

Notes for users familiar with the Creatures 1 Genetics Kit

The Genetics Kit for Creatures 2 operates substantially the same as the original product, so you will find the user interface familiar.

Many new features have been added to aid in the development of large genomes and handle new features in the Creatures 2 system such as [Organs](#).

Some general points for experienced Genetics Kit users:

- Genes can now be edited from the Organ View page as well as the Gene Editor page. Organ View arranges your genes so that you can clearly see which ones are in each organ.
- SVRules now support 12 operands, and there are many new ones available.
- A considerable amount of new loci are available for Receptors and Emitters. Many of these allow you to interface your genome to the surrounding environment.
- New mutation data in each gene allows you to specify how mutable any given gene is, as well as having genes that are carried but not expressed.
- Functionality is provided to allow you to rearrange genes and move them about. This is critical for organs, as chemical reactions, emitters and receptors *must* fall inside an organ.
- New gene types for organs and pigmentation colour changes are provided.
- Substantial improvements to the user interface. Specifics include: The main Genetics Kit window is now sizeable, windows appear in more sensible positions and improved presentation of general information.