

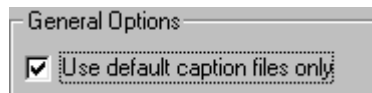
An Introduction to the terms and words used

Macro

When the Creatures program is running, it is possible to issue it commands and instructions from outside the program. The same language used for this, is also used by the agents (Norns, plants, toys – in fact, every object in Creatures is an agent) inside Creatures to define their properties and behaviours. It is therefore possible to create new agents, and inject them into Creatures without Creatures having to know anything about the agents in advance. Macros can be issued from the [Export](#) page.

Caption File

Creatures genetics are long sequences of numbers that are interpreted as construction details for biological structures. These numbers are not easily interpretable by human eyes, so the Genetics Kit provides a way of creating “Caption Files” that allow individual user-typed descriptions to be viewed along side individual genes. The Genetics Kit gives you the option to store a separate caption file for each genome, or use the default caption file for the current species (Norn, Grendel, etc.). To use default caption files, select [Advanced Options](#) from the **Advanced** menu and check the appropriate check-box:



As shipped, the Genetics Kit will attempt to use unique caption files wherever they exist, falling back to the default files if necessary.

Caption files are stored on disk with the “.GNO” extension. The default files are called “*species*.GNO” where species is either “Norn”, “Ettin” or “Grendel”. They are stored in the Genetics Kit application folder. Unique caption files are stored in the Creatures Genetics folder, and are “*moniker*.gno” where moniker is the four character genetic ID.

Digital DNA

Digital DNA describes the genetic system used in Creatures. It differs from real DNA, which is a biochemical construction, but achieves the same thing: a set of simple instructions that can be used to construct a complex biological system.

Genome

A complete set of Digital DNA genes to describe the construction of an entire creature. Genomes are stored as files on disk with the “.GEN” extension. They are kept in the Creatures Genetics folder. Each creature (from the ones on the egg disk to the Grendels) has its own separate “.GEN” file.

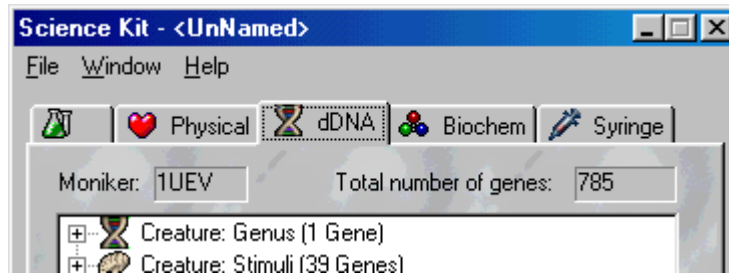
Gene

One single individual instruction. In the case of nature, a gene is made up of nucleotides, which in sets of three specify the amino acids that construct one protein. Many of these will be required to build one living cell.

In Creatures, there are [16 different gene types](#), in three classes. These are used to construct different biological systems ranging from chemical receptors to brain lobes. A typical Norn will have around 790 genes, whereas a human being has around 100,000.

Moniker

Genomes are identified with a 4 character alphanumeric code called the Genetic Moniker. You can identify the moniker for a creature using the Science Kit applet inside Creatures by using the “Genetics” page:



Having identified the moniker (in the case of the above illustration, 1UEV), that genome can then easily be loaded into the Genetics Kit:

1. Select **Load Genome** from the **File** menu.
2. Find the file “Moniker.GEN”. With the Norn in the above picture, that would be “1UEV.GEN”.
3. Select and load that file.

The above procedure can be used to load the genome for any Norn you have or have previously had in Albia.