaries over the Internet.

## 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.