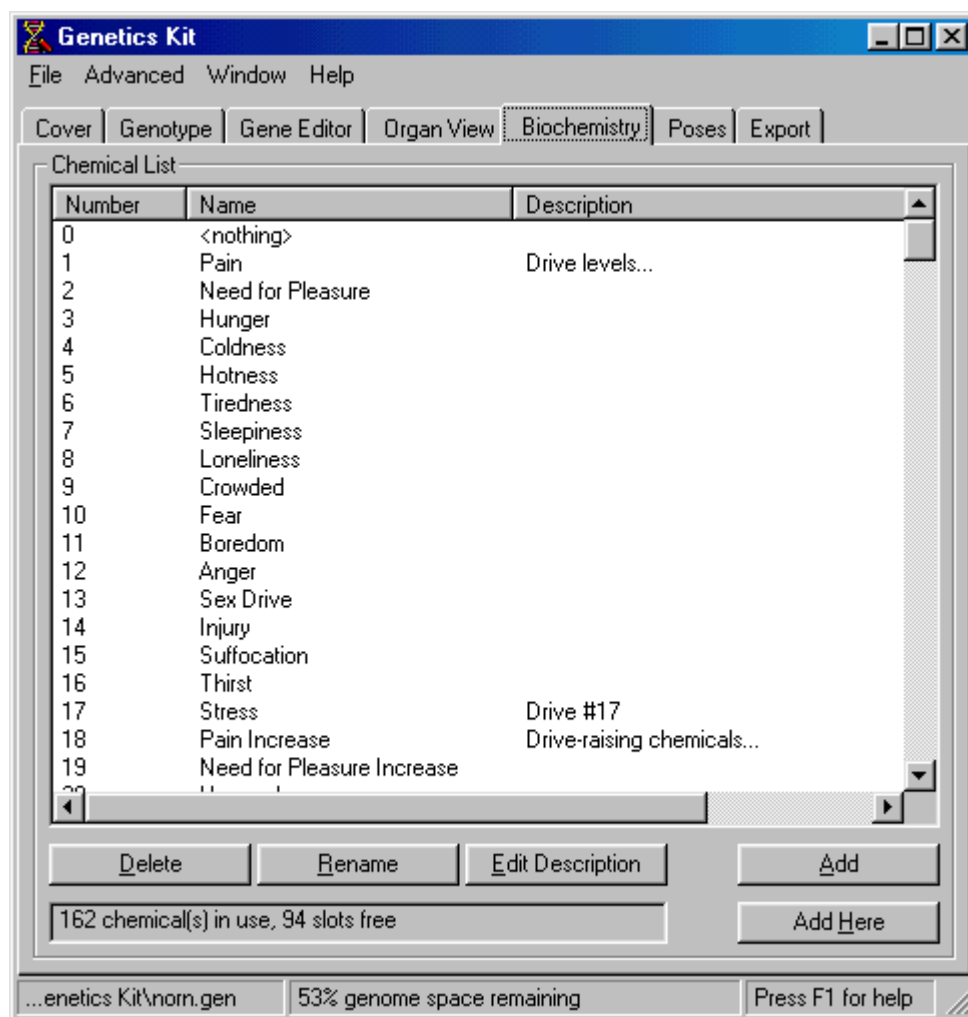


## Biochemistry

Display and edit the complete Creatures global chemical list.



Shows a [complete list of all chemicals](#) in the Creatures biochemistry system, along with their numbers and descriptions. These come from a file called "chemicals.txt" that is stored in the Genetics Kit folder.

Chemical processing is done numerically inside Creatures, so this naming procedure is only to make the system more human friendly. **Deleting the name of a chemical will not remove any genetic reactions that use that chemical!** If the chemicals.txt file cannot be loaded, chemicals are represented numerically.






### WARNING!

Chemicals are global! If you create one in slot 80 called "Oxygen", and someone else also creates a chemical in slot 80 called "Deadly Poison" then **any genes you create to react with this new chemical will react in conjunction with other genes that also use chemical 80, even though it is for a different purpose.**

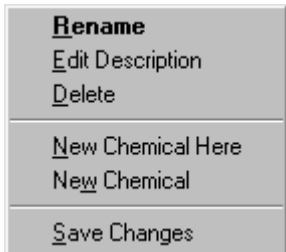

It is possible to register your new chemicals with CyberLife to avoid this.

Click [here](#) for information on Creatures Developer Services

0 Actions can be initiated from buttons, or using the context sensitive menu (Right mouse button).

	<b>DELETE SELECTED CHEMICAL</b> This deletes the text name for the selected chemical. It does <b>not</b> delete any of the reactions with this chemical. <b>Be careful not to delete existing names.</b>
	<b>RENAME SELECTED CHEMICAL</b> Allows the entry of a new text name for a chemical.
	<b>EDIT DESCRIPTION FOR SELECTED CHEMICAL</b> Changes the detailed description for the currently selected chemical.
	<b>ADD NEW CHEMICAL</b> Adds a new chemical into the first available chemical slot.
	<b>ADD NEW CHEMICAL HERE</b> Adds a new chemical into the selected slot. This gives you the option to overwrite the existing chemical.

All the above options and an option to save changes to the chemical list are available from the pop-up menu. Click with the right mouse button:

	These menu items echo the button controls. <b>Save Changes</b> is only valid if changes have been made to the chemical list, and is functionally the same as the <b>Save Chemical List</b> option on the <b>Advanced</b> menu:
	

## To insert new chemicals into Creatures

Before you can view the levels of your new chemicals in the Science Kit Biochemistry page, you will have to select “Install Chemical List” from the “Advanced” menu in the Genetics Kit. Ensure Creatures is not running when selecting this item.

**Please note** that any new reactions will be working regardless of whether you have installed the new chemical list. The chemical list is required only so the Science Kit is able to assign names to the chemical numbers.

## Saving the Chemical List

The chemical text name list is not saved automatically. You must use the pop-up menu, or the “Advanced” menu. You will, however, be prompted on program exit if there are unsaved changes. **Saving the chemicals does not make them available to view inside Creatures—you must Install them first** (see above).