



- This document is an introduction for the botmasters
- How to create a bot:
 - Input content into the memory
 - Use the language as a bridge
 - Follow the visitor's dialogs

- The structure of the memory:

Question

Imagine a visitor's question

Answer

Enter the bot's answer to the question

Text

Input only the bot's answers
line by line

- Use of the wildcards
- Repeat a part of the question in the answer

Question

My name is _* _

Answer

Nice to meet you _* _

- Visitor question: my name is Fred
- Bot answer: nice to meet you Fred

- Use of the intro text
- Present your bot when the visitor comes in

Question

`_intro_`

Answer

Hi, my name is Lucy, talk to me!

- The visitor just arrives at the dialog page
- Bot answer: Hi, my name is Lucy, talk to me!

- The language structure
- A bridge between visitor and bot words

Word

Imagine a visitor's word

Linked word

Enter the bot's word linked to the visitor's word

- Visitor word: yellow
- Bot word: green

- Use of the words associated with text
- Answer to the visitor unknown questions!

Word

yellow

Mem Text

I like green

Linked word

green

- Visitor question: my color is yellow!
- Bot answer: I like green

- Use of the text field
- Quickly enter the language

Text

color;red;green;yellow
pets;cat;dog

- Visitor question: I like pets
- Bot answer: I have a cat!

- Analyse the dialogs

Question

Read the visitor questions

Answer

View your bot's answers

- Sentence by sentence, date by date
- The visitor is identified by its IP