BTT-Writer

Written Translation
Computer Support Training

BTT-Writer

In order to complete this section, you will need an email address that you can check while doing this work. (Of course, you will need some kind of Internet connection, too.)

If BTT-Writer will only be used off-line, i.e. there will not be any uploads or downloads, you don't need an account on WACS, and you won't need an email for this section. However, the full power of BTT-Writer is only realized when you upload your work to WACS for safe-keeping.

BTT-Writer

BTT-Writer can be downloaded by visiting https://bibletranslationtools.org/writer.

The latest version can also be downloaded from
https://github.com/Bible-Translation-Tools/BTT-Writer-Desktop/releases/latest or
https://github.com/Bible-Translation-Tools/BTT-Writer-Android/releases/latest.

BTT-Writer Desktop and BTT-Writer Android work *very* similarly, but they are completely different programs. Most of this training is oriented towards use of BTT-Writer Desktop (which can be used on any computer that runs a recent version of Windows, macOS, or Linux). Where there are differences for BTT-Writer Android, we will try to make note of them.

These programs can also generally be downloaded from https://basictranslationtools.org.

Basic Translation Tools

Basic Translation Tools

App Downloads

BTT Orature
v1.9.1

- Download
- Download
- Download

BTT Writer
v1.3.1+17

- Download
- Download
- Download
- Download
- Download

BTT Exchanger
1.3.1

- Download
- Download
- Download

BTT USFM Converter
v1.1.1

- Download
- Download
- Download

Every current version of BTT-Writer (including for Android) is available for download from Basic Translation Tools https://basictranslationtools.org.

Installing BTT-Writer

Assets 6

- BTT-Writer-...linux-x64.zip
- BTT-Writer-...osx-x64.zip
- BTT-Writer-...win-x32.exe
- BTT-Writer-...win-x64.exe
- Source code (zip)
- Source code (tar.gz)

Version Number

Installing on Linux
https://youtu.be/8cj7Iwwc20c

https://youtu.be/Z2mv1uIAE6o
Installing on macOS

https://youtu.be/UbX-MIRks6c
Installing on Windows

The Windows installer installs **git** along with BTT-Writer. For Linux and macOS, you will need to install it separately. For macOS we recommend the open-source **git-scm** available from https://sourceforge.net/projects/git-osx-installer/. *You can use Apple's version of git, but the download is over 2GB, so unless you have that kind of data, it's better to use **git-scm** if you can.*

Currently, macOS and Linux also need a custom .ssh/config file.

What does BTT-Writer cost? $0

- All of the software we make or recommend is free software. Most of it is **Open Source** software, which means it will always continue to be free.
- Do not steal software. Do not pirate software. Do not buy software from the guy down in the market who sells it cheap.
  - Not only will you be breaking God's law, you will make your computer more vulnerable to viruses.
- There is software that does what you need that is available for free, without stealing from the programmer(s).

Installing BTT-Writer for Android

https://github.com/Bible-Translation-Tools/BTT-Writer-Android/releases/latest

BTT-Writer for Android is downloaded separately. You have to open the .apk file to install.
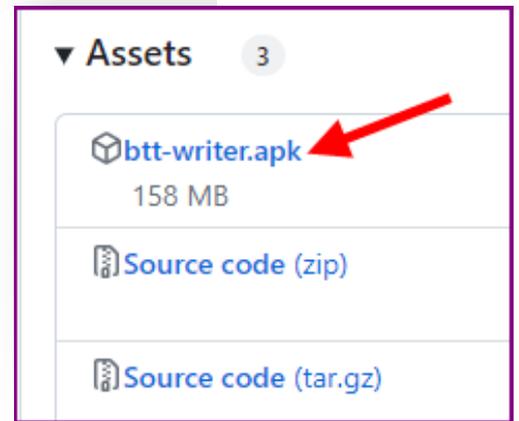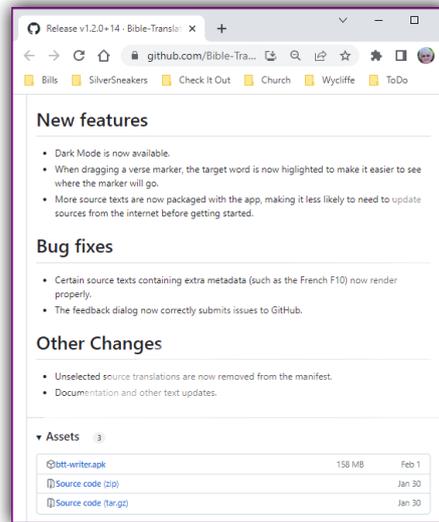
Because of limitations placed by Google on the Play Store, we are unable to have the current version of BTT-Writer available there. Do not use the version that is on the Play Store. It is out of date.

Download the .apk from Github and install that.

There is no version of BTT-Writer for iOS (iPhone or iPad).

Updates

If you want to be notified when there is a new version of one of our programs, the easiest way is to "watch" the download site.

This way, you will receive an email when there is a new release.
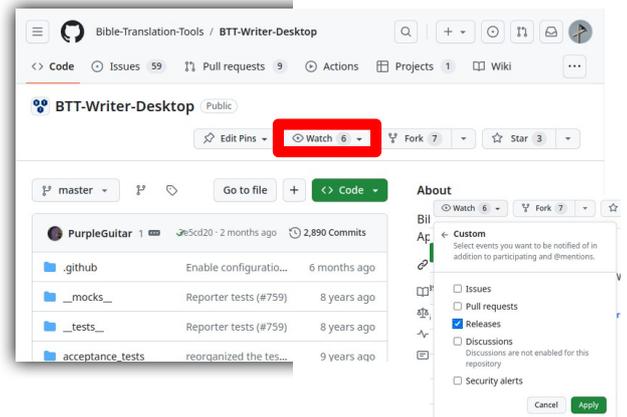
You do need to have an account on Github in order for them to know where to send the notification, but this account is free.

Please note that if you live in a place where your work is dangerous or illegal it is possible for others to discover which projects you are *watching*. Be mindful of what is needed for your safety.

How Do I Use BTT-Writer?

Full documentation for using BTT-Writer can be found at https://btt-writer.readthedocs.io/

In addition, we have many videos to help on the MAST Tech Talk channel on YouTube: https://www.youtube.com/@masttechtalk1916

Finally, we have many helps at https://techadvancement.com

We also have an active help community on Telegram.

"Logging in" to BTT-Writer

Setup your User Profile with one of the options below.

Login to your Server Account
Use this option to be able to upload projects to your existing account

Use existing WACS account

Create a Server Account
Use this option if you do not have an account but want to upload

Create a new WACS account

Create Local User Profile
Use this option if you do not have an account and do not want to upload

Use BTT-Writer without WACS

Status: Idle

If you have already created an account on WACS, use the first option.

If you have not yet created an account on WACS, use the second option.

Creating an account on WACS is explained in Section 2, PORT, BIEL, and WACS.

Both of these options require an Internet connection, and will connect you to bibletranslationtools.org. If you need to hide this connection, be sure to connect a VPN before using one of these options.

The third option can be used if there is no Internet available, but should always be temporary. For example, you can use it for a typist that you will collect the typing from manually, or if you are away from Internet temporarily.

You should always log out before letting someone else use your computer. This allows them to enter their name into the "Contributors" of the project they work on, and keeps it straight where a project will be uploaded.

Important Agreements: CC BY-SA

CC BY-SA License

BTT Writer — Current User: (Logout)

Terms of Use

By using this app you agree with the statement of faith and translation guidelines and to release your work under the terms of the Creative Commons Attribution-ShareAlike 4.0 International License.

LICENSE AGREEMENT

TRANSLATION GUIDELINES

STATEMENT OF FAITH

NO THANKS   I AGREE

Status: Idle
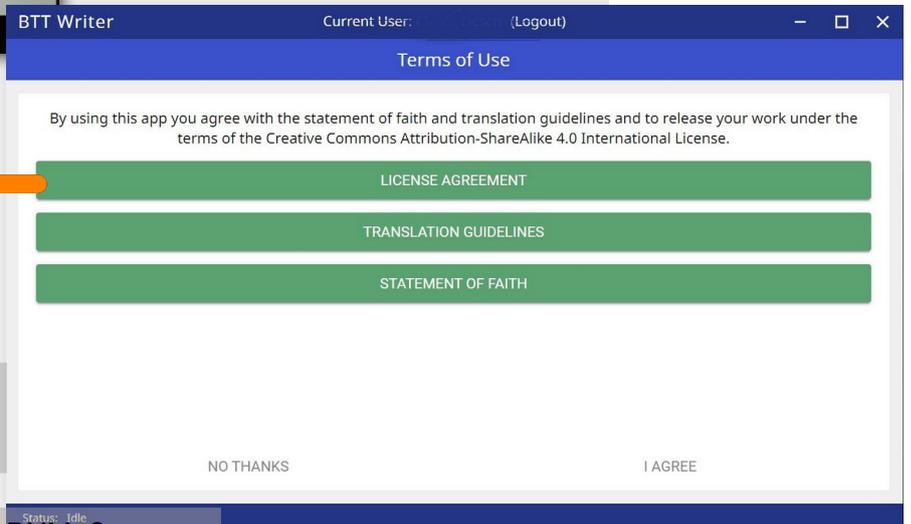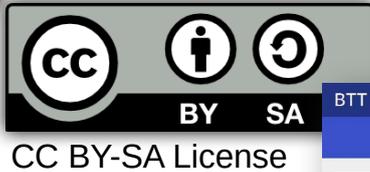
All of the content of BTT-Writer is either in the Public Domain or *licensed* with the Creative Commons license: https://creativecommons.org/licenses/by-sa/4.0/

This means that the translation *does* belong to the people who did the work, but they are making this translation available **for free**. There are two restrictions on this license.

1) **BY**: Someone who uses the translation *must* say who he got it from. We call this "attribution".
2) **SA**: Someone who uses the translation *must* make the end result available under the same license.
3) The licensor cannot take away these freedoms as long as you follow the license terms.

Important Agreements: Translation Guidelines

Video #2 Getting Started in BTT Writer for Desktop

This is not normally something the technician needs to worry about, but it is part of the agreement to use the software.

Accurate
Accurate translations effectively communicate the intended meaning of the original, divinely inspired text. An accurate translation expresses the meaning the author intended for the original audience in the original context.
1) To the extent that is possible, nothing is added, misconstrued, or deleted from the original message.
2) It does not recast the meaning of the original text to make it more relevant to the contemporary audience.
3) An accurate translation does not distort the meaning in order to favor a specific interpretive perspective. It should be free from theological, cultural, or personal biases.
4) An accurate translation communicates historical events and facts accurately.

Clear
Clear translations will use whatever language structures are needed to help readers easily read and understand it.
5) A clear translation may use as many or as few terms as necessary to communicate the original meaning as clearly as possible.
6) Making a clear translation does not mean that the translator clarifies something that is ambiguous in the source text.
7) Making a clear translation does not mean that the translator gives the reader a specific interpretation for every passage where meaning is genuinely debated.

Natural
Natural translations use language forms that are reflect the way the target language is used in corresponding contexts.
8) Natural Bible translations sound like they were produced by an adult native speaker who speaks and/or writes well.
9) A natural Bible translation does not use expressions that are particular to their own culture in order to make the translation appear natural.
10) It is more important for a portion of Scripture to be translated accurately than for it to sound perfectly natural to everyone who reads it.

We believe that a translation has the highest likelihood of being good quality when after applying the guidelines above, the following are completed:

It is tested and approved by believers of the language community and their church leaders.
11) Ongoing revisions and improvements are made.

Important Agreements:
Statement of Faith

Video #2 Getting Started in BTT Writer for Desktop

https://youtu.be/SXsBXMa8nvw

BTT Writer   Current User: (Logout)   — ☐ ✕

Terms of Use

By using this app you agree with the statement of faith and translation guidelines and to release your work under the terms of the Creative Commons Attribution-ShareAlike 4.0 International License.

LICENSE AGREEMENT

TRANSLATION GUIDELINES

STATEMENT OF FAITH

NO THANKS   I AGREE

Status: Idle

We insist that certain things are true, and not negotiable.

1) The Bible is divinely inspired by God and has final authority. This means that we cannot impose our opinions or our culture on the content of the Bible.
2) God is one and exists in three persons: God the Father, God the Son, and God the Holy Spirit.
3) Because of the fall of man, all humans are sinful and in need of salvation.
4) The death of Christ is a substitute for sinners and provides for the cleansing of those who believe.
5) By God's grace, through faith, people receive salvation as a free gift because of Jesus' death and resurrection.
6) The resurrection of all at the end of time — the saved to eternal life and the lost to eternal punishment.

BTT-Writer Home Screen

Logout is only used when a different translator is going to use the program, or to switch between on-line and off-line use.

The "3 dot", or "Hamburger", menu

Create a new project by clicking either the green button at the top right, or the **Start a New Project** button.

Once a project has been created, the project list fills in the space where the **Start a New Project** button is, so you can only use it for the first project.

We will normally refer to the Hamburger menu as the 3 dot menu.

Occasionally, BTT-Writer will get confused about whether you're logged in to WACS or not. If this happens (and you can't upload) you can often fix the problem by clicking **Logout** and logging back in again. You will need to click **I Agree** to the three agreements each time you log in.

Hamburger Menu (3 Dots)

Update

Import

translationAcademy

Feedback

Logout

Settings

Update Options
These options all require an Internet connection
Updates may take a while

Update List of Available Source Texts

Download New index.sqlite

Download Available Source Texts

Update List of Available Target Languages

CANCEL
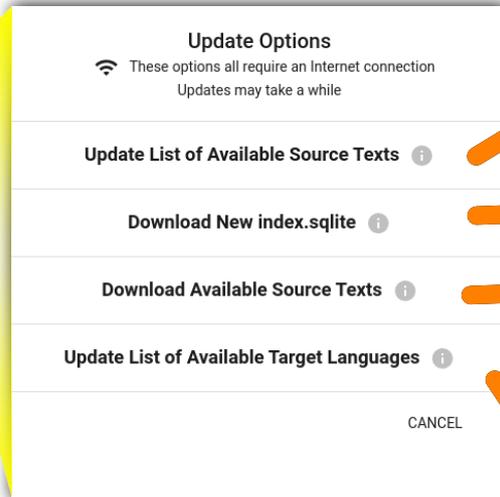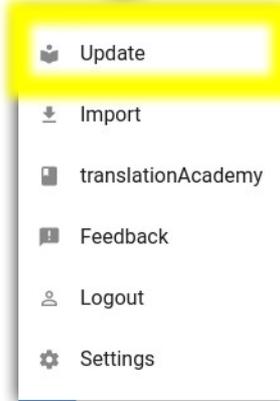
Check to see if there is a new GL in the catalog, or an update to a GL.

Download a complete copy of the database.

If there is an updated or new Source, this will let you choose what to download.

Check to see if there are any new language codes.

BTT-Writer keeps a database of available Source Texts, or Gateway Language (GL) texts. The database also keeps a list of available Target Language codes, for translation projects. In addition, BTT-Writer stores Source Texts on your hard disk drive, ready to be used for a translation project.

Every time BTT-Writer is updated, the new release will include all of the sources available at that time. It will also include all of the target language codes currently available. However, over time, new codes will be added, and sometimes language names will be spelled differently, although they keep the same codes.

The process to update the codes and Source Text versions can take a long time, and because it uses an Internet connection, it can time out while you are trying to update. This can be very frustrating, so we have another choice for you.

Each week, a database file with all of the most up-to-date language codes and Source Text versions is posted online. **Download New index.sqlite** will download this database and simply replace your existing database. It could be out of date for as much as a week, but never more than that.

Every language in the world has a code to identify it as being separate from other languages. For example, we are currently aware of four languages called "Kamba". One of them, in Kenya, has the code **kam**. The related language in neighboring Tanzania has the code **kam-TZ-kamba**. The languages in PNG and Brazil have the codes **fad-x-kamba** and **xba**, respectively.

If a minority language does not yet have a code in our system, the translation project managers need to communicate with their supervisors to get the code added in PORT. Then, in a week or so, or after running the **Update List of Available Target Languages**, the new code will be available.

It is very important to use the correct code for the language. If you are unsure of what the code is, ask the project manager.

Updating Sources

The circular green arrow indicates that there's an update for this source. Click on the arrow to update.

However, don't update unless either the Project Manager asks you to do so, or you haven't yet begun translating that particular book. Otherwise there may be changes that will make checking difficult.
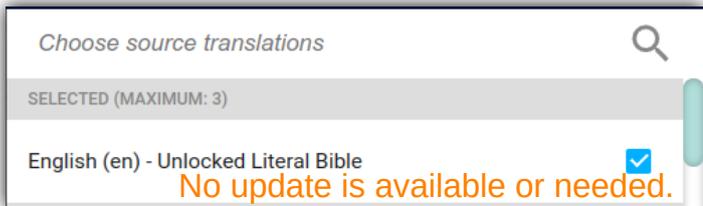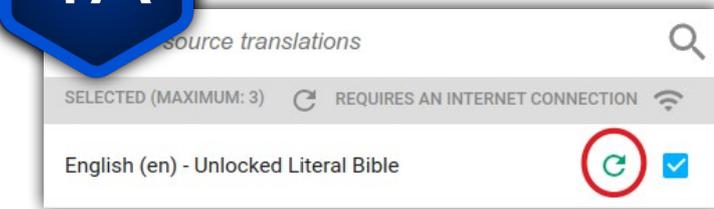
Updating Source Texts (GL) is a two-step process. It is not usually a good idea to change the content of the source text while translation is happening. (It makes it difficult to check.) Therefore, the first part of the update is to see what updates are available.

Once you have been notified that an update is available, you can see if it's available for your current project when you select sources for that project.

A circular green arrow appears by sources that have updates available.

Download Available Source Texts, Part 1
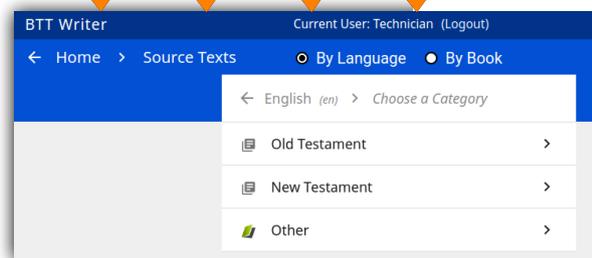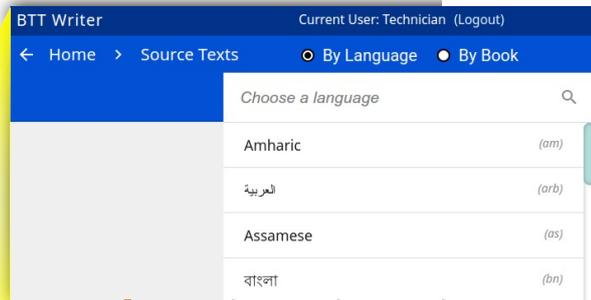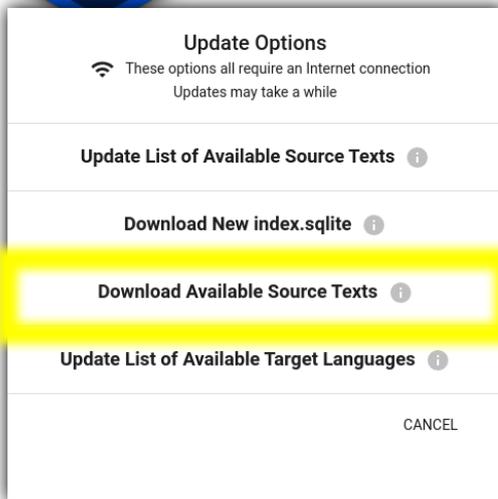
You can also update source texts more than one at a time by going to the **Update** menu and choosing **Download Available Source Texts**.

You will need to choose the language you want to update, and then the Testament you want. (**Other** allows updating **translationWords**, which are not specific to a book or Testament.)

Download Available Source Texts, Part 2

BTT Writer — Current User: Technician (Logout)

← Home > Source Texts   ⦿ By Language   ⦿ By Book

← English *(en)* > Old Testament > *Choose Source(s)*

☐ Select All   ☐ Unselect All   DOWNLOAD

☐ Genesis *(gen)*	Unlocked Literal Bible *(ulb)*
☐ Genesis *(gen)*	Unlocked Dynamic Bible *(udb)*
☐ Exodus *(exo)*	Unlocked Literal Bible *(ulb)*
☐ Exodus *(exo)*	Unlocked Dynamic Bible *(udb)*
☐ Leviticus *(lev)*	Unlocked Literal Bible *(ulb)*
☐ Leviticus *(lev)*	Unlocked Dynamic Bible *(udb)*

Here, you can select multiple books, and even multiple formats. For English, I can update both the ULB and the UDB. In Arabic, I can update both the Ketab El Hayat and the Van Dyke translation.

You can select individual books, versions, or the whole Testament (**Select All**) to download.

Please note that this screen doesn't tell you which books have updates available, and any book selected will be downloaded, even if it's the same as what you already have.

All updates (whether using the green circular arrow or using the Update Sources menu) require an Internet connection, will use Internet data, and will make a connection to bibletranslationtools.org.

If it's dangerous for you to visit that site, please use a VPN before updating the sources in BTT-Writer.

Update Options

These options all require an Internet connection
Updates may take a while

Update List of Available Source Texts ⓘ

Download New index.sqlite ⓘ

Download Available Source Texts ⓘ

Update List of Available Target Languages ⓘ

CANCEL

Updating List of Target Languages. This may take a while. Please wait...

33% Complete

CANCEL

Update Complete

25 Target Languages have been added.

CLOSE

OR

Update Complete

No Target Languages have been added.

CLOSE

When you update the list of Available Target Languages, BTT-Writer communicates with the server and compares the list of known languages with what is stored in the database in BTT-Writer.

You will be notified whether language codes have been added or not.

Download New index.sqlite

Update Options

These options all require an Internet connection
Updates may take a while

Update List of Available Source Texts ⓘ

Download New index.sqlite ⓘ

Download Available Source Texts ⓘ

**Update List of Available Target Languages** ⓘ

CANCEL
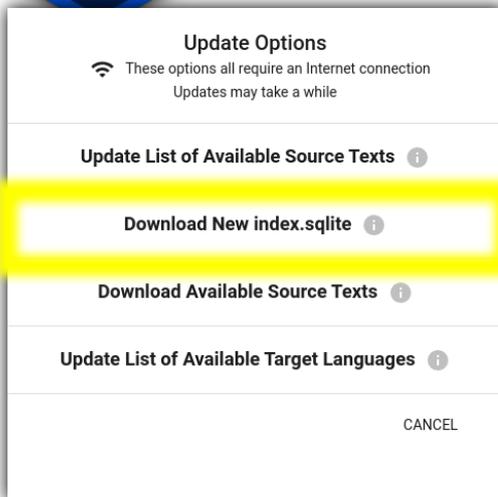
We've mentioned that BTT-Writer keeps a database of information about Source Texts and Target Language codes. Sometimes, because of poor Internet performance, it can be painfully slow to update the list of available source texts, or the list of available target languages. If you could just update the database, the download of the actual source files wouldn't be too bad.

Downloading a new index.sqlite replaces your existing database with a fresh copy from our servers. It is a much faster than the other updates, however there are a couple of reasons to use the other methods.

Specifically, the index.sqlite that is downloaded is only updated once per week, or so. Because of this, it may not have the most recent changes.

Also, if you have made updates, the downloaded database may remove them, if the downloaded file is behind your local copy.

BTT-Writer Settings

Gateway Language Mode
Display additional translation options for gateway languages ☐

Select this option when translating a gateway language. This will enable more resources for each source text. *Leave this unchecked unless you need it.*

Blind Edit Mode
Display translation mode option that allows for blind drafting (Project will re-load if changed) ☑

Blind edit mode should be enabled and is part of the MAST translation process.

Color Theme
Set the color theme

BTT-Writer supports light and dark modes, including matching the OS theme.

Target Translation Font
Roboto

Source Translation Font
Roboto

Target Translation Font Size
Normal

You can change the font that displays the target translation and have a different font and size for the source.

Source Translation Font Size
Normal

Status: Idle

Some languages use a writing style that isn't a different alphabet (or writing system) but is best illustrated with a different font.

You can download fonts to your computer and use them in BTT-Writer, but Android requires a special build of the program to be able to use a user-supplied font.

For the translation to show using that font on Bible in Every Language, a special change needs to be made to the repository for that book.

That's an advanced topic that we'll discuss later.

BTT-Writer Settings: Version and Data Path
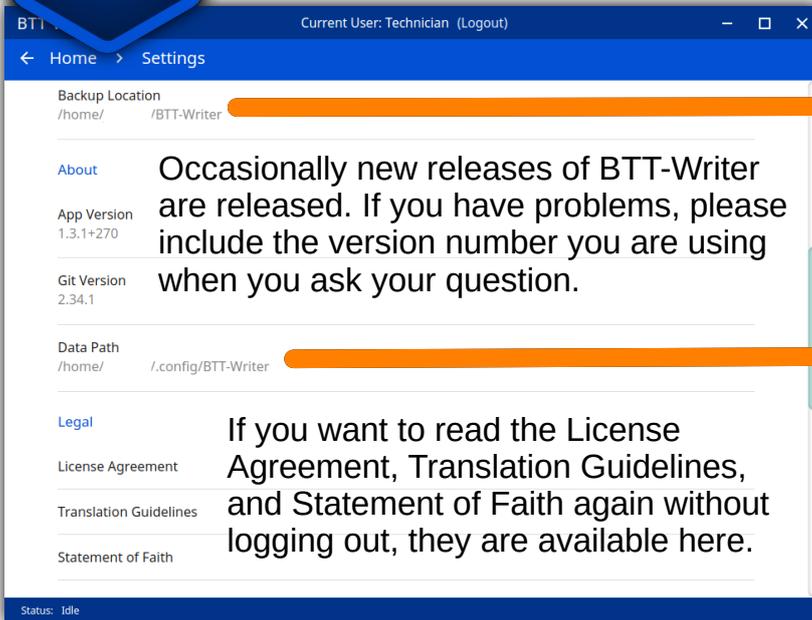
BTT-Writer automatically makes a backup every 5 minutes and saves it to this location. The backup contains all data associated with a project.

Occasionally new releases of BTT-Writer are released. If you have problems, please include the version number you are using when you ask your question.

BTT-Writer stores its working files in the **Data Path**. This is sometimes called the "**happy path**".

If you want to read the License Agreement, Translation Guidelines, and Statement of Faith again without logging out, they are available here.

There are additional items in the Settings screen. Some of these, like Git Version, are only important for advanced issues.

Interface Language
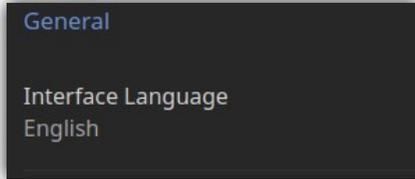
Soon, you will be able to change the language that the program uses to communicate with the users.

Unfortunately, BTT-Writer (or its ancestor, translationStudio) was not designed to be multi-lingual. This was very difficult to correct, and we have only recently finished changing the program to allow for different languages.

We are not yet done. Now that the program has been changed, we will need people to create the translations of the interface. For this, we use a site called CrowdIn (https://crowdin.com).

Where do Language Codes Come From?

Language Codes are either set by an International Standards Organization (codes like zh, en, or pt-br) or by language researchers. It is *not* the Tech's responsibility to create or request a language code.

All codes should be entered in PORT before translation begins. Codes in PORT will be available in BTT-Writer (through Update List of Available Target Languages) in a day or two.

If the Project Manager does not know the process for requesting a language code, he or she should contact the Regional Manager or Regional Director for assistance. There are protocols to help prevent creating duplicate language codes, or multiple codes for a single language.

Creating a Project

You can either scroll down and select a language from the list, or you can start typing the name or the code of the language.

Best practice is to type the code. You should always have a code from the Project Manager before typing begins. There are many languages in the world with the same name, but each language has its own code.

If, for some reason, you are forced to begin a project for a language whose code you don't know, try to pick a code that will be easy to spot and change later. *Icelandic Sign Language* is one suggestion, although any of the sign languages would be acceptable, since they will never have a written translation.

Selecting a Source
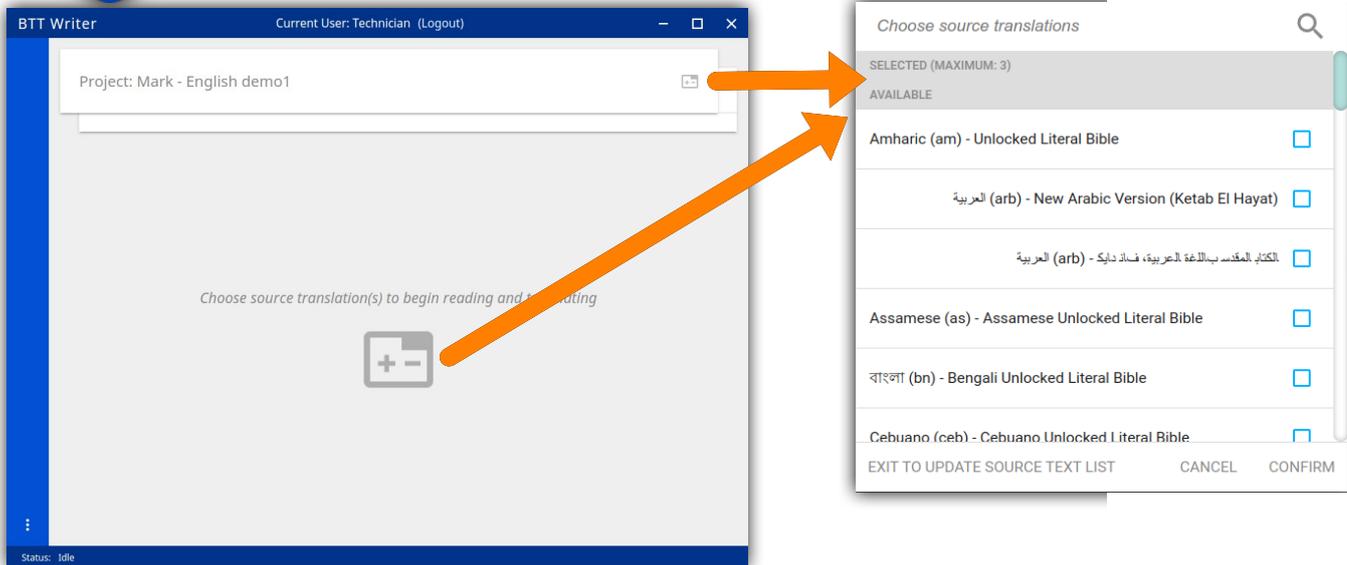
Before you can begin to type or translate a book of the Bible, you must specify which source text you are going to use.

The icon looks like a Battery symbol to some of us, but it represents adding or removing a folder.

You can add up to three texts here, but it is important to remember that only one is the **source**. Very few languages have a one-to-one relationship between their words and expressions, and so it is necessary to check a translation against **one source**. The other texts are **references**, to help with understanding the source, if needed.

You are able to search by language code, to find the correct translation. Some languages have more than one text available. Make sure to select the correct one.

Imports

Imports are done from the **Import** menu on the **Home** screen. This menu is not available while editing a project.

Import from Server allows importing from *any* account on WACS. You do not need to be logged in to WACS to import a project.

Import Project File will allow you to import a **.tstudio** project file.

Import USFM File allows you to import a USFM file from BTT-Writer or another program.

Import Source Text allows importing a Source Text Resource Container.
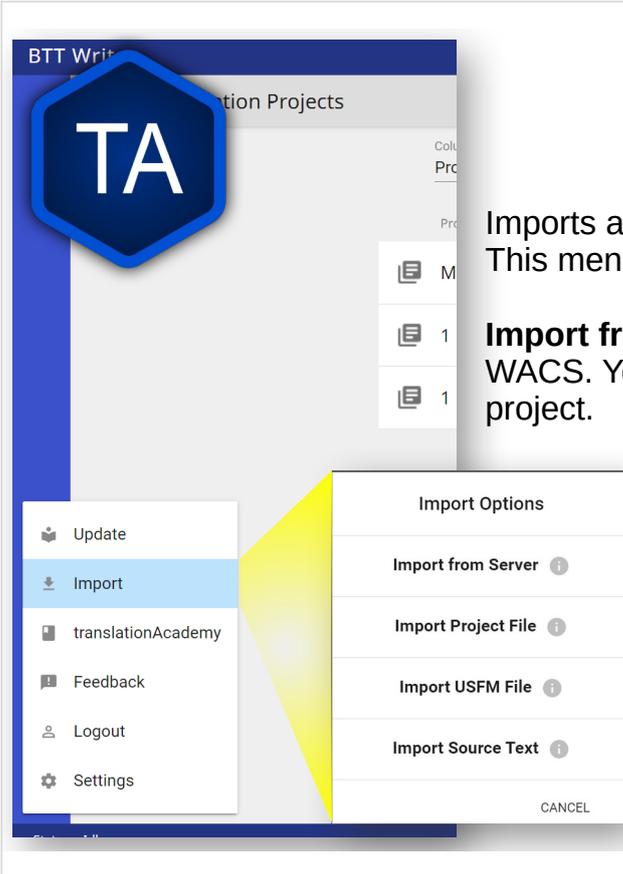
Import from Server

Import from Server will allow you to search the server for a project by **User Name** and/or by **project name** (here called "Book or Language").

If you are logged in to WACS, your user name will be filled in on the left side, and projects from your WACS account will fill in below.

If you have many projects in your account, it will take some time before changes made to user name or book or language will be reflected. This is especially true if you have slow Internet.

Importing from the server and importing a project file are very similar. In both cases, **git** is used to preserve the change history of the project, and the manifest file that indicates which chunks have been closed and who the translators are is included.

We will discuss this more when we look at merging and overwriting projects.

Import Project File

Import Project File will open a **standard file picker** window that *defaults* to the Backups folder in your **Backup Location** (from the Settings).

The only files that can be selected are **.tstudio** project files.

Import Complete

Your project has been
successfully imported.

CLOSE
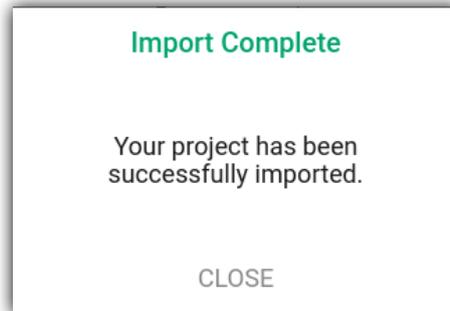
.tstudio files contain the standard **project folder** (from the data path) and a second manifest file with information about the project. All of this is zipped (compressed with the zip format) into another folder and given the file extension **.tstudio**.

While project files can be manually changed, it is an advanced technique and should not be attempted casually.

A project can only be imported and exported from or to a project file if the project has a valid git history. The import/export process uses git to validate the data.

Project Already Exists

Sometimes you will try to import a project and find that it already exists on the computer.

Project Already Exists

This project already exists locally. How would you like to proceed?

CANCEL   MERGE PROJECTS   OVERWRITE PROJECT
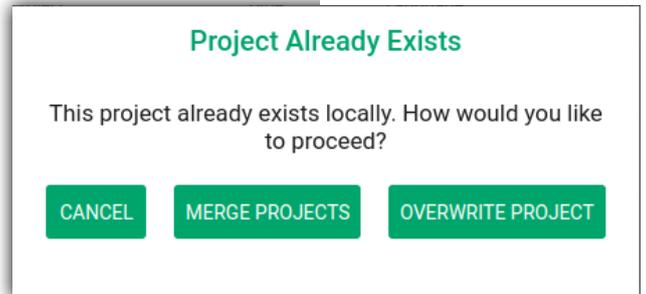
Project	Type	Language	Progress
Exodus	Text	Papantla Totonac	

There are three elements of a project that define it. If only one or two of these elements are the same, the projects are considered different projects. However, if all three are the same, they are considered the same project, and you must either **Cancel**, **Merge Projects**, or **Overwrite Project**.

The three elements are the **Project Name** (or Book of the Bible), the **Type** (which should almost always be *text*), and the **Language Code**.

With Bible translation, there are 66 different **Projects** (for the 66 books), 3 Types (Regular Text, ULB, & UDB), and many different language codes.

Does the Project Exist?

Sometimes a typist or technician will make a mistake – he will turn on Gateway Language Mode and create a ULB project instead of a Regular project.

Project	Type	Language	Progress
Exodus	Text ulb	Papantla Totonac	
Exodus	Text	Papantla Totonac	

The ULB, or Unlocked Literal Bible, is a source text used by WA. It is **Unlocked** with the CC By-SA license for further use. It is **Literal**, trying to keep the language as close to the original as possible. In WA projects, ULB means source text. (We have some other public domain or open license sources for some languages.)

Translation for regular use, by regular people (instead of translators) is considered a Regular Text project, or simply **text** in this picture. Most of your work should be listed as **Text**.

If you are importing a project and you already have a version of that project, pay attention! If you don't get the **Project Already Exists** error, you probably have a wrong language or Type code.

Correcting Meta-Data

If you need to change the project type or language code, you can do that from the Home screen in BTT-Writer.

Click on the *details* button for the project to show a screen where you can **Change** the resource type (circled here), or the language code (just above).

Click on the word **Change** to change the code.

If this would cause a conflict (**Project Already Exists**), you will be prompted just as though you were importing a project file.

Merge or Overwrite?

Project Already Exists

This project already exists locally. How would you like to proceed?

CANCEL   MERGE PROJECTS   OVERWRITE PROJECT

If you are adding to a project (bringing typing from two typists, for example), you should merge the projects.
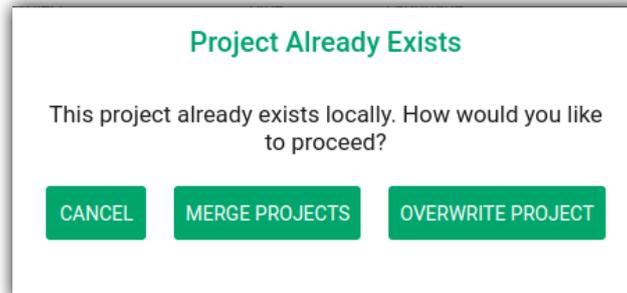
If you aren't sure, ask your project manager, or tech lead. If that's not helpful or available, make a backup of the existing project before merging or overwriting.

If you are importing a new version, and don't need to save to old version, Overwrite the Project. Be very certain, as this is very hard to undo!

Normally, we merge projects. Chapter one from here, chapter two from there, and we put them together.

Sometimes, we just want to start over. The copy we have is bad, the translator has left the project and we can't use his work, that sort of thing. Overwriting the project will bring in the new copy, but nothing will be left of the old one.

If you want to make a backup of the project, click **Cancel** here. Then, make the backup and try the import again.

Merge Conflicts

Usually, a merge goes well, and you don't need to do anything more. Sometimes, however, the merge has a *conflict*.
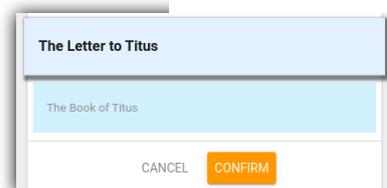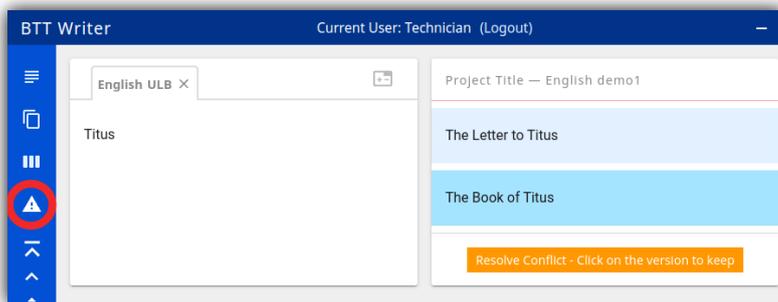
A merge conflict happens when both copies of the project contain text for the same chunk. In this example, the project title has two different versions.

When there is a conflict, a **new icon** will appear on the left side – a warning triangle. Clicking on this button will show only the chunks that have conflicts.

You must resolve all conflicts before importing any more versions of the book! This is very important. When BTT-Writer has more than two conflicting versions of the same chunk it does not behave well.

Resolving a chunk conflict is simple, but not easy. Click on the chunk that is correct (or preferred). Then, click **Confirm**.

Why do we say this is not easy? If you don't know the language, you may have a difficult time choosing which chunk to click. The sooner you can deal with this *with the translators*, the easier it will be.

Import USFM File

Importing from USFM is slightly simpler than importing from a Project File or the server. There is no merging. But some information is lost.

Overwrite?

This target translation already exists. Overwrite?

CANCEL   CONFIRM

2 Chronicles — Batwa

Project: **2 Chronicles (2ch)**
Target Language: **Batwa (xeg)**   Change
Resource type: **reg**   Change
Progress: **91%**   Progress!
Translators:
    Hezrone
    mwape_brian

DISMISS
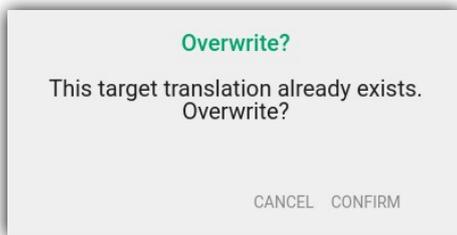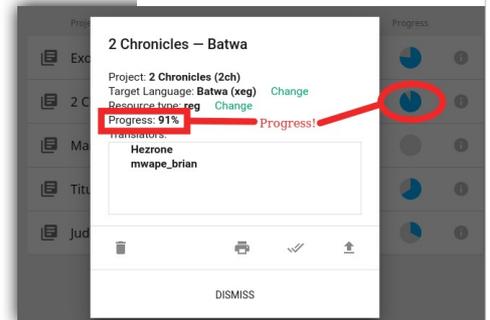
If a project already exists, BTT-Writer will ask for permission to overwrite the existing project. Although USFM import has improved over the years, some data, like the language code, is not preserved. This data must be re-entered. Some data, like the translator names, can be tedious to re-enter.

Project files, because they save the manifest file, save the level of completion of the project. USFM doesn't know which chunks have been checked all the way.

USFM Import and Export should be done rarely. Most of the time, Project File export (or upload to the server!) is better.

Import Source Text

The most rare kind of import is the **Source Text**. Almost any time you need a new Source Text, you will get it from Updating the List of Source Texts, and then downloading the new text.

So, when do we use the Source Text Import?

You may go to an event where there is very poor Internet, and where you know the computers have an outdated version of the source. Then, you can *side-load* the source text to the computers using this.

Or, you may work on a projet for a language that uses a source that is not a Gateway Language. Sometimes, we get permission to use a text, but only for a specific country, or for specific work. In that case, you will get the Source Text in a resource container from Tech Advance, and you will import it using this option.

8 MAST Steps

Step 1: Consume

Step 2: Verbalize
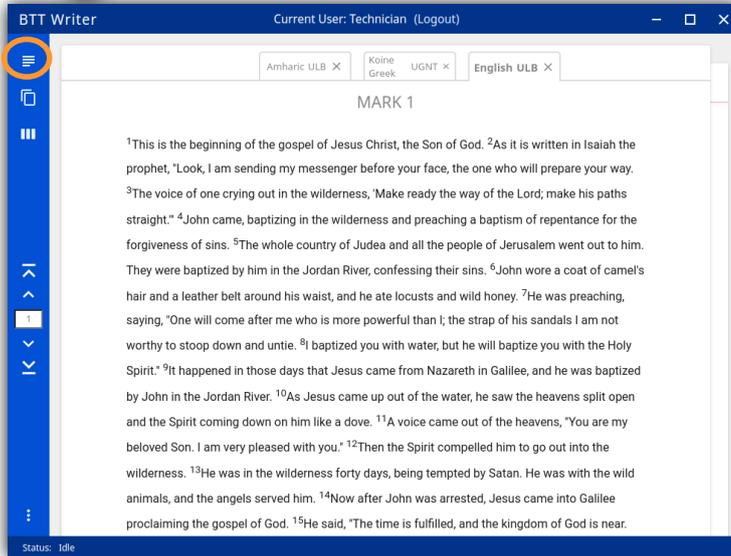
Many translation projects are now done on paper, and the completed work is entered into the computer. If that is the case, you don't need to worry about this feature of BTT-Writer. However, it's important for us to understand the translation process.

BTT Writer can help you in many of the MAST translation steps.

Steps One and Two are done on the screen selected by the icon showing four horizontal lines.

Step 1 – Consume Read the source text in a larger context to get the full discourse. BTT-Writer allows you to read the text in up to three source languages.

Step 2 – Verbalize is done without using the computer. The translator explains the passage to someone else.

Chunking and Blind Draft
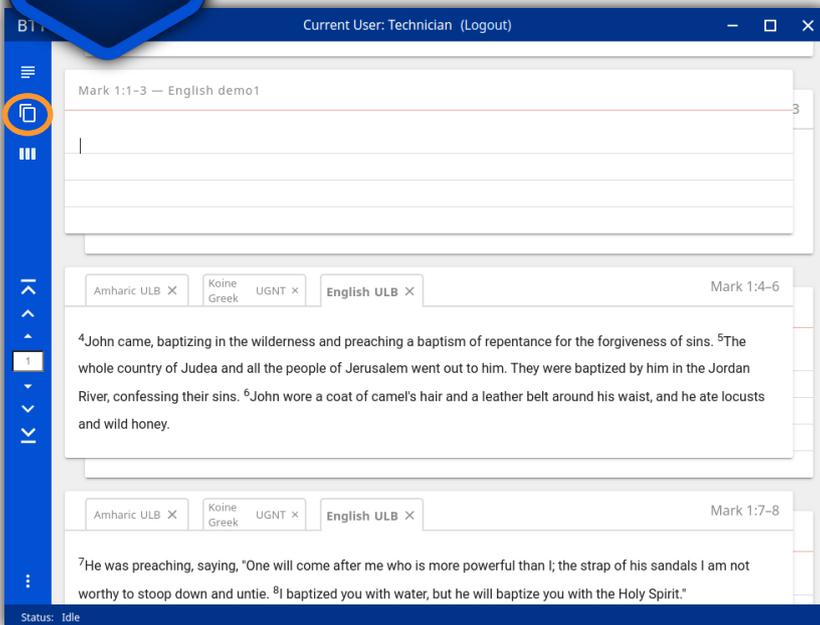
Step 3: Chunk

Step 4: Blind Draft

Steps Three and Four are done on the screen selected by the icon showing two overlapping pages.

Step 3 – Chunk *BTT-Writer* Is not well suited to creating your own chunks. There are default chunks, but translators are encouraged to make their own. The translator should still think about how to divide the passage into easily translated sections. This is an important part of the translation process. The translator may select two or more of the BTT-Writer chunks as one chunk

If your starting screen looks different, or if you have only two icons in the upper left, you need to go to the settings and enable Blind Edit Mode.

Step 4 – Blind Draft The MAST process works because the Blind Draft step causes the translator to translate the passage into an easily understood, natural sounding translation.

To get to the blind draft, the translator clicks on the card behind the Source chunk. The card comes forward and covers the Source chunk.

Here, the translator is translating Mark 1:1-3. He has read the passage in the Source Text and is now typing his translation into the box. He cannot see the source text while he is typing. This means that he will have to rely upon his memory, and what he says will sound more natural.

Checking Steps
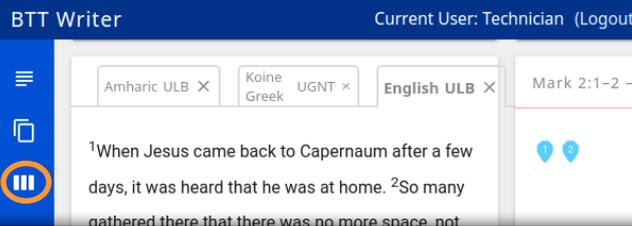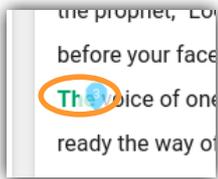
Placing a marker

Click the tick √ when you have finished typing the chunk.
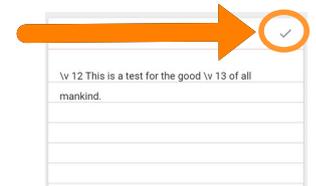
Steps 5-8 of the MAST process are editing steps. They can all be performed on this screen. It is selected by the icon showing three vertical rectangles, representing the three panes of the checking screen.

1) The source text is visible to check the translation against. You can not edit this pane.
2) This is the target translation. To edit it (for corrections or additions) click on the pencil icon.
3) The verse markers can be placed at the beginning of each verse by left-clicking on the marker and dragging it to the first word of the verse. You will know that the marker is placed correctly when the word turns green. Placing the markers creates USFM code to show where the verse divisions are.
4) Notes on the meaning of the passage, explanations of words, and questions to help understand the verse are available on the right side. Some sources also have the UDB, a dynamic translation that might be easier to understand, but shouldn't be used as a source because it uses interpretation (it may not be completely faithful to the original).
5) Click on this tab to close the chunk when the checks are complete.

The chunk shown on the right displays the USFM codes for verse 12 and verse 13.

Print this page out and give it to translators as a reference. You can download this page from TechAdvancement.com, and a copy is on the USB drive you were given.

Steps on BTT-Writer for a translator:

1. **Open BTT-Writer** and Login with internet account or Local account. (Please use Full Name or Pseudonym — always use the same name)
2. Agree with License, Translation Guidelines & Statement of Faith.
3. Click the 3 dots in the lower left, ⋮ then **Settings**. Make sure Blind mode is enabled and Gateway Mode is disabled (unless working on GL).

   Gateway Language Mode ☐
   Display additional translation options for gateway languages

   Blind Edit Mode ◀
   Display translation mode option that allows for blind drafting (Project will re-load if changed)

4. **Start a New Project.** (Jump to 6 if you are going to continue on an existing project.)
   1. Select the Target Language.
   2. Select Old Testament or New Testament.
   3. Select the book.
   4. Select the source.

5. **Remember the MAST Steps:**
   1. Use Read ☰ for Steps 1 & 2
      1. Step 1: Consume
      2. Step 2: Verbalize
   2. Use Blind Edit ✎ for Steps 3 & 4
      1. Step 3: Chunk
      2. Step 4: Blind Draft
   3. Use Edit and Review Mode ☰ for steps 5 to 8:
      1. Step 5: Self-Check
      2. Step 6: Peer-Check
      3. Step 7: Key Word Check
      4. Step 8: Verse-by-Verse Check

6. **Continue a project.**
   1. Select the book and remember to use the Read ☰ for Steps 1 and 2, Blind Mode ✎ for Steps 3 and 4, and use Edit and Review Mode ☰ for steps 5 to 8.

7. **End of the day.**
   8. Make a Backup on USB and WACS if you have an internet account.
      1. Click the 3 dots ⋮ in the lower left, then choose settings.
      2. A Menu will pop up
   3. Select **Upload/Export**
   1. Upload to Server:
         Will connect over the internet to WACS.
      2. Export Project File: (For USB)
         Bundles everything included in the project and zips it up for export. This creates a .tstudio project file.

Finishing a Project

When the typing and checking have been done, it can be hard to think of what needs to be done next. While we encourage uploading as often as possible, when a chapter is finished, there are some additional steps you need to take.

Project Review

Whenever you finish a section (usually a chapter), you should run the **Project Review**. This will show you many of the problems that might exist in the project.

Exodus — Papantla Totonac

Project: **Exodus (exo)**
Target Language: **Papantla Totonac (top)** Change
Resource type: **reg** Change
Progress: **77%**
Translators:

jose santiago marcos
teresa fernando lopez
gloria garcia hilario
MASTACER02
Paulina Hernández Márquez

DISMISS

Home
Project Review
Upload/Export
Print
translationAcademy
Feedback
Settings

Project Review, continued
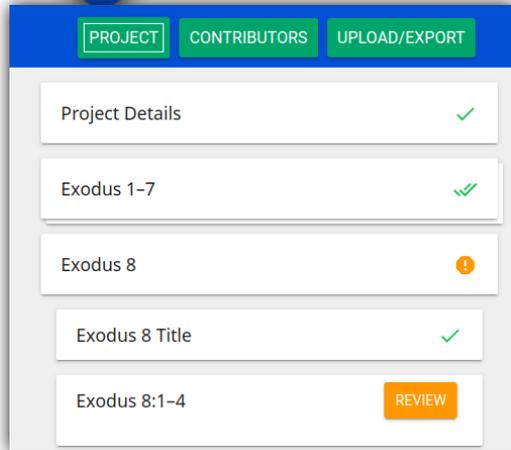
The Project Review shows a green √ for each chunk that is "closed", and a pair of them for a chapter or group of chapters that is "closed".

In this example, we can see that Exodus 8 is not complete. While the Exodus 8 Title is fine, the chunk for verses 1-4 is not.

If you are reviewing this project and you know that Chapter 8 has not yet been completed, there is no cause for alarm. However, if the typist or translator has said Chapter 8 is finished, it's time to find out why the review lists it as incomplete.

Project Review, continued

Incomplete translation of a chunk.

> Exodus 15:6–8 — Papantla Totonac
>
> 📍 📍 📍 Mi makan xa'pekgstakat , oh ki PUCHINA, lu tanka mi limakgatliwekge, mi kan xa'pekgstakat , oh ki PUCHINA, masputulh ki talatlawana.
>
> Mark chunk as done
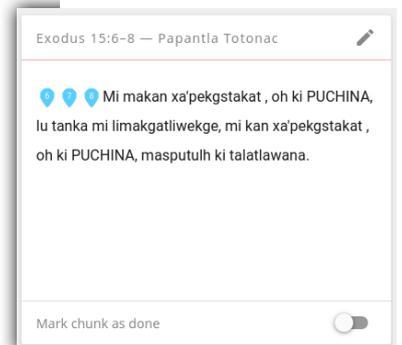
Sometimes, the problem will be obvious. Here, the verse markers have not been placed. Also, if we compare with the source text, this seems like not enough text.

In a situation like this, there is nothing for the technician to do.

First, the typist should be sure that there is not translated text that was not entered.

If the hand-written translation is also incomplete, the translation team needs to look at this chunk and go through all 8 steps again to make sure it is translated well.

Project Review, continued

Chunk not closed
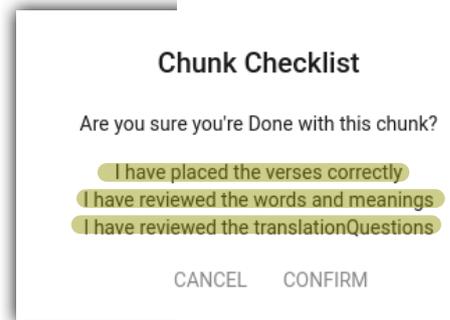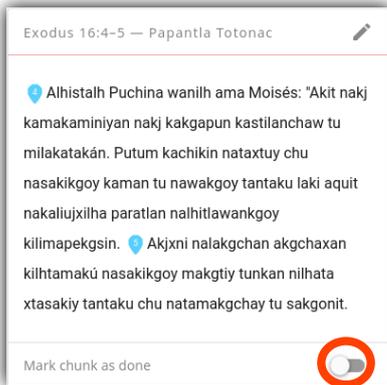
You might also see a chunk like this. All the text seems to be present, and the verse markers are present. In this case it is probably just that the typist forgot to "close" the chunk.

When the toggle is clicked to close a chunk, the technician is asked three questions:
1) Are the verse markers placed correctly?
2) Have the words and meanings been reviewed?
3) Have the Questions been reviewed?

Of course, if you are not part of the translation process, you can not answer these questions. However, if the verse markers are in place, and there doesn't seem to be any text missing, you can close the chunk.

Project Contributors

Once the text has been reviewed, spend a moment reviewing the **Contributors**.

The contributors are people who have contributed to the translation. The translator's name should be here, and also the names of those who have helped to check their work. Your name will be here if you have done any work to change the translation (like closing a chunk).

If someone's name is not present, take the time to add it, by typing the name where it says **Name or Pseudonym**, clicking the check box to say that they have agreed to the Statement of Faith, Translation Guidelines, and license. Then, click **Add Contributor**.

Be careful, as there is no easy way to *remove* a contributor.

Project Report

Use the MAST Tracking Template to create a report for the project. Make sure to include the **Upload Path** that was returned after you uploaded to WACS.

Book, Draft Grp	Previous Chapters	Current Chapters	Chapters Complete	Verses Complete	Book Complt %	Level 1	Level 2	Level 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	Upload Path
Matthew	0	19	19	648	68%				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1											https://content.bibletranslationtool
Mark	0	0	0	0	0%																																	
Luke	0	0	0	0	0%																																	

We have more complete training for this template elsewhere.

It is very important that this report be communicated to the correct people. Send a copy to the person you report to (like the project manager). Send a copy to Todd Brain. If you want, send a copy to Tech Advance. This will help us to verify that you have done the work.

Notice that in this example, Matthew is only 68% complete. That is valuable information. Don't feel that you can't report if the book isn't finished.

The sooner a report is made, the sooner we can move ahead towards completing the Bible for this language.

Footnotes

Some Source Texts have footnotes, and BTT-Writer can help you to translate the footnotes.

Also, sometimes a Translator will want to add a footnote to explain something that is difficult to translate.

10 [1] I do not want you to be uninformed, brothers, that our fathers were all under the cloud and all passed through the sea. [2] All were baptized into Moses in the cloud and in the sea, [3] and all ate the same spiritual food. [4] All drank the same spiritual drink. For they drank from a spiritual rock that followed them, and that rock was Christ. [5] But God was not well pleased with most of them, and their corpses were scattered about in the wilderness. [6] Now these things were examples for us, so we would not be those who lust for evil things as they lusted. [7] Do not be idolaters, as some of them were. This is as it is written, "The people sat down to eat and drink, and rose up to play." [8] Let us not commit sexual immorality, as many of them did. In one day, twenty-three thousand people died because of it. [9] Neither let us put Christ to the test, as many of them tested him and were destroyed by snakes. [10] Also do not grumble, as many of them did and were destroyed by an angel of death. [11] Now these things happened to them as examples for us. They were written for our instruction—for us on whom the end of the ages has come. [12] Therefore let anyone who thinks he stands be careful that he does not fall. [13] No temptation has overtaken you that is not common to all humanity. Instead, God is faithful. He will not let you be tempted beyond your ability. With the temptation he will also provide the way of escape, so that you may be able to endure it.

[14] Therefore, my beloved ones, run away from idolatry. [15] I speak to you as people who have understanding, so you may judge what I say. [16] The cup of blessing that we bless, is it not a sharing in the blood of Christ? The bread that we break, is it not a sharing in the body of Christ? [17] Because there is one loaf of bread, we who are many are one body. We all take of one loaf of bread together. [18] Look at the Israel that is according to the flesh. Are not those who eat the sacrifices participants in the altar? [19] What am I saying then? That an idol is anything? Or that food sacrificed to an idol is anything? [20] But I say about the things they sacrifice, that they offer these things to demons and not to God. I do not want you to be participants with demons! [21] You cannot drink the cup of the Lord and the cup of demons. You cannot participate at the table of the Lord and the table of demons. [22] Or do we provoke the Lord to jealousy? Are we stronger than he is?

[23] "Everything is lawful," but not everything is profitable. "Everything is lawful," but not everything builds people up. [24] No one should seek his own good. Instead, each one should seek the good of his neighbor. [25] Eat everything sold in the market without asking questions of conscience. [26] For "the earth is the Lord's, and the fullness of it." [27] If an unbeliever invites you to eat a meal, and you wish to go, eat whatever is set before you without asking questions of conscience. [28] But if someone says to you, "This has been offered in sacrifice," then do not eat it, both for the sake of the one who informed you, and for the sake of conscience—[1] the conscience of the other man, I mean, and not yours. For why should my freedom be judged by another's conscience? [30] If I partake of the meal with gratitude, why am I being insulted for that for which I gave thanks? [31] Therefore, whether you eat or drink, or whatever you do, do all to the glory of God. [32] Be blameless both to Jews and to Greeks, and to the church of God. [33] In the same way I try to please all people in all things. I do not seek my benefit, but that of the many. I do this so that they may be saved.

[1]Some ancient copies of the Greek text add, *For the earth and everything in it belong to the Lord*. But the best ancient copies of the Greek text do not have this. Many scholars see this addition as a duplication of verse 26.

1 Corinthians

Video #5 – Performing Translation in BTT Writer for the Desktop
https://youtu.be/2lR_ZyWyD5c

Once a footnote has been added to the text, it will look strange in BTT-Writer, unless it is re-imported as a source text. (This almost never happens.) However, you can display the footnote when the translation is printed.

We have a tool called USFM Converter that can create MS Word-compatible files for printing. Other tools that do this kind of work are PTXprint and Paratext, both from SIL.

LibreOffice is a free office software suite that is compatible with files for MS Word.

If making footnotes is too complicated, but the translators want to have them, we suggest using [[ ]] to set the footnote off from the rest of the text.

In this case, that would be **\v 28 But if someone says to you, "This has been offered in sacrifice," then do not eat it, both for the sake of the one who informed you, and for the sake of conscience— [[Some ancient copies of the Greek text add, For the earth and everything in it belong to the Lord. But the best ancient copies of the Greek text do not have this. Many scholars see this addition as a duplication of verse 26.]]**

Footnotes, Part 2

English ULB

Click the footnote to show the text.

28But if someone says to you, "This has been offered in sacrifice," then do not eat it, both for the sake of the one who informed you, and for the sake of conscience— 9the conscience of the other man, I mean, and not yours. For why should my freedom be judged by another's conscience? 30If I partake of the meal with gratitude, why am I being insulted for that for which I gave thanks?

Footnote

10:28: Some ancient copies of the Greek text add "For the earth and everything in it belong to the Lord" But the best ancient copies of the Greek text do not have this. Many scholars see this addition as a duplication of verse 26.

DISMISS

In USFM

\v 28 But if someone says to you, "This has been offered in sacrifice," then do not eat it, both for the sake of the one who informed you, and for the sake of conscience— \f + \ft Some ancient copies of the Greek text add, \fqa For the earth and everything in it belong to the Lord \fqa* . But the best ancient copies of the Greek text do not have this. Many scholars see this addition as a duplication of verse 26. \f*

We have mentioned before that BTT-Writer (and several other programs) use USFM to format the text.

USFM is not concerned with **Bold**, *Italic*, <u>Underline</u>, and other formats like that. Instead, it deals with what the *content* of the text is.

\v 1 means that the content following is the first verse of a chapter.

\f means that the following text is a footnote. The footnote continues until it reaches **\f***.

\ft begins the text of the footnote. **\fqa** and **\fqa*** bracket a quotation in the footnote.
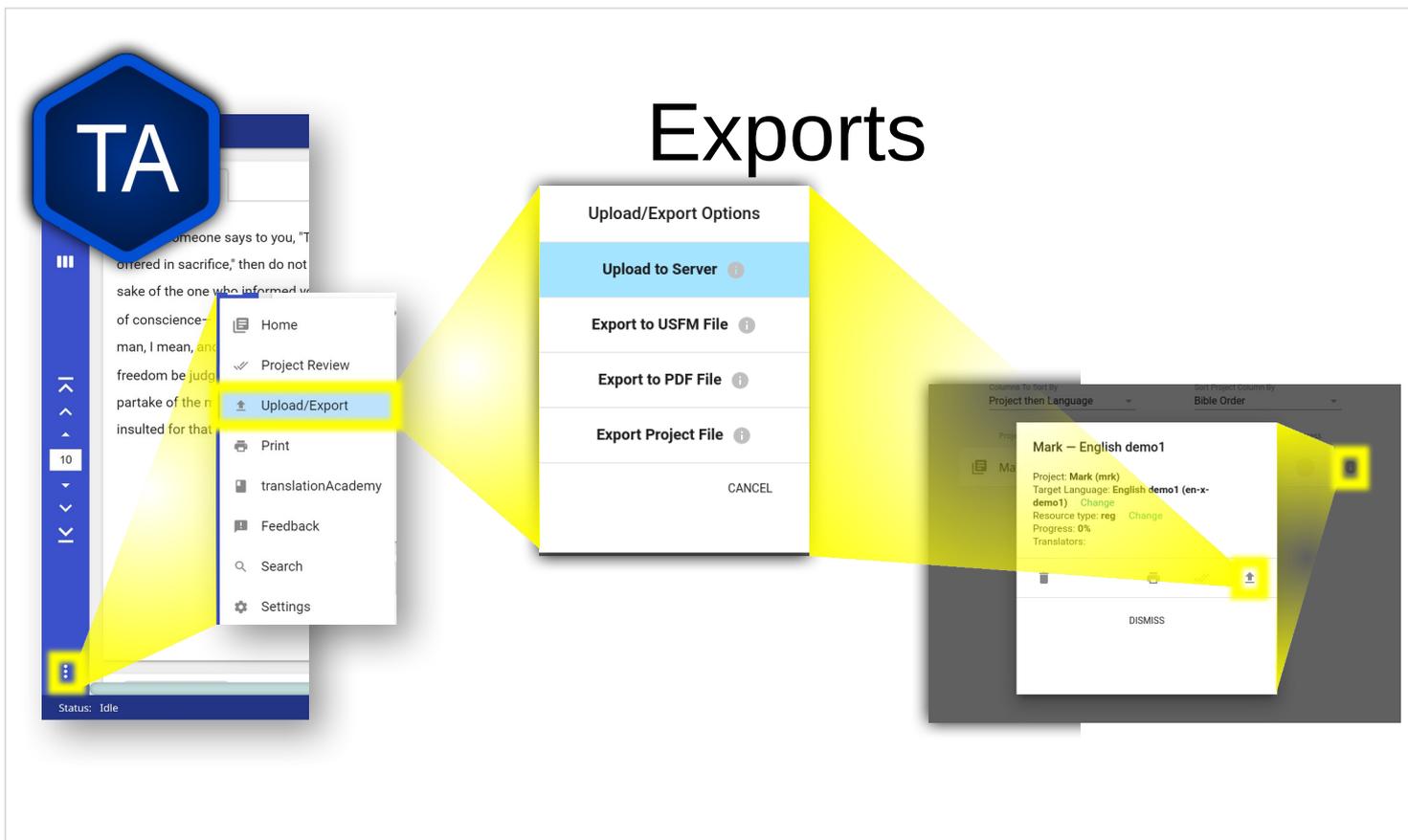
Exports

You can export directly from the project, or from the home screen.

To export from the project, click the 3-Dot menu, then **Upload/Export**, and then choose the type of export you want.

To export from the home screen, click the **Info Dot**, then on the upward pointing **export** arrow, and then choose the type of export you want.

Upload to Server

https://youtu.be/GnZEPp9uIUg

Upload/Export Options

Upload to Server ⓘ

Export to USFM File ⓘ

Export to PDF File ⓘ

Export Project File ⓘ

CANCEL
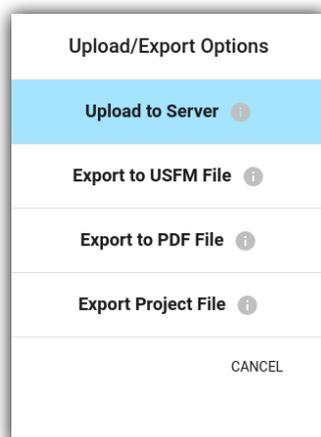
In order to **Upload to Server**, you must
• Have a WACS account
• Be logged in to your WACS account in BTT-Writer

If the project (same target language, same book, same project type) already exists on WACS in your account, it will be updated with the changes from your project.

If the project in your account has been updated by a different computer since your last upload, BTT-Writer will offer to merge the changes from WACS to the project on your computer, and then try again to upload.

You should never give your username and password to another person, and you should not log in your account to BTT-Writer on a computer that someone else is using.

Uploading to the same account from several different computers can cause lots of problems. Each BTT-Writer user who uploads to WACS should have his or her own account on WACS.

Export to Project File

Upload/Export Options

Upload to Server ⓘ

Export to USFM File ⓘ

Export to PDF File ⓘ

Export Project File ⓘ

CANCEL
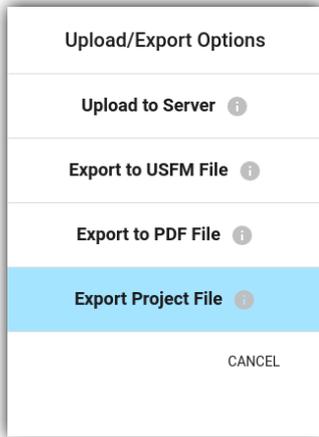
You can **Export a Project File**, even **without**
- a WACS account
- Being logged in to your WACS account in BTT-Writer

If the project file (same target language, same book, same project type) already exists in the location you choose to save the file, you will be prompted whether you want to overwrite the old file. BTT-Writer will *not* merge during this export process.

The default location for the export is the **backups** folder located inside the **Backup Location** listed in the **Settings**.

A Project file has the extension **.tstudio**, and contains the entire project folder from the **data path**. It also contains another manifest file, and unlike the project folder, it can be renamed without harming the ability of BTT-Writer to import.

The file takes some time to write, especially for a big project. Everything is compressed using the Zip protocol, and that takes time. You should always write to internal storage (your internal drive) and copy from there to a USB or Pen Drive.

When working with multiple translators and machines, a good practice is to name the file with meaning. For example, instead of
en-x-demo_1co_text_reg.tstudio, use
en-x-demo_1co_text_reg-adam-ch4.tstudio.
This way, you will know whose computer the file came from (adam), and which chapter they had just worked on (ch4).

You will lose less work if you *harvest* work after each assigned section, or at least at the end of each day.

You should **Upload to Server** as often as possible.

The more copies you have, and the more often you back up, the more options you'll have if data becomes corrupt.

Some errors will prevent a Project file from being exported.

Export to USFM

## Upload/Export Options

- Upload to Server ⓘ
- **Export to USFM File** ⓘ
- Export to PDF File ⓘ
- Export Project File ⓘ

CANCEL
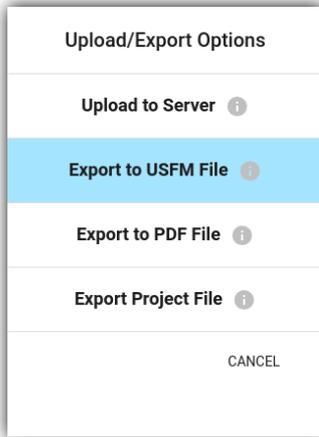
You can **Export a USFM File**, even **without**
- a WACS account
- Being logged in to your WACS account in BTT-Writer

USFM preserves everything that is important *in* the translation, i.e. verse and chapter breaks, as well as the text.

USFM *does not* preserve other metadata, like the names of the translators, the source used for translation, and so on.

There are only a few times when USFM export is needed.

Export to PDF
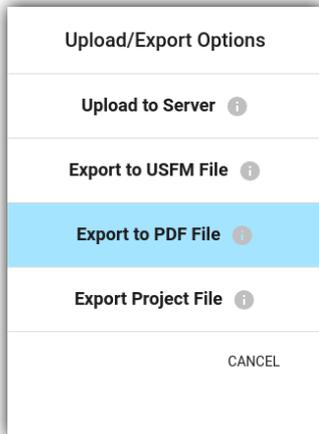
You can **Export a PDF File**, even without
- a WACS account
- Being logged in to your WACS account in BTT-Writer
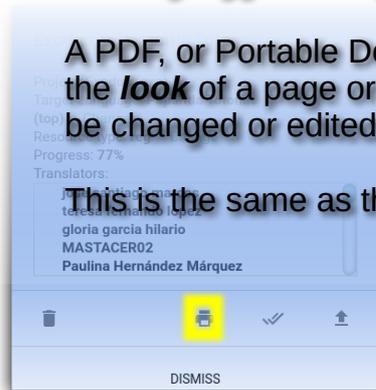
A PDF, or Portable Document Format, is intended to preserve the *look* of a page or document. As such, it is not intended to be changed or edited.

This is the same as the **Print** option in BTT-Writer.

Upload/Export Options

Upload to Server

Export to USFM File

Export to PDF File

Export Project File

CANCEL

Some people are satisfied to print the output of BTT-Writer without any modification, and new features *have* been added to BTT-Writer to give more options while printing.

However, many people prefer to have *more* options when printing. For these people, we recommend using BTT-USFM Converter to export in Word document format, or PTXprint, which has many, many print options related to printing Scripture.

Backups

A backup is a second (or third, fourth) copy of data. It is *essential* to be sure we don't lose information.

Computers crash, are stolen, are damaged by water, insects, and dust. Sometimes they are infected by viruses. Android tablets will sometimes start to delete information in order to make more room.

When any of these things happen, translation data can be lost. This represents a lot of work for the translators, and delays presentation of Scripture to the people.

The **best** way to back up is to upload to WACS.

Backups, Part 2

You may remember from the settings that BTT-Writer has a **Backup Location**.
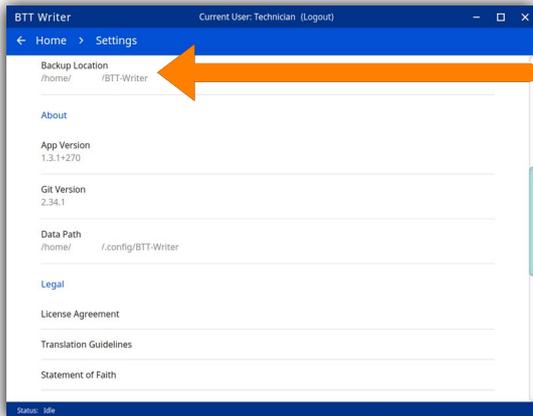
BTT-Writer will *automatically* back up your *active* project to this location every 5 minutes.
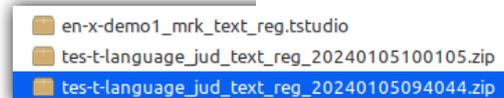
BTT-Writer *also* scans the **targetTranslations** folder (the data path or "happy" path) for translations when it first starts. A project folder that is copied into **targetTranslations** will be added to the list of available projects *the next time BTT-Writer starts.* BTT-Writer *also* makes a backup of **each project** present at startup.

These backups are put in the **automatic_backups** folder in the **Backup Location** from Settings

If a project is damaged, and can't be backed up normally, BTT-Writer will instead make a zip of the project, put *that* in the **automatic_backups** folder, and the end of the file name will show the date that the file was saved. This file can be sent to technicians elsewhere to try to save the data.

VPN

A VPN is a Virtual Private Network. That means, while you're still using a "public" network, you have a private connection to a place "outside" of your network.

VPNs (or some VPNs) are illegal in some countries.

Sometimes you will access the Internet using a connection that doesn't want to allow the kind of activity we use (uploading using port 22, for example).

Other times, you may need to disguise what you are doing (connecting to bibletranslationtools.org) in order to protect your safety.

There are many good VPN programs. Some of them cost money, but Atlas VPN and Proton VPN are both free. Some of our Techs pay for ExpressVPN or NordVPN. Some other VPN services are dangerous and should not be used.