

Ysalaya Create Guide

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Guide: version 1.1



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Ysalaya Create

Software

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1 Introduction

This guide explains the process of creation with the Ysalaya Create Software. The way to create elements and languages are described step by step. There are screen shots, beginners explanations and advanced tips. Sometimes, the process is explained two times or more ... on different words. This is just to share the skills.

This document is written while using Ysalaya Create Software, step by step. It does not cover all the features of the software. It is an introduction from scratch, from the very first beginning to use the Ysalaya Create Software.

The first step is to create one element and one language and to dialog with them.

Let's say you want to make a chatbot called "David". You want the user to dialog with your bot in English. In the Ysalaya Technology, the "David" bot is called the element. English is called the ... language! Thus, if you want to create the David bot speaking in English, you will have to create one element called David and one language called "English". All this process is explained into the Chatbot example.

Feel free to ask questions or to give feel-back via email to create@ysalaya.com.

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2 Chatbot example

This part is based on one example: a chatbot. The user will discuss with the chatbot into a language. The goal is to create a chatbot and a language. The chatbot is called the “element”. The language is chosen by the author of the creation.

Let's say the chatbot is called “David”, the language is called “David's English. Why do we called it David's English ? Because it is not all the English language, it is only a part of English which is known by David.

With the Ysalaya Technology, creating an element is almost like written a text. Thus we first “open” the David text and then enter step by step what we want David to know. In the same time we will create the language. And also we will test the dialog using our fresh creation.

So we want to create a chatbot. We need to create the element and the language. The element is “David”, the language is called “David”.

We will create two data files:

ys_david.element

ys_david.language

The files are named “ys_name.extention”. “ys_” is not mandatory! We can called them “david.element”. But as in this guide we build the example that is published with the software and as we want the authors to have most of the file name available, and because that the users can easily find the examples, we “postfix” them with “ys_”.

That's should mean every time you see an element or a language with “ys_” at the beginning of the name, you may think it is an “official” example if nobody changed it.

The element is linked to the language. We will first create an empty language and after create the element, and linked it to the language.

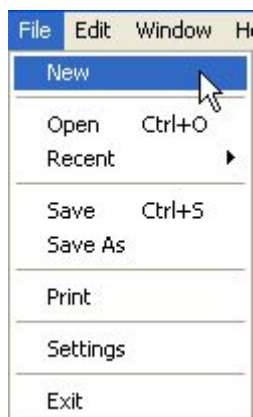
2.1 Create new file

To create the chatbot, you may first create two data files: one for the language and one for the element.

Use the [file] menu – [new] command to create element or language.

2.1.1 Create new language

Use the [file] menu – [new] command.



This command opens the [new] box.

Select the [language] type.

Enter the language name in the {name} field.

Enter the language file in the {file} field.

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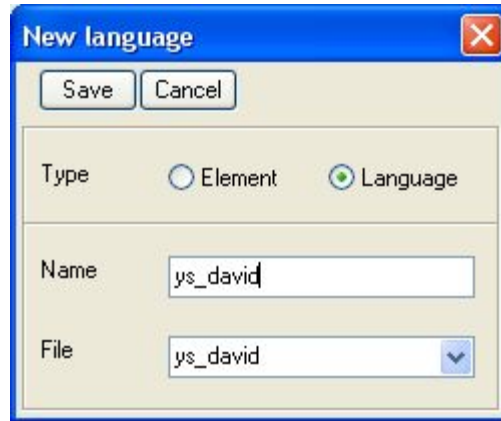
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Click on the <Save> button.

“ys_david” is the language name. The language name can be different from the language file name. Several authors can write a language called “English” to avoid overwriting on the computer, the several languages can have different file name with the same “visible/operational” name. So each time you create a language, you should think about a specific file name which can show your “touch/brand/difference”.

Example:

david_j23sun.language could be a nice name to track all the language from John, the 23 language he made. “sun” is the John attitude!

ys_david.language is the language example for the david element.

The language file is filled automatically with the language name. You can change it if you want, but we leave it like this.

2.1.2 Create new element

Come back to the [file] menu – [new] command.

This command will open again the new box.

Select the [element] type

Enter the element name in the {name} field

Enter the element file name in the {file} field.

Select the language in the {language} field.

The element name is used during the dialog to present the element, it is the public name of the element. The user will see this name at the beginning of each line of the

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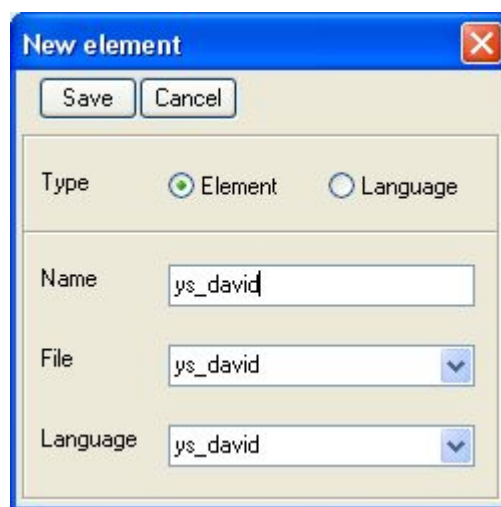
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element answer.

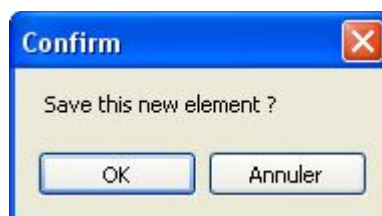
The element file name could be different from the element public name. For example several different authors can create several David bots. It is nice to see David in the dialog but each different element should not override the others! Thus each author may choose a specific file name which represents him in an easy way. It could be nice to recognize each author in one shot with the file name. Of course it is nice to have a nice public name, for example “David” and not “david_by_john53b”!



The language must be selected among the existing languages. The language list displayed all the language files.

Press on the <Save> button to save the element.

Each time you press on the <Save> button the confirm message happens. Are you sure of the name, file name and language ? Confirmation is a short way to not create wrong data file.



After [file] menu – [new] command, new language and new element, you have now two empty files : one empty element, one empty language.

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2.2 Open the forms

To write the language and the element content, you may open a text form. A text form is used to write the content almost like you write a text.

To test your creation, you may open a dialog form. In real-time, you can ask question to the bot and read the answer. The dialog is updated each time you update the element or the language content (with the [merge] command).

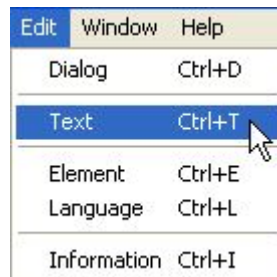
2.2.1 Open two text forms

We will first insert the element content. As we said, to give some element knowledge is almost like to write a text.

We think one of the best way to create a chatbot is to open one text form for the element, one for the language and one dialog form to test step by step the creation.

Use the [edit] menu – [text] command to open a first text form.

Use a second time the [edit] menu – [text] command to open a second text form.



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A text form is made of:

- one text editor to write the content
- one menu to access to the commands
- one status bar to know the main parameters of the form.

At the bottom, you can see the status bar which aims to show on which target the text form is working: element or language.

From the same text, you can send selected text to the element or to the language. It can be useful to extract words from the element and to put them into the language.

2.2.2 Set the text target

We are going to create on chatbot which knows things about some subjects and understands a language. We called the chatbot “ys_david” (the David example) and the language “ys_david” (the David language example). While creating we want to test the dialog.

Thus we will create two things : one element and one language, and we will test the dialog. We opened three forms:

- one text form for the element
- one text form for the language
- one dialog form

The last things before to start writing is to say which text form is for the element and for the language.

Use the [text] form – [element] menu – [view] command to say that the text form 1 is for the element.

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Use the [text] form – [language] menu – [view] command to say that the text form 2 is for the language.



A text form presents the text editor. A text form can edit an element or a language. You must choose the text target.

The text target is shown in the status bar: first cell.

The text target can be the element or the language because it is very efficient to extract the language from the element, so we need to view the element on a text form and then from the same form to extract the language. That means one time the text source is the element and one time the text target is the language.

The element text source is set up by the [text] form – [element] menu – [view] command.

The language text source is set up by the [text] form – [element] menu – [view] command.

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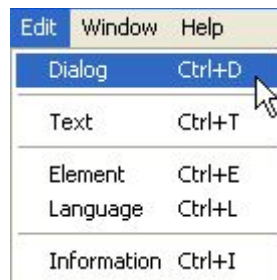
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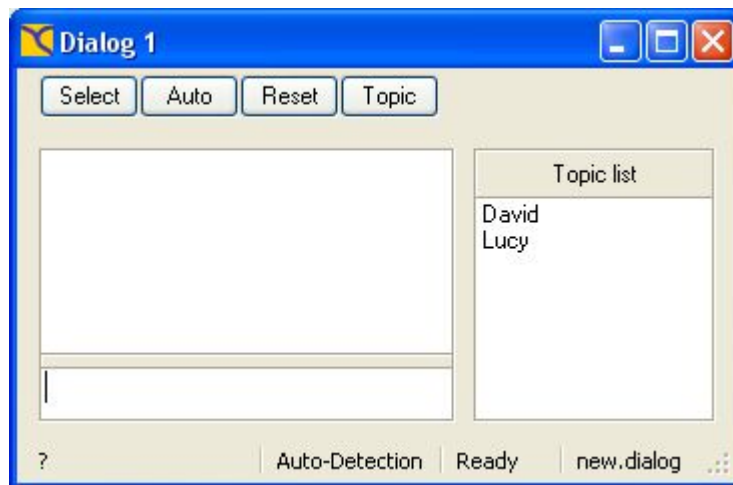
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2.2.3 Open one dialog form

Use the [edit] menu – [dialog] command to open a dialog form



The dialog form is like this:



At the bottom, you have the user field where you enter question.

At the middle, you have the dialog editor where you will read questions and answers.

On the right, you have the topic list: all the subject known by the bot. For the moment it is empty.

Press the <Auto> button to enter the auto-detection mode: the current topic will be detected in the question.

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2.2.4 Ready to start!

Use the [window] menu – [tile horizontal] command to arrange the form.



You are now ready to start! One text to write for the element. One text to write for the language. One dialog to test. Your screen should look something like the following image:

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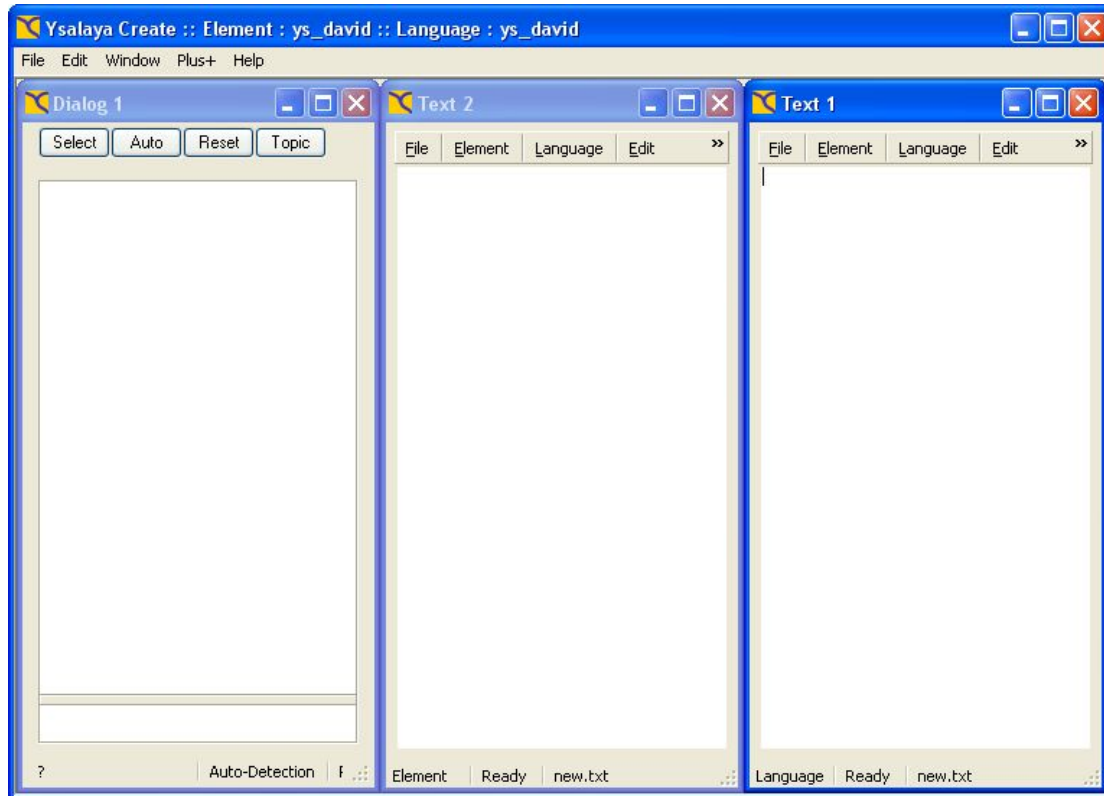
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With the Ysalaya Create Software, you want to create a chatbot called “ys_david” which understand a language called “ys_david”.

In the title bar of the Ysalaya Create Software, you can read :
Element :: ys_david :: Language :: ys_david.

That means you are working on the “ys_david” element and on the “ys_david” language.

On the left, we have one dialog form to test the creation step by step.
On the middle we have one text form called “Text 2” to write the element.
On the right, we have one text form called “Text 1” to write the language.

The “Text 2” source is the element because you use the [text]form - [element] menu – [view] command. It is written in the first status bar field on the left. The status bar is at the bottom of the form. One status bar per form.

The “Text 1” source is the language because you use the [text] form - [language] menu – [view] command. It is written in the first status bar field on the left.

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2.3 Write the first content

We want to input somethings about David. The first topic is David. The things that the chatbot knows are input in the element. The language is used during the dialog. It is different from the element.

2.3.1 First element content

Let's say that we want the chatbot to know his name. "my name is David". This sentence is linked to "David".

Topic = David

Sentence = my name is David

We use the text form to write the topic and the sentence. The text form 2 works on the element because we select [text] form – [element] menu – [view] command.



The topic "David" is written in the first line.

The sentence "my name is David" is written in the second line with a tabulation at the beginning. That means the sentence is linked to the topic above.

We will merge the topic and the sentence to the element. First we select the text to merge

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It is useful to select a text before merging when you cut/paste a big text from another source. You can only input a part of it.

Make sure that the [line] type is selected the [element] menu.



Use the [text] form (Text 2 in this example) – [element] menu – [merge] command to input the topic and the sentence in the element content.



To make sure that they are in the element, use the [element] menu – [view] command.

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You should see this content:



Ok, the element knows one subject/topic : “David” and one sentence about it “my name is David”.

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2.3.2 First language content

During the dialog, we want the chatbot to answer “my name is David” is a user asks “who are you ?”

“who are you ?” --> “my name is David”

A Ysalaya language is a set of words linked together. When a user asks a question, the question is processed by the language to find the linked words and then the answer is searched into the element content. The search includes all the new words.

For example:

Element

David

my name is David

Language

who

name

question : who are you ?

Language process : who --> name

Search words : name

Answer : my name is David

In other words, if a language links the word “who” to the word “name”, and if the question is “who are you ?”, the search will be done on the word “name”. The answer may include the word “name”.

So we will write our first language words: “who” linked to “name”.

We use the text form 1, the other text form. It is working on the language because we previously used the [text] form – [language] menu – [view] command.

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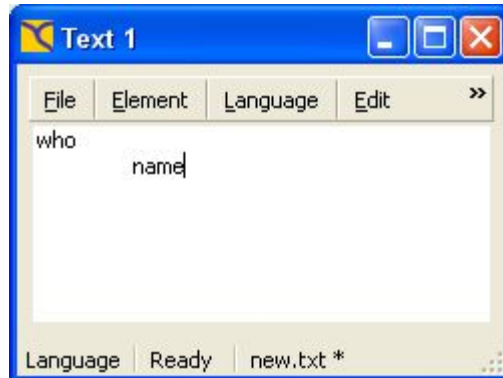
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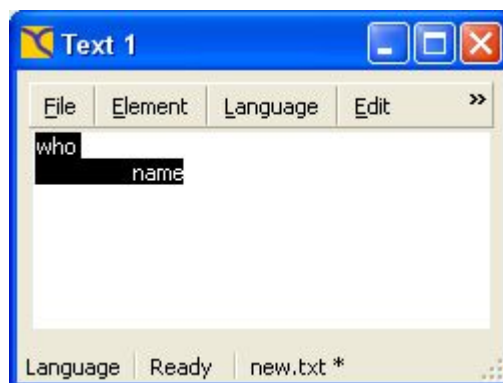
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We write the word “who” at the first line. We write the word “name” at the second line with a tabulation at the beginning. That means the word “who” is linked to the word “name”. It is the same syntax than for the element content, topic and sentence.

We want to input the text into the language.

Select the text part to merge



You cannot merge without text selection. It is useful to select a part of a big word list. It is safe to not input all words in one time.

Verify that the type is set to “word” for a languages



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The “word” type is mainly used for the language: the text is parse line by line and word by word.

The “line” type is used for element: the selected text is parsed line by line and the whole sentence are merged.

Use the merge command.



The language should now include the two words.

Use the [text] form – [language] menu – [view] command to see the language content.



You can view the language content:

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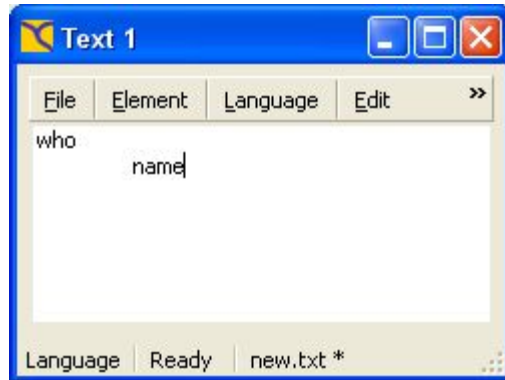
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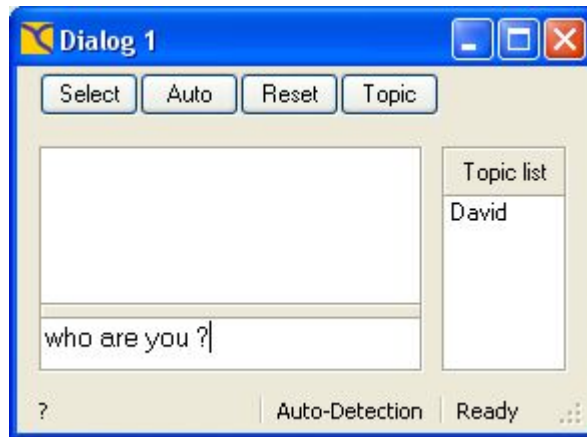


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2.3.3 First dialog test

We want to test this first step of the creation ... We use the dialog form.

We can see the “David” topic in the topic list on the right. We input the question in the user editor at the bottom.



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We will see the dialog in the editor in the middle.



It is working! We ask “who are you” and the bot answer “my name is David”

Well ... the is only one sentence and if you type anything is will always answer “my name is David”. Of course because the bot only knows “my name is David” about “David”. And during the search if there no linked between question words into the language, the questions words are included in the search. And if there is not answer, a random answer is given. In the current example, at this stage of creation, there is only one sentence, so the answer will be the same!

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2.4 Add content

Now we want to complete our example. We want the bot to answer “it is blue” when a user asks about “favorite color”.

2.4.1 Add element content

In the element, “it is blue” is linked to the topic “David” because “blue” is the favorite color of David. We write the new content into the element text form, we select the new sentence and merge it with the element.

Element:

David

it is blue



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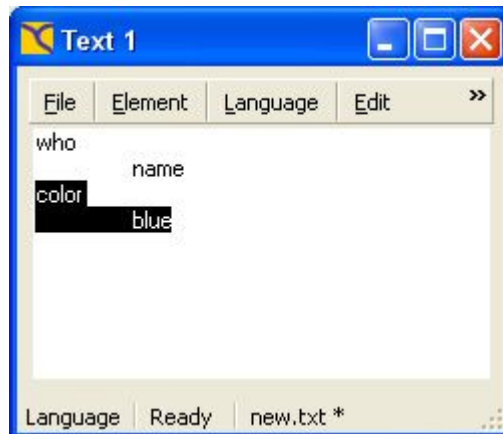
2.4.2 Add language content

“color” is linked to “blue” in the language, because when the question is on “color” the answer should contain “it is blue”. We write the two word into the language text form, we select them and merge them in the language content.

Language:

color

blue



Now the bot knows two things about “David”:

David

my name is David

it is blue

The language has two groups of words:

who

name

color

blue

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2.4.3 Second dialog test

We can test it with the dialog form:



We have one topic: “David”, the favorite color of David is blue.

2.5 Inset a new topic

Now, we want the chatbot to know that the favorite color of Lucy is pink. Lucy is a topic of the element. “it is pink” is a sentence of this topic. “pink” is a word of the language. “color” is linked to “pink”

2.5.1 Add a topic to the element

So when we ask a question to David about his favorite color, the bot will answer “blue”. When we ask about “Lucy's color” the bot will answer “pink”.

Element

David

my name is David

it is blue

Lucy

it is pink



We want to add on topic and one sentence linked to this topic: “Lucy” and “it is pink” We write it into the [text] form which is working on the element. See the status bar to know where the [text] form is working.

We write the new topic at the beginning of the line: “Lucy”

We write the sentence above the topic with a tabulation at the beginning. It is the

syntax to say that the topic and the sentence are linked together.

We select the new topic and the new sentence, we use the [text] form – [element] menu – [merge] command to input them into the element.

It is not necessary to use the [view] command after all the [merge] command. It is just a way to make sure that we have done the good action or that the software worked fine.

2.5.2 Add words to the language

We want the bot to answer about “pink” when the question is about “color”. Previously, it known “color” linked to “blue”. It should also know “color” linked to “pink”. So we will add the word “pink” link to the word “color”.

Language

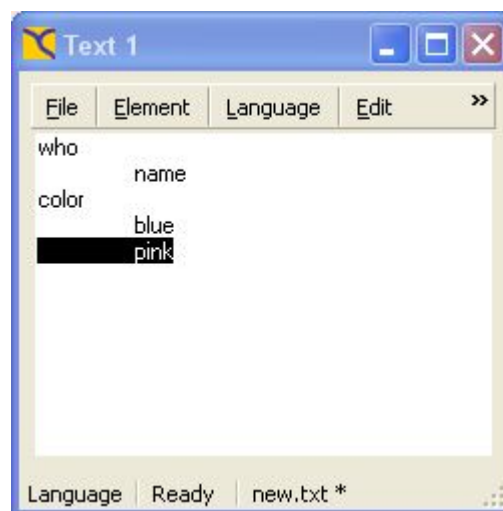
who

name

color

blue

pink



Here we linked the word “pink” to the word “color”. We write it into the language form. “pink” starts with a tabulation after the parent word “color”. It is the syntax to link them together.

We select the whole line. Here, we can select only the whole line because the software will find the parent word above. “color” already exist in the language.

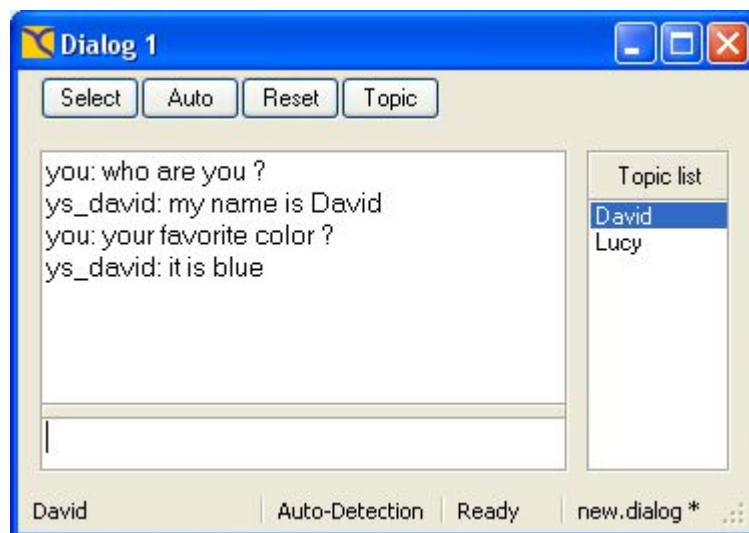
Another way would have been to select all the block from “color” to “pink”.

To select a block; put the cursor with the mouse on the starting point, click on the left button and maintain it down, move the mouse to the end point. The selected text should be highlighted in black (or another color).

After the text selection, use the [text] form – [language] menu – [merge] command to add the word and the link to the language.

2.5.3 Third dialog test

Here the new dialog:



With the first question, the dialog is done on the “David” topic, it is highlighted. As we are in the “David” topic, the answer to “your favorite color” is “it is blue”.

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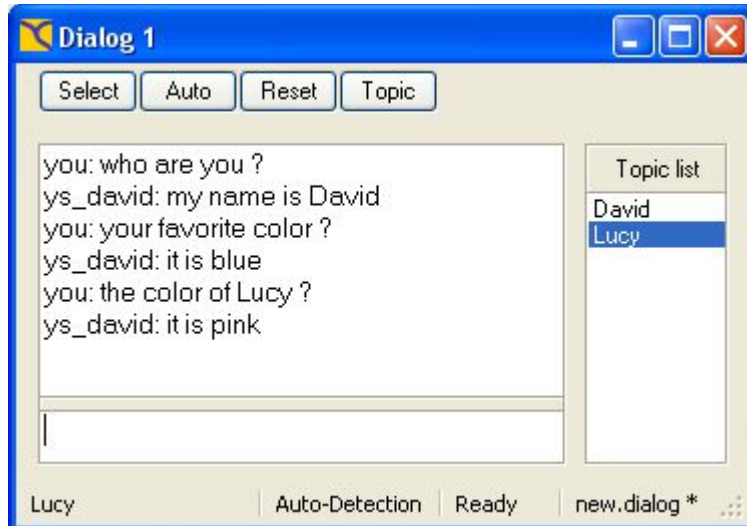
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With the third question, the topic is set to “Lucy”: see the blue topic in the topic list on the right. “Lucy” is a name of a topic. This name is included in the question, so the element is talking about this topic (“Lucy”). The question was “the color of Lucy” and the answer comes from the “Lucy” topic. The answer is “it is pink”.

2.5.4 Topic basic navigation

The chatbot knows things about “David” and “Lucy”. It knows that the David's color is blue and that Lucy's color is pink. It is like in the real life when you know things about one subject and things about another one. Once you know you are talking about some topic, you do not need to repeat the topic in each question or answer.



We dialog in the auto-detection mode: the topic is auto-detected from the question. If the question has a topic inside, the answer will come first from the sentence which are link to the topic. See the second field of the [dialog] form status bar to know the topic navigation mode.

The “select” button switch to the topic selection mode: the answer might come only from the selected topic.

The Ysalaya Free Dialog Freeware has only the auto-detection mode. It is the most natural way to dialog. The Ysalaya Dialog Shareware has the two mode “select” and “auto-detection”.

You should test your bot into the auto-detection mode to fit the Ysalaya Dialog Freeware.

The first question contains the word “David” so the answer comes from the sentences linked to the “David” topic. The second question was also “David”. The answer is different because it is randomize from all the sentence linked to “David” topic. The

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question was too simple to find an answer and the question was the same two times so the answer is different.

The second question is on “Lucy” so the answer comes from the “Lucy” topic.

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<http://www.ysalaya.com/update.html>
