

WorldServer and Trados Studio Integration Guide

WorldServer 11.x

Legal notice

Copyright and trademark information relating to this product release.

Copyright © 1998–2021 SDL as part of the RWS Holdings Plc group of companies ("RWS Group").

SDL means SDL Limited and its subsidiaries and affiliates. All intellectual property rights contained herein are the sole and exclusive rights of SDL. All references to SDL shall mean SDL Limited and its subsidiaries and affiliates details of which can be obtained upon written request.

All rights reserved. Unless explicitly stated otherwise, all intellectual property rights including those in copyright in the content of this website and documentation are owned by or controlled for these purposes by SDL. Except as otherwise expressly permitted hereunder or in accordance with copyright legislation, the content of this site, and/or the documentation may not be copied, reproduced, re-published, downloaded, posted, broadcast or transmitted in any way without the express written permission of SDL.

WorldServer is a registered trademark of SDL. All other trademarks are the property of their respective owners. The names of other companies and products mentioned herein may be the trademarks of their respective owners. Unless stated to the contrary, no association with any other company or product is intended or should be inferred.

This product may include open source or similar third-party software, details of which can be found by clicking the following link: "Acknowledgments" on page 0 .

Although RWS Group takes all reasonable measures to provide accurate and comprehensive information about the product, this information is provided as-is and all warranties, conditions or other terms concerning the documentation whether express or implied by statute, common law or otherwise (including those relating to satisfactory quality and fitness for purposes) are excluded to the extent permitted by law.

To the maximum extent permitted by law, RWS Group shall not be liable in contract, tort (including negligence or breach of statutory duty) or otherwise for any loss, injury, claim liability or damage of any kind or arising out of, or in connection with, the use or performance of the Software Documentation even if such losses and/or damages were foreseen, foreseeable or known, for: (a) loss of, damage to or corruption of data, (b) economic loss, (c) loss of actual or anticipated profits, (d) loss of business revenue, (e) loss of anticipated savings, (f) loss of business, (g) loss of opportunity, (h) loss of goodwill, or (i) any indirect, special, incidental or consequential loss or damage howsoever caused.

All Third Party Software is licensed "as is." Licensor makes no warranties, express, implied, statutory or otherwise with respect to the Third Party Software, and expressly disclaims all implied warranties of non-infringement, merchantability and fitness for a particular purpose. **In no event will Licensor be liable for any damages, including loss of data, lost profits, cost of cover or other special, incidental, consequential, direct, actual, general or indirect damages arising from the use of the Third Party Software or accompanying materials, however caused and on any theory of liability. This limitation will apply even if Licensor has been advised of the possibility of such damage. The parties acknowledge that this is a reasonable allocation of risk.**

Information in this documentation, including any URL and other Internet website references, is subject to change without notice. Without limiting the rights under copyright, no part of this may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of RWS Group.

Contents

1	Introduction	1
	Information overview	2
	Audience	3
2	WorldServer Project Package Creation	5
	WorldServer Project Workflows	6
	About translation kits	7
	Options for Creating the Project Package	9
	The Projects Page—Selecting a Single Project	10
	The Projects Page—Selecting Multiple Projects	10
	The Task List Page—Selecting Tasks within a Project	11
	The WorldServer Task Assignment Email Message	12
3	WorldServer project packages and Trados Studio	13
	Project Package Formats	14
	Opening the Package	14
	Translation and Review for WorldServer Projects	15
	Behavior Differences	16
	Creating the translation return package	19
4	Returning Completed Work to WorldServer	21
	Automatically Uploading the Return Package from Studio	22
	Manually Importing the Return Package from WorldServer	23
5	External review documents	25
	Notes on the bilingual .docx format	26
	How to review bilingual .docx files	27
A	WorldServer Administrator Information	29
	Segment Status Default Change	30
B	Studio User Notes	31
	Relaxed tag parity	32
	WorldServer Translation Plug-in for Studio	32





Introduction

This section provides translators and project managers with information on the workflow between WorldServer projects and translation kits and Trados Studio 2021. Even though WorldServer also works with previous Trados Studio versions, such as SDL Trados Studio 2019 or 2017, we recommend that you upgrade to the latest Trados Studio version for best performance. See the “Information Overview” on page 2 and “Audience” on page 3 topics for more details on the structure of this section.

Information overview

WorldServer can create a special WorldServer project package for Trados Studio.

While similar in concept to a project package created in Studio, the WorldServer project package differs in its internal structure, and its filename has a different file extension, **.wsxz**.

As a project manager assigned to work on a WorldServer project, you may be responsible for creating WorldServer project packages as described in “WorldServer Project Package Creation” on page 5. You might also be responsible for processing and importing results packages, as described in “Returning Completed Work to WorldServer” on page 21.

As a translator or reviewer, you obtain and open a WorldServer project package as described in “WorldServer project packages and Trados Studio” on page 13. You translate or review the files in that package as you would any project in Trados Studio 2021. On finishing your work, you create a return package and upload it to WorldServer, or you return the package to whomever is responsible for importing it. The WorldServer return package also has the file extension **.wsxz**.

Required app to enable support for WorldServer files

Starting with the 2021 release, Trados Studio has migrated support for WorldServer packages to a dedicated app available from the RWS AppStore. The **WorldServer Compatibility Pack for Studio** app installs as an add-on to Trados Studio and enables you to open and work with WorldServer projects and packages in Trados Studio 2021 and later.

To install the app from WorldServer:

1. Open the **Add-ins** tab and select **RWS AppStore**.
This opens the RWS AppStore on the **Installed Plug-ins** page.
2. Type **WorldServer Compatibility Pack for Studio** in the search box and press Enter.
3. Select the app and click the **Install** icon in the app description on the right-hand side of the RWS AppStore page.
4. When WorldServer finishes downloading the app, the following confirmation message is displayed:
Download complete. Restart Trados Studio to finish installing the plug-ins.
Click this confirmation message to go to your specified Downloads location and run the app installer.
By default, this is %AppData%\SDL Community\AppStore Integration\Downloads.
5. Double-click on the downloaded **WorldServer Compatibility Pack for Studio** app and run the installer.
Click **OK** to close the prompt that confirms that the installation succeeded.
6. Restart Trados Studio after closing all active sessions.
7. Go to the Projects view in Trados Studio and check that the WorldServer group has been added to the **Home** tab.

You can now open Trados Studio project packages and create WorldServer return packages from Trados Studio.

Audience

This manual is for people who are involved with projects that use Trados Studio 2021 in conjunction with WorldServer, and perform two different types of roles: **translators** and **reviewers**, and **project managers**.

- **Translators** and **reviewers** open and work with WorldServer project packages, and then return the results back to WorldServer.
- **Project managers** create and distribute WorldServer project packages. They can also process and manually import results packages into WorldServer.

Note: These tasks may be performed by the same person.

This manual assumes that the reader is familiar with Trados Studio 2021. For more information, see the [Trados Studio Online Help](#).

2

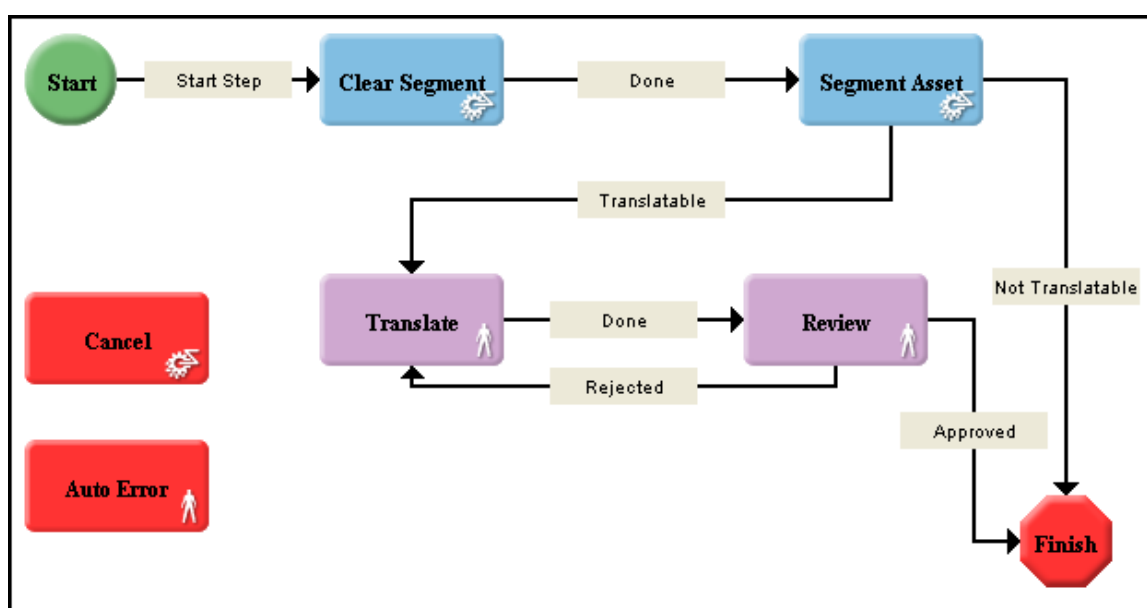
WorldServer Project Package Creation

Depending on the procedures followed by your employer or business partner who uses WorldServer, project managers may be able to access that WorldServer system to create and distribute a project package created by WorldServer.

WorldServer Project Workflows

In WorldServer, most work is performed within a *WorldServer Project* that represents work associated with a translation effort for a single target locale. The WorldServer project consists of one or more *tasks* running through a specific WorldServer *workflow*. Each task represents a single file (known in WorldServer as an “asset”) that the workflow processes.

In its simplest form, a WorldServer workflow consists of an ordered set of automated and manual (that is, “human”) steps. Here is an example:



This workflow contains two automated steps (“Clear Segment” and “Segment Asset”) that prepare the file for translation. It also contains two human steps, “Translate” and “Review.” Most production WorldServer workflows contain many automated and human steps that may include quote preparation, pre-translation work, translation, review, quality assurance, file delivery, etc.

In the workflow definition, the workflow designer assigns each human step to one or more registered WorldServer users. During task processing, when WorldServer reaches a human step it notifies all assignees by sending each of them an email message that contains a link to the WorldServer task. To work on an assigned task, an assignee can click the link in this email message, log into WorldServer, and then create and download a WorldServer project package to use in Studio. Or, the assignee might send a WorldServer project package to a colleague or business partner as an attachment to an email message or via an FTP server. Once someone edits/translations online or exports the package, the task is automatically claimed by that user in WorldServer, so that no one else can alter it. Claiming is also important, as it is required in order to return the package and/or to make live TM updates, when that option is enabled. When the assignment is complete, the assignee creates a WorldServer return package, uploads it back on WorldServer from Studio or sends it to the project manager to manually import it into WorldServer and then move the task to the next step in the workflow.

Most WorldServer workflows include both a “Translate” step and a “Review” step. When the WorldServer user assigned to the “Translate” step completes that step in WorldServer, the workflow reaches the “Review” step, which it assigns to WorldServer users who are identified as reviewers for the target language of the project. As did the translator, a reviewer obtains a WorldServer project package to open in Studio.

About translation kits

WorldServer translation kits (or project packages) for Trados Studio have the `.wsxz` file extension. They contain the information needed to translate or review translations of files managed in WorldServer.

In Trados Studio, you can view project information and associated metadata in the **Projects** view, in the **Project Attributes** tab. You can also see real-time updates to the project in WorldServer as you work through it in Studio. Each update to a segment or translation memory will be immediately reflected on the WorldServer side, provided that you have the necessary permissions. If not, the project manager gathers the information and brings it back into WorldServer.

The following restrictions apply to real-time updates:

- WorldServer needs to be in Live TM mode.
- In Trados Studio, you need to configure the translation memory to be updated after each change.
- Changes to source segments are not supported.
- Split and merged segments will not be updated.
- Any changes to tags will not be updated.
- Offline mode is not supported.
- Segments that were originally locked will not be updated.

A typical package that you export from WorldServer contains:

Object	Notes
A segmented representation of each source file.	Each source file is converted into an <code>.sdlxliff</code> file. For example, if you export a file called <code>Test.docx</code> , it will be represented in the exported package as <code>Test_docx.sdlxliff</code> .
The server-based TM assigned to the WorldServer project.	This offers real-time access to the version of the TM available on the WorldServer system. The WorldServer TM is enabled by default in the list of translation memories applied to the project and it can be updated while confirming the translations in Studio. This TM is only available for WorldServer packages opened with Studio 2015 or later and only for Studio users with the required WorldServer credentials.

Object	Notes
The file-based TMs assigned to the WorldServer project.	These are the offline version of the TMs assigned to the WorldServer project, as they were available when the WorldServer project was created. Studio users who do not have access to the server-based TM can use these TMs when translating the files in the WorldServer package. The changes to these TMs can be updated by the WorldServer project manager when importing the return package into WorldServer.
WorldServer terminology entries	<p>WorldServer includes a single project <code>.tbx</code> file that contains relevant TD entries, if they exist. When you open the WorldServer project package in Studio, this <code>.tbx</code> file is imported into a new Studio termbase file named <code>WorldServer.sdl.tb</code> and is automatically included in the Studio project. The TD Name field in the imported TD in Studio is displayed in the Term Recognition window by default. When it is present, the termbase file includes information about individual terms:</p> <ul style="list-style-type: none"> • Term statuses such as Proposed, Approved, Preferred, Deprecated and Rejected. • Task attributes and metadata information for use by the project manager. • System attributes such as Created On, Created By, Modified On, and Modified By. • Term and entry custom attributes, which are mapped to Studio attributes.
Task information and associated metadata for each file in the package.	In Trados Studio, you can view task information in the Files view, in the Files Attributes tab.
The Studio QA Checker profile settings.	<p>In WorldServer, the main use of Studio QA Checker profiles is to ensure consistency in terms of length, punctuation, numbers, and so on when exporting <code>.wsxz</code> translation kits for Trados Studio. For example, if you split the files in a WorldServer project into multiple translation kits and pass them on to multiple Studio users (who may use different QA Checker settings), the Studio QA Checker profile ensures that the translation quality is consistent across all the files in the project. You cannot modify Studio QA Checker profiles in WorldServer, nor can you use them to perform QA checks. The only QA Checker that you can use in WorldServer is the default WorldServer QA Checker.</p> <p>To use a Studio QA Checker profile in WorldServer, you need to upload it from the location where you exported it from Trados Studio.</p>

Object	Notes
The TM penalties defined in WorldServer for a TM or for a TM sequence.	<p>Knowing the penalty score that the WorldServer project manager defined for each TM ensures that Studio users can assess the reliability of translation unit in a WorldServer TM. The TMs in a WorldServer TM sequence are listed individually in Studio and ordered by the priority set in WorldServer.</p> <p>The TM attribute mismatch penalties are applied in Studio the same way as they are applied in WorldServer when the mapped metadata of the TM match does not match the mapped metadata of the asset being translated.</p>
Translation quality assessment (TQA) profiles, starting with WorldServer 11.3.	<p>The error types and error severities configured in the quality model of the WorldServer project are converted automatically to categories and severities when users open the package in Trados Studio. The errors reported in Online Editor and in Browser Workbench are also displayed in Trados Studio. For TQA profiles to be included in WorldServer packages when you export them, make sure that the project type has a corresponding quality model.</p> <p>Note: In WorldServer 11.3.0, the tasks that you want to export also need to be in the Review step or in another step that has the Review step type configured in the workflow. This requirement has been removed starting with WorldServer 11.3.1.</p>

Note: The File Type Support (FTS) Server cannot specify segments to be excluded for the `.wsxz` export format.

Options for Creating the Project Package

Use your Web browser to log into the WorldServer system which has projects assigned to you.

Note: The owner of the WorldServer installation must establish a user account for you, and provide you with the Web address (URL) of the WorldServer system and your Username and Password credentials.

When you point your browser to the WorldServer URL and enter your login credentials, WorldServer displays its *Home* Page.

A message on the WorldServer *Home* Page displays the number of projects and tasks currently assigned to you.

Home	Assignments	Explorer	Tools	Management
------	-------------	----------	-------	------------

Welcome John Smith

▶ You have 4 projects assigned to you, containing a total of 5 tasks.

▶ You have 1 issue.

To see your assignments, select the number of assigned projects in this message. WorldServer displays the *Projects* page that shows each of your assigned projects.

The Projects Page—Selecting a Single Project

About this task

To work on only one of your projects:

Procedure

1. Select one of your assigned projects.
2. In the WorldServer toolbar, click **Translate...**

WorldServer displays the Create Translation Kit for Projects window. For each file in the project, WorldServer:

- Claims the associated task for you, to prevent other users from working on the same file
- Locks the target file, again to prevent conflicting updates
- Formats the source file for translation
- Finds WorldServer translation memory and WorldServer terminology matches for the file

WorldServer then gathers all of this information into a project package and downloads that package file through your browser. The filename conforms to this format: `tasks_projectname_project#_target-locale_xliff.wsxz`.

3. Save this file to a known location on your PC. (Do not select the default operation, which is to open the project package directly in Studio.)

Note: You can also create a project package by selecting a single project and clicking **Export**, as described in the *Selecting Multiple Projects* topic. This results in a single archive file named `xliff_projects.zip`.

The Projects Page—Selecting Multiple Projects

About this task

To work on two or more of your projects:

Procedure

1. Select any of your assigned projects, and then click **Export**. WorldServer displays the Create Translation Kit for Projects window.
2. Accept the default format, **wsxz**, and click **OK**. For each file in every selected project, WorldServer
 - Claims the associated task for you, to prevent other users from working on the same file
 - Locks the target file, again to prevent conflicting updates
 - Formats the source file for translation
 - Finds WorldServer translation memory and WorldServer terminology matches for the file
 WorldServer then gathers all of this information for each project into a project package file and then gathers all of the project package files into a single archive file named `xliff_projects.zip`. WorldServer then downloads that zip file through your browser.
3. Save this file to a known location on your PC.

The Task List Page—Selecting Tasks within a Project

About this task

Instead of selecting one or more WorldServer projects, you may want to package some or all of the individual tasks within a WorldServer project. Each task is associated with a single file in the WorldServer project. To select individual tasks:

Procedure

1. In your Web browser, log into WorldServer.
2. Click the **Assignments** tab. Then click **Projects**.
WorldServer displays the Projects page that lists projects assigned to you.
3. Click the name of the Project whose tasks you want to see.
WorldServer displays the Task List for Project page for the selected project.
4. Select one or more tasks. To select all of the tasks in the project, click the checkbox in the header bar of the task list.
5. Position your mouse over the expansion triangle at the right side of the **Edit/Translate** button.
WorldServer displays a menu of supported editors.
6. Click **In Trados Studio...**
WorldServer displays the Create Translation Kit for Projects window. For each selected task, WorldServer:
 - Claims the task for you, to prevent other users from working on the same file
 - Locks the target file, again to prevent conflicting updates
 - Formats the source file for translation
 - Finds WorldServer translation memory and WorldServer terminology matches for the file

WorldServer then gathers all of this information into a project package and downloads that package file through your browser. The filename conforms to this format: `tasks_projectname_project#_target-locale_xliff.wsxz`.

7. Save this file to a known location on your PC. (Do not select the default operation, which is to open the project package directly in Studio.)

The WorldServer Task Assignment Email Message

About this task

If you have a user account on a WorldServer system in which you are assigned a task, WorldServer notifies you of that assignment by sending an email message. The message begins, "You have just been assigned task(s) for project(s) listed below..." It contains a link to the WorldServer page that lists the assigned task(s) for each project assigned to you.

If you receive a WorldServer task-assignment message, you can create a WorldServer project package for an assignment:

Procedure

1. In the email message, click the link to a WorldServer assignment.
WorldServer displays its Login page.
2. Enter your login credentials, and click **Login**.
WorldServer displays the Task List for Project page for the assigned project.
3. Select one or more tasks. To select all of the tasks in the project, click the checkbox in the header bar of the task list.
4. Position your mouse over the expansion triangle at the right side of the **Edit/Translate** button.
WorldServer displays a menu of supported editors.
5. Click **In Trados Studio...**

WorldServer displays the Create Translation Kit for Projects window. For each selected task, WorldServer

- Claims the task for you, to prevent other users from working on the same file
- Locks the target file, again to prevent conflicting updates
- Formats the source file for translation
- Finds WorldServer translation memory and WorldServer terminology matches for the file

WorldServer then gathers all of this information into a project package and downloads that package file through your browser. The filename conforms to this format: `tasks_projectname_project#_target-locale_xliff.wsxz`.

6. Save this file to a known location on your PC. (Do not select the default operation, which is to open the project package directly in Studio.)

3

WorldServer project packages and Trados Studio

Translators and reviewers may receive a WorldServer project package as an attachment to an email message, or might download the project package from an FTP server. Opening the WorldServer project package in Trados Studio 2021 creates a new Studio project or updates an existing project.

Each time you open an updated project package created in WorldServer 11.1 or later with Trados Studio 2021, the existing project is updated in Studio. However, in SDL Trados Studio versions earlier than 2017, Studio creates a new project each time you open the same project package.

Note: RWS recommends that you only open WorldServer project packages with Trados Studio 2021. While it is possible to open a WorldServer project package file directly from your web browser's download dialog box or by double-clicking it in Windows Explorer, doing so may lead to unexpected results.

Add-on required

Trados Studio 2021 and later requires the **Compatibility and Migration Power Pack** to enable support for WorldServer bilingual files and packages, including Live TM connections.

To install the app, go to the **Add-Ins** tab > **RWS AppStore** or visit <https://appstore.rws.com>.

Project Package Formats

You can receive WorldServer project packages in two different formats, one of which requires an extraction step.

- A file named `xliff_projects.zip` that can contain one or more project packages. In this case, you extract the project packages files (which have a file extension of `.wsxz`) from the `.zip` file and save them to a known location on your PC. You open and work with a single project package at a time.
- A file with the format `tasks_projectname_project#_target-locale_xliff.wsxz` which contains a single project package. You open this file directly in Studio.

Opening the Package

Before you begin

- Make sure you have installed the WorldServer Compatibility Pack for Studio before working with WorldServer packages in Trados Studio 2021 and later.
- Make sure you know the location of the WorldServer project package file (which has a file extension of `.wsxz`) on your PC.

About this task

To open a WorldServer project package:

Procedure

1. Start Trados Studio, and then select **File > Open > Package...**, or click the **Open Package** button in the standard toolbar).
2. Navigate to the WorldServer project package file, and select it.
3. Click **Open**.
The **Converting WorldServer Settings** page is displayed. On this page, you can choose to **Generate translation and analysis statistics** to perform the **Analyze Files task** and get the **Analyze Files report** for the files included in the package.
4. Click **Next**.
5. Choose an empty folder in the **Project Folder** field and click **Finish**.
6. When the package import preparation is complete, click **Close**.
7. You are now ready to work on the project files in Trados Studio 2021. To enable real-time updates between Studio and WorldServer, go to the **Options** dialog box, select **Translation Memory and Automated Translation** and check **Update** next to the TM that you are using to translate this package. This can be configured if WorldServer is in Live TM mode.

Results

Studio imports the contents of the WorldServer project package and displays it in the Projects view.

For projects created in WorldServer with the `url_of_origin` property configured, Studio shows the WorldServer location of the project in the Server column of the Projects view.

Note: Studio truncates WorldServer project or filenames longer than 50 characters. Even with this change, Studio cannot open WorldServer packages if the temporary folder path or the project names exceed 260 characters. To avoid exceeding this limit, change your `temp` and `tmp` folders to a top-level folder, such as `C:\TMP`.

Translation and Review for WorldServer Projects

After you import a WorldServer project package, you can translate or review the files in that package as you would the files in any Trados Studio 2021 project package. If WorldServer found any translation memory matches for segments in the project files, it includes in the WorldServer project package a TMX file that Studio imports into a project translation memory (TM) whose name is **WorldServer**.

Behavior Differences

When you work with files in a WorldServer project package, you need to recognize some differences in behavior between WorldServer and Trados Studio, including the following:

- Segment Comments
- Segment Status
- Segment Locking
- Word Counts and TM Leverage
- Inline Tags
- Preview Capabilities
- Due Dates

Segment Comments

	SDL Trados Studio	SDL WorldServer
Comment Scope	File, segment, and range comments Note: When you select text within a segment and then create a comment whose scope is <i>Current Selection</i> , Studio identifies this as a <i>range comment</i> .	Segment comments. WorldServer converts range comments to segment comments, and ignores file comments
Comment Severity	Comment Severity Level	[Not available]
Comment Grouping	Comments stored individually and tagged with user, date and time	All comments for segment saved in one text block. Each is preceded with a separator that contains user, date and time

Segment Status

Trados Studio and WorldServer use different values to identify translation segment status. When you open a WorldServer project package or create a WorldServer return package, segment status values are converted as follows:

When you export a translation kit (WorldServer project package) from WorldServer

WorldServer	Trados Studio
No Status (empty target)	Not Translated
No Status (non-empty target)	Draft
Pending Review	Translated

WorldServer	Trados Studio
Reviewed	Translation Approved
Rejected	Translation Rejected

When you import a translation kit (WorldServer return package) from Studio

Trados Studio	WorldServer
Not Translated	No Status
Draft	No Status
Translated	Pending Review
Translation Approved	Reviewed
Translation Rejected	Rejected
Sign-off Rejected	Rejected
Signed Off	Reviewed

Note: When the real-time segment update is enabled and you confirm a segment :

- The segment status in WorldServer is set to Pending Review if the Studio editor is open for translation (since the segment status in Studio is set to Translated when it's confirmed)
- The segment status in WorldServer is set to Reviewed if the Studio editor is open for review (since the segment status in Studio is set to Translation Approved when it's confirmed)

Segment Locking

In WorldServer, a workflow step may lock target segments whose translations it retrieves from TM. WorldServer supports two types of segment locks:

- Dynamic locks allow you to unlock and modify segments
- Static locks do not allow you to modify segments Trados Studio does not distinguish between these lock types.

When you edit a file with locked segments in the Studio side-by-side editor, you will see a lock icon in these segments. While Studio allows you to unlock and modify a locked segment, WorldServer will not accept any changes to the contents of segments that it locked with static locks. If you attempt to modify a static-locked segment, the Editor displays a warning message.

However, depending upon your WorldServer user privileges, you may be able to add or edit comments associated with static-locked segments. To do so, unlock the segment and add or edit the comment. When you confirm that segment, if the lock is a static one, you will have one of two options:

Commenting allowed on locked segments

The Editor displays a warning message to inform you that WorldServer will accept changes to the comments, but not to the segment translation

Commenting prevented on locked segments

The Editor displays a warning message to inform you that WorldServer will not accept either your comment changes or any segment translation changes

A similar issue occurs in the Editor if you modify and then lock a segment that is not locked in WorldServer. When you confirm the segment, the Editor displays a warning message to warn you that WorldServer will not honor this segment lock.

Word Counts and TM Leverage

You may find differences in word counts and translation memory match scores (leverage) between Trados Studio and WorldServer, since they currently use slightly different approaches to segmentation and leverage. The differences should not be significant.

Trados Studio will correctly display fuzzy match percentages after opening a translation kit from WorldServer.

Inline Tags

WorldServer and Trados Studio both show nontranslatable markup within segments as numbers enclosed within braces, such as { 1 }. WorldServer does not distinguish among different types of these inline tags; it refers to all of them as placeholders.

In each segment, placeholders in the target must match placeholders in the source. You can move placeholders within a segment, but must not add or delete them. If placeholders are missing, or there are more placeholders in the target segment than in the source segment, you cannot create a WorldServer return package.

Tip: It may make sense in some cases to move a placeholder, for example, if the sentence structure of the source language differs from that of the target language. However, sometimes moving a placeholder can make the file invalid. For example, if you are working with an HTML or XML file and you swap the order of an opening tag and a closing tag, the file no longer contains valid HTML or XML.

Preview Capabilities

The preview feature of Trados Studio (**View > Preview**) displays assets contained in WorldServer packages that have text, HTML, and XML formats. The preview is available for the original file format associated with the following MIME types:

- Text
 - text/plain
 - text/x-java-properties
 - application/x-javascript
- HTML
 - text/HTML
 - application/x-jsp
 - text/x-asp
- XML

- text/xml
- text/xsl
- txt/x-idiom-dcr+xml

Project Package Due Dates

The task step due dates in WorldServer are used for Trados Studio project packages, but only when the due date for each task in the project is the same. Otherwise the due date in Studio is set to null.

Note: If the task step due date is specified without time, for example 1/23/10 instead of 1/23/10 03:30 PM, the time is automatically set to 5:00 pm.

Creating the translation return package

When you are ready to return the results of your work to the WorldServer system on which the project was created, you begin by creating a WorldServer return package in Trados Studio 2021.

Before you begin

To create WorldServer return packages in Trados Studio 2021 and later, make sure you have installed the **WorldServer Compatibility Pack for Studio** from the RWS AppStore.

To install the app, go to the **Add-Ins** tab > **RWS AppStore** or visit <https://appstore.rws.com>.

About this task

Follow these steps:

Procedure

1. Be sure to save the files in your project.
2. Select **Project > Create Return Package**.
3. Select the files to include in the return package, and click **Next >**.
4. Specify a return package location, which could be the default URL of WorldServer or a File. Studio adds the file extension **.wsxz** to indicate that this is a WorldServer return package.

Note: An entry in the **Comments** field is used only if you later create a draft email message when creation of the WorldServer return package finishes. WorldServer does not use or retain the comments.

5. Click **Finish**.
Studio creates the WorldServer return package and displays its Create Return Package dialog box.
6. To display any errors, click **Show Results**.
7. You can open the folder in which you saved the WorldServer return package and create a draft email message with the WorldServer return package attached, or simply click **Finish** to close the dialog box.

4

Returning Completed Work to WorldServer

Automatically Uploading the Return Package from Studio

About this task

Follow these steps to automatically upload WorldServer return packages to WorldServer.

Procedure

1. Select **Project > Create Return Package** from the menu bar. The Create Return Package wizard is displayed on the Select Files page. All files in the project are included in the list, apart from reference files.

Note: If you select files that were not originally received in a project package, the Create Return Package option will be disabled (grayed out).

2. Select or clear the check boxes next to the file names on the Select Files page to include or exclude them from the package. If you have previously included any of the files displayed in another return package, those files will not be selected by default.
3. Click **Next**.
4. Choose **Server** or **File** on the Return Package Options page.

Note: If the package was created in WorldServer and the `url_of_origin` setting was configured by the Worldserver administrator, Studio automatically recognizes the server where the package came from. The **Server** field shows the server of origin so that you can upload the return package back to its original location on WorldServer.

For packages created in earlier versions, or for which the `url_of_origin` setting was not configured, manually enter the server address in the **Server** field.

5. Click **Authentication** to enter your credentials for the specified server address.
6. If you want to add a comment to the return package, enter it in the **Comment** box.
7. Click **Finish** to create the package and go to the Creating Return Package page. Studio creates the return package and uploads it to WorldServer. Once the package creation is complete, the statuses next to the progress bars change to Completed.
After the return package is created, the manual task assigned to the files in that package is displayed as complete in the **My Tasks** folder on the navigation tree of the **Files** view.
8. To complete the assigned workflow tasks whose files you imported, select the tasks and click **Complete**.
WorldServer displays the Complete Task(s) page and moves the tasks to the next step in their workflow.
9. The **Next Step** field lists each available path in the workflow. Select the appropriate next step, enter a comment for the next person assigned a workflow step in this task, and click **OK**.
If you are assigned the next human step in the workflow, the tasks remain on this Task List for Project page, and the step name changes to identify the new step. Otherwise, WorldServer removes the tasks from this page because they are no longer available to you.

Manually Importing the Return Package from WorldServer

If you are a project manager and you received a return package from a translator who does not have the access to automatically upload the return package from Studio, you can log into WorldServer and manually import the return package. You can also specify now if you want to update the WorldServer translation memory with the changes that the translator made in Studio.

About this task

Follow these steps to import WorldServer return packages into WorldServer.

Procedure

1. Log into the WorldServer system on which the project was created. You can enter the URL of this system directly in your Web browser, or you can click the link in a WorldServer task assignment email message that you received.
2. Enter your login credentials, and click **Login**.
If you clicked the link in a WorldServer task assignment email message, WorldServer displays the Task List for Project page for this project.
3. If you entered the WorldServer URL in your browser, WorldServer displays its Home page.
 - a. Click the **Assignments** tab, and then click **Projects**.
WorldServer displays its Projects page.
 - b. Click the name of the project whose WorldServer return package you want to import.
WorldServer displays the Task List for Project page for that project.
4. Click **Import...**
WorldServer displays the Import Offline Work page.
5. Click **Browse**.
6. Navigate to and select the WorldServer return package file.
7. If you are authorized to update the WorldServer translation memory, you will see the **Update the translation memory using imported assets** checkbox. If so, and you want to update the WorldServer TM, select this checkbox.
8. Click **Import**.
WorldServer confirms that you claimed the task(s) whose files you are importing, and that the files are locked in your name. It then imports the target file(s) and, if appropriate, updates translation memory.
9. To complete the assigned workflow tasks whose files you imported so that WorldServer can move them to the next step in their workflow, select the tasks and click **Complete...**
WorldServer displays the Complete Task(s) page.
10. The **Next Step** field lists each available path in the workflow. Select the appropriate next step, enter a comment that WorldServer presents to the next person assigned a workflow step in this task, and click **OK**.

If you are assigned the next human step in the workflow, the tasks remain on this Task List for Project page, and the step name changes to identify the new step. Otherwise, WorldServer removes

the tasks from this page because they are no longer available to you.

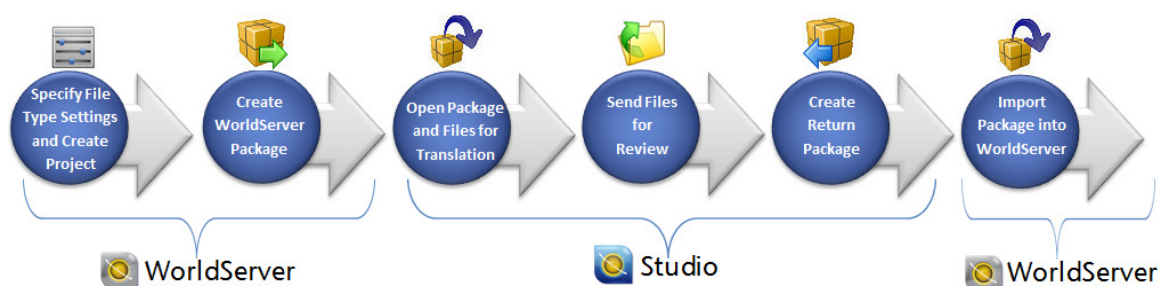
5

External review documents

Reviewers can use the bilingual `.docx` format to evaluate assets outside of WorldServer or Trados Studio. External review documents provide limited access to target translation segments processed by file types.

The external review document kit consists of one or more `.docx` files. You export and import the bilingual `.docx` file either directly from the user interface or through automatic actions. You can export any type of asset as a bilingual `.docx` file for external review, and then import that file back into WorldServer after the review.

The following workflow gives another example of how you can use WorldServer and Studio to work with an external reviewer:



Adding Studio to the translation and review workflow gives you several options:

- Reviewers can return their `.docx` changes to Studio translators, who have access to track changes markup.
- You can also choose to export a `.wsxz` project package from WorldServer, and then export and import the external review file from Studio.

Notes on the bilingual `.docx` format

If your WorldServer administrator has configured the bilingual `.docx` format as one of your system options, you can create `.docx` files for reviewers either from the user interface or through automatic actions.

From the user interface

On the Tasks page, select the source assets that you want to export and select **Export** on the ribbon. In the Create Translation Kit for Tasks dialog box, select the bilingual `.docx` format, and then select **Export**.

Through automatic actions

Use export and import automatic actions (AAs) inside a workflow to specify the bilingual `.docx` format for a translation kit. When the workflow runs, WorldServer produces the review file at the appropriate step. When your reviewers are done, you give the file back to WorldServer in the import step.

Note the following about exporting and importing bilingual `.docx` files:

Exporting	Importing
<ul style="list-style-type: none"> For assets originally in .docx format, in WorldServer, configure your Microsoft Word file type to apply tracked changes before opening. Thus, you can see tracked changes in WorldServer when you work with the translated asset. The export process creates a bilingual .docx file whose filename consists of the WorldServer folder name and a long numerical identifier. <p>Note: You can only export assets to this format if they were segmented by regular file types. You cannot export assets segmented by legacy filters.</p>	<ul style="list-style-type: none"> The name of the file must be the same as when you exported it. The import will only change the existing target translations for the assets. A second import of the same file has no effect on the assets. Sub-segment comments are elevated to segment-level comments upon import, as is the case for any imported Studio kit. The status of updated segments becomes No Status. If segments with track changes are saved in translation memory, WorldServer removes the REVISIONMARKER placeholders and the deleted strings. In other words, the TM segment is stored as if all track changes were accepted. If some segments contain tracked changes and if the original asset format is .docx, the target asset contains tracked changes. For any other asset format, tracked changes may result in illegible text.

How to review bilingual .docx files

Reviewers without access to WorldServer or Trados Studio can open bilingual .docx files in Microsoft Word and edit target segments as needed. Translators who use Trados Studio can make the required changes and integrate them back into a WorldServer project package.

Review in Word

When you review a bilingual .docx file in Word, note that you can only change the existing target translation for any segment. Other changes (including added content to blank target translations) are ignored on import.

Note: For any format besides .docx, imported track changes may result in illegible text.

Translation and review in Studio

When you use Studio to work with bilingual .docx files, you have the full range of Studio translation tools available. In Studio, you can identify placeholders that represent tracked changes, because it updates segments as Deleted and Inserted strings, enclosed in the following placeholders:

- <SDL:REVISIONMARKER - Delete>, </SDL:REVISIONMARKER - Delete>
- <SDL:REVISIONMARKER - Insert>, </SDL:REVISIONMARKER - Insert>

In Studio, you can also compare reviewer comments against the translation memory and the rest of the assets in the project package before creating the WorldServer return package.

Note: In Browser Workbench, the placeholders that represent tracked changes are identical to the placeholders that represent formatting, which might make it difficult to distinguish between them.



WorldServer Administrator Information

This appendix contains configuration or other information for WorldServer administrators that may affect work for Trados Studio project managers or translators/reviewers.

Segment Status Default Change

In releases after SDL WorldServer version 9.4, the `set_translation_statuses` default (in the `tm.properties` file) has been changed from `False` to `True`. Trados Studio users may notice the following affects on segment status:

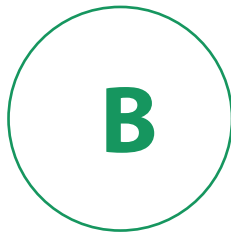
- Segments translated with ICE matches will be marked as Reviewed in WorldServer, which corresponds to an Approved segment status in Studio.
- 100% matches will be marked as Pending Review in WorldServer which correspond to a Translated segment status in Studio.

These status changes allow Studio to more accurately reflect your translated leverage.

The default setting change affects assets segmented by both legacy and FTS filters. WorldServer customers who are running in Live TM mode will not be affected, as this setting is implicitly `True` for Live TM mode.

Without enabling this setting, segments won't reflect that they are context matches until they are moved out of Draft status.

Note: WorldServer administrators can edit the `tm.properties` file to achieve the same status and leverage in WorldServer 9.2 and 9.3. See the *WorldServer Translation Memory Mode Concepts Guide*. If you plan to keep your own version of the `tm.properties` file when you install WorldServer 9.4, we recommend that you change this setting to obtain the listed benefits.



Studio User Notes

Trados Studio has its own, very complete, set of user documentation. The following notes describes aspects of WorldServer of particular interest to Studio users.

Starting with WorldServer 2011, version 10.1, WorldServer integration with Studio includes the following areas:

- Relaxed tag parity
- WorldServer translation plug-in

Please see the Trados Studio documentation for complete descriptions of Studio features.

Relaxed tag parity

Starting with SDL Trados Studio 2011 and WorldServer 2011 (10.2.1), WorldServer relaxes the requirement for tag parity in translation units by default. In other words, some tags may be present in the target text without necessarily being in the source text and vice versa.

Trados Studio creates return packages for WorldServer without enforcing tag parity. Note the following:

- Translation units which contain out-of-parity tags are excluded from in-context exact (ICE) matches in WorldServer.
- WorldServer resolves target-only tags through an automatic mechanism in the associated file type configuration.

If you do not want to verify tag parity in source and target translation units in Trados Studio, configure the **Tag Verifier** settings by going to **File > Options > Verification > Tag Verifier > Common**.

WorldServer Translation Plug-in for Studio

Starting with SDL Trados Studio 2014, the translation memory (TM) attached to a WorldServer package is centrally shared between WorldServer and Studio. When opening a WorldServer package, Studio users with access to the WorldServer system also have real-time access to the server-based TM attached to the package. This means that they can always see the most up-to-date version of the TM and update it in real time, while confirming the translations in Studio.

The translation plug-in has the following limitations:

- The default WorldServer scoping mode is always used for scoring purposes.
- Not all penalties or penalty values are currently applied or displayed correctly, because WorldServer penalties need to be mapped to Studio penalties; at the moment, there is no 1:1 correspondence between them.
- For concordance searches, WorldServer scoring rules are applied, which differ from the rules used by Studio. (WorldServer's Studio-aligned TM mode only applies to standard leverage scoring, not to concordance scoring.)

Note: For previous supported versions of Studio (if available) and for packages created in earlier versions of WorldServer, Studio users only have access to the offline version of the TM. This is the version of the TM that was available when the WorldServer project was created. For more information on the plug-in, see the Studio documentation.
