
BTT Writer Information

Release 0.1

Door43

Nov 23, 2021

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Here is documentation for using the BTT Writer program.

Contents:

CHAPTER 1

Download Documentation

You can download the following user manuals in pdf format. The downloaded documents have screenshots for each step.

[BTT Writer for the Desktop](#)

[BTT Writer for Android](#)

BTT Writer for Android™: Getting Started

BTT Writer for Android is a mobile app that enables offline translating. It contains the content that needs to be translated as well as translation resources. You can share information directly from device to device, and you can upload finished content to a server where it can be digitally published.

2.1 Installation

1. In the browser on the Android device, go to this URL: <https://writer.bibletranslationtools.org/download/>
2. Tap on the white 'Download APK' button to download the install program to the tablet.
3. Navigate to the Download folder on the tablet.
4. Tap on the **release.apk** file.
5. Open with the Android Package Installer.
6. Agree to allow the program to be installed.
7. Tap to open the App when installed.
8. Tap **ALLOW** to enable BTT Writer to access photos, media, and files on your device.

There may be an automatic update before the BTT Writer app opens.

2.2 Opening/Reopening BTT Writer

BTT Writer opens automatically after installing it, but if you close it, you can tap the BTT Writer icon on your tablet to reopen it.

2.3 Login Options

When BTT Writer first opens, you are presented with a request to create or log in to an account. There are two types of accounts that you can use:

- **Offline Account** – user has full use of the program except for uploading to the server. You may want to start with an offline account and then switch to a server account later when you want to upload your work (the work is attached to the device, not to the account).
- **Server Account** – user has full use of the program and can upload to the server (requires Internet connection.)

Note: The server to which you upload is determined by the Server Suite setting (see [Modifying Program Settings](#)).

If you do not want to create a new server account at this time or are not able to connect to the Internet, you can create an offline account:

1. On the opening screen, tap **Create offline Account**. The login screen opens.
2. Tap the **Your Name or Pseudonym** field.
3. Type your user name or pseudonym into the field, and then tap **Continue**. (You may use a pseudonym instead of your real name. A pseudonym is a name that cannot be traced back to you.)
4. Tap **Continue** to acknowledge the privacy notice.

If you are connected to the internet want to use an existing server account, you can tap **Login to your Server account**. Enter your server credentials to log in.

If you do not have a Server account, but you wish to be able to use an Internet connection to upload your work to the server, you can create a server account:

1. Tap **Create a Server Account** to create a new server user account. The Server Account Creation window opens. (This requires an Internet connection.)
2. Tap the **Your Name or Pseudonym** field and type your name or pseudonym into the field. This is the display name – the name that will be listed as a contributor to any project files on this device. (Because names are publicly available, you may prefer to use a pseudonym. Make up any pseudonym of your choice.)
3. Tap the **Email Address** line to enter your email address.
4. Enter your name or pseudonym in the **Login name** field. This is your user name that you will use to log in to the server and to the BTT Writer app. If you used a pseudonym in step (2) above, enter the same pseudonym here.
5. Enter a password in both fields. Tap **Show Passwords** at the bottom of the screen to display the passwords.
6. Confirm the information, and then tap **Continue** to begin registration.
7. Tap **Continue** to acknowledge the privacy notice.

2.4 Logging Out

You do not need to log out of the app before you close it. If you do not log out, when you reopen BTT Writer you will still be logged in.

However, you may want to log out to change the logged-in user. For example, you may do your work offline with an offline account, but when you want to upload your work you need to use a server account.

At any time you can perform the following steps to access the initial screen to change login or translator settings:

- From the *Your Translation Projects* (home) screen:

- Tap the 3-dot icon to invoke the options menu. This icon is at the lower left if your tablet is held horizontally, or at the lower right if the tablet is held vertically.
- Tap **Log out**.

OR

- Tap **Logout** at the top right of the screen next to the user name.

2.5 How do I use BTT Writer for the first time?

Complete these steps to use BTT Writer for the first time:

1. If BTT Writer is not open, tap the BTT Writer icon on the tablet (this icon may not be on the main screen; you may need to scroll to a different screen to find it.)
2. Create or login to your account. See [Login Options](#) for more information.
3. Read and agree with each of the statements in the Terms of Use by performing the following steps:
 - Tap each statement.
 - Scroll through the text to read the entire statement.
 - Tap **Close** for each statement.
 - When you have read all statements, tap **I Agree**. (At any time you can view the License Agreement, Statement of Faith, Translation Guidelines and the Software Licenses information from the [Settings Menu](#))
4. The program opens to the *Your Translation Projects* screen (which is the home screen).

BTT Writer for Android™: Starting a New Translation Project

3.1 How do I select what to work on?

We recommend that you begin by translating Open Bible Stories. You can work your way through the Stories however you want, but we have found that Story #31 (see <https://door43.org/en/obs/31>) is a good first story to translate since it is short and easy to understand. For more information read [Choosing What to Translate](#).

3.2 How do I start a translation project?

The definition of a translation project consists of:

1. Specifying the **target language** - the language *into which* you will be translating
2. Selecting a **project category** - *what* you will be translating, such as Open Bible Stories or a book of the Bible
3. Choosing a **source text** - the language and text *from which* you will be translating, such as the English ULB (Unlocked Literal Bible)

To start a translation project, you must specify each of these elements.

Begin by tapping the blue plus sign on the home screen to start defining a new project. When you first start using BTT Writer, there is also a green **Start a New Translation** button on the home screen that you can use to start a new project.

3.3 How do I select the target language?

When you start a new project, you need to choose the target language (the mother tongue language *into which* you will be translating).

1. Find your target language (the one you will be translating to):
 - Swipe up (place a finger on the white area and slide up) to find the target language
- OR
 - Tap the magnifying glass icon located at the top right of the screen.
 - The search field opens and the keyboard appears. Type the first few letters of your language to narrow the language list.
2. Tap your language to select it.

3.3.1 Can I change the target language of an existing project?

If you make a mistake and designate the wrong target language, after you have finished defining the project you can change the target language. On the Home page, tap the “i” icon next to the project whose target language you wish to change. On the information window, tap **Change** next to the target language.

The Choose target language window appears, enabling you to select a different target language. As soon as you select a language, a message displays to tell you the change is complete.

3.3.2 What if I cannot find the desired target language?

If you do not see your language in the list of target languages, first try alternate spellings, dialect names, and any variant names for your language. If you still can't find it, you can request that your language be added.

The best way to submit a request is to send an email to help@door43.org. Another method is to use the Feedback option from the options menu to submit a Bug Report. In either case, please provide as much information as you can about the language, such as the local name of the language, any other names it is known by, approximate number of speakers, where it is spoken, any similar languages, any published works in that language, etc.

To use Feedback in the 3-dot options menu to request a new language:

1. From any screen in BTT Writer, tap the 3-dot icon on the left or bottom.
2. In the list of options, tap Feedback.
3. The Feedback screen opens. Type the name of the language you would like added to BTT Writer. Provide the location of the speakers and other names the language is known by. If you used a language that is already in the APP, tell which language you used.
4. Tap **Confirm** to send your request.

Note: Even after requesting a new language, certain approvals are required before it will be added to BTT Writer. Until your language is added to the app, use *English Demo1* or *English Demo2*. You will need to use the Feedback option from the options menu to send a comment stating that you used another language in place of your own. Once your translation has been received, the tS workers will put it in the correct language. Your translation will then show in your language.

3.4 How do I select the project category?

After you have selected your target language, the next screen(s) enable you to specify the project category – *what* you will be translating. To designate what to work on for this project, complete the following steps:

1. Choose a project from the **Bible: OT**, **Bible: NT**, or **Open Bible Stories** to start translating.

2. If you choose either the Old or New Testament, you next choose a book for the project.
3. The new translation project opens showing the Chapter or Story view. If you choose an Open Bible Stories project, it opens to the first paragraph of The Creation.

3.5 How do I select or change the source text?

You can select and/or change your source text whenever you use BTT Writer. When first creating a new project, you *must* select a source text language. This is the text you will be translating *from*.

In the translation project complete the following steps to select or change the source text:

1. Tap the rectangular icon with the + and - sign found at the top right of the project window or at the top right of a previously-chosen source text.
2. Tap the empty square box next to the desired source text and language. You can scroll down to see additional texts, or search by using the magnifying glass icon at the upper right of the *Choose source translations* box.
3. To save the selection(s), tap **Confirm** at the bottom right of the *Choose source translations* box, OR tap **Cancel** to close without saving the selected language.

You can choose multiple source texts; those selected are moved to the top portion of the *Choose source translations* box under the *Selected* heading. Choosing multiple source texts enables you to compare them as you are performing the translation work. For example, when translating the Bible you should always choose the Unlocked Literal Bible (ULB) in the source language, but you may want to also choose the Unlocked Dynamic Bible (UDB) if it is available in your language because it may be easier to understand. Looking at the UDB may help you to translate or check a passage.

Warning: You are not able to work in a project until you choose a source text.

3.6 How do I change project properties?

If you make a mistake, after you have finished defining the project there are two project properties that you can change:

1. Target language:
 - On the Home page, tap the “i” icon next to the project whose target language you wish to change.
 - On the information window, tap **Change** next to the target language.
 - The Choose target language window appears, enabling you to select a different target language. As soon as you select a language, a message displays to tell you the change is complete. tap **CLOSE** to dismiss the message.
2. Source text: You can add or change source texts at any time while working in the project. To change the source text:
 - With the project open, tap the +- icon on the source text’s tab.
 - Select the source text(s) you wish to use or tap the checked box next to a selected source text to remove it.
 - Tap **CONFIRM** to close the window or **CANCEL** to exit without saving the changes.

BTT Writer for Android™: Performing Navigation

4.1 Layout

There are two screens in the BTT Writer app:

- The Home screen, or Your Translation Projects screen, shows any projects that have been created on the tablet. If there are no projects, the Home screen displays a welcome message. The Home screen also shows the user name and a Log out button.
- The Project screen shows the source and target texts, and can also display translationHelps.

The Project screen is where you perform all of the translation work on a single project. It shows the source text and the translated text. The Project screen can display three different views of these and contains navigation and menu icons to enable you to move around in the program. The navigation and menu icons are on the left of the screen if you hold the tablet or phone in a horizontal position, and at the bottom of the screen if you hold the device in a vertical (tall) position. It is best to hold the tablet or phone in a horizontal position.

In the horizontal position:

- The top three icons are the working views.
- The slider in the middle moves through the text.
- The options menu is invoked by tapping the three dots icon at the bottom.

4.2 Working Views Icons

The project screen can display three different views of the texts that you can access by tapping the working view icons:

- The **Chapter or Story icon** is the top working views icon on the left (held horizontally) or bottom left (held vertically) and looks like 3½ horizontal lines. This shows the texts divided by chapters.
 - Swipe up to read the entire chapter or story in the source text language.
 - Swipe to either side, or tap the page behind the text, for a page to view the target language translation of the text.
- The **Chunk icon** is the middle working views icon on the left (held horizontally) or bottom (held vertically) and looks like two pages, one behind the other. This shows the text divided into chunks, or small sections of the story or chapter.
 - Swipe down or up to move from chunk to chunk.
 - Swipe to the side, or tap the page behind the chunk, for a note card to type in, view, or edit the target language translation of the text.
- The **Check icon** is the last working views icon on the left (held horizontally) or bottom (held vertically) and looks like three vertical lines. In this view, while the texts are divided by chunks as in the chunk view, the source text is on the left and the translation work is on the right so that you can compare them side-by-side. You also have Bible resources (translationNotes, translationWords, and translationQuestions) available in this view.
 - Click the pencil icon to edit the text
 - Swipe up or down to move from chunk to chunk.
 - Swipe from the right to the left side, or tap in the right margin, to show the resources for that chunk.

4.3 Resources

When you are in the *Check view*, you have Bible resources available to you to assist in checking and refining the draft. Swipe from the right to the left side, or tap in the right margin, to show the resources for that chunk.

The Resources pane is divided into three tabs. All of the Translation Notes, Translation Words, and Translation Questions are included in BTT Writer.

- Tap either Notes, Words, or Questions to navigate among the tabs.
 - For **Notes** or **Words**, the words or phrases are listed as they appear in the story or in the ULB. Tap the word or phrase for help in understanding how to translate into the target language.
 - **Questions:** The questions are about information as it appears in the story on in the ULB. Read the question and answer it according to the translated text. Tap the question for the expected answer. If the given answer and the expected answer are the same then the translation might be clear and accurate.
- If there are no existing resources for a particular chunk, the resources pane is blank.
- If there are no resources of one of the types (such as Words), then that tab does not exist on the resources pane (you would see only the Notes and Questions tabs).

For additional help in using the translation resources, see the Translation Resources section of the Wycliffe Associates Translation Manual at https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tm/34580d05a9/02-translation%20theory%20and%20practice.html#section-container-5.

4.4 Slider

The Slider icon is a quick way to move through a story or book of the Bible.

- Tap-and-hold the dot and drag it towards the bottom (right) or the top (left) of the slider.

- Numbers may appear on the line that represent the chapter of the book at that location of the slider.

4.5 Options Menu

Tap the three dots icon at the bottom left (or right) of the screen to open the options menu. The Project screen and the *Your Translation Projects* screen (home screen) have two different menus.

- On the *Your Translation Projects* screen the options menu includes the following options:
 - **Update:** Update source or target language files or the BTT Writer app
 - **Import:** Import a project or source text
 - **Feedback:** Report a bug
 - **Share this app:** Share with another tablet
 - **Log Out:** Log out of the app so you can log in as a different user
 - **Settings:** Adjust BTT Writer settings; view license agreement, statement of faith, or translation guidelines (See [Modifying Program Settings](#))
- On the Project screen the options menu includes:
 - **Home:** returns to the Your Translation Projects screen (home screen)
 - **Project Review:** Check completion status of project, add contributors, upload or export your work
 - **Upload/Export:** Back up or share your work
 - **Print:** Print out your work
 - **Feedback:** Same as on home screen
 - **Settings:** Same as on home screen

BTT Writer for Android™: Performing Translation

A basic translation process is explained here.

As you translate, be sure that you:

- Pray that God would help you make an easily-understandable, Scripturally-accurate translation
- Translate everything that is in the source text language.
- Do not add anything that is not necessary for comprehension.
- Always do your translation according to the Translation Guidelines (see https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tm/dc23f839f6/#translation-guidelines).
- Always do your translation according to the Statement of Faith (see <https://bibleineverylanguage.org/statement-of-faith/>).
- Use the Translation Notes, Words, and Questions to help you make a better translation (these resources are available within BTT Writer (see [Using the Translation Resources](#))).

5.1 Create and Edit Text

When you use BTT Writer, you can create and change text. Your work is saved automatically every five minutes and also when you exit the application.

5.1.1 Translate Text

To write the translation in your language:

1. Go to the story or book that is being translated.
2. The screen is arranged to appear like two sheets of paper, one behind the other, with the Chapter or Story view initially on top. In this view, read the source text.

- The app is organized to work with blind drafting.
 - You may want to read <https://bibleineverylanguage.org/processes/mast/> to understand the steps of blind drafting translation.
3. When you are ready to begin translating, tap the “piece of paper” that is behind the one you have been reading.
 4. Tap the Begin Translating icon.
 5. The Chunk view appears and displays the text divided into chunks, which are sections that you should be able to retell without looking. Read a chunk over until you can remember what it says.
 6. Tap the blank paper behind the one containing the text.
 7. Tap anywhere on the blank sheet of paper to open a keyboard to begin working.
 8. Type in the translation for that chunk on the page. This should not be a word-for-word translation, but it should be expressed in a way that would sound natural to a native speaker of the language.
 - Start translating with a blind draft. Set aside the source text and draft the chunk as well as you can without looking back at the text.
 - Write everything that you remember about that chunk.
 - Do not look back at the source text for this chunk until you begin the editing steps.
 9. When you are finished working, swipe up to work on the next chunk.
 10. Continue doing this with each chunk of the chapter before moving to the checking steps.

5.1.2 Check and Edit Translated Text

Use the Check view to edit existing work that you or another translator created.

To enter the Check view, tap the Check View icon at the left or bottom of the page.

In the Check view the source text is on the left and the translation work is on the right. You can compare the two and then edit the translation to include all details in the source text.

In the Check view you can access the Translation Notes, Translation Words and Translation Questions that have been included in the program. (See [Using the Translation Resources](#)).

If you need to make changes in the translated text, perform the following steps:

- 1) Tap the pencil icon at the top right of the translated chunk.
- 2) The keyboard appears. Edit the text to include all details and correct any grammatical or spelling errors.
- 3) Tap the check mark icon when done editing. The keyboard disappears.
- 4) Place the verse markers (skip this step if you are translating Open Bible Stories, which are not divided into verses).
 - There is a verse marker for each verse in the chunk.
 - Tap and hold each verse marker and drag it to the beginning of each verse, dropping it above and slightly to the left of the location where it should go.
 - Continue until all verses are marked with a verse number.
- 5) When you are finished working, use the toggle at the bottom of the chunk to mark the translation of that chunk done.
 - Slide the toggle to the right, or just tap it, to indicate that the chunk is finished.

- A message appears for you to confirm that the chunk is done. Tap Confirm to indicate that the work is done, or tap Cancel to continue editing.

At any time you can slide the toggle back to the left, or just tap it, to edit the chunk again. Use the above steps to edit.

5.2 Recover Deleted Translation Text

If you accidentally delete a large amount of work, send email to helpdesk@techadvancement.com.

BTT Writer for Android™: Working with Footnotes

A footnote is additional information about a certain part of the text. The footnote usually appears at the bottom of a book's page.

In BTT Writer, a footnote is shown as a black page icon that you tap to display the footnote.

Footnotes can provide further explanation when:

- There are names or other words that differ between various Bible versions
- Some versions of the Bible have words or verses that are not in the ULB.

To translate a footnote:

1. In the source text, tap the footnote to open it.
 - It's not possible to copy/paste the footnote text.
 - You may need to write down the translation because you can't have the original footnote open and type into the footnote translation at the same time.
2. Open the translated chunk in the Check view.
 - If the chunk is marked as done, tap the "mark the chunk as done" toggle so that the chunk is not marked as done.
 - Tap the pencil icon.
3. Tap at the place where you want to add the footnote.
4. Tap the Add Footnote icon at the top left of the translated chunk (this icon appears only in the Check view of the chunk).
5. Translate the footnote in the source text into the "Add Footnote" pop-up and tap OK.
6. The footnote icon now appears inline. Tap the check mark to save the changes.

To edit or delete a translated footnote:

1. Ensure the chunk is **not** marked done and that you are **not** in Edit mode.
2. Tap the footnote.

3. Tap DELETE to delete it or EDIT to edit it.
4. When finished, mark chunk as done.

BTT Writer for Android™: Uploading or Exporting Your Work

7.1 Why do I want to upload or export my work?

When you work in BTT Writer, your text is saved every five minutes to your device. Your work is not saved to the server until you upload it.

You can also share your work with another program, send it to another device, or put it on an SD card. When your work is on a storage card, you can put it on a computer or device that has the BTT Writer app.

Note: You can move or share only the changes that have been made on the device you are using to perform this function. In these instructions, “your work” means any changes made on this device.

7.2 How can I upload or export my work?

To share, move, or store your work:

1. Tap the 3-dot icon in a project file to access the options menu.
2. Tap **Upload/Export** (the upward arrow icon).

There are six Upload/Export options.

1. Tap **Upload to Server** to copy your work to the online server, making it available to other translators and creating an online backup. You can upload to the server only if you have an internet connection and are logged in to a server account. The server to which you are uploading is determined by the Server Suite setting (see [Modifying Program Settings](#)).
- A pop-up message appears after a successful upload. This pop-up message includes the repository that the translation is in on the server.
- Tap **VIEW ONLINE** to view the repository. To view a more readable version of your project, tap **See in Reader**.

2. Tap **Export to USFM File** to create a USFM (paratext) file.
 - You can specify where to store the USFM file.
 - Tap **Confirm** to start the export.
 - You can then edit the file name or leave it as is.
 - A pop-up message appears after a successful download to show the location of your file.
 - Tap **Dismiss** to dismiss the message once you make note of the file location.
3. Tap **Export to PDF** to create a PDF file of your work.
 - You have the option to include incomplete chunks or not.
 - When you have decided, tap **Print**.
 - Choose your destination folder and tap **Confirm**.
 - You can edit the file name or leave it as is, and then tap **OK**, or tap **Cancel** to cancel the export.
 - Choose where to share the PDF. A processing window appears (and may quickly disappear).
 - Tap **Dismiss** to go back to the Upload/Export options.
4. Tap **Export Project File** to create a copy of the entire project file. The steps are the same as exporting to a PDF above.
5. Tap **Send to Friend** to export the file to another device.
 - You are asked to specify a name for your device. Enter a name and then tap **Confirm**.
 - A window then displays all available devices. Tap the one where you wish to export the file. If no devices are available, tap **Cancel**.
 - Close the window when told that the export process is complete.
6. Tap **Send to another app** to send the file to other apps on your device, such as email. Tap the desired app:
 - Tap **Save to Drive** to send your work to a Google Drive that has been created before. This requires an Internet connection.
 - Tap **Nearby Share** or **Android Beam** to send your work to a nearby device that has BTT Writer installed on it. The app will attempt to locate the device.
 - Tap **Bluetooth** to send your work to a nearby device that is paired to yours through Bluetooth. If the app continues searching for more than a minute, exit the screen and verify that the devices are paired through Bluetooth.
 - Tap **Gmail** to send your work to an email account. This requires an Internet connection. The app opens and enables you to send the project file as an attachment.

BTT Writer for Android: Importing a Project

The BTT Writer program enables you to import a project from various sources. To import a project:

1. Navigate to the Home page.
2. Tap the 3-dot icon at the bottom left of the window.
3. Tap **Import** on the menu.

There are five options to choose from when importing to BTT Writer.

8.1 1. Import from Server

This requires an Internet connection.

If you are logged into BTT Writer with a server account (either WA's or Door43's content server), choosing this option opens a screen where you can search for server online projects. You will be able to import only text projects; Gateway Language projects (Words, Notes, or Questions) are not supported in the Android version of BTT Writer.

You can search for your own or another user's project:

1. Tap in the *login name* field.
2. Type in the server user name of the user whose project you want to import.
3. Tap **Search**.

Another possibility is to search for a project by the book name or language:

1. Remove the user name from the *login name* search field.
2. Type in either the book abbreviation or the language code in the right field, or a combination of both (for example, fr_eph for French Ephesians).
3. Optional: type in a user's account in the User Name field to also filter by the User.
4. Tap **Search**.

Once you have located the project you wish to import:

1. Tap the desired file to import it, or tap **DISMISS** to close the option and return to the Import Options menu.
2. If you import the file, you receive a success message. Tap **CLOSE** to close the window.

8.2 2. Import Project File

This process imports into the program a BTT Writer project from a file on the computer. These are files that have an extension of `tstudio`.

Follow this process to import a `tstudio` file:

1. Tap **Import Project File** to import a project from the tablet's storage.
2. The program opens the file explorer to the directory of the BTT Writer backups. Either choose one of the backup projects or navigate to the desired file. Hint: you will be able to view only the files that have an extension of `tstudio`.
3. Tap to select the desired `tstudio` file, and then Tap **CONFIRM**.
4. The import begins; when the import is completed a window displays a success message. Tap **CLOSE** to close the window.

8.3 3. Import USFM File

This process imports a file that is formatted as a USFM document. Unified Standard Format Marker (USFM) is the international standard of Biblical text.

Follow this process to import a `usfm` file:

1. Tap **Import USFM File** to import a file from the hard drive of the computer.
2. The program opens the file explorer to the BTT Writer backups folder. Navigate to find the desired file.
3. Tap the desired file, and then tap **CONFIRM**.
4. Tap to select the target language on the 'Choose a Target Language' screen. You can search for a language by tapping the magnifying glass and then typing the first few letters of the language in the search field.
5. The remaining screens depend on what information is contained in the USFM file.
 - You may be asked to choose a category. Tap the desired category to select it.
 - You may be asked to choose a book name. Tap the desired book name to select it.
 - You may be asked to choose the project type. Tap the desired type to select it.
6. A USFM Processing Summary is displayed. If no errors were found, tap **CONTINUE**.
7. The import begins, and when the import is completed a window displays a success message. Tap **CONTINUE** to close the window.

8.4 4. Import Source Text

If you have a file containing source text that you want to use for a project, you can select this option to do so. Refer to the information on <http://resource-container.readthedocs.io/en/latest/index.html> to create your own source text file that can be imported into the BTT Writer program.

Making the choice to import source text opens the File Explorer. Navigate to the desired source text file, tap the file name, and tap **Open** to import it.

8.5 5. Import from Another Device

This enables you to import a project from another device.

If you have not already named your device, you are first prompted to do so. Enter a name for your device and tap **CONFIRM**.

On the *Import From Another Device* pop-up, select the device where the project to be imported resides, or tap **CANCEL** if no device is found.

8.6 Importing Duplicate Projects

If you are importing a project that is the same as a project already in the local program, you will receive a warning message that states:

Project Already Exists

This project already exists locally with differences in some chunks. How would you like to proceed?

The possible actions for dealing with importing duplicate projects are:

- Cancel: Tapping Cancel closes the message and the project does not get imported.
- Overwrite Project
 - We recommend that you do not choose this option if you have previously uploaded the project to the server.
 - If you run into difficulty you can always contact helpdesk@techadvancement.com for help or submit a ticket using the following link: <https://www.techadvancement.com/submit-ticket/>.

Warning: Choosing to overwrite the project removes all information on the computer related to the previous local project and substitutes it with the information from the imported project.

- Merge Projects
 - The importing process continues.
 - When the message that the import is complete shows, tap **Close**.
 - Open the project.
 - If the imported translation has recent changes, they now show in the text.

8.7 Merge Conflicts

When you merge an imported project with one that already exists on your device, there may be differences between the information in the existing project and the information that is in the imported project. This is known as a conflict. When this happens, you see this message:

Merge Complete

The projects have been merged. There are 2 chunks that contain new conflicts that need your attention.

Resolve the differences by following these steps:

- Tap **CLOSE** to close the message window.
- The project opens.
- Observe that there is a triangle icon in the left column. Tap the triangle icon to view only the chunks with a conflict.
 - The text that was in the translation before the import is in the upper box.
 - The text that is new is in the lower box.
 - Choose the text that has the preferred translation by tapping that box.
 - Tap **CONFIRM** to use the selected text, or tap **CANCEL** to deselect the text.
 - Once you confirm your preferred text, the text that you did not select disappears.

Repeat all the above steps until all the conflicts have been resolved by choosing the desired translations. If you run into difficulty you can always contact helpdesk@techadvancement.com for help or submit a ticket using the following link: <https://www.techadvancement.com/submit-ticket/>.

NOTE: resolve all conflicts before doing another export or import of the project.

BTT Writer for Android™: Making Your Project Accessible

9.1 What Is Accessibility

Accessibility means making a Bible translation available in whatever format the local church desires. Do they want to print copies as needed? Do they want to be able to view the project on a cell phone or tablet?

9.2 Making Accessible on WACS

When you upload your work to the Wycliffe Associates Content Server (WACS) it is automatically available online under your user account. You can upload to the server as often as you wish to create a backup of your work. (See [Upload/Export Your Work](#).) When you upload, BTT Writer displays the direct URL for your project on the WACS server.

Uploaded translations are available online to anyone at the URL: <https://content.bibletranslationtools.org>. For user friendly content, click **See in Reader**, or use the URL <https://read.bibletranslationtools.org>.

From the WACS project page you can:

- See the web version of a project
- Download the repository as a zip or TAR file
- Download the source files (USFM) for a project
- View or print warning and error messages
- Interact with others about a project
- Print the translation

9.3 Making Accessible on Bible in Every Language

Several translations are available for viewing in the Bible in Every Language website (BIEL) at <https://bibleineverylanguage.org/translations>. You can work through your contact at WA to get a translation published on BIEL.

9.4 Reviewing the Project

You can use BTT Writer to ensure that the project is complete and that all contributors are listed. You can perform project review by completing the following steps:

1. In BTT Writer, load your project.
2. Click the 3-dot icon to access the options menu.
3. Click Project Review (the double check marks icon).
 - Click the Project tab – Review sections of the book for final review.
 1. We suggest that you review any chunk that has a review button. These are chunks that are not marked done.
 2. Click the Review button to finish translating, or set the verse markers and then slide the ‘done’ toggle.
 - Click the Contributors tab – This is where you enter who translated the work. Remember that the names will be publicly available.
 1. Click the Name or Pseudonym line and enter a contributor’s name, or their pseudonym if they do not wish their name to be published.
 2. Click the check box to indicate that this person has agreed to the terms of use.
 3. Click Add Contributor to add the translator.
 4. When you have finished adding contributors, click Next to continue.
 - When you either click Next in the step above, or click the Upload/Export tab, you are presented with Upload/Export Options.
 1. Select Upload to Server (requires an Internet connection). Note: The server to which the project will be uploaded in the one specified in the Server Suite setting – see [BTT Writer for the Desktop: Modifying Program Settings](#).
 2. A pop-up message appears after a successful upload. This pop-up message includes the repository that the translation is in on the content server.
 3. Click the link to view the repository. If you are viewing the WACS server, click “See in Reader” for a read-friendly view.

Must All Contributors Be Named?

Due to copyright laws (and these exist no matter what country you are in and no matter what people tell you about laws in that country), you must list every contributor as they prefer to be mentioned – the person’s name or pseudonym.

BTT Writer for Android™: Modifying Program Settings

There are several settings for the BTT Writer app that you can view or modify. To open the settings window, tap the 3-dot icon at the bottom left (or right) of the screen and tap Settings on the menu.

Tap the Back Arrow at the top left of the screen to exit the settings window.

The Settings window enables personalization of the program. It also displays useful information. Settings are divided into four categories:

1. General
2. Server
3. Legal
4. Advanced

10.1 General Settings

Tap **General** to view or change general settings.

The general settings are as follows:

1. **Device name**
 - Naming the tablet is helpful when sharing with a friend. See [Uploading or Exporting Your Work](#) for more information.
 - Tap **Device name** to name the tablet. A pop-up window opens where you can enter a name for your tablet.
 - Tap **OK** to save the name.
2. **Translation Font**: The font of the translated text
 - The name of the chosen font is displayed. Tap **Translation Font** to change the displayed font in the text.

- A pop-up window shows the available fonts. Scroll through the names of the fonts and tap the name to select the desired font.
3. **Translation Font Size:** The size of the translated text
 - The size of the chosen font is displayed. Tap **Translation Font size** to change the displayed font size in the text.
 - A pop-up window shows the available sizes. Tap the desired size to select it. When you have selected a font, the pop-up window disappears.
 4. **Source Font:** The font of the source text
 - The name of the chosen font is displayed.
 - Tap **Source Font** to change the displayed font in the source.
 - A pop-up window shows the available fonts. Scroll through the names of the fonts and tap the name to select the desired font. When you have selected a font, the pop-up window disappears.
 5. **Source Font Size:** The size of the source text
 - The size of the chosen font is displayed.
 - Tap **Source Font Size** to change the displayed font size in the text.
 - A pop-up window shows the available sizes. Tap the desired size to select it. When you have selected a font size, the pop-up window disappears.
 6. **Always Share**
 - Tap in the empty square if you want the program to allow nearby translators to be able to import your translations while the app is open.
 - A blue square with a white check mark means that the option has already been chosen.
 7. **Version:** The version of the BTT Writer program is displayed.
 8. **Check for updates:** Tap to check for updates to BTT Writer. This uses an internet connection.

10.2 Server Settings

Tap **Server** to view or change server settings.

The server settings are as follows:

1. **Content Server:** By default, BTT Writer is set to upload to or import from the Wycliffe Associates Content Server (WACS). You can change this by tapping **Content Server** and changing the setting to DCS (for the Door43 Content Server.) When you change the Content Server setting, the settings shown below change automatically to the appropriate values for the selected server.

2. **Git Server:**

For WACS: `git@wacs.bibletranslationtools.org`

For DCS: `git@git.door43.org`

3. **Git Server Port:**

For WACS: `22`

For DCS: `9299`

4. **Git Server API:**

For WACS: <https://content.bibletranslationtools.org/api/v1>

For DCS: <https://git.door43.org/api/v1>

5. Media Server:

For WACS: <https://api.bibletranslationtools.org>

For DCS: <https://api.unfoldingword.org>

10.3 Legal Settings

Tap Legal to view important legal information.

- **License Agreement** - Read what you are permitted to do with the content in the program and the content that you create.
- **Statement of Faith** - You, the user of the program, agreed to this the first time the program was started. Read this to review what the Essentials Beliefs are.
- **Translation Guidelines** - Read this document to learn about the guidelines that can help the translator clearly, accurately and naturally translate the text.
- **Software Licenses** - This file contains all the licenses for the various softwares that are used to create the BTT Writer program.
- **Attribution** - Read this document to learn about the restrictions of using the derivative works and name branding.

10.4 Advanced Settings

- **Check Hardware Requirements**: Specify whether to check for suggested hardware when the app starts.
- **Backup Interval**: The program sets the backup to occur every 5 minutes. This can be changed by the end user.
 - Tap **Backup Interval** to open the option screen.
 - Tap the words to change the interval to ‘1 Minute’, ‘5 Minutes’, ‘10 Minutes’ or to ‘Disable Backup.’ It is NOT recommended to disable the backup.
- **Logging Level and Developer Tools** - The settings in these areas are set by the program. You should not change these settings unless directed to do so by a support technician.

BTT Writer for the Desktop: Getting Started

11.1 Watch the videos

Installation video

Getting Started video

11.2 Introduction

BTT Writer for the Desktop enables translators to do offline translating of the Bible or of Bible resources. It can be used for two purposes:

- For translators to translate the Bible (or Open Bible Stories) from English to a gateway language, or from a gateway language to a mother tongue
- For Gateway language translators to translate Bible resources from English to a gateway language

The program contains the content that needs to be translated as well as translationHelps (See: [Using the Translation Resources](#)). You can share information directly from device to device, and you can upload finished content to server where it can be digitally published.

11.3 Installation

This process requires an Internet connection.

1. Go to: <https://writer.bibletranslationtools.org/download/>
2. Click Desktop Download.
3. Click the appropriate file for your computer:

- The file with “linux” in the name is for a Linux operating system.
- The file with “osx” in the name is for an Apple Macintosh operating system.
- The file with “win_x32” in the name is for a 32-bit Windows operating system.
- The file with “win_x64” in the name is for a 64-bit Windows operating system.

(To determine if your Windows PC is a 32-bit or a 64-bit operating system, open the Control Panel and click System.)

4. Designate where you want to save the file.
5. Allow the file to download to the computer.
6. Double-click the file name to start the install.
7. Click Run or Yes on the Warning message window and any other warning messages (or click More Info → Run Anyway).
8. Choose the language that will be used during the installation from the dropdown menu.
9. Click Next on the ‘Welcome to the translationStudio Setup Wizard’ window.
10. Select the “I accept the agreement” radio button for the software license. Click Next.
11. Select the choice to ‘create a desktop icon’ if you wish. Click Next.
12. Click Install.
13. Please wait for the program to be installed. This may take several minutes. The installer installs translationStudio and Git, which is a version control system.
14. At the *Completing the translationStudio Setup Wizard* window, click Finish to complete the installation.

11.4 Opening BTT Writer

Complete these steps to open BTT Writer:

- If you chose to create a desktop icon during installation, double-click the desktop icon.
 - If you did not choose to create a desktop icon you will need to find the program:
 - Click the “start” icon on your computer or press the Windows key on your keyboard.
 - Find BTT Writer in the list of programs and click to open it.
2. Create or login to your account. See [Login Options](#) for more information.

11.5 Server Options

BTT Writer enables you to upload your work to and import projects from an online content server. By default, BTT Writer connects to the Wycliffe Associates Content Server (WACS). If you would rather upload to the Door43 Content Server (DCS), you can change the server in Settings. See [BTT Writer for the Desktop: Modifying Program Settings](#).

11.6 Login Options

When BTT Writer first opens, you are presented with a request to create or log in to an account. There are two types of accounts that you can use:

- **Local User Profile** – user has full use of the program except for uploading to and importing from the server. You may want to start with an offline account and then switch to a server account later when you want to upload your work (the work is attached to the device, not to the account).
- **Server Account** – user has full use of the program and can upload to and import from the server (requires Internet connection.)

11.6.1 Using an offline account

If you do not want to create a new server account at this time or are not able to connect to the Internet, you can create an offline account:

1. On the opening screen, click **Create offline Account**. The login screen opens.
2. Tap the **Your Name or Pseudonym** field.
3. Type your user name or pseudonym into the field, and then click **Continue**. You may use a pseudonym instead of your real name. A pseudonym is a name that cannot be traced back to you. You may wish to use a pseudonym if you are working in a sensitive part of the world.
4. Tap **Continue** to acknowledge the privacy notice.

11.6.2 Using an existing server account

If you are connected to the internet want to use an existing server account, you can click **Login to your Server account**. Enter your server credentials to log in.

11.6.3 Creating a new server account

If you do not have a server account, but you wish to be able to use an Internet connection to upload your work to the server, you can create a new server account:

1. Click **Create a Server Account** to create a new server user account. The Server Account Creation window opens. (This requires an Internet connection.)
2. Click the **Your Name or Pseudonym** field and type your name or pseudonym into the field. This is the display name – the name that will be listed as a contributor to any project files on this device. (Because names are publicly available, you may prefer to use a pseudonym. Make up any pseudonym of your choice.)
3. Click the **Email Address** line to enter your email address.
4. Enter your name or pseudonym in the **Login name** field. This is your user name that you will use to log in to the server and to the BTT Writer program. If you used a pseudonym in step (2) above, enter the same pseudonym here.
5. Enter a password in both fields. Click **Show Passwords** at the bottom of the screen to display the passwords.
6. Confirm the information, and then click **Continue** to begin registration.
7. Click **Continue** to acknowledge the privacy notice.

11.7 Logging Out

You do not need to log out of the app before you close it. If you do not log out, when you reopen BTT Writer you will still be logged in.

However, you may want to log out to change the logged-in user. For example, you may do your work offline with an offline account, but when you want to upload your work you need to use a server account.

At any time you can perform the following steps to access the initial screen to change login or translator settings:

- From the *Your Translation Projects* (home) screen:
- Click the 3-dot icon at the lower left of your screen to invoke the options menu.
- Click **Log out**.

OR

- Click **Logout** at the top of the screen next to the user name.

11.8 Agreeing to Terms of Use

After you log in, BTT Writer displays the Terms of Use. Read and agree with each of the statements in the Terms of Use by performing the following steps:

1. Click each statement.
2. Scroll through the text to read the entire statement. Click Close for each statement.
3. When you have read all statements, click I Agree.

Note: At any time you can view the License Agreement, Statement of Faith, Translation Guidelines and the Software Licenses information from the Settings Menu. (See: [BTT Writer for Desktop: Modifying Program Settings](#))

4. The program opens to the *Your Translation Projects* screen (which is the home screen). The first time you use the program you have no existing projects, so the home screen displays a welcome message.

11.9 Setup Steps

There are two types of projects that you can do in BTT Writer:

1. A regular text project, where you translate the Bible or Open Bible Stories (OBS) from one language to another
2. A Gateway Language (GL) project, where you translate Bible resources (Notes, Questions, or Words) from English into a Gateway language

11.9.1 How do I set up to translate the Bible or Open Bible Stories?

If you are using BTT Writer to translate the Bible or Open Bible Stories, you need to enable Blind Edit Mode. You can enable Blind Edit Mode at any time for existing projects or for new projects that are doing this type of translation.

To enable Blind Edit Mode, perform the following steps:

1. Click the three dots at the lower left of the window to open the Options menu and select Settings.
2. In the Settings window select the checkbox next to Blind Edit Mode to enable it.
3. In the breadcrumbs at the top left of the screen, click Home to return to the home screen.

11.9.2 How do I set up to translate Bible resources (GL project)?

If you are using BTT Writer for a GL project, there is a setup step that you need to perform prior to starting a project.

You must set BTT Writer to use Gateway Language Mode so that the resources are available to be translated. Setting this mode does not affect existing projects, if any. It affects only the options that you see when creating new projects.

To use Gateway Language Mode for new projects, perform the following steps:

1. Click the three dots at the lower left of the window to open the Options menu and select Settings.
2. In the Settings window select the checkbox next to Gateway Language Mode to enable it.
3. In the breadcrumbs at the top left of the screen, click Home to return to the home screen.

Once you have set Gateway Language Mode, the Bible resources project categories will be available for you to choose, but you will not be able to create a regular text project until you unset Gateway Language Mode.

BTT Writer for the Desktop: Starting a Translation Project

12.1 Watch the video

Setting Up Your Work

12.2 How do I select what to work on?

When choosing what to work on, you need to consider several factors, such as the difficulty of the Bible book and the level of experience of the translators. Ultimately the local church decides what they want to work on. For more information read [Choosing What to Translate](#).

12.3 How do I start a translation project?

The definition of a translation project consists of:

1. Specifying the **target language** - the language *into which* you will be translating
2. Selecting a **project category** - *what* you will be translating, such as Open Bible Stories or a book of the Bible
3. Choosing a **source text** - the language and text *from which* you will be translating, such as the English ULB (Unlocked Literal Bible)

To start a translation project, you must specify each of these elements.

Begin by clicking the blue plus sign on the home screen to start defining a new project. When you first start using BTT Writer, there is also a green **Start a New Translation** button on the home screen that you can click to start a new project. (The Start a New Project button is available only if you have not previously created any projects.)

12.4 How do I select the target language?

All BTT Writer projects require a target language (the mother tongue language *into which* you will be translating). When you create a new project, the first step is selecting the target language, so BTT Writer presents you with a language list that is alphabetical by the language code shown in the right column of the list.

To choose your target language (the one you will be translating *into*), you can either scroll down the language list to find the target language OR you can search for the target language. To search, perform the following steps:

1. In the search field and the top left of the language list, type the first few letters of your language to narrow the list.
2. Click your target language to select it.

Note: Even after requesting a new language, certain approvals are required before it will be added to BTT Writer. Until your language is added to the app, use *English Demo1* or *English Demo2*. You will need to use the Feedback option from the options menu to send a comment stating that you used another language in place of your own. Once your translation has been received, the tS workers will put it in the correct language. Your translation will then show in your language.

12.4.1 What if I cannot find the desired target language?

If you do not see your language in the list of target languages, first try alternate spellings, dialect names, and any variant names for your language. If you still can't find it, you can request that your language be added to the list of available languages.

The best way to submit a request is to send an email to helpdesk@techadvancement.com. Another method is to use the Feedback option from the options menu to submit a Bug Report. In either case, please provide as much information as you can about the language, such as the local name of the language, any other names it is known by, approximate number of speakers, where it is spoken, any similar languages, any published works in that language, etc.

To use Feedback in the 3-dot options menu to request a new language:

1. From any screen in BTT Writer, click the 3-dot icon on the left or bottom.
2. In the list of options, click Feedback.
3. The Feedback screen opens. Type the name of the language you would like added to BTT Writer. Provide the location of the speakers and other names the language is known by. If you used a language that is already in the APP, tell which language you used.
4. Click Confirm to send your request.

Note: Even after requesting a new language, certain approvals are required before it will be added to the language list in BTT Writer. Until your language is added to the app, use English demo1 or English demo2. You will need to use the Feedback option from the options menu to send a comment stating that you used another language in place of your own. Once your translation has been received, the support staff will change the target language to the correct language. Your translation will then be listed in your language.

12.5 How do I select the project category?

When you create a new project, the next step is selecting the project category, which is the type of project you will be working on, such as a book of the Bible, Open Bible Stories, or one of the translation resources (notes, words, or questions).

To designate what to work on for this project, complete the following steps:

1. Choose a project from the **Old Testament**, **New Testament**, or **Other** to start translating. (The Other category is for Open Bible Stories or Words.)
2. The next step depends on the category you chose:
 - If you chose either the Old or New Testament:
 - You next choose a book for the project.
 - If you are in Gateway Language Mode, you then also must select the type of translation – will you be translating text of either the ULB or UDB, or will you be translating Notes or Questions? (If translating Notes or Questions, you must first create a text project for the same target language/Bible book and then create a project for Notes or Questions.)
 - If you chose Other, you next choose to translate either Open Bible Stories, Words (these are from the Bible), or Words OBS (these are from Open Bible Stories). The last two types are available only in Gateway Language Mode (See [How do I set up to translate Bible resources?](#).)

12.6 How do I select the source text?

After selecting the category and type, the project is created and opens. If it is a translationWords project, it automatically uses an English source text. However, in other types of projects you need to select a source text before you can begin to translate. This is the text you will be translating *from*. You are not able to work in a project until you choose a source text language.

Note: If you are doing Gateway translation, be sure to select English (en) Unlocked Literal Bible as your source text. This is the source that has the resources (notes, words, and questions) attached to it.

In the translation project, complete the following steps to select the source text language:

1. Click the rectangular icon with the + and - sign found at the center of the project window .
2. Click the empty square box next to the desired source text and language. You can scroll down to see additional texts, or search by using the magnifying glass icon at the upper right of the *Choose source translations* box.
3. To save the selection(s), click **Confirm** at the bottom right of the *Choose source translations* box, OR click **Cancel** to close without saving the selected language.

Note: You can choose up to 3 source texts; those selected are moved to the top portion of the *Choose source translations* box under the *Selected* heading.

- Choosing multiple source texts enables you to compare them as you are performing the translation work.
- For example, when translating the Bible you should always choose the Unlocked Literal Bible (ULB) in the source language, but you may want to also choose the Unlocked Dynamic Bible (UDB) if it is available in your language because it may be easier to understand. Looking at the UDB may help you to translate or check a passage.

Warning: You are not able to work in a project until you choose a source text.

12.7 How do I change project properties?

If you make a mistake, after you have finished defining the project there are three project properties that you can change:

1. Target language:

- On the Home page, click the “i” icon next to the project whose target language you wish to change.
- On the information window, click Change next to the target language.
- The Choose target language window appears, enabling you to select a different target language. As soon as you select a language, a message displays to tell you the change is complete. Click CLOSE to dismiss the message.

2. Resource type: You may wish to change the resource type (category) of the project.

For example, you tried to create a text project when you had Gateway Language Mode set to On. This would have created a Text ULB project, but you just want a regular text project for translating the Bible into a mother tongue language.

You can change the resource type as follows:

- On the Home page, click the icon next to the project whose target language you wish to change.
- On the information window, click Change next to the resource type.
- The Resource Options window enables you to select a different type of resource. If you don’t want to make a change, you can click CANCEL to dismiss this window.
- As soon as you select an option, a message displays to tell you the change is complete. Click CLOSE to dismiss the message.

3. Source text: You can add or change source texts at any time while working in the project. To change the source text:

- With the project open, click the +- icon on the source text tab.
- Select the source text(s) you wish to use or click the checked box next to a selected source text to remove it.
- Click CONFIRM to close the window or CANCEL to exit without saving the changes.

BTT Writer for the Desktop: Performing Navigation

13.1 Watch the Video

Navigating in BTT Writer

13.2 Layout

There are two main screens in the BTT Writer program:

- The Home screen, or *Your Translation Projects* screen, shows any projects that have been created on the computer. If there are no projects, the Home screen displays a welcome message. The Home screen also shows the user name and a Log out button.
- The *Project* screen shows the source and target texts, and can also display translation resources. The Project screen is where you perform all of the translation work on a single project. It shows the source text and the translated text. Depending on the type of project, the Project screen can display three different views and contains navigation and menu icons to enable you to move around in the program. The navigation and menu icons are on the left of the screen.

The appearance of the project screen and the function of the navigation buttons work a little differently depending on the type of project in which you are working:

13.2.1 Working in a Words project:

A Words project is different from the other project types in that it is not tied to a specific book of the Bible. It shows words or terms from the entire Bible or Open Bible Stories.

Words project layout

A Words project has two panes. The left pane contains the English word or term and the definition of it. The right pane is the working area containing a notecard for each word. You translate the word or term above the red line and the definition in the area below the red line. Just click the notecard to begin typing your translation.

- Translate the Word in the top section on the right panel.
- Click above the red line on the 'Translate word here' words.
- Type in the translation of the word or phrase.
- Translate the definition of the Word: Click on the words 'Translate definition here' and start typing the translation of the definition. Write translations that will help Other Language translators understand how they can determine the best word to use in their language.

Words project navigation

You navigate in a Words project by using the navigation icons at the left:

- Up arrow with line above it: Go to the first word
- Up arrow: Go to the previous letter
- Small solid up arrow: Go to the previous word
- Text box: Type a number or letter to go to the first word in that section
- Small solid down arrow: Go to the next word
- Down arrow: Go to the next letter
- Down arrow with a line under it: Go to the last word

13.2.2 Working in a Notes project

The Notes are tied to a specific part, or chunk, of Open Bible Stories or of a book of the Bible.

Notes project layout

A Notes project is divided into chunks of text. For each chunk there are four panes. From left to right, they are:

- The source text pane: If you have multiple source texts, they are displayed on tabs.
- The translation pane: If the project contains a translation in the target language, it is shown here, but cannot be edited.
- The working area, where you can create notecards for translating the notes.
- The resources pane, containing the resources, if any, for each chunk. Different resources are on the tabs.

To translate notes, you click the Notes tab and then click each note reference to see the note text.

Then for each note in the chunk you click the plus sign in the work area to create a notecard, where you translate the note reference text above the red line and the note text below the red line. For each chunk, create a notecard and translation for each note in the chunk.

Notes project navigation

To navigate in a Notes project, use the navigation buttons at the left of the screen:

- Up arrow with line above it: Go to the first chunk
- Up arrow: Go to the previous chapter
- Small solid up arrow: Go to the previous chunk
- Text box: Type a number to go to the first chunk in that chapter

- Small solid down arrow: Go to the next chunk
- Down arrow: Go to the next chapter
- Down arrow with a line under it: Go to the last chunk

13.2.3 Working in a Questions project

The Questions, like the Notes, are tied to a specific part, or chunk, of Open Bible Stories or of a book of the Bible.

Questions project layout

A Questions project has the same four panes as a Notes project, except that the Working pane (2nd from the right) enables you to translate Questions, rather than Notes.

To translate the questions:

1. You first click the Questions tab in the Resources pane at the far right to see the questions.
2. You click each question to see the question and answer.
3. Then in the Working pane you click the plus sign to add a notecard for the question.
4. You translate the question above the red line and the answer below the red line.
5. For each chunk that has questions, create a notecard for each question and translate each question.

Questions project navigation

Navigation in a Questions project is the same as for a Notes project.

13.2.4 Working in a Text project

The appearance and function of the text project can be different depending on the setting called Blind Edit Mode. This setting, which applies only to text projects, specifies whether the project allows for blind drafting, which changes the views available for the project. You should always use Blind Edit Mode for the initial translation of source text.

Text project layout

If you are not in blind edit mode, there are two views for a text project:

- *Edit-Review view*: The top icon at the left that looks like three vertical lines takes you to the Edit-Review view, where the source text is in the left pane, the translated text is in the middle pane, and the resources are on tabs in the right pane. The center pane can be edited.
- *Read view*: The second icon at the left that looks like 3½ horizontal lines takes you to the Read view, which is a view of the entire chapter. The source text is initially visible, but if you click the “piece of paper behind the source text, you can see the translation. Editing is not available in the Read view.

Blind Edit Mode

To use Blind Edit Mode, see [How do I set up to translate the Bible or Open Bible Stories?](#)

If you change the settings to Blind Edit Mode, a third view is available for text projects. You access this Blind Edit view by clicking the icon that looks like two sheets of paper.

This *Blind Edit view* shows you the source text one chunk at a time, and you click the card behind the source text to translate. You cannot see the source and the translation at the same time, so it enforces a blind draft. This is the view you should use if you are doing a translation of Bible or Open Bible Stories text.

For additional information on translating in a text project, see [Translate in a Text Project](#).

Text project navigation

The navigation buttons in a text project are different depending on the view:

- In the Blind Edit view or the Edit-Review view, the navigation buttons are the same as in the Notes or Questions projects.
- In the Read view, the buttons are similar except that there are no “previous chunk” or “next chunk” buttons, since the Read view is not divided into chunks.

13.3 Using the Resources

Note: Currently the resources are attached to the English ULB, so they are available in BTT Writer only when the English ULB is used as the source text.

All of the Notes, Words and Questions are included in the BTT Writer program. They are available to use in any text project. For additional information on how to use these resources, see the Translation Resource section of the Wycliffe Associates Translation Manual at https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tm/34580d05a9/02-translation%20theory%20and%20practice.html#section-container-5.

The resources are found in the far right pane of the Edit-Review view. To access that view, click the Edit-Review icon that looks like three vertical lines.

The Resources pane is divided into four tabs: Notes, Words, Questions, and UDB. The UDB tab simply contains the UDB (Unlocked Dynamic Bible) text for the chunk.

If there are no existing resources for a particular chunk, the resources pane is blank. If there are no resources of one of the types, then that tab does not exist on the resources pane. For example, if there are no Words for a chunk, then you would see only the Notes and Questions tabs on the Resources pane for that chunk.

13.3.1 Notes

Click the Notes tab.

The words or phrases are listed as they appear in the story or in the ULB. Click the phrase for help in understanding how to translate into the target language. See [Using the translationNotes](#) for more information.

13.3.2 Words

Click the Words tab. **Note:** If you do not see the Words tab in the resources pane, you may need to reload the source text (see [Updating Program Elements: Downloading Available Source Texts](#)).

The words are listed as they appear in the story or in the ULB. Click the word or phrase for help in understanding how to translate the word into the target language.

13.3.3 Questions

Click the Questions tab.

The questions are about information as it appears in the story or in the ULB. Read the question and answer it according to the translated text. Click the question for the expected answer. If the given answer and the expected answer are the same, that is an indication that the translation may be clear and accurate. If they are not the same, examine the translation to see if you can improve the clarity and accuracy.

13.4 Options Menu

Tap the three dots icon at the bottom left (or right) of the screen to open the options menu. The Project screen and the *Your Translation Projects* screen (home screen) have two different menus.

- On the *Your Translation Projects* screen (Home screen) the options menu includes the following options:
 - **Update:** Update source or target language files
 - **Import:** Import a project or source text
 - **Feedback:** Report a bug
 - **Log Out:** Log out of the app so you can log in as a different user
 - **Settings:** Adjust BTT Writer settings; view license agreement, statement of faith, or translation guidelines (See [BTT Writer for the Desktop: Modifying Program Settings](#))
- On the Project screen the options menu includes:
 - **Home:** returns to the Your Translation Projects screen (home screen)
 - **Project Review:** Check completion status of project, add contributors, upload or export your work
 - **Upload/Export:** Back up or share your work
 - **Print:** Print out your work
 - **Feedback:** Same as on home screen
 - **Search:** Search the project for occurrences of a word or phrase in either the Source or the Target text
 - **Settings:** Same as on home screen

BTT Writer for the Desktop: Performing Translation

14.1 Watch the Videos

Performing Translation in BTT Writer for the Desktop

Checking and Editing in BTT WRiter for the Desktop

14.2 The Translation Process

A basic translation process for any unfoldingWord project is explained here.

As you translate, be sure that you:

- Pray that God would help you make an easily-understandable, Scripturally-accurate translation
- Translate everything that is in the source text language.
- Do not add anything that that is not necessary for comprehension.
- Always do your translation according to the [Translation Guidelines](#).
- Always do your translation according to the [Statement of Faith](#).
- Use the translationNotes and the translationWords (see [Translations](#)) to help you make a better translation. These resources are also available within BTT Writer, in the Edit-Review view of the project.

14.3 Working in a Text Project

You can create and edit translations of Open Bible Stories or books of the Bible. To write the translation in your language:

14.3.1 Translate

For the initial translation, use Blind Edit Mode, which is organized to work with blind drafting. To use Blind Edit Mode, see [How do I set up to translate the Bible or Open Bible Stories?](#)

You may want to read <https://bibleineverylanguage.org/processes/mast/> to understand the steps of blind drafting translation.

1. Open the project for the story or book that is being translated and click the Read view icon.
2. The screen of the Read view is arranged to appear like two sheets of paper, one behind the other, with the Chapter or Story view initially on top. In this view, read the source text, consuming the entire chapter.
3. Verbally retell what you have read to another person, preferably using the target language.
4. When you are ready to begin translating, click the Blind Edit icon.

Note: This icon is available only if you are using Blind Edit Mode. See [BTT Writer for the Desktop: Modifying Program Settings](#).

5. The Blind Edit view appears and displays the text divided into chunks, which are sections that you should be able to retell without looking. Read a chunk over until you can remember what it says.
6. For the chunk you want to translate, click the blank paper behind the one containing the text.
7. Type in the translation for that chunk on the page. This should not be a word-for-word translation, but it should be expressed in a way that would sound natural to a native speaker of the language.
 - Start translating with a blind draft. Draft the chunk as well as you can without looking back at the text.
 - Write everything that you remember about that chunk.
 - Do not look back at the source text for this chunk until you begin the editing steps.
8. When you are finished working, navigate to the next chunk.
9. Continue doing this with each chunk of the chapter before moving to the checking steps.

When you use BTT Writer, your work is saved automatically every five minutes.

14.3.2 Check and Edit Translated Text

Use the Edit-Review view to edit existing work that you or another translator created. To enter the Edit-Review view, click the Edit-Review view icon, which looks like 3 vertical lines, at the left of the page.

In the Edit-Review view the source text is on the left and the translation work is on the right. You can compare the two and then edit the translation to include all details in the source text.

In the Edit-Review view you can access all of the translationNotes, translationWords and translationQuestions that have been included in the program. See [Resources](#) for more information.

If you need to make changes in the translated text, perform the following steps:

1. Click the pencil icon at the top right of the translated chunk.
2. Edit the text to include all details and correct any grammatical or spelling errors.
3. Click the check mark icon when done editing.
- 4) Place the verse markers (skip this step if you are translating Open Bible Stories, which are not divided into verses).
 - There is a verse marker for each verse in the chunk.

- Click and hold each verse marker and drag it to the beginning of each verse, dropping it on the first word of the verse.
 - Continue until all verses are marked with a verse number.
5. When you are finished working, use the toggle at the bottom of the chunk to mark the translation of that chunk done. Click the toggle to indicate that the chunk is finished.
 6. A message appears for you to confirm that the chunk is done. Click Confirm to indicate that the work is done, or click Cancel to continue editing.

At any time you can click the toggle to edit the chunk again. Use the above steps to edit.

14.4 Working in a Resources Project

If you are translating resources (translationNotes, translationWords, or translationQuestions), you must have created your project in Gateway Language Mode (see [How do I set up to translate Bible resources?](#) and [How do I select the project category?](#)).

14.4.1 Translating translationNotes

See [Translating translationNotes for Gateway Languages Using BTT Writer](#)

14.4.2 Translating translationWords

See [Translating translationWords for Gateway Languages Using BTT Writer](#)

14.4.3 Translating translationQuestions

See [Translating translationQuestions for Gateway Languages Using BTT Writer](#)

14.5 Recover Deleted Translation Text

If you accidentally delete a large amount of work, send email to helpdesk@techadvancement.com.

BTT Writer for the Desktop: Translating Footnotes

A footnote is additional information about a certain part of the text. The footnote usually appears at the bottom of a book's page.

In BTT Writer, a footnote is shown as a black page icon that you click to display the footnote. For example, there is a footnote in 1 Cor. 10:28.

Footnotes can provide further explanation when:

- There are names or other words that differ between various Bible versions.
- Some versions of the Bible have words or verses that are not in the ULB.

15.1 To translate a footnote:

- 1) Copy the footnote.
 - In the source text, click the footnote icon to open it (for example, in 1 Cor. 10:28)
 - Highlight the text of the footnote.
 - Copy the footnote text – [Ctrl + C] on Windows.
 - Dismiss the footnote.
- 2) Paste the footnote into the translated text.
 - If the chunk has been marked “done”, click the toggle at bottom right of the translated chunk.
 - Click the Edit icon (pencil).
 - Click the appropriate spot in the translated text.
 - Paste the footnote text – [Ctrl + V] on Windows).
- 3) Add footnote coding. Footnote coding identifies the text as a footnote and separates it from the surrounding text.
To add footnote coding:

- Type the following text at the beginning of the footnote, separated from the surrounding text by spaces:

`\f + \ft`

- Type the following text at the end of the footnote, separated from the surrounding text by spaces:

`\f*`

- If there is a quote within the footnote:

- Replace the beginning quotation mark with:

`\fqa`

and separate from the surrounding text by spaces.

- Replace the ending quotation mark with:

`\fqa*`

and separate from the surrounding text by spaces.

4) Translate the footnote.

- Translate the text of the footnote.
- Click the check mark to save the edits on the chunk.
- Mark the chunk as done.

For example, the code for the chunk containing the footnote in 1 Cor. 10:28 looks like this:

```
\v 28 But if someone says to you, "This food was from a pagan sacrifice," do not eat_
↪it. This is
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 copies of the Greek text do not have this. Many scholars see this addition_
↪as a
duplication of verse 26 \f* \v 29 I do not mean your own conscience, but the other_
↪person's conscience.
For why should my freedom be judged by another's conscience? \v 30 If I partake of_
↪the meal with
gratitude, why am I being insulted for that for which I gave thanks?
```

BTT Writer for the Desktop: Uploading or Exporting Your Work

16.1 Watch the Video

Uploading and Exporting in BTT Writer for the Desktop

16.2 Introduction

When you work in BTT Writer, your text is saved every five minutes to your computer. Your work is not saved to the server (WACS or DCS) until you explicitly upload it.

While you are in a project in BTT Writer, click the 3-dot icon to access the options menu. Select Upload/Export (the upward arrow icon).

Note: The upload/export option is not available in the 3-dot menu on the home screen, but is available only from the project screen.

There are four options to choose from when exporting from BTT Writer.

16.3 Upload to the Server

This requires an Internet connection.

This option copies your work to the online Wycliffe Associates or Door43 server, making it available to be downloaded by other translators, merged with other projects, or used as an online backup. The server to which you upload is specified in the Server Suite setting (see [Advanced Settings](#)).

You can upload to the content server only if you have an internet connection and are logged in to your server account.

Follow this process to upload to the server:

1. When you are in a project, click the 3-dot menu.
2. Click the bar Upload to Server.
3. Wait while the upload process takes place.
4. If you are connected to the Internet and signed into your server account, you will receive an “Upload Complete” message.
 - The message displays a link to the online repository of the file.
 - Click the link to open the repository, OR click Close to close the window.
5. If you are NOT connected to the Internet, you will receive be an “Upload Failed” message.
 - Click Close to close the window.
 - When you can be connected to the Internet, start the upload process again.

16.4 Export to USFM File

This creates a file of your project with a usfm extension. Unified Standard Format Marker (USFM) is the international standard of Biblical text.

Follow this process to export, or save, the project to a usfm file:

1. Click the bar Export to USFM File.
2. The computer’s File Explorer window opens to the BTT Writer folder. Using the file manager, navigate to the desired location on the computer to save the file.
3. Rename the file if desired.
4. Click Save. A window shows a ‘Project Exported’ message.
- 5) Click Close to close the window.

16.5 Export to PDF File

This creates a pdf file of your project. Portable Document Format (PDF) is an international standard for sharing documents.

Follow this process to export, or save, the project to a pdf file:

1. Click the bar Export to PDF File.
2. Choose the options from the menu. You may choose any number of the options.
 - Include incomplete chunks - these are chunks in the translation that have not been marked ‘done.’
 - Double space text - this adds an extra empty line between each line of text.
 - Fully justify text - this creates a document where the text is all the way to the beginning and the end of each line of text.
 - New page for each chapter - this creates a document where the start of each chapter is on a new page.
3. Click Create Preview. Wait for the document to be created.
4. Scroll through the preview to see what the document looks like.
5. If changes are needed . . .

- To the content - return to the Project.
 - Click on Project at the left edge of the top bar.
 - Make changes to the content.
 - To the formatting of the document - return to the Project.
 - Click on Project at the left edge of the top bar.
 - Click the 3-dot icon to invoke the Options menu.
 - Choose Upload/Export on the menu.
 - Repeat steps 1 -5 above.
6. To save the document:
- Click Save to PDF on the top bar.
 - The computer's File Explorer window opens.
 - Using the file manager, navigate to the desired location on the computer to save the file.
 - Click Save.
7. A window displays a 'PDF Created' message.
8. Click Close to close the window.

16.6 Export Project File

This creates a file of your project with a tstudio extension. This can be used in any other BTT Writer version 11 program for either Desktop or Android.

Follow this process to export, or save, the project to a tstudio file:

1. Click the bar Export Project File.
2. The computer's File Explorer window opens to the backup folder for BTT Writer. Using the file manager, navigate to the desired location on the computer to save the file.
3. Click Save. A window displays a 'Project File Complete' message.
4. Click Close to close the window.

BTT Writer for the Desktop: Importing a Project

17.1 Watch the Video

Importing into BTT Writer

17.2 Introduction

The BTT Writer program enables you to import a project from various sources. To import a project:

1. Navigate to the Home page.
2. Click on the 3-dot icon at the bottom left of the window.
3. Select Import from the menu.

There are four options to choose from when importing to BTT Writer.

17.3 Import from Server

This requires an Internet connection.

If you are logged into BTT Writer with a server account (either WA's or Door43's content server), choosing this option opens a screen with a list of all your server online projects.

You could also search for another user's project:

1. Remove your user name from the left search field.
2. Type in the server user name of the user whose project you want to import.

Another possibility is to search for a project by the book name or language:

1. Remove your user name from the left search field.
2. Type in either the book abbreviation or the language code in the right field, or a combination of both (for example, fr_eph for French Ephesians).
3. Optional: type in a user's account in the User Name field to filter by the User.

Once you have located the project you wish to import:

1. Click the desired file to import it, or click **CANCEL** to close the option and return to the Import Options menu.
2. If you import the file, you receive a success message. Click **CLOSE** to close the window.

17.4 Import Project File

This process imports into the program a BTT Writer project from a file on the computer. These are files that have an extension of tstudio.

Follow this process to import a tstudio file:

1. Click **Import Project File** to import a project from the hard drive of the computer.
2. The program opens the file manager to the directory of the BTT Writer backups. Either choose one of the backup projects or navigate to the desired file. Hint: you will be able to view only the files that have an extension of tstudio.
3. Click to select the desired .tstudio file, and then click **Open**.
4. The import begins; when the import is completed a window displays a success message. Click **CLOSE** to close the window.

17.5 Import USFM File

This process imports a file that is formatted as a USFM document. Unified Standard Format Marker (USFM) is the international standard of Biblical text.

Follow this process to import a usfm file:

1. Click **Import USFM File** to import a file from the hard drive of the computer.
2. The program opens the file explorer to the BTT Writer backups folder. Navigate to find the desired file. **Hint:** you will be able to view only the files that have an extension of txt or usfm.
3. Make note of the language code contained in the file name, because you may need it in the next step. Click the desired file, and then click **Open**.
4. The USFM file itself may not contain the name of the target language. If not, you'll need to tell BTT Writer what target language the project uses. On the 'Choose a Target Language' screen you can search for the language by typing its code in the search field. Use the language code that you made note of from the file name. Click the target language to select it.
5. The remaining screens depend on what information is contained in the USFM file.
 - You may be asked to choose a category. Click the desired category to select it.
 - You may be asked to choose a book name. Click the desired book name to select it.
 - You may be asked to choose the project type. Click the desired type to select it.
6. The import begins, and when the import is completed a window displays a success message. Click **CLOSE** to close the window.

17.6 Import Source Text

If you have a file containing source text that you want to use for a project, you can select this option to do so. Refer to the information on <http://resource-container.readthedocs.io/en/latest/index.html> to create your own source text file that can be imported into the BTT Writer program.

Making the choice to import source text opens the File Manager. Navigate to the desired source text file, click the file name, and click **Open** to import it.

17.7 Importing Duplicate Projects

If you are importing a project that is the same as a project already in the local program, you will receive a warning message that states:

- For a USFM file:

Overwrite?

This target translation already exists.

Overwrite?

- For a project file:

Project Already Exists

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

The possible actions for dealing with importing duplicate projects are:

- Cancel: Clicking Cancel closes the message and the project does not get imported.
- Merge Projects
 - The importing process continues.
 - When the message that the import is complete shows, click **Close**.
 - Open the project.
 - If the imported translation has recent changes, they now show in the text.
- Overwrite Project
 - **Warning:** Choosing to overwrite the project removes all information on the computer related to the previous local project and substitutes it with the information from the imported project.
 - We recommend that you do not choose this option if you have previously uploaded the project to the server.
 - If you run into difficulty you can always contact helpdesk@techadvancement.com for help or submit a ticket using the following link: <https://www.techadvancement.com/submit-ticket/>.

17.8 Merge Conflicts

Occasionally, there may be differences between the information in the program and the information that is in the imported project. This is known as a conflict. When this happens, you see this message:

Import Complete

Your project has been successfully imported. There are 2 chunks that contain new conflicts that need your attention.

Resolve the differences by following these steps:

- Click **Close** to close the message window.
- Open the project.
- Observe that there is a triangle icon in the left column. Click the triangle icon to view only the chunks with a conflict.
 - The text that was in the translation before the import is in a green box.
 - The text that is new is in the blue box.
 - Choose the text that has the preferred translation by clicking on that box.
 - Click **Confirm** to use the selected text. Click **Cancel** to not select the text.
 - The text that you did not select disappears.

Repeat all the above steps until all the conflicts have been resolved by choosing the desired translations. If you run into difficulty you can always contact helpdesk@techadvancement.com for help or submit a ticket using the following link: <https://www.techadvancement.com/submit-ticket/>.

NOTE: resolve all conflicts before doing another export or import of the project.

BTT Writer for the Desktop: Making Your Project Accessible

18.1 What Is Accessibility

Accessibility means making a Bible translation available in whatever format the local church desires. Do they want to print copies as needed? Do they want to be able to view the project on a cell phone or tablet?

18.2 Making Accessible on WACS

When you upload your work to the Wycliffe Associates Content Server (WACS) it is automatically available online under your user account. You can upload to the server as often as you wish to create a backup of your work. (See [Upload/Export Your Work](#).) When you upload, BTT Writer displays the direct URL for your project on the WACS server.

Uploaded translations are available online to anyone at the URL: <https://content.bibletranslationtools.org>. For user friendly content, click **See in Reader**, or use the URL <https://read.bibletranslationtools.org>.

From the WACS project page you can:

- See the web version of a project
- Download the repository as a zip or TAR file
- Download the source files (USFM) for a project
- View or print warning and error messages
- Interact with others about a project
- Print the translation

18.3 Making Accessible on Bible in Every Language

Several translations are available for viewing in the Bible in Every Language website (BIEL) at <https://bibleineverylanguage.org/translations>. You can work through your contact at WA to get a translation published on BIEL.

18.4 Reviewing the Project

You can use BTT Writer to ensure that the project is complete and that all contributors are listed. You can perform project review by completing the following steps:

1. In BTT Writer, load your project.
2. Click the 3-dot icon to access the options menu.
3. Click Project Review (the double check marks icon).
 - Click the Project tab – Review sections of the book for final review.
 1. We suggest that you review any chunk that has a review button. These are chunks that are not marked done.
 2. Click the Review button to finish translating, or set the verse markers and then slide the ‘done’ toggle.
 - Click the Contributors tab – This is where you enter who translated the work. Remember that the names will be publicly available.
 1. Click the Name or Pseudonym line and enter a contributor’s name, or their pseudonym if they do not wish their name to be published.
 2. Click the check box to indicate that this person has agreed to the terms of use.
 3. Click Add Contributor to add the translator.
 4. When you have finished adding contributors, click Next to continue.
 - When you either click Next in the step above, or click the Upload/Export tab, you are presented with Upload/Export Options.
 1. Select Upload to Server (requires an Internet connection). Note: The server to which the project will be uploaded in the one specified in the Server Suite setting – see [BTT Writer for the Desktop: Modifying Program Settings](#).
 2. A pop-up message appears after a successful upload. This pop-up message includes the repository that the translation is in on the content server.
 3. Click the link to view the repository. If you are viewing the WACS server, click “See in Reader” for a read-friendly view.

Must All Contributors Be Named?

Due to copyright laws (and these exist no matter what country you are in and no matter what people tell you about laws in that country), you must list every contributor as they prefer to be mentioned – the person’s name or pseudonym.

BTT Writer for the Desktop: Modifying Program Settings

There are several settings for the BTT Writer program that you can view or modify. To open the settings window, click the 3-dot icon at the bottom left of the screen and click Settings on the menu.

Click the Back Arrow at the top left of the screen to exit the settings window.

The Settings window is the same regardless of whether you invoke it from the home screen or from a project screen.

The Settings window enables personalization of the program. It also displays useful information. Settings are divided into five categories:

1. General
2. About
3. Legal
4. Advanced

19.1 General Settings

The General settings are as follows:

1. **Gateway Language Mode:** Select this setting if you are working to translate Bible resources into a gateway language. See [How do I set up to translate Bible resources \(GL project\)?](#).
2. **Blind Edit Mode:** Select this setting to enable the Blind Edit view for a text project. See [How do I set up to translate the Bible or Open Bible Stories?](#).
3. **Target Translation Font:** The font of the translated text
 - The name of the chosen font is displayed. Click **Target Translation Font** to change the displayed font in the text.

- A pop-up window shows the available fonts. Scroll through the names of the fonts and click the name to select the desired font, and then click **CONFIRM**. (If you have installed a font to your computer but it does not appear in the list, see [Adding Fonts](#).)
4. **Source Translation Font:** The font of the source text
 - The name of the chosen font is displayed.
 - Click **Source Translation Font** to change the displayed font in the source.
 - A pop-up window shows the available fonts. Scroll through the names of the fonts and click the name to select the desired font. When you have selected a font, the pop-up window disappears. (If you have installed a font to your computer but it does not appear in the list, see [Adding Fonts](#).)
 5. **Target Translation Font Size:** The size of the translated text
 - The size of the chosen font is displayed. Click **Target Translation Font size** to change the displayed font size in the text.
 - A pop-up window shows the available sizes. Click the desired size to select it. When you have selected a font, the pop-up window disappears.
 6. **Source Translation Font Size:** The size of the source text
 - The size of the chosen font is displayed.
 - Click **Source Translation Font Size** to change the displayed font size in the text.
 - A pop-up window shows the available sizes. Click the desired size to select it. When you have selected a font size, the pop-up window disappears.
 7. **Backup Location**
 - Shows where backups are stored on your computer. The program automatically backs up your work every 5 minutes.
 - Click **Backup Location** to change where backups are stored.

19.2 About Settings

These settings cannot be changed by the user; they are only for display.

1. **App Version** - The version of BTT Writer
2. **Git Version** - The version of Git (version control software)
3. **Data Path** - The path to data used by BTT Writer

19.3 Legal Settings

Click **Legal** to view important legal information.

- **License Agreement** - read what you are permitted to do with the content in the program and the content that you create.
- **Statement of Faith** - you, the user of the program, agreed to this the first time the program was started. Read this to review what the Essentials Beliefs are.
- **Translation Guidelines** - read this document to learn about the guidelines that can help the translator clearly, accurately and naturally translate the text.

- **Software Licenses** - this file contains all the licenses for the various softwares that are used to create the BTT Writer program.
- **Attribution** - read this document to learn about the restrictions of using the derivative works and name branding.

These settings cannot be changed by the user; they are only for display.

19.4 Advanced Settings

- **Server Suite (e.g. WACS or DCS):** Specifies the content server where you can upload or import translations. Choose between the Wycliffe Associates Content Server (WACS) or the Door43 Content Server (DCS). Changing this setting also automatically changes the values for the next 2 settings shown below.

Note: If you change this setting, you are prompted to close and reopen the BTT Writer program.

- **Data Server:** The WACS or Door43 server, depending on what you choose for Server Suite. Don't change this value unless directed to do so by a support technician.
- **Media Server:** The WACS or unfoldingWord media server, depending on what you choose for Server Suite. Don't change this value unless directed to do so by a support technician.
- **Developer Tools:** You should not open developer tools unless directed to do so by a support technician.

Updating Program Elements

Select **Update** from the Options menu on the home page to see the options for updating program elements. You must be connected to the internet to exercise any of the update options.

The options are:

- Update List of Available Source Texts
- Download Available Source Texts
- Update List of Available Target Languages

20.1 Updating Source Text Lists

To update the source text lists, select **Update List of Available Source Texts** from the Update menu. This process updates **ONLY** the list of the available source texts, not the texts themselves. The purpose for downloading only the list of source texts is to reduce the number of files that would need to be downloaded. You will need to download a source text before using it.

Updating the list takes several minutes, so you need to wait for the process to complete.

Note: You may receive a notice that the process is not complete; sometimes this notice is not accurate.

When the process is complete, the program notifies you of the number of new source texts that you can download. You may close the window.

The program now presents you with choices to download selected source texts. If you don't want to download now, click **Home** in the breadcrumbs at the top of the page. If you do wish to download one or more source texts, the process is shown below.

20.2 Downloading Available Source Texts

When you choose **Download Available Source Texts** from the Update menu, you have a choice to look at the source texts in one of two ways:

- By Language – this choice enables you to download multiple books at once for a single language. If you choose to view by language and select a language, only the books that are available for that language are shown. Other books may become available as more source texts get translated and checked.

NOTE: The choice of ‘By Language’ also enables the downloading of the Translation Words and OBS resources.

1. Type the language name in the search box or scroll to the desired language.
2. Click the language to select it (if you click a language by mistake, click the back arrow next to the language to return to the language list.)
3. On the Choose Category list, click to select a category. Some languages have more or fewer categories, depending on what source texts are available. The Category of ‘Other’ contains the Translation Words (bible), OBS source, and OBS Translation Words. (The best choice is to choose the Translation Words (bible).)
4. Click the check box next to the source text(s) you wish to download, and then click Download.
5. The selected text(s) download (this may take a few minutes) and then you should receive a success message. Click Close.
6. The downloaded texts have a green check mark next to the name on the Source list.

Note: You may receive an unsuccessful message. One or more choices have a red x next to the name. This source text was not downloaded. You may try again to download the texts that were not successfully downloaded.

- By Book – this choice enables you to download multiple languages at once for a single book. If you choose to view by book, only the languages for which that book is available are shown. Other books may become available as more source texts get translated and checked.

NOTE: The choice of ‘By Book’ also enables the downloading of the Translation Words and OBS resources.

1. Click to select a category. The possible categories are:
 - Old Testament: Opens a list of Old Testament books
 - New Testament: Opens a list of New Testament books
 - Other: Enables you to download the Translation Words (bible), OBS source, and OBS Translation Words.
2. Once you have selected a book category, a list of available source texts opens. Select one or more source texts and click Download.
3. The selected text(s) download (this may take a few minutes) and then you should receive a success message. Click Close.
4. The downloaded texts have a green check mark next to the name on the Source list.

Note: You may receive an unsuccessful message. One or more choices have a red x next to the name. This source text was not downloaded. You may try again to download the texts that were not successfully downloaded.

20.3 Updating List of Available Target Languages

Select **Update List of Available Target Languages** from the Update menu to update the list of all the target languages available in the program.

A progress window opens. At the end of the process a message shows how many new target languages were added. Click **CLOSE** to return to the Home screen.

CHAPTER 21

Using the Translation Resources

To help translators make the best translation possible, resources have been created. Once you have consulted the resources, then you are ready to make the best translation. Please use these resources when checking your translation!

The Resources include:

21.1 Words

The Words are important terms found in the Bible. It is crucial that they be translated correctly. Each Word has a small article written about it as well as cross-references to other places that term is used in the Bible to ensure that it has been translated correctly there, too. See https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tw/db1304c1a7/

21.2 Questions

The Questions are comprehension questions that can be used to check the translation. These questions can be asked of anyone checking the translation work. Can the Target Language translation be used to correctly answer each of the questions? Read the question, answer the question from the information in the translated text, look at the answer in the program. Do both of the answers match? If so, then the translation is clear and accurate.

For Bible questions, see https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tq/615fc363a5/

21.3 Notes

The Notes are cultural, linguistic, and exegetical notes that help to describe and explain the context in which the stories from Open Bible Stories and the Bible were written. They also inform the translator of options available to them. See Using the Notes for more information.

For Bible notes, see <https://bibleineverylanguage.org/translations/> and select the Bible book under ULB Translation Notes.

21.4 Help in Using the Resources

All of the Notes, Words and Questions are included in the BTT Writer program. They are available to use in any text project. For additional information on how to use these resources, see the Translation Resource section of the Wycliffe Associates Translation Manual at https://read.bibletranslationtools.org/u/WycliffeAssociates/en_tm/34580d05a9/02-translation%20theory%20and%20practice.html#section-container-5.

22.1 Translator Handouts

Use these handouts to give to the mother-tongue translators. This might help them remember the steps.

Title	Links
All Handouts	Android
Installing BTT Writer	Android
Creating a Server Login	Android
Starting a New Project	Android
Navigating	Android
Translating	Android

22.2 Video Demonstrations

Complete playlist of BTT Writer Demos

Table 1: Video Demos

Android	Desktop
Installing BTT Writer	Installing BTT Writer
Opening BTT Writer	Getting Started
Creating a Server Account	
Agreeing to Terms of Use	
Starting a New Project	Setting Up Your Work
Navigating	Navigating
Translating and Editing	Performing Translation
Translating Footnotes	Checking and Editing
Uploading and Importing	Uploading and Exporting
	Importing Projects and Source Files

22.3 Power Point Presentations (with PDFs)

Table 2: Presentations

Title	Android	Desktop
Getting Started	* PowerPoint or PDF	* PowerPoint or PDF
Starting a New Project	* PowerPoint or PDF	* PowerPoint or PDF
Performing Navigation	* PowerPoint or PDF	* PowerPoint or PDF
Performing Translation	* PowerPoint or PDF	* PowerPoint or PDF
Translating Footnotes	* PowerPoint or PDF	* PowerPoint or PDF
Uploading, Exporting, and Importing a Project	* PowerPoint or PDF	* PowerPoint or PDF
Changing Program Settings	* PowerPoint or PDF	* PowerPoint or PDF
Updating Program Elements	* PowerPoint or PDF	* PowerPoint or PDF
Making Your Project Accessible	* PowerPoint or PDF	* PowerPoint or PDF

22.4 Manuals

You can download the following user manuals with screenshots (PDF format):

[BTT Writer for the Desktop](#)

[BTT Writer for Android](#)

23.1 Translator Handouts

Distribuez ces documents aux traducteurs de langue orale afin de les aider à se souvenir des démarches à suivre. Cliquez sur le lien pour télécharger le document sur votre appareil.

Title	Links
Installation	Android
Création d'un compte Serveur pour le Logiciel BTT Writer	Android
Commencer un Nouveau Projet dans BTT Writer	Android
Naviguer dans le BTT Writer	Android
Exécution de la Traduction dans BTT Writer	Android

23.2 Power Point Presentations (with PDFs)

Table 1: Presentations

Title	Android	Desktop
Commencer	PowerPoint or PDF	PowerPoint or PDF
Commencer un Nouveau Projet	PowerPoint or PDF	PowerPoint or PDF
Comment Naviguer	PowerPoint or PDF	PowerPoint or PDF
Effectuer Traduction	PowerPoint or PDF	PowerPoint or PDF
Traduction des Notes de bas de Page	PowerPoint or PDF	PowerPoint or PDF
Modification des Paramètres du Programme	PowerPoint or PDF	PowerPoint or PDF
Mise à jour des éléments du Programme	PowerPoint or PDF	PowerPoint or PDF
Publier un Projet	PowerPoint or PDF	
Téléchargement Exportation et Importation dun Projet	PowerPoint or PDF	PowerPoint or PDF

Latin American Spanish Appendix

24.1 Translator Handouts - Coming Soon

Use these handouts to give to the mother-tongue translators. This might help them remember the steps.

Title	Links
All Handouts	Android
Installing BTT Writer	‘Android <>’_
Creating a Server Login	‘Android <>’_
Starting a New Project	‘Android <>’_
Navigating	‘Android <>’_
Translating	‘Android <>’_

24.2 Power Point Presentations (with PDFs)

Table 1: Presentations

Title	Android	Desktop
Iniciando	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Empezando un Nuevo Proyecto	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Llevando cabo Navegacion	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Ameastrado Traducion	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Traduciendo las Notas	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Cargando, Esportando, Importando Proyecto	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Cambiando Ajustes Prgrama	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Actualizando Elemento Programa	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_
Publicando Proyecto	* PowerPoint or PDF	* PowerPoint <>_ or PDF <>_