

ChatScript Wiki (user guides, tutorials, papers)

ChatScript Guide To Documentation © Bruce Wilcox, <mailto:gowilcox@gmail.com>
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ChatScript has a lot of documentation in various manuals, so knowing what to read may seem daunting. Here is an overview.

Basic ChatScript for starters

- What is ChatScript? Overview of the design goals and abilities of CS. Not necessary to read.
- ChatScript Basic User Manual This explains how to run CS, how to understand basic CS ideas like rules, topics, and concepts. A must starting place.
- ChatScript Tutorial A brief step-by-step on creating a chatbot travel agent, written by a CS user.
- ChatScript Memorization A simple explanation of how to “learn” data about the user.
- ChatScript Common Beginner Mistakes Here are a collection of common beginner mistakes.

Predefined Bots

- Bot Harry - basic bot A brief overview of the simple Harry bot and how to make simple modifications. Potentially useful for a beginner read.
- Bot NLTK – NL analysis bot A brief description of how to run the NLTK bot. Not useful for most people, especially if NLTK means nothing to you.
- Bot Stockpile – planner bot A brief description of how to run the Stockpile bot. Not useful for most people. It’s about planner capabilities of CS.
- Bot Postgres – postgres bot Illustration of using Postgres database.
- Bot German An illustration of hooking in an external pos-tagger for foreign language support.

Advanced ChatScript

- ChatScript Advanced User Manual Once you’ve master basic CS, this is the place to go next.
- ChatScript System Functions Manual A listing of all the functions of CS.

- ChatScript Fact Manual A discussion of how to manipulate facts in CS.
- ChatScript Json ChatScript support for Json
- ChatScript Overview Input to Output An overview of the process of converting input to output. Not necessary except for really advanced users wanting the appropriate mental model.
- ChatScript Pattern Redux A terse but detailed look at everything involving rule patterns.
- ChatScript System Variables and Engine-defined Concepts Engine-defined Concepts. System Variables. Control over Input. Interchange Variables.
- ChatScript Command Line Parameters Command line parameters details and usage.
- ChatScript Multiple Bots How to control multiple bots in a single server.
- Installing and Updating ChatScript Installing on Windows, Mac, Linux. Updating ChatScript (advanced).

Test and Debug

- ChatScript Finalizing a Bot Once you have built a bot, how to polish it and make sure it is “ready”. A bot will likely never be complete because you will want to keep improving it.
- ChatScript Testing Manual The features of CS that support debugging, including tracing.
- ChatScript Debugger Built-in text oriented step debugger.

Specialized ChatScript

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Servers and Clients

- ChatScript ClientServer Manual How to configure and run CS as a server. And thinking about CS on mobile.
- ChatScript External Communications How to embedding ChatScript inside another main program, calling programs on the OS from ChatScript, and getting services via the Internet from ChatScript.
- ChatScript Amazon Server How to install CS as a server on Amazon AWS.
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Esoteric ChatScript

- ChatScript Control Scripts Brief overview of writing your own control scripts
- ChatScript Analytics Debug functions that can dissect log files.
- ChatScript Document Reader How to use CS to acquire information from a document.
- ChatScript Javascript How to write outputmacros in Javascript and call them.
- ChatScript Mongo How to use the Mongo db directly from CS
- ChatScript Planning How to use CS as an HTN (hierarchical task network) planner.
- ChatScript PosParser How to use grammar/parsing in CS patterns.
- ChatScript PostgreSQL How to use the Postgres database directly from CS.
- ChatScript Exotica Brief old interesting scripting tips
- ChatScript Foreign Languages Running CS in a language other than English.
- ChatScript Engine How the internals of the engine work and how to extend it with private code.

Papers in order

- Paper - ChatBots 102 My first paper, looking at the flaws of AIML and why I felt I could do better (before Suzette won anything).
- Paper - Pattern Matching for Natural Language Compares CS, AIML, and Facade
- Paper - Suzette The Most Human Computer How our first chatbot came about, won the Loebner's, and differed from AIML.
- Paper - Speaker for the Dead Applying chatbots to manage people's accumulations of papers, photos, etc.
- Paper - Google Talk A talk I gave at Google about my history, CS, and writing code to act out stories
- Paper - Writing a Chatbot Useful discussion on how to think about writing a chatbot
- Paper - ARBOR_ MakingItReal Useful discussion on how to think about writing a chatbot

- Paper - Winning 15 Minute Conversation The conversation (1 of 2) that had our chatbot easily win best 15 minute conversation at ChatBot Battles 2012.
- Paper - Winning the Loebner's Realities of the Loebner competition and additional ideas of english applied to chatbots
- ChatScript Training A slide series on how CS works and how the engine works.