5.6.1.1 Blueprint Translation using SDL Trados Studio

It is possible to translate the blueprint of a project to another language to create a different language version of the same blueprint. This is achieved by exporting the blueprint in a Trados recognizable format, translating it using the SDL Trados Studio software, and importing it back into the ExamDeveloper application. The blueprint nodes translated to a specific language code are available for items when the particular language code is selected while creating the item.

Export blueprint of a project

1. Navigate to **Manage Blueprint** to open the **Create Blueprint** page.
2. Click the **Translate** button at the bottom.

> ⚠ In order to translate a blueprint, it has to be in the Editable state. See the **Add Content** topic for details on making a blueprint editable.

3. The blueprint is exported into a ZIP archive file containing files as below:

   a. HTML document containing all the selected blueprint as shown below.

As can be seen above, the HTML file contains the language code of the blueprint, and the node names for various levels. Only the content marked with the red boxes (with a white background) are translated namely: Language Code and node names. The word "Language Code" with a gray background do not appear for translation.

   b. Trados setting file required to import the blueprint into Trados.

   c. Trados instruction file containing instructions related to Trados that the user must follow.

Refer to **Translate A Document Using SDL Trados Studio** for the translation process.

Import translated blueprint

Once the translation is made using Trados, an HTML file similar to the one which was exported earlier, but with the translated text, is generated by Trados.

1. Navigate to the **Import Blueprint** page by clicking the **Upload** tab on the left or by clicking **Upload Blueprint** link on the **Create Blueprint** page. Click the **Choose File** button under the **Select Translated file (*.htm)** section.
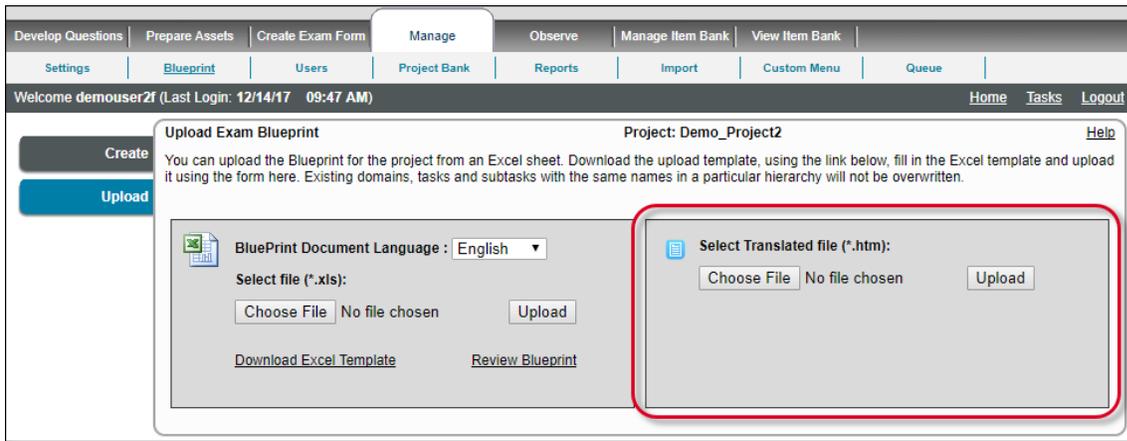
2. Browse to the Trados-translated HTML file with blueprint, select it, and click the **Upload** button.
3. A successful upload results in the red text message.

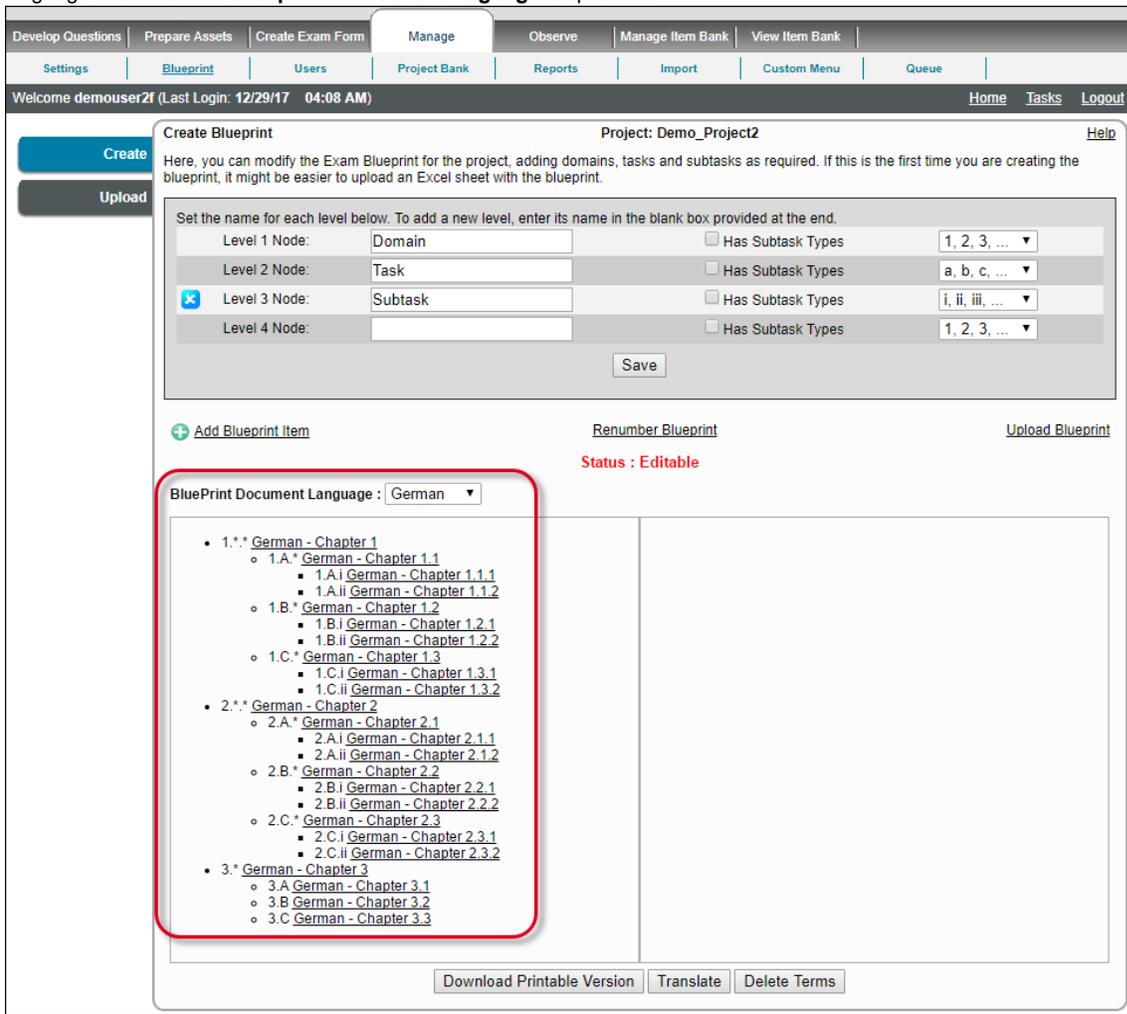A successfully translated and imported blueprint is updated if it already exists in the database with the same language code. It becomes available for items having the new language code. To view the translated blueprint, go to **Manage Blueprint**, and select the new language code from the **Blueprint Document Language** drop-down.

⊙ The import of translated blueprint fails and a message in red text is displayed, if the language code for the language to which the blueprint is to be translated, doesn't exist in the Item Bank.

| Develop Questions | Prepare Assets | Create Exam Form | Manage | Observe | Manage Item Bank | View Item Bank |

| Settings | Blueprint | Users | Project Bank | Reports | Import | Custom Menu | Queue |

Welcome demouser2f (Last Login: 12/14/17   09:47 AM)   Home   Tasks   Logout

Upload Exam Blueprint   Project: Demo_Project2   Help

You can upload the Blueprint for the project from an Excel sheet. Download the upload template, using the link below, fill in the Excel template and upload it using the form here. Existing domains, tasks and subtasks with the same names in a particular hierarchy will not be overwritten.

Import failed. Please check the error summary listed below.

Language specified in the document is not available for current itembank.Please provide a valid language code.

BluePrint Document Language : English ▼   **Select Translated file (*.htm):**

Select file (*.xls):   Choose File No file chosen   Upload

Choose File No file chosen   Upload

Download Excel Template   Review Blueprint

⚠ Items having a language code with a specific blueprint translation can use the blueprint translated to that language code.

Blueprint	
Domain	1.*.* German - Chapter 1 ▼
	1.*.* German - Chapter 1
Task	1.A.* German - Chapter 1.1 ▼
	1.A.* German - Chapter 1.1
Subtask	1.A.i German - Chapter 1.1.1 ▼
	1.A.i German - Chapter 1.1.1

Items having a language code without a specific blueprint translation are able to use the default language blueprint without translation as seen below.

Blueprint	
Domain	1.*.* [No Translation] (Chapter 1) ▼
	1.*.* [No Translation] (Chapter 1)
Task	1.A.* [No Translation] (Chapter 1.1) ▼
	1.A.* [No Translation] (Chapter 1.1)
Subtask	1.A.i [No Translation] (Chapter 1.1.1) ▼
	1.A.i [No Translation] (Chapter 1.1.1)