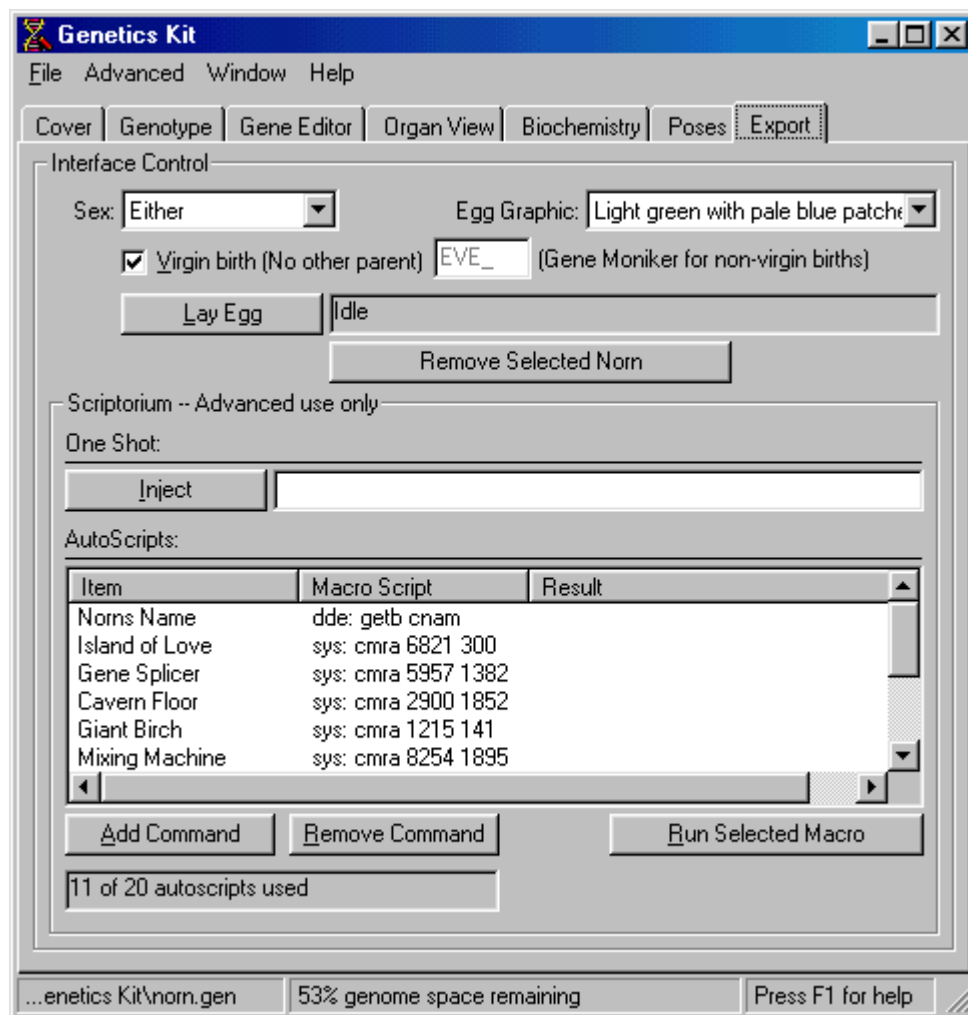


Export

Inject new eggs and scripts into Creatures.



The **Export** page interfaces the Genetics Kit to Creatures. You must have Creatures installed **and running** in order to use the functionality on this page.

There are a number of advanced features present to work with macro scripts inside Creatures. You should click [here](#) to see information on the Creatures Developer Program and how it can help you understand macros.

In its simplest mode, this page is used to inject new eggs into Albia from the currently loaded genome. These eggs can then be hatched in the incubator. Click [here](#) for information on hatching eggs.

Interface Control LAYS EGGS IN ALBIA

The drop down boxes allow you to choose which colour egg you wish, and what sex you would like it to be.

- **Egg with one parent:** Ensure the **Virgin birth** checkbox is checked. Clicking on the **Lay Egg** button will then generate an egg in Albia directly from the loaded genome.

☒ Virgin birth (No other parent) (Gene Moniker for non-virgin births)

- **Egg with two parents:** Un-check **Virgin birth** and enter the genetic moniker for the second parent in the text box:

☐ Virgin birth (No other parent) (Gene Moniker for non-virgin births)

Once options have been chosen, clicking on the **Lay Egg** button will lay an egg. This combines the two genomes to create a new offspring. This will **not work unless Creatures is running**.

The **Remove Selected Norn** button (below) can be used to [remove creatures from Albia](#). This is permanent! A removed creature **cannot** be recovered:

Scriptorium

MACRO LANGUAGE INTERFACE

Allows macros to be injected into Albia, and results displayed. Up to 20 “autoscripts” can be used for commonly used macro commands. Several defaults are provided, and you can add your own.

This is for advanced users only. Click [here](#) for information on Creatures Developer Services. There are two sections, **One Shot** and **AutoScripts**:

- **One Shot.** Directly inject a macro into Creatures and display the result, if any. To use, type the macro into the text box and click on the **Inject** button:

One Shot:

- **AutoScripts.** A customisable list of macro commands that can be easily injected into Creatures. To run an AutoScript, select it, and click on the **Run Selected Macro** button. You can also use the right mouse button to bring up a pop-up menu over the AutoScript list:

WARNING!

If you do not understand the Creatures macro language, it is best not to experiment using this page. **You could crash Creatures and lose valuable work.**

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

If you make changes to the AutoScripts, you will be prompted if you wish to save them when you exit the Genetics Kit.