

# Available attribute fields and their usage on segment level in the TM

Basic structure: One source segment can have multiple target segments associated with it.

```
typedef struct _TMX_RECORD
{
    LONG   IRecordLen; How many bytes of the 16 kb of the record for the whole entry including source, targets and attributes are acutally in use
    USHORT usSourceRecord; Offset from beginning of record to source record in bytes
    USHORT usFirstTargetRecord; Offset from beginning of record to first target record in bytes
} TMX_RECORD, * PTMX_RECORD; //structure of the source segment
typedef struct _TMX_SOURCE_RECORD
{
    LONG   IRecordLen; How many bytes of the 16 kb of the record for the source are acutally in use
    USHORT usSource; Offset from beginning of the source record to source record in bytes
    USHORT usLangId; id of the source language (same language can have different IDs in different TMs)
} TMX_SOURCE_RECORD, * PTMX_SOURCE_RECORD; //structure of the target segment
typedef struct _TMX_TARGET_RECORD
{
    LONG   IRecordLen = 0; How many bytes of the 16 kb of the record for the target are acutally in use
    USHORT usTarget = 0; Offset from beginning of the target record to target record in bytes
    USHORT usClb = 0; Offset from beginning of the target record to target control block in bytes
} TMX_TARGET_RECORD, * PTMX_TARGET_RECORD; //control block structure in target record
typedef struct _TMX_TARGET_CLB
{
    //start of target control block
    TIME_L ITime; //creation time
    TIME_L IUpdateTime; //added by Orest, not functional yet
    ULONG ulSegmId; //segment ID like we have it in TMX file and update request; can be 8 bytes max
    USHORT usLangId; //id of the target language (same language can have different IDs in different TMs);
    USHORT usFileId; // id for document name as saved in TM table for document name as send on update request
    USHORT usAuthorId; // id for author as saved in TM table for author as send on update request
    USHORT usAddDataLen; // new for Major_version6: Length of following context and additional info data
    BYTE bMultiple; //we need to find out, what this is used for
    BYTE bTranslationFlag; // flag that says something about the origin of the segment - we need to find out, what values are allowed. Probably it is set by
    the attribute "type" of the update request
} TMX_TARGET_CLB, * PTMX_TARGET_CLB;
```