

Application Programming Interface - API

Overview

The Déjà Vu X3 API is a set of components that allow you to use the Déjà Vu X3 *engine* from your own programs and perform most of the same tasks (particularly project management tasks) that can be performed using the Déjà Vu X3 user interface.

Architecture

Déjà Vu X3 itself is split up into two main components – the *engine*, which implements all of the project, TM and TB handling functionality, and the *user interface*, which is how the user interacts with it. The user interface calls the engine objects in order to perform most of the tasks in DVX3, so by calling the engine directly you have access to most of the functionality in DVX3 (except for those parts that are specific to the user interface).

The DVX3 API is exposed as a set of COM (Component Object Model) objects that can be called from most programming languages, such as C/C++, VBA, VBScript and .NET (through COM Interop).

Functionality

The engine exposes methods to create, open and manipulate project, TM and TB objects, allowing you to write your own code to **automate project management tasks** such as the following:

- Creating projects
- Adding and importing source files
- Attaching TMs and TBs to projects (including TEAMserver ones)
- Pretranslating projects
- Analyzing projects
- Exporting/reimporting satellites
- Exporting/reimporting external views (to RTF, Trados WB, XLIFF)
- Running QA checks
- Exporting translated files
- Creating TMs and TBs
- Importing/exporting data from TMs and TBs
- Divide & Dispatch

We can provide example code in C# and VB6/VBA, and we have a simple reference document listing all of the objects and methods exposed by the API, together with explanations for most of the commonly used functionality (particularly for the Project object).