

SDLXLIFF Toolkit

User Guide



This guide is not intended to be a comprehensive manual providing every conceivable use of the tool. It is intended to provide you with enough information to help you get started and learn enough to be able to progress on your own.

If you do have questions that you are unable to resolve please post a question into <http://community.sdl.com/appsupport> and we will do our best to support you appropriately.

Installation

When you download the application it will be inside a zip file. Save the zip file to your desktop, or another location in your drive, and unzip the contents. You will have found two files in there:

1. SDLXLIFF Toolkit - README.docx
2. SDLXLIFF Toolkit.exe

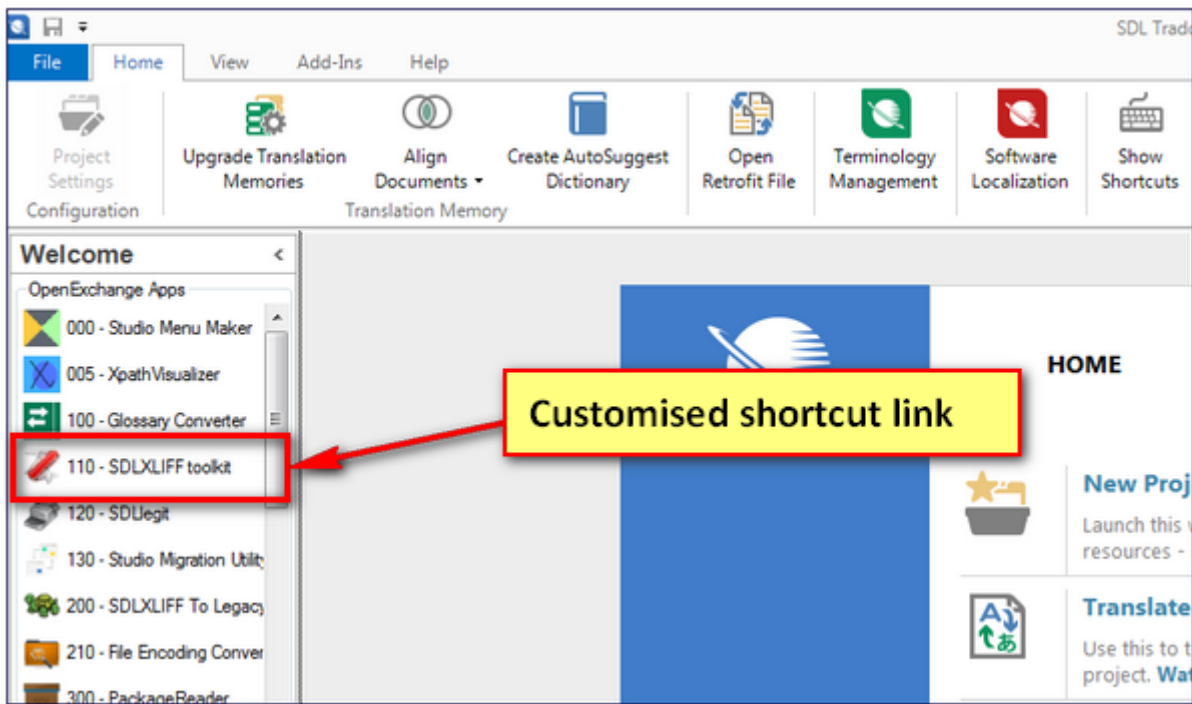
The README you have clearly seen already ;-). So, to install the application right-click and install as admin to avoid User Access Control warnings in some operating systems. Double clicking to install will also be fine.

General Use

The installation will create an icon on your desktop, but it won't create a shortcut to the application in Studio 2015. You can do this manually by creating a shortcut link into this location which will also place a shortcut in the windows start menu (**Start – All Programs – SDL – SDL Trados Studio 2015 Apps**). You can find the **SDLXLIFF toolkit.exe** here:

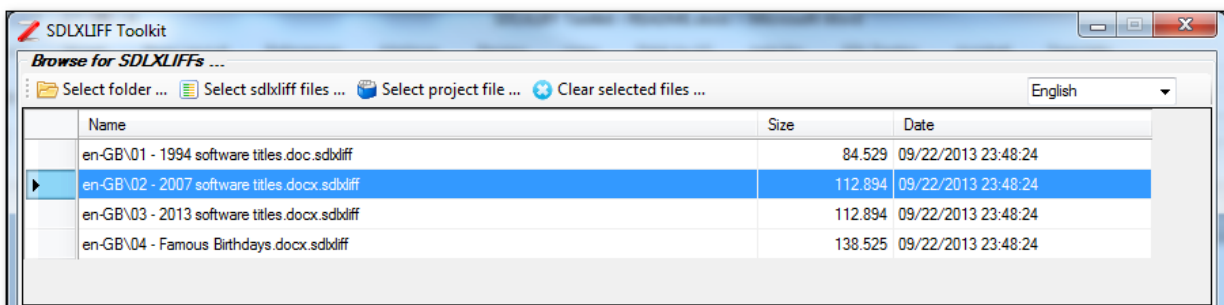
C:\Program Files (x86)\SDL\OpenExchange Apps\SDLXLIFF Toolkit\SDLXLIFF toolkit.exe

If you do this it'll appear in the Navigation menu similar to this:



It can also be added or customised by using the “Menu maker” application available in the OpenExchange or by renaming the shortcut in the shortcut folder (*c:\ProgramData\Microsoft\Windows\Start Menu\Programs\SDL Trados Studio 2015 Apps*)

The application itself has three main views and all of them provide a way for you to carry out various operations on entire Project, group of SDLXLIFF files or single SDLXLIFF. The files themselves can be added by using the buttons here:

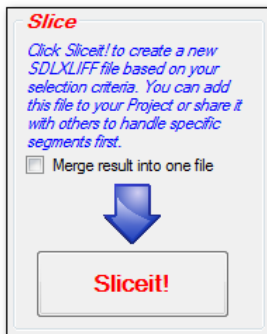


But you can also drag and drop SDLPROJ or SDLXLIFF files into the space where the files are listed in the image above.

When you carry out operations on these files they will be applied on the files that are actually selected. So the ones that are blue in colour as shown above. You can select them all by pressing Ctrl+a after selecting one file so the pane is active. Alternatively you can select multiple files by holding down the Ctrl key and selecting the files you want with your mouse.

Operations

Sliceit!



This operation will create new SDLXLIFF files based on the selections you make, or the search criteria you provide. The files will be created in a folder you specify after clicking on **Sliceit!**

The naming convention takes the original filename and then adds a hash code underscore sliced to the end like this:

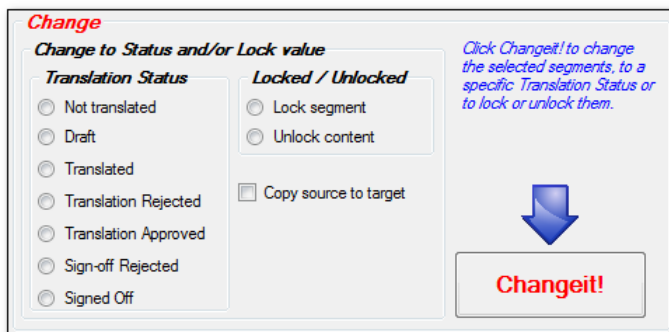
Original filename.docx_7bab7841-8097-403d-ac03-ac6edd683bf2._sliced.sdlxliff

If you have selected several files, or an entire Project of files before pressing **Sliceit!** then a new SDLXLIFF will be created for any content found in the original files. You would then create a Project in Studio 2015 with these files and use virtual merge to open them altogether quickly and easily to handle the files and add the translations to your Translation Memory.

There is an option to merge the results into one file rather than use the virtual merge in Studio, but using this option can lead to excessive processing files with some SDLXLIFFs. How long, depends on the complexity of information in the files you are processing so unless you have a very good reason for wanting them to be merged together the recommended practice is not to do this and just use the virtual merge.

Also note that sliced files cannot be used to create target translations on their own, not can they be previewed in any way other than using the Print Preview in a web browser.

Changeit!



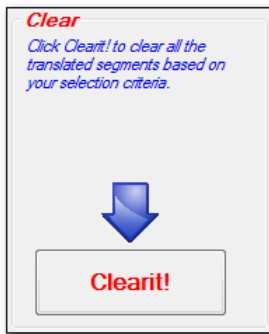
This operation will change the translation status AND/OR the lock status of all the segments selected based on the selections you make, or the search criteria you provide.

In addition the same selections can be used to **Copy source to target** for all the segments selected.

You cannot change translation status, lock status **AND** copy source to target in one go, but you can copy source to target first and then immediately change translation status, lock status afterwards without changing any other settings. So the process is still quick

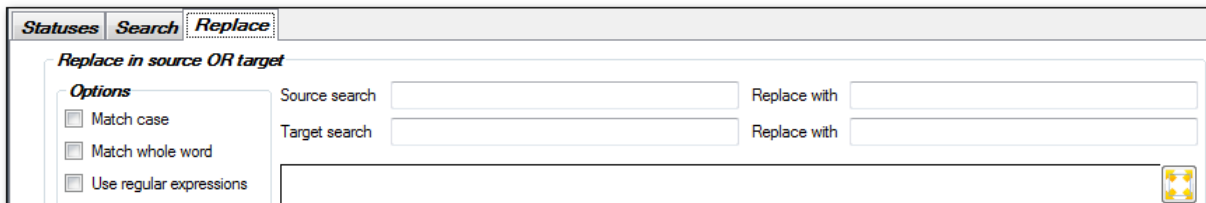
Clearit!

This operation will quite simply clear all the target segments from your Project based on the selections you make, or the search criteria you provide.



Replace

The operation is only possible in the Replace Tab:

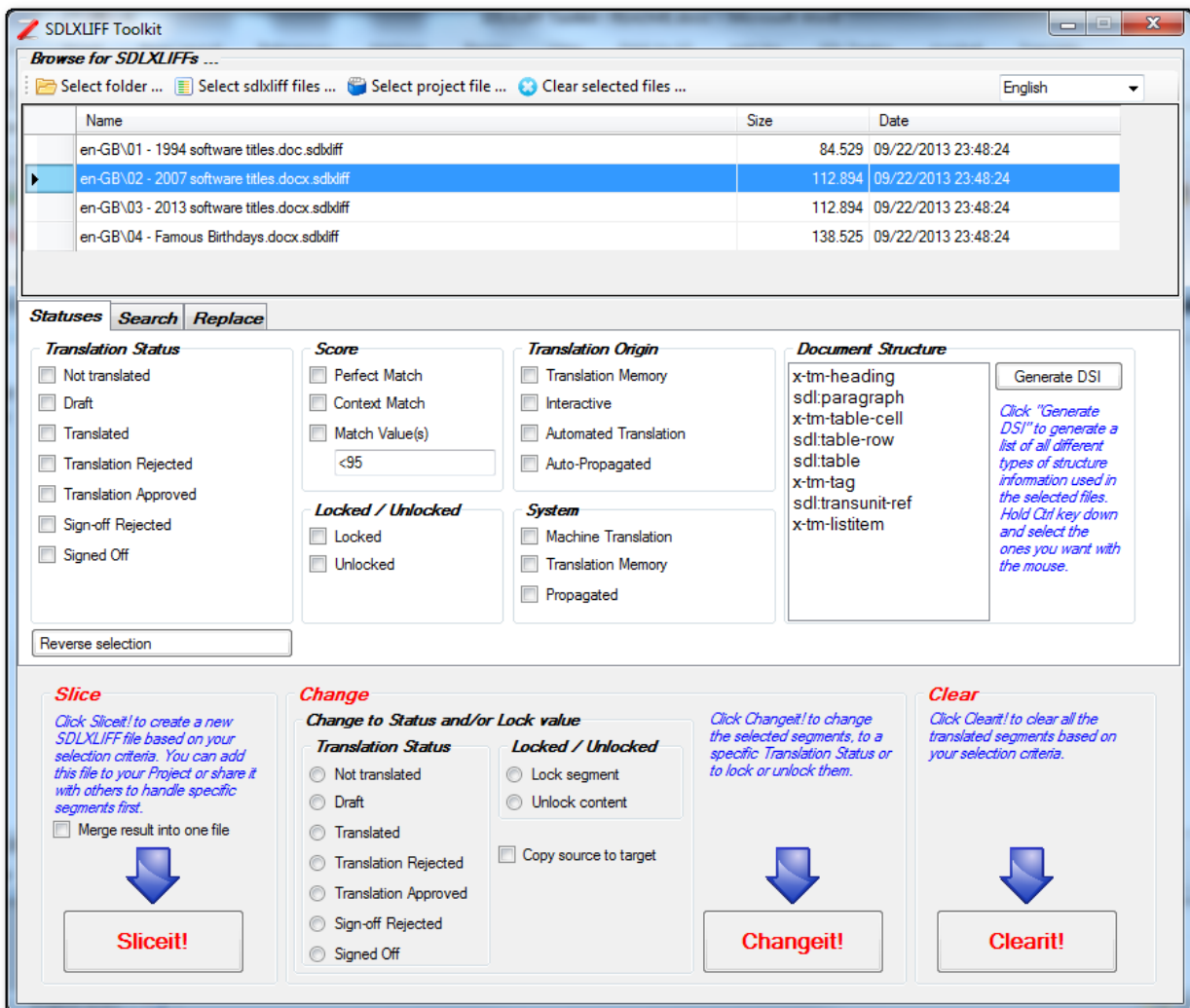


The basic idea being you can carry out search and replace operations across the entire Project, group of SDLXLIFF files or single SDLXLIFF. This operation can be applied in the source or the target. There will be more details on the use of this operation in the Views section below.

Views

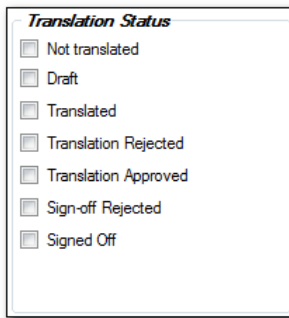
Statuses

This is the first view you'll see when you start the application and it allows you to carry out various actions on the statuses of segments in the SDLXLIFF files.



In this view you have several groups to choose from and the selections are based on OR only. So you cannot make selections from multiple groups in one go... you have to apply the changes based on one group at a time. The groups and their descriptions are as follows:

Translation Status

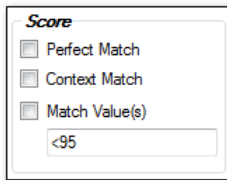


The screenshot shows a dialog box titled "Translation Status" with a list of seven status options, each preceded by an unchecked checkbox:

- Not translated
- Draft
- Translated
- Translation Rejected
- Translation Approved
- Sign-off Rejected
- Signed Off

Using this group you can select the translation status of all segments in the selected sdlxliiff files and then apply the operation you want.

Score



The screenshot shows a dialog box titled "Score" with three match options, each preceded by an unchecked checkbox:

- Perfect Match
- Context Match
- Match Value(s)

Below the "Match Value(s)" option is a text input field containing the value "<95".

Using this group you can select segments based on the score applied to them from a Translation Memory. Perfect Match and Context Match scores are obvious as you either check the boxes or you don't, but the Match value option has a few interesting possibilities by building your own expressions:

SDLXLIFF Toolkit – expression builder

You can use:

Relational operators:

=	equal to
!=	not equal to
<	less than
>	greater than
<=	less than or equal to
>=	greater than or equal to

Logical Operators:

AND	Requires all values to be true
OR	Requires one of the values to be true
&&	Requires all values to be true
 	Requires one of the values to be true

Brackets:

()	Used to group operators together
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Examples:

<95

Select segments with match values less than 95%

>= 40

Select segments with match values greater than or equal to 40%

(<95 AND >80) || (<50 && >30)

Select segments that have match values between 80% and 95% OR between 30% and 50%

!= 100 AND != 60

Select segments with match values apart from 100% and 60% matches

<=90 && != 60

Select segments that are less than or equal to 90% but also don't equal 60%

((<90 && > 80) || (< 60 AND > 50)) OR < 10

Select segments that have match values between 80% and 90% OR between 50% and 60%. OR just select match values less than 10%.

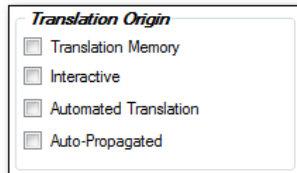
These particular examples may not be useful in practice, but they should give you an idea of how you can build expressions and select segments based on unusual criteria that would be impossible in Studio alone.

Locked/Unlocked



Using this group you can select segments that are locked or unlocked in Studio and then apply the operation you want.

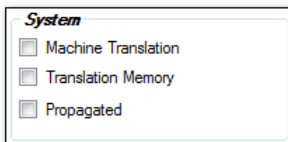
Translation Origin



This group allows you to select segments based on the translation origin of the segments as stored in the SDLXLIFF:

- Translation Memory : results originating from a TM match
- Interactive : results derived by the translator making changes
- Automated Translation : Autolocalised segments
- Auto-propagated : segments translated based on previously translated segments in the document

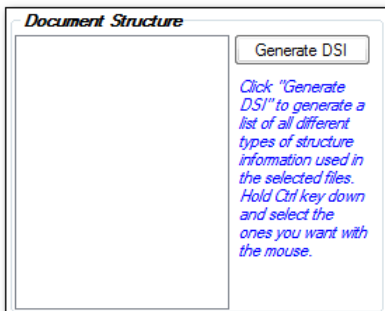
System



This group allows you to select segments based on the system attribute of the segments stored in the SDLXLIFF:

- Machine Translation : results originating from an MT engine
- Translation Memory : results originating from a TM match
- Propagated : segments translated based on previously translated segments in the document

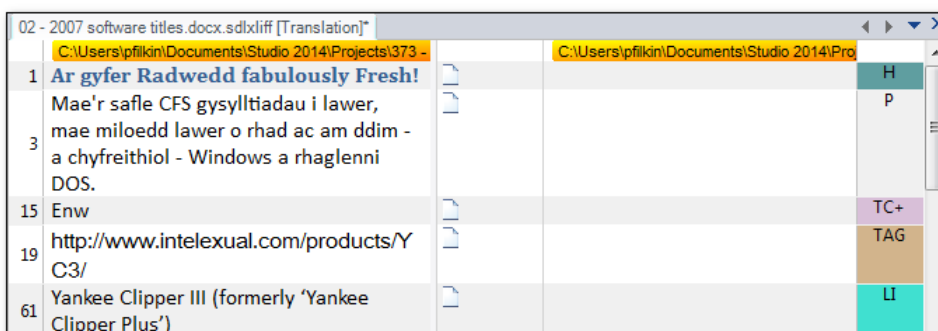
Document Structure



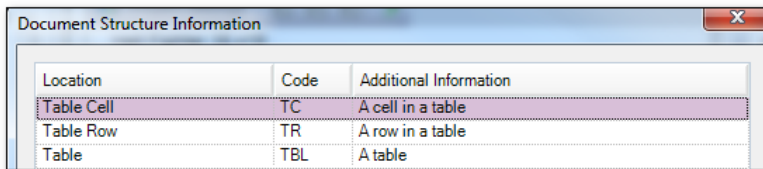
This is an interesting use of the information in the SDLXLIFF. When you open a file in Studio you will see the right hand column contains information relating to where the segment comes from in the document. So for example, if the segment is a Paragraph segment it will say "P", a heading will say "H", or a list item will say "LI".

So to use this you select the SDLXLIFF files you want to work with and then click Generate DSI. This will then list all the DSI types that are available to work with in the selected files.

For example, in this file you can see various types of structure. The "TC+" represents more than one type associated with that segment:

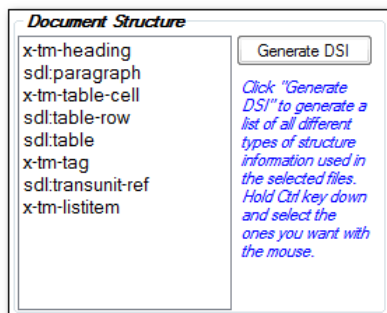


So you can click on the coloured types and this will open up a small window in Studio explaining what this information relates to. If I click on the "TC+" you can see I have three different types of structure recognised, and all of these also become available for selection when I **Generate DSI** in the SDLXLIFF Toolkit:



Location	Code	Additional Information
Table Cell	TC	A cell in a table
Table Row	TR	A row in a table
Table	TBL	A table

Clicking on the **Generate DSI** results in the information in this file being available for selection like this:



Document Structure

x-tm-heading
sdl:paragraph
x-tm-table-cell
sdl:table-row
sdl:table
x-tm-tag
sdl:transunit-ref
x-tm-listitem

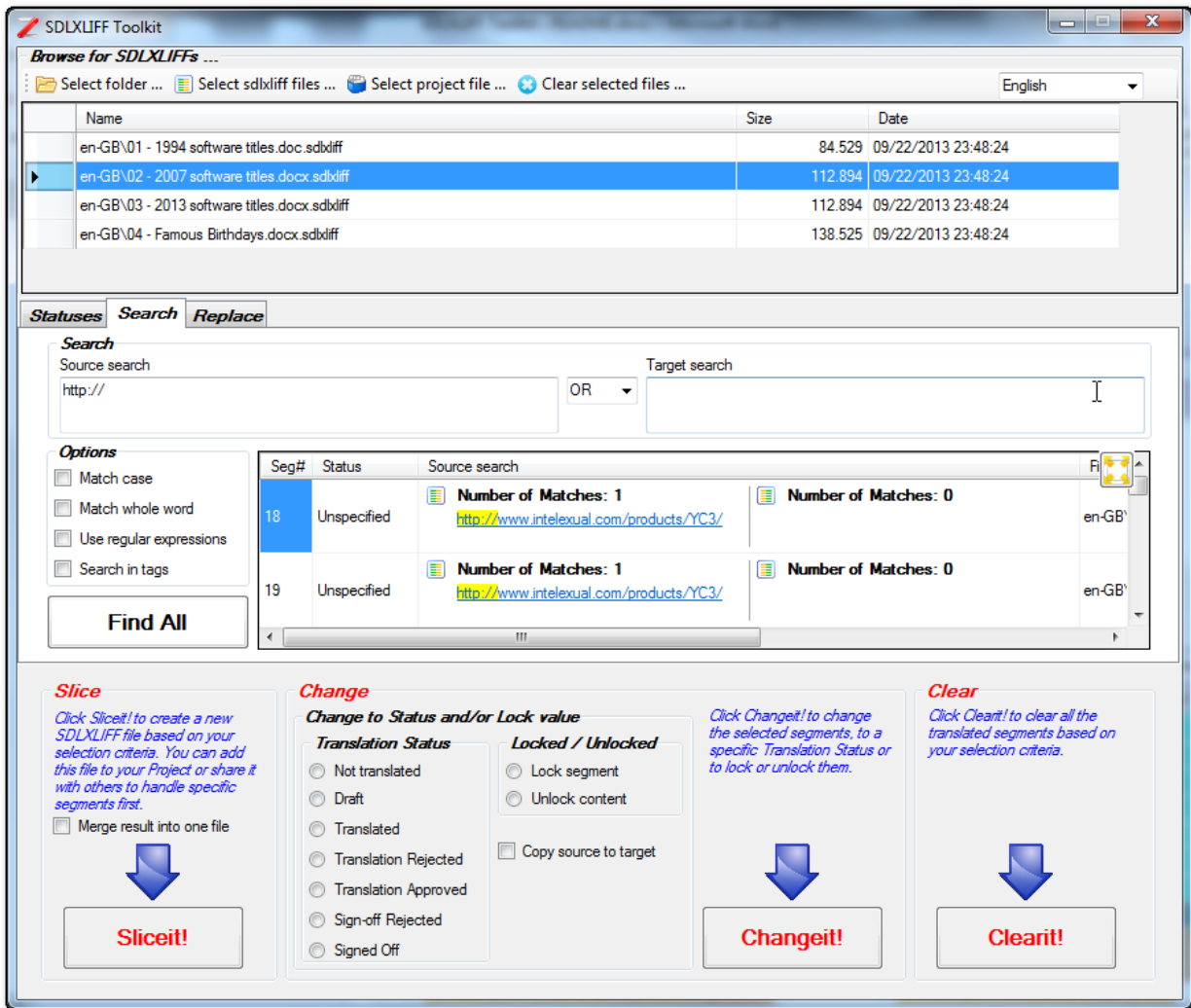
Generate DSI

Click "Generate DSI" to generate a list of all different types of structure information used in the selected files. Hold Ctrl key down and select the ones you want with the mouse.

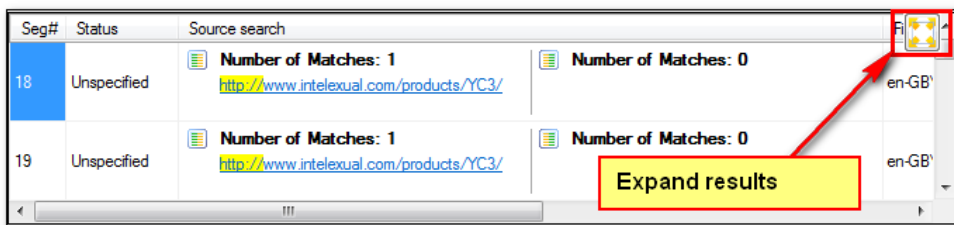
So I can now select all, or some of these items by holding down the Ctrl key and using the mouse. Then I can apply whatever operation I want to the selected segments.

Search

This next view allows me to search for anything I like inside the source AND/OR the target segments before applying any of the operations discussed in previous sections (Sliceit!, Changeit! or Clearit!).



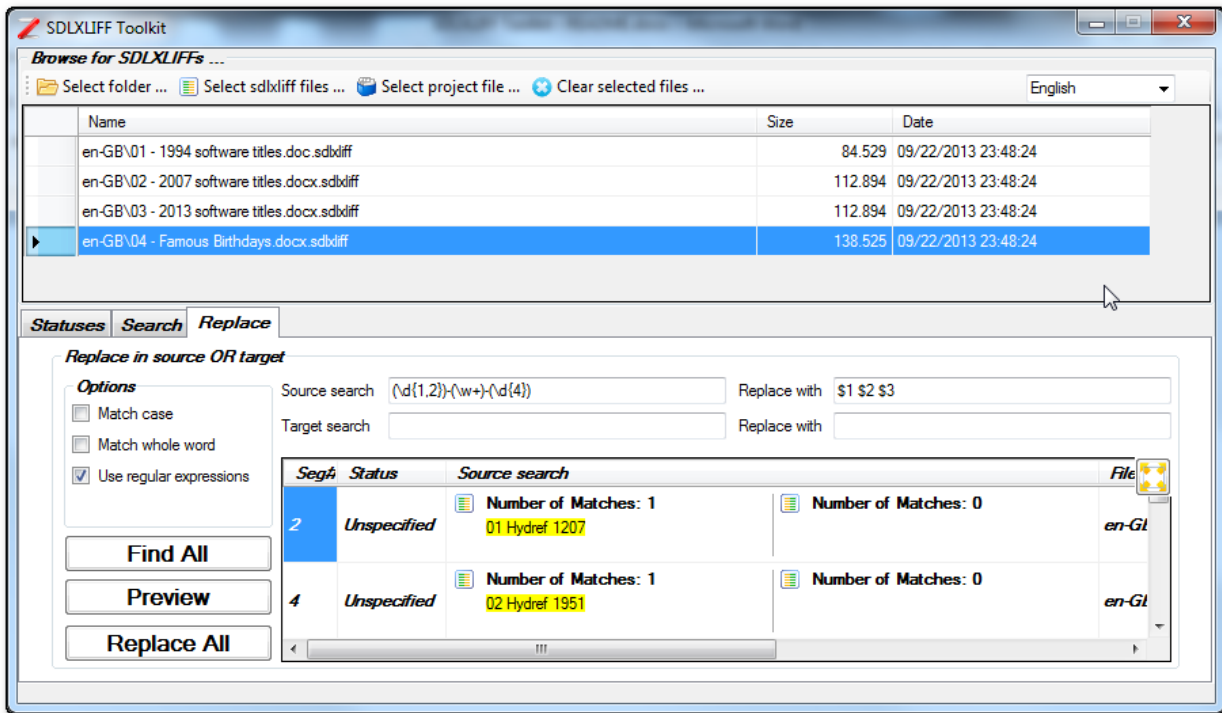
There are some simple options that allow you to match the case of the expression, match whole words only, use regular expressions or search in tags. The results of any search patterns found are shown in the results pane and you can also expand this to make it easier to see them by clicking on the expansion icon in the top right:



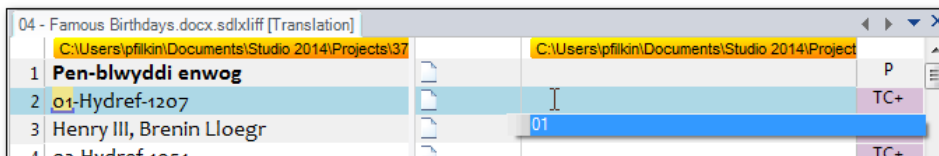
If you have results spanning multiple files then the column on the right also shows you which file the results come from.

Replace

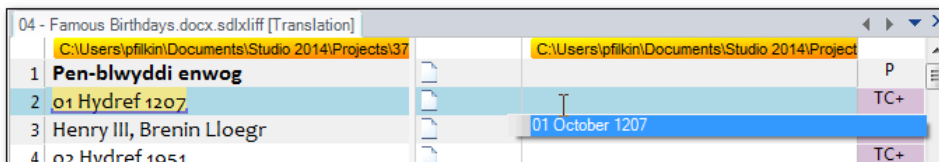
This next view allows you to apply search and replace operations on an entire Project, group of SDLXLIFF files or single SDLXLIFF using natural language or regular expressions. You can also use this to search and replace in source or target.



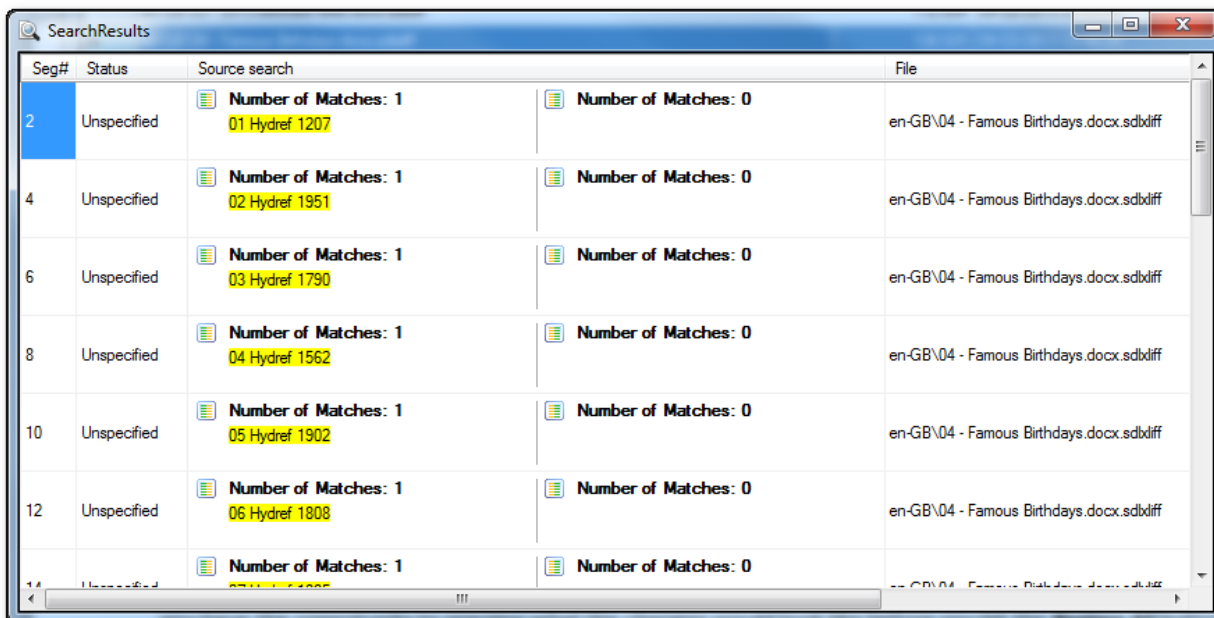
There are some great usecases for this, but in particular it's handy for changing non recognised placeables such as dates that Studio does not see as the correct format because it uses the culture sets within your computers operating system. So in this example above the dates written as dd-mmm-yyyy are not recognised so I get this kind of thing in Studio:



By searching for these dates and replacing them without the hyphens in a single operation means I can work with the dates like this and have Studio not only correctly localise them for me, but also prevent unnecessary verification error messages as a result of the original numbering issue:



Furthermore, and because getting this wrong could lead to serious inaccuracies in your source segments, you have the opportunity to preview what the changes would look like before you hit the **Replace All** button. The **Preview** button will make the changes with your replacement in this view only allowing you to scroll through the results in the expanded results window first so you can see very quickly if you've picked up anything wrong before you replace it:

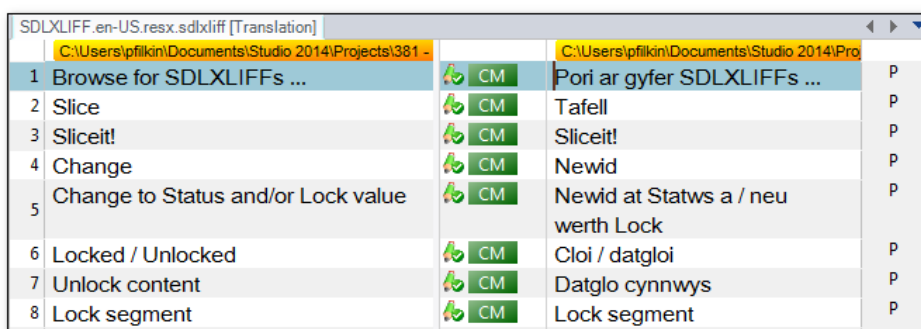


Changing the Language of the User Interface

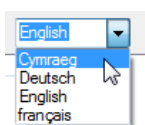
A nice feature of this application is the ability to change the user interface to suit whatever language you wish. To do this you can translate the English resx file provided and save it into the same folder with the appropriate name. When you restart the application the new language will be available for selection. You can find the resx files here:

c:\Program Files (x86)\SDL\OpenExchange Apps\SDLXLIFF Toolkit

They can be handled in Studio like this:



The wordcount is only 213 words so it doesn't take long, and it's a nice opportunity to test Studio with resx files! Once you've translated the file you save it with the appropriate name into the location above. So for example, I did this one into Welsh (all machine translation for the example) and saved the file with the name ***SDLXLIFF.cy-GB.resx*** which the application recognises as offers this after a restart.



The language codes are the same as the ones used by Studio.

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