

XLIFF Editor User's Guide

by Masahiko Mori, Bill Rich

User's Guide for the G11NToolKit XLIFF Editor.

Table of contents

1 Overview.....	3
2 Start the XLIFF Editor.....	3
3 Process.....	3
3.1 Open the XLIFF File.....	4
3.1.1 Open a File.....	4
3.1.2 Grab Files.....	5
3.2 Apply the Previous XLIFF File.....	5
3.3 Edit the Translate Flag.....	5
3.3.1 Flags.....	5

3.3.2 Command Buttons.....	6
3.3.3 Keybindings On the Translation Unit Panel.....	7
3.3.4 Search/Replace Dialog Window.....	8
3.3.5 Colors Used On the Translation Units.....	8
3.4 Split the File.....	9
3.5 Prepare the XLIFF File for Translation.....	10
4 Merge NXL XLIFF File.....	10
5 Export.....	10
6 All TUs List Window.....	10
6.1 Buttons for Moving the Pages.....	11
6.2 Buttons for Search.....	11
7 Menus for the XLIFF Editor Dialog Windows.....	11
8 Current Limitations.....	12

1. Overview

The G11NToolKit XLIFF Editor allows the L10N engineer to modify the XLIFF file created by the tokenizers. This allows the engineer to manipulate the translation flag and add notes to the translator. The current version has minimum function which enables the engineer to edit only the Translate and Approved flags. Additional features will be added in later versions.

Return to: [Top of page](#)

2. Start the XLIFF Editor

To start the XLIFF editor, make sure the G11NToolKit executables directory is defined on your path. To do this in Windows use the Properties page of the My Computer ICON to set the PATH environment variable to include the G11NTOOLKIT_DIR\bin directory (replace G11NTOOLKIT_DIR with the actual value of that environment variable). Once the path is set simply use the following command on the command line to start the editor:

```
xlEditor
```

The following screen will appear:

Start

Return to: [Top of page](#)

3. Process

There are two phases in the process: the pre-process phase and the post-process phase. These come before the files are translated and after the translated files are returned from the translator.

The pre-process phase is to get the files ready for translation. This includes merging several individual extracted string files from the G11NToolKit tokenizers into a single XLIFF file, setting the translate flag to no for any string that is known to be

non-translatable, setting the translate flag to yes for any string that needs translation, and preparing the file for use in a translation tool. The XLIFF Editor will make sure this is done once by maintaining a history of the translate flag settings for the strings and applying this history to the file as needed. The steps in this phase are (see below for further details on each step):

1. [Open the XLIFF File](#)
2. [Apply the Previous XLIFF File](#), if it exists
3. [Edit the Translate Flag](#) to change it to either yes or no
4. [Split the File](#) into an XL XLIFF file and an NXL XLIFF file
5. [Prepare the XLIFF File for Translation](#)

The post-process phase is to get the files ready for the G11NToolKit detokenizers. This includes merging the XL XLIFF file returned from the translator with the NXL XLIFF file then making the individual extracted string files. The steps in this phase are (see below for further details on each step):

1. [Merge NXL XLIFF File](#) into translated XL XLIFF file
2. [Export](#) to each of the extracted string XLIFF files

Return to: [Top of page](#)

3.1. Open the XLIFF File

Here you can either open an existing XLIFF file or grab several files and merge them into a single XLIFF file.

3.1.1. Open a File

To open an XLIFF file, select the `Open` item from the `File` menu then select the XLIFF file to open. For example, if the XLIFF file you want to open currently resides in the `project\workdir` directory and is named `test.xml` then you would select the `Open` item from the `File` menu then select the `project\workdir\test.xml` file in the `Open File` dialog window. You may have to navigate in the `Open File` dialog window to find the file.

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.1.2. Grab Files

To grab a set of XLIFF files, select the `Grab single XLIFF files` item on the `File` menu and select the directory that contains the files to grab. For example, if the files you want to grab reside in the `project\workdir` directory then you would select the `Grab single XLIFF files` item on the `File` menu to open the `Open File` dialog window then select the `project\workdir` directory. You may have to navigate in the `Open File` dialog window to find the directory.

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.2. Apply the Previous XLIFF File

Applying a previous XLIFF file helps you take advantage of work done previously. The XLIFF Editor can use old XLIFF files to remember what was done before so you don't have to re-do all the work again. Primarily, once you have gone to effort of setting the `Translate` flags to show the extracted strings that should not be translated you want to remember it. These strings will generally not be translated in any language or for any iteration of the project. This is the same as using a Translation Memory to remember the translations from past work. To apply a previous XLIFF File, select the `Apply old XLIFF` item from `Task` menu then select the XLIFF file to apply. For example, if the work from the previous project iteration is stored in the `project-1\workdir` and the XLIFF file containing all the translation work is stored in the `test.xml` file, you would select the `Apply old XLIFF` item from `Task` menu then select the `project-1\workdir\test.xml` file in the `Open File` dialog window. You may have to navigate in the `Open File` dialog window to find the correct file.

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.3. Edit the Translate Flag

3.3.1. Flags

Translate

If you want to translate the current Translation Unit, set the `Translate` flag to `ON`. If not, set it to `OFF`. Usually, if current Translation Unit is matched with a Translation Unit in a previous XLIFF file, the `Translate` flag is set the same as it was in the previous XLIFF file during the [Apply old XLIFF](#) process. You can change it as needed.

Approved

Usually, if current Translation Unit is matched with a Translation Unit in a previous XLIFF file, the `Approved` flag is set to `ON` during the [Apply old XLIFF](#) process. If current Translation Unit is new, the `Approved` flag is set to `OFF`.

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.3.2. Command Buttons

<untr

Move to previous Translation Unit where the `Translate` flag is `OFF`

untr>

Move to next Translation Unit where the `Translate` flag is `OFF`

<unapp

Move to previous Translation Unit where the `Approved` flag is `OFF`

unapp>

Move to next Translation Unit where the `Approved` flag is `OFF`

<page

Move to the previous page

page>

Move to the next page

<file

Move to the previous original file

file>

Move to the next original file

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.3.3. Keybindings On the Translation Unit Panel

Space

Toggle Translation

Enter

Toggle Translation and move to next line

Cursor Up

Move cursor up

Cursor Down

Move cursor down

Page Up

Move page up

Page Down

Move page down

F1

Next TU with attribute value

F2

Previous TU with attribute value

Home

Move cursor to top TU segment of current file

End

Move cursor to end TU segment of current file

CTRL+F

Open find dialog

F3

Find next

Shift+F3

Find previous

CTRL+R

Open replace dialog

CTRL+F3

Replace next

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.3.4. Search/Replace Dialog Window

To open the Search/Replace dialog window, select the Search item or the Replace item from the Search menu. The Search Key is automatically set up if a string is selected before opening the Search/Replace dialog window.

Search

Return to: [Top of page](#)

3.3.5. Colors Used On the Translation Units

On the Target strings:

none

New Translation Unit with the Translate flag set to OFF.

Green

New Translation Unit the Translate flag set to ON.

Red

Old Translation Unit with the Translate flag set to OFF by the [Apply old XLIFF](#) process.

Blue

Old Translation Unit with the Translate flag set to ON by the [Apply old XLIFF](#) process.

On the Alt strings:

Green

100% string and x-key match.

Yellow

100% string match with column mode x-key match.

Pink

100% string match with file mode x-key match.

Red

100% string match with string mode x-key match.

Read

3.4. Split the File

To split Translation Units into an XLIFF file containing only the translatable strings and an XLIFF file containing only the non-translatable strings, select the `Split XL/NXL` item from the `Task` menu then select a prefix string for the new XLIFF file. (The full file name will be generated automatically and look something like this: `xxxx-XL.xml`)

Return to: [Top of page](#) [XLIFF Editor Process](#)

3.5. Prepare the XLIFF File for Translation

Import only the XLIFF file that contains the translatable strings into a translation tool. Do not import the XLIFF file that contains the non-translatable strings. In this way you will prevent inadvertent translation of strings that you have decided should not be translated.

Return to: [Top of page](#) [XLIFF Editor Process](#)

4. Merge NXL XLIFF File

First open the translated XLIFF file using the `Open` item from the `File` menu. Then select the `Merge NXL into XL` item from `Task` menu. Next select XLIFF file that contains the do not translate strings that matches the translated file. Remember these files were created from a single file so you want to get back to the same file but with the translations added to it.

Return to: [Top of page](#) [XLIFF Editor Process](#)

5. Export

In order to complete the translation process you will need the individual extracted string files back again with the translations added to them. These files are used by the `G11NToolKit` detokenizers to make the target files. To create the individual extracted string XLIFF files select the `Export to single XLIFF file` item from `File` menu and select directory that will contain the exported files.

Return to: [Top of page](#) [XLIFF Editor Process](#)

6. All TUs List Window

To open the All TUs List Window, select the All TUs from item from the View menu.
All TU List

Return to: [Top of page](#)

6.1. Buttons for Moving the Pages

<<

Move to the top of the original files.

<

Move to the previous original file.

>

Move to the next original file.

>>

Move to the bottom of the original files.

Return to: [Top of page](#)

6.2. Buttons for Search

<

Search up (search for the string toward the first line in the file).

>

Search down (search for the string toward the last line in the file).

Return to: [Top of page](#)

7. Menus for the XLIFF Editor Dialog Windows

This shows the various menus that can be used in the XLIFF Editor dialog windows.
Menus

Return to: [Top of page](#)

8. Current Limitations

- On the current version, only Search Up, Search down and Close buttons are implemented. Other buttons and options do not work!

Return to: [Top of page](#)