Translating Software with SDL Passolo?

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Software localization and documentation translation are different!



SDL Trados Studio is not the (only) solution!





Why?

Document types are different!





Human language no core topic

Create linguistic content in different way

Linguistic quality lower

Content changed more often (code & linguistic data)

High influence on translatability



Workflows are different!

Waterfall model



Iterative model



Continuous model

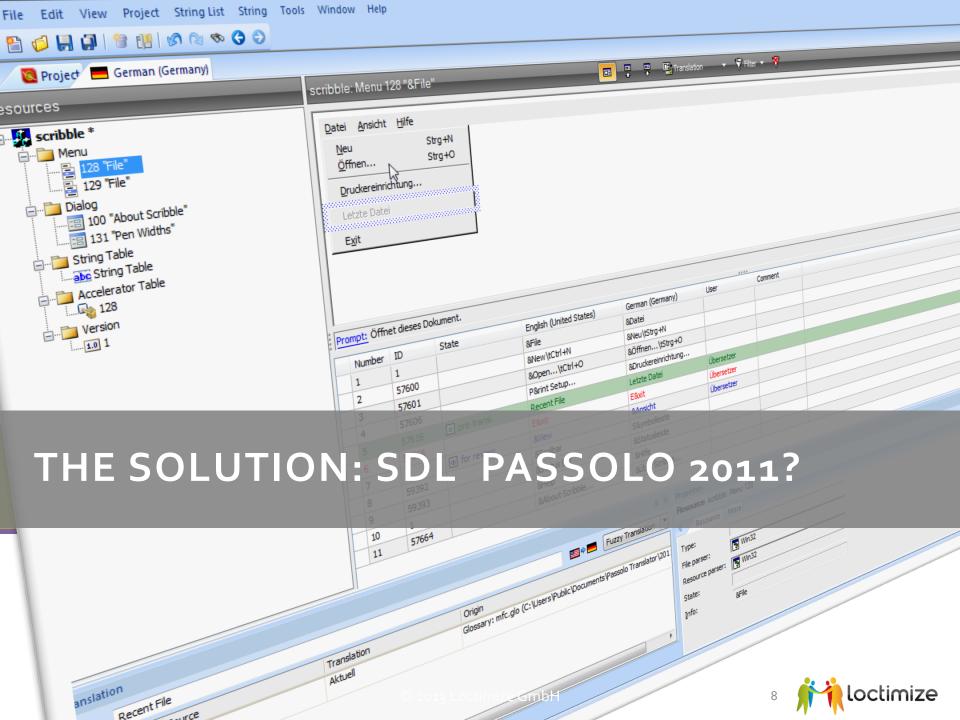
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Development Localization Testing

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SDL Passolo 2011 - Editions





Supported file formats

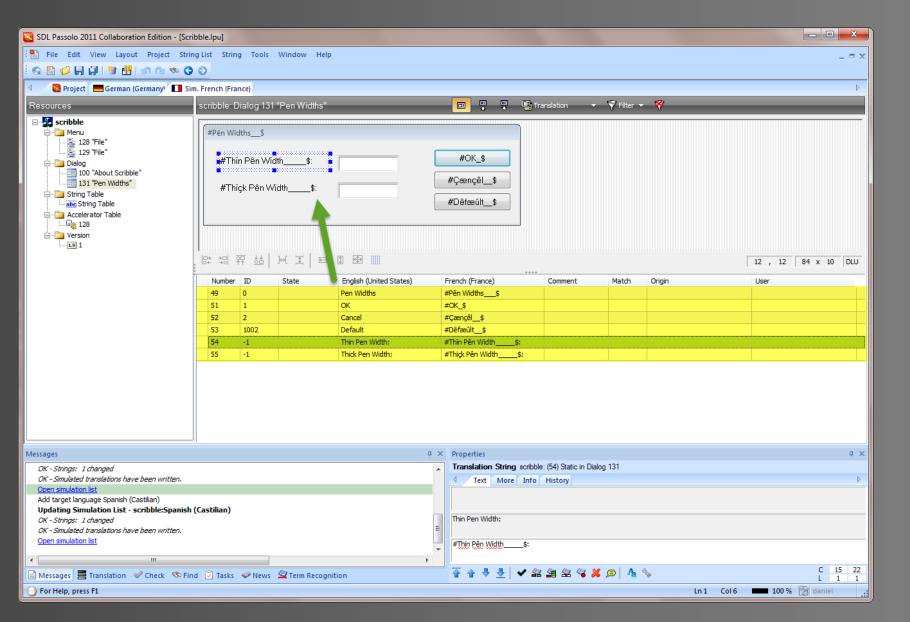
- Binary files (EXE, DLL, SYS, OCX) with Windows standard resources (16, 32, 64 bit)
- Windows resource files (RC, RC2, DLG)
- Visual BASIC < 6 project files (VBP) and forms (FRM)
- Binary files for Windows Mobile (Windows CE, Pocket PC, Windows Mobile)
- Microsoft installer files (MSI)
- HTML files and HTML derivates
- Unix/Linux Portable Object files
- Mono- and multilingual (incl. XLIFF)
- Monolingual text

- Microsoft .NET binary files
 (assemblies) for all frameworks
- Microsoft .NET resource files (RESX, RESOURCE)
- Borland Delphi/C++ Builder binary files (EXE, DLL, BPL)
- Java resource files (PROPERTIES), source files (JAVA), binary files (CLASS), archive files (JAR)
- Binary files for Palm OS applications (PRC)
- ODBC databases (Access, SQL Server, Oracle, MySQL, IBM C





Simulate translation



Localization project management

Locking, hiding strings **Unifying strings** Adding meta data

Statistics Pre-translation Integration with Studio & MultiTerm **Machine Translation**

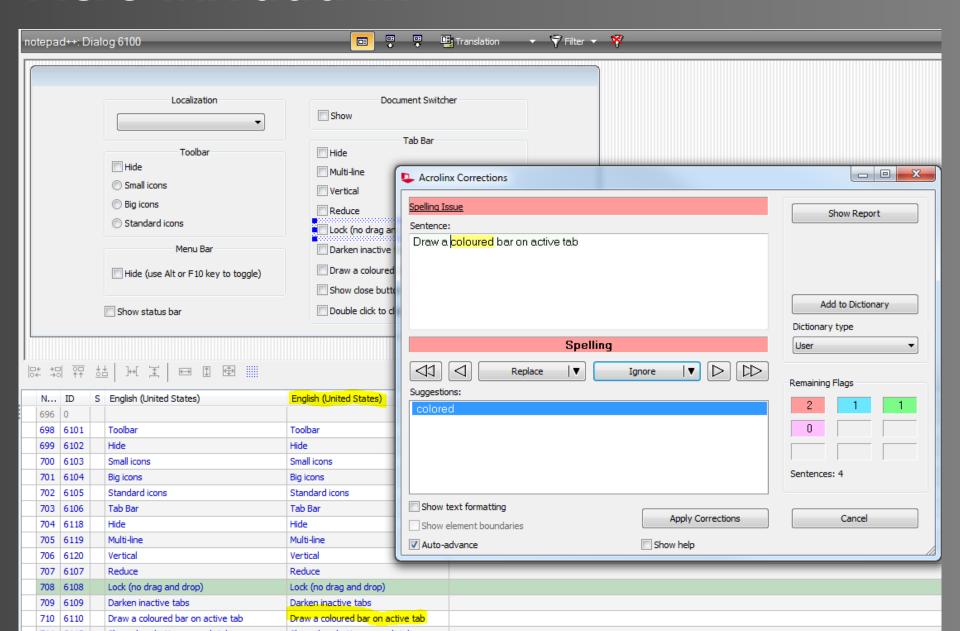
Task assignment via translation bundles

Cascading projects Sub-projects



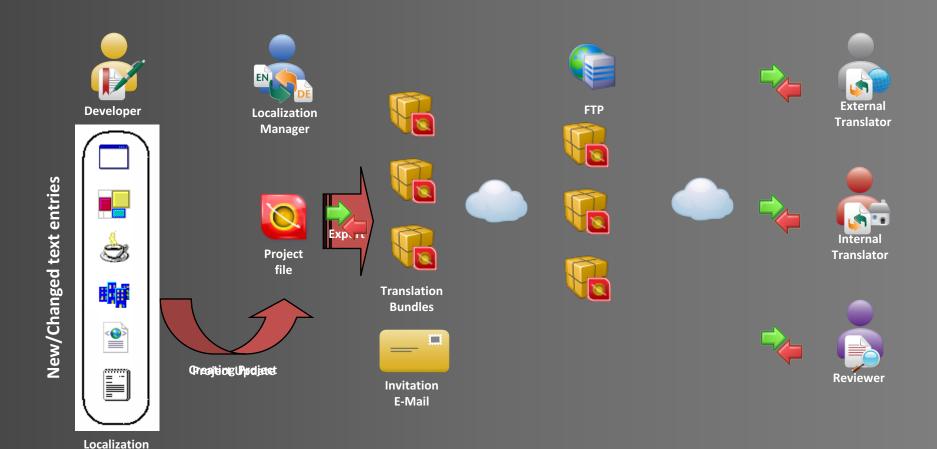


Acrolinx add-in

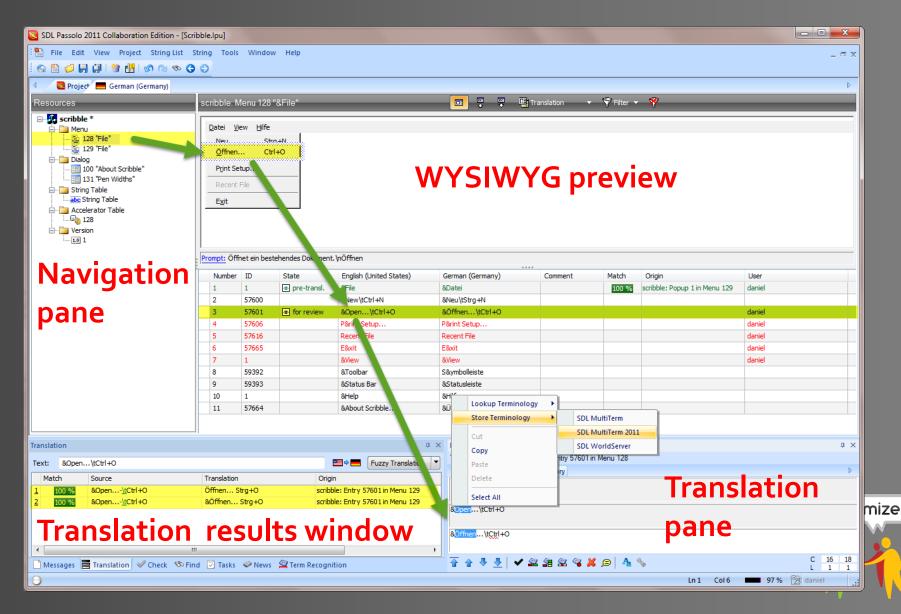


Localization workflow with agile development

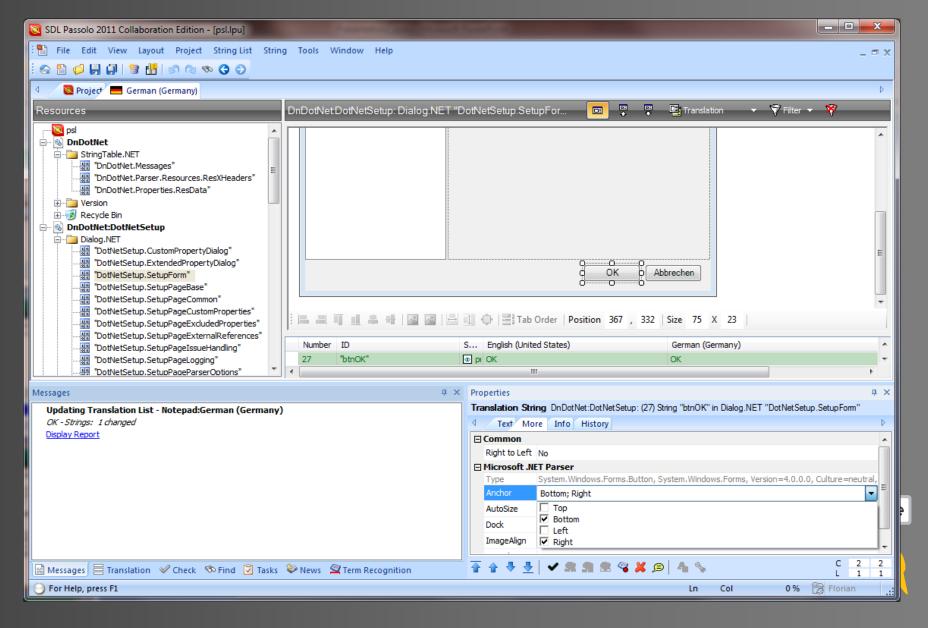
Kit



Translation & review features



Translation & review features

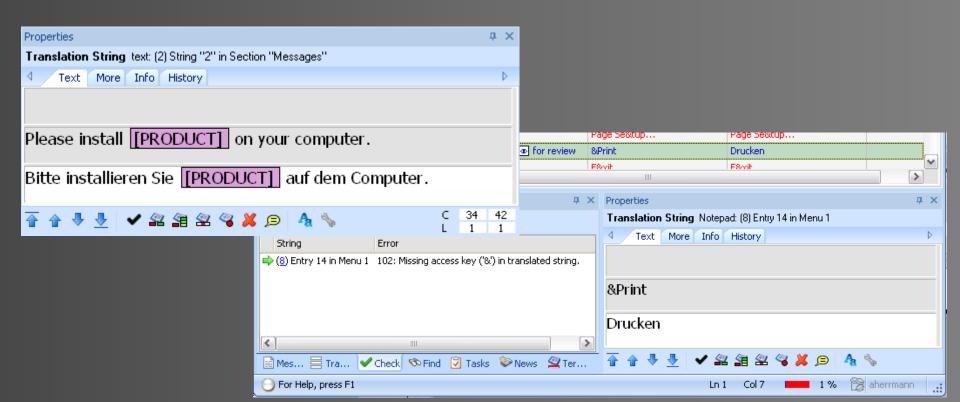


Quality assurance

File type specific checks

Placeholders, inline patterns, layout (size, overlapping ...)

Custom checks via macros or add-ins



Engineering

Generate localized software

Knowing conventions: file structure, naming...

No access to build environment required





Via macros or add-ins
Integrate into build environment (nightly builds)



Solution: SDL Passolo and SDL Trados Studio

- Distinct solutions for documentation translation and software localization
 - Allows optimal workflows
 - Reduces friction between software development and localizers
 - Streamline communication between developers and localizers
 - Control linguistic quality in source and target languages
- Sharing of assets
 - Through TMs and term bases
 - But, not all strings are not segments
 - But, UI elements are not terms



Questions?

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