

## Basic Harry Bot

ChatScript comes with a simple bot, already compiled, called Harry. He has a minimal knowledge of his personal life (childhood) and the ability to quibble and stall in response to most anything else.

### Simple Editing the Script

To change the script, use some word editor (WORD, notepad, whatever) and open up RAWDATA/HARRY/introductions.top. In it find the line at the bottom that says *My name is Harry* and change it to *My name is Harry Potter*. Then, while running the ChatScript engine, (having provided a user name), enter `:build Harry`. This rebuilds the simple script and reinitiates a conversation. You can then type in *What is your name?* and get back your new answer. The quibbles are all in files under RAWDATA/QUIBBLE, sorted by kind of sentence.

In RAWDATA/skeleton.top there are a whole slew of predefined topic declarations with keywords. You create some new topic file perhaps based on one of the topics listed and then dump it into the HARRY folder and do `:build Harry`.

### Simple Modification

OK. Let's look at actually changing the system.

In the RAWDATA/HARRY folder are several files. `simpleControl.top` is your control script. `introductions.top` contains your startup script and `childhood.top` contains the only real conversation topic. `Keywordless.top` is a junk place to store any responder that has no other natural home topic. This directory, HARRY, is listed in the top level file *fileHarry.txt* so ChatScript will access all files in that directory.

When you make changes to one of these *.top* files, you compile them by typing `:build harry` to the chatbot. This replaces some content in the TOPIC directory (and maybe the VERIFY directory) and reloads all files so you can immediately try out your changes. Because you can have a lot of files and data, the system actually supports two stages of building data. Things that you don't expect to change often should be in files listed in *files0.txt* and are rebuilt using `:build 0`. Things you are actively changing a lot should go into files of *filesHarry.txt* and get rebuilt with `:build Harry` (or whatever you name your bot and files you have for it).

If you are editing topics files, then a simple build is all you need to do. If you are editing the control script, you will, after `:build`, also need to do `:reset user`. This is because when you finish the build, you are still running as the same user and your user data will still have the old variable values for things like bot name, bot prompt, etc. Doing `:reset user` discards your old data.

### Building your own bot

Let's say you want to build your own bot called Harold. First, create a new folder in rawdata called HAROLD. Then copy over all the files from HARRY into HAROLD. Then create a new top level file called *filesHarold.txt* and copy the content of *filesHarry.txt* into it, changing references of the HARRY directory to HAROLD. Then go edit the `simplecontrol.top` file in HAROLD to change all instances of

*harry* to *harold*. There are three instances: the name of the outputmacro, the value of \$botprompt, and the defaultbot table value.

Then do `:build harold` and then `:reset user`. You are now chatting with harold.