ChatScript Guide To Documentation
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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 briew 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.

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 that do not involve facts.

ChatScript Fact Manual

    A discussion of how to manipulate facts in CS.

ChatScript Json

    ChatScript support for Json

ChatScript Debugging Manual

    The features of CS that support debugging, including tracing.

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 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 Control Scripts
    Brief overview of writing your own control scripts

ChatScript Pattern Redux

    A terse but detailed look at everything involving rule patterns.

ChatScript Training

    A slide series on how CS works and how the engine works.

Specialized ChatScript

Servers and Clients

    ChatScript ClientServer Manual

        How to configure and run CS as a server. And thinking about CS on mobile.

    ChatScript Amazon Server

        How to install CS as a server on Amazon AWS.

Esoteric ChatScript

    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 External Communications

How to communicate with external system like HTTP or the local machine.

ChatScript Exotica

Brief old interesting scripting tips

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