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## Introduction

**WinEliza** is an application which was written using artificial intelligence algorithms and therefore is capable of acting as a conversation server and talking to the user.

## **Disclaimer**

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In plain English, use WinEliza at your own risk, no warranties provided.

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## **Eliza Dialog**

Recorder  
Expert's Talk  
User's Talk

## Menu Command

File-Exit

File-SaveAs

Help-Index

Help-About

## Language File

The language file, named ELIZA.LNG, is where the knowledge of the conversation server comes from. It is organised in three sections, the general section, the language section, and the conjugation section.

**General Section:** The section contains three parts. The first part defines the name of the conversation server who is going to talk to the client. Below the line '#ExpertName', the name should be presented preceding by an '!' character. The second part defines the repeat responses, one of these responses is selected at random for the conversation server to say to the user when the user enters the same sentence twice, these responses should be listed below the line '#RepeatResponse' and each preceding by an '!' character. The third part defines the no key responses, one of these responses is chosen at random for the conversation server to say to the user when the user enter a sentence that is not understood by the conversation server.

**Language Section:** The section is organised in response sections. Each response section contains a list of keywords which the conversation server will use to search through the user's talk sentence, once an occurrence is found, the conversation server will choose one of the responses in the same response section to respond to the user based on the probability factors given. The keywords should be listed one at a line each preceding by a '#' character. The responses should be listed one at a line each prefixed by a '!' character and a number indicating the probability for the response to be chosen. The probability factors should be between 1 and 65535, numbers outside of this range would cause unknown effect to the application's behavior.

**Conjugation Section:** The section is organised in conjugation pairs, each pair should contain two phrase for the conversation server to conjugate the sentence. The first item is preceded by a '#' character and the second item is prefixed by a '!' character.

Comments are allowed in the language file by putting the ';' character as the first character in the line.

## **Recorder**

Recorder is a window that records all the conversation you had with the computer. You can use mouse to click on the scroll bars on the window to browse previous conversation.



## **Expert's Talk**

This line displays the last sentence the conversation server said to you.

## **User's Talk**

This line is where you enter the sentence you want to say to the computer.

## **File-Save As**

The command option will enable you to save the current conversation into a file on disk.

## **File-Exit**

Select the exit command option to terminate WinEliza.

## **Help-Index**

Select the index command option to display a index to the online help.

See also: [Index](#)

## **Help-About**

Select this option to display a brief copyright information about the application.

**Conversation Server:** A data processing engine which is capable of interactive conversation with the user.

**Client:** A person who logs into the conversation application and has a talk session with the program.





