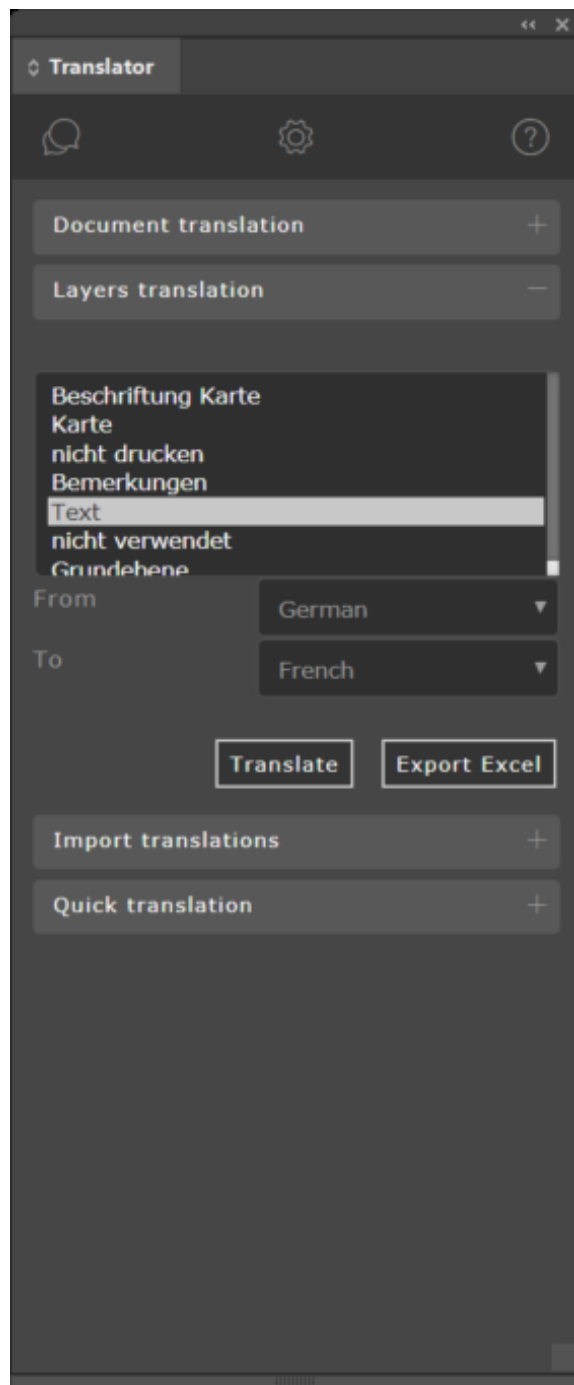


# Translator 1.0 Guide

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## Introduction

In this document I'm going to guide you through the installation process of Translator 1.0, then I'll explain the basic configuration of the plugin and how to get the most of it!

## Prerequisite

Translator provides an integration of the Google Cloud Translation API inside Adobe InDesign , in order to get use this add in you need to create an account and generate an API key.

For more information please follow this tutorial ( by [eddiesigner](#) ) :

<https://github.com/eddiesigner/sketch-translate-me/wiki/Generate-a-Google-API-Key>

## How to install:

Download the ZXP file and use ZXPInstaller ( <https://zxpinstaller.com/> ) or Anastasiy's Extension Manager ( <https://install.anastasiy.com/> ) and follow the instructions to install the plugin.

If for any reason the installation fails, you can change the extension of the downloaded archive to zip and extract it to one of the following folders:

### For Windows users:

Win(x86): *C:\Program Files\Common Files\Adobe\CEP\extensions*

Win(x64): *C:\Program Files (x86)\Common Files\Adobe\CEP\extensions, and C:\Program Files\Common Files\Adobe\CEP\extensions*

### For Mac users:

*/Library/Application Support/Adobe/CEP/extensions*

After installing the extension, please follow these steps:

Know your CEP supported version:

<b>Application</b>	<b>2017 Version</b>	<b>2018 Version</b>	<b>2019 Version</b>	<b>CC 2020 Version</b>
Adobe InDesign	12 (CEP 7)	13 (CEP 8)	14 (CEP 9)	15 (CEP 9)

For windows users:

Download the corresponding file to your installed product

[https://drive.google.com/open?id=1QVSX\\_AMOku9f-9d\\_TSC118V5q5jqAZTI](https://drive.google.com/open?id=1QVSX_AMOku9f-9d_TSC118V5q5jqAZTI)

For example, if you're using Adobe InDesign 2018, download Debug Mode ON CEP 8.reg and execute it and that should be all!

For Mac users:

Execute one of the following commands depending on your CEP version:

Version	command
CEP 7	defaults write com.adobe.CSXS.7 PlayerDebugMode 1
CEP 8	defaults write com.adobe.CSXS.8 PlayerDebugMode 1
CEP 9	defaults write com.adobe.CSXS.9 PlayerDebugMode 1

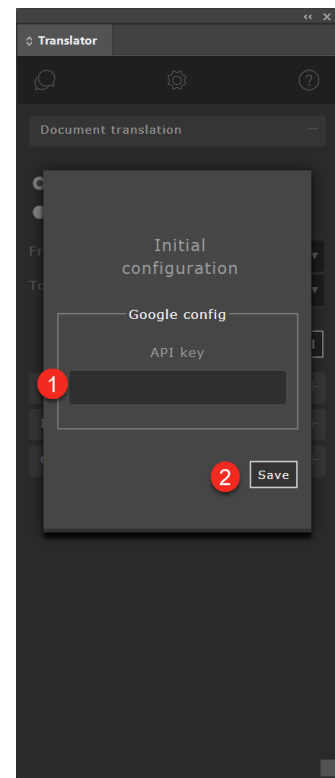
If you followed everything and still can't get Translator to work, don't hesitate to contact me on "oussama.touzni@gmail.com" or [contact@it-tun.com](mailto:contact@it-tun.com) and specify "Translator Support" as subject so I can get back to you as soon as possible.

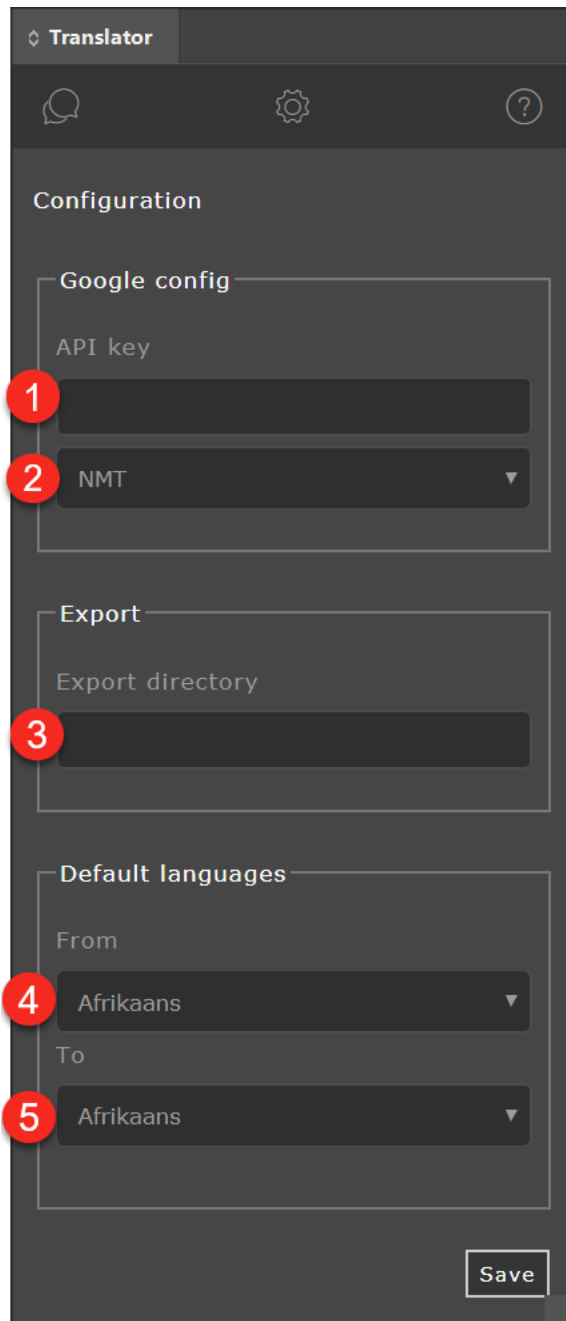
## Configuration

After completing the installation successfully, on the first launch of the plugin you will be prompted to enter your Google Translation API key:

Enter your key in the specified text field (1) and click save (2).

you'll be redirected to the settings tab to continue configuring your add in.

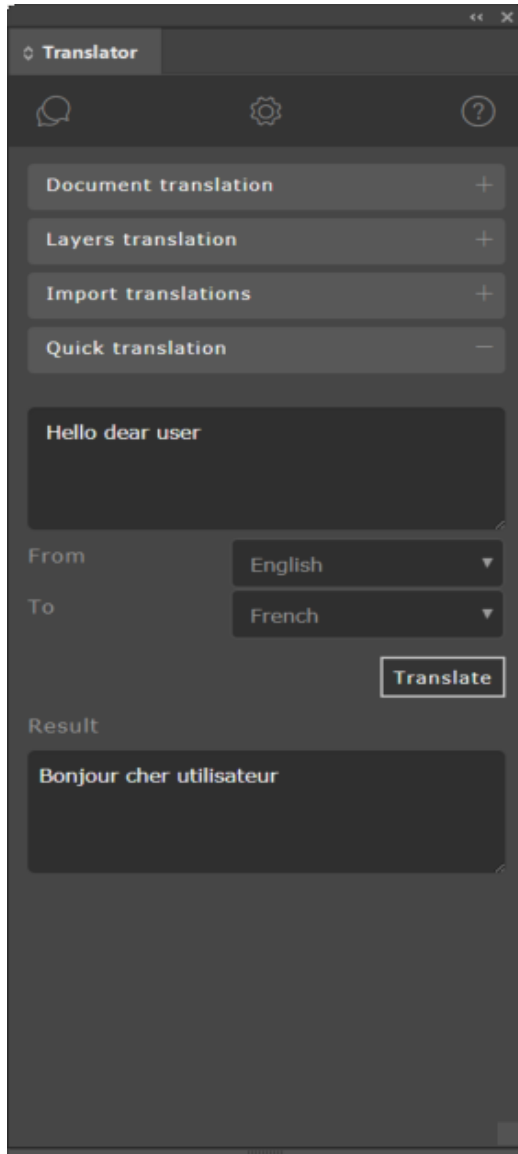




- 1- The API key you entered in the initial config step
- 2- Google translation mode
- 3- Export directory for excel files
- 4- Default translation source language
- 5- Default translation target language

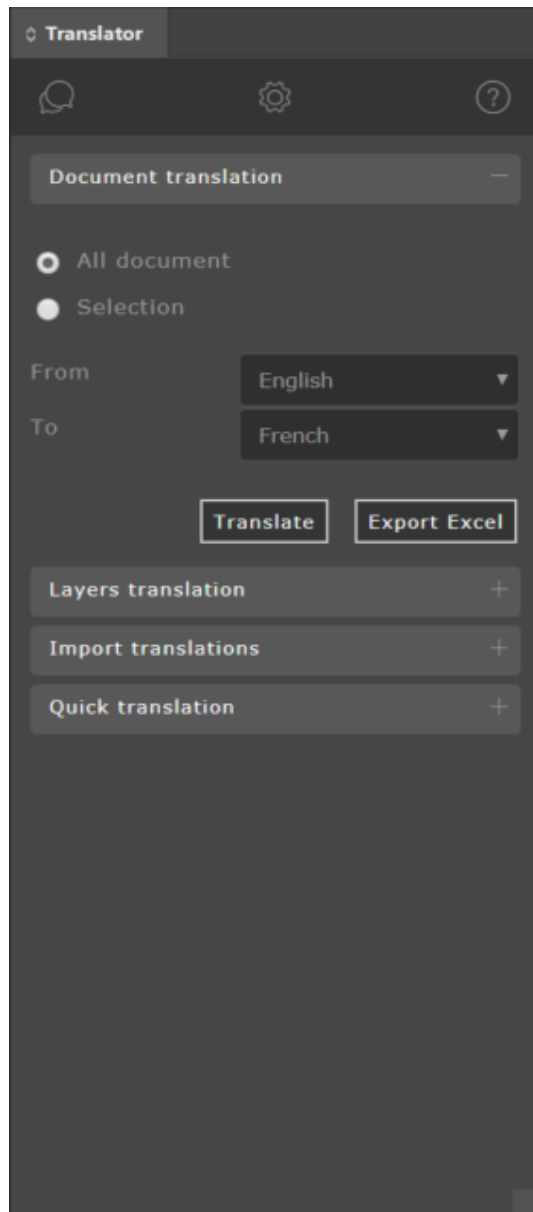
## Features

### Quick translation



While you're editing an Adobe InDesign document and you aren't sure about the correct translation, don't head over the browser, you can directly translate your texts from the Translator plugin.

## Document translation

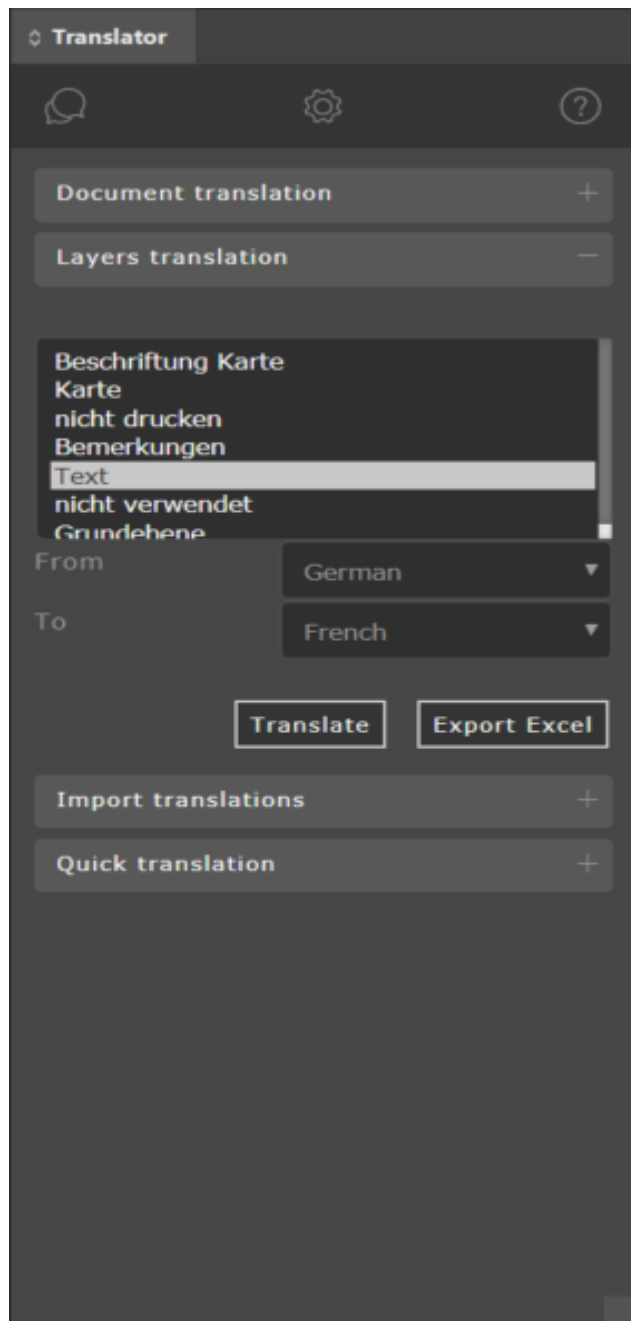


Translator offers you the possibility to translate either selected frames or the whole document with a single click,

Translation process was optimized and written in an intelligent way to handle even large files without hitting the Translation API limits.

You can choose to apply translations directly or export the translations to an excel document, have you native translator take a look at them for quick corrections, after that simply import them and they'll be applied to your document.

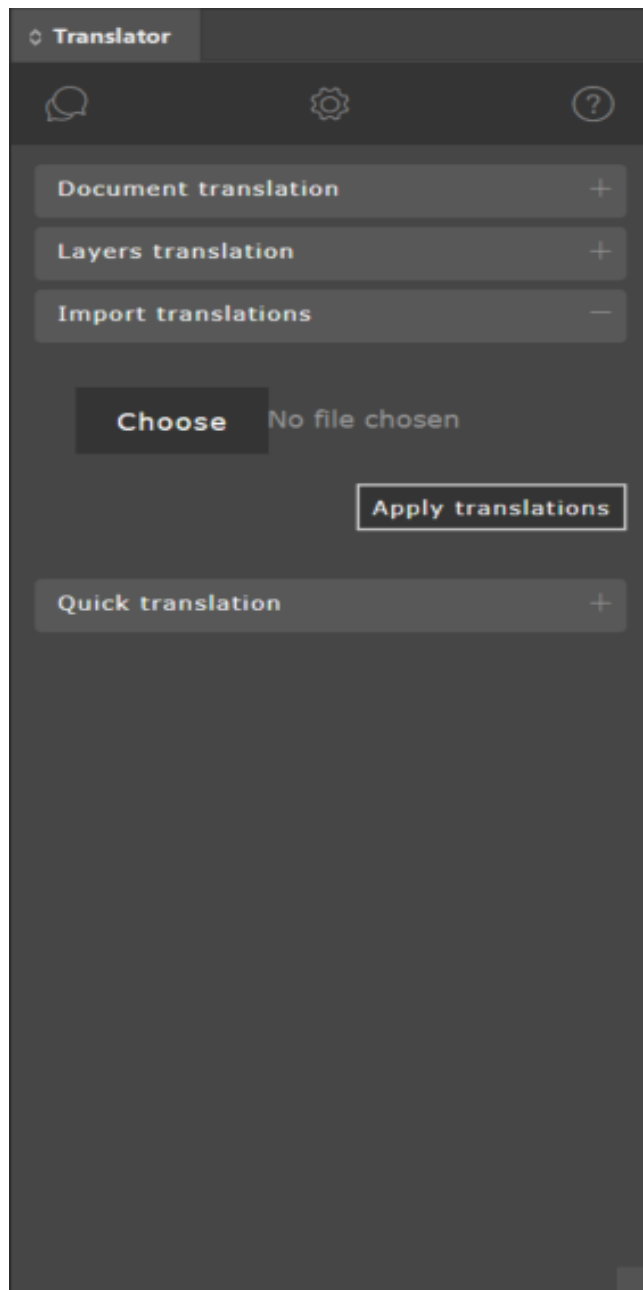
## Layers translation



You have multiple text layers in your document, every layer is written in a different language and needs to be translated to another language different from the others ... seems like something complicated, but don't worry we thought about it! With the layers' translation feature, select which layers you want to translation, the source and target languages and hit translate, the plugin will create a new layer for each one selected with the corresponding language !

for example : "Text" is selected -> Translate -> Text\_fr will be created with all the textFrames of "Text" translated to French. Awesome isn't it? of course you can always export the translations to excel, have them reviewed and import them back!

## Import



The magic happens here when you're importing reviewed excel files, if they're resulting from layers translation new layers will be created, if they're resulting from document translation they'll be applied to the document or the selection directly! a few click and you're all set !



Still need some help? Watch these two explicative videos!

<https://youtu.be/Ha5Px38Adb0>

<https://youtu.be/IDc2dOsKlm0>

Thanks for putting your trust in our product , more information will be available soon on <https://it-tun.com/> , if you need and help please don't hesitate to contact me on "oussama.touzni@gmail.com" or [contact@it-tun.com](mailto:contact@it-tun.com) and specify "Translator Support" as subject so I can get back to you as soon as possible.