

Creature poses: Summary

Creatures supports a total of 256 different “poses” for creatures. These are numerical representations for the positions that creatures can get into in order to interact with their environment. Pose 77, for example, describes the body position for death. A total of 155 poses are used in first generation Norns. The Genetics Kit has a [specific page](#) for editing and viewing the pose names.

Adding a new pose name will not create a new pose. A new pose must be specified genetically. The pose naming system simply provides a method for assigning human-friendly tags to pose numbers.

For new poses to be valid, appropriate genes must also be created. The pose sequence requires each body part’s position to be specified numerically, a task made much simpler by the Creatures Pose Editor.

For poses then to be used by a creature, they have to either be incorporated in a gait that is used by the muscle organ, or used by a macro script that acts on the creature.