

Editing existing genes

There are three different ways to edit a gene. All of them require you to select a gene from the [Gene Editor](#) page first. Then, either:

Use the right mouse button to access the context sensitive menu.



Or... Double click on the gene number in the list.

152	U	Youth	f	012 Oestrogen (F) - En
153	0	Youth	f	020 Oestral cycle (F) -
154	0	Youth	f	014 Sex drive (F) - Fmi

Or... Click on the **Edit Gene** button



When a gene is selected for editing, a window will open. The appearance of this window depends on the gene type. For example, editing a Chemical Reaction gene opens a window like this:

There are 16 different gene types. All gene windows share some common controls:

WITH THE EXCEPTION of reaction, emitter and receptor genes. These genes are grouped in Organs. To help you identify which organ a reaction, emitter or receptor is in the current organ is displayed:

Gene Header

Embryo ☒ Dup ☒ Mut. Degree: 128 ☒ Cut

☒ B ☐ M ☐ F ☐ Do not express (carry)

Organ: 007 TUMMY - Organ

Broken down into their three categories, they are:

Embryo
Child
Adolescent
Youth
Adult
Old
Senile

Embryo

GENE SWITCH-ON

Genes can switch on at any one of seven different stages of life, from Embryo to Old. The length of time between these stages of life depends on the decay rate of the **ageing** chemical, and the chemoreceptor genes that control the advancing of stages.

MUTATION CONTROLS

☐ Dup ☒ Mut. Degree: 128 ☐ Cut

- **Dup.** Gene can be duplicated. If this checkbox is checked, this gene can be duplicated during crossover.
- **Mut.** Gene can be mutated. If this checkbox is checked, information in this gene can be mutated during crossover (See note below). The degree of mutation is specified by default as 128. This corresponds roughly to the mutation probability in Creatures 1. By varying this number from 0 to 255 the gene can be made less or more likely to be mutated.
- **Cut.** Gene can be cut. If this checkbox is checked, information in this gene can be cut (deleted) during crossover.

☐ Do not express (carry)

DO NOT EXPRESS

If checked, this gene is carried in the genome but will not be expressed (i.e., the gene is ignored but remains in the genome).

☒ B ☐ M ☐ F

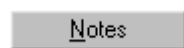
SEX

Genetics in Creatures are haploid. Every Creatures genome carries both female and male genes, and a number of genes that are the same regardless of sex. Only the appropriate set is ever expressed, so if you are a girl Norn, the boy ones will never switch on. You can specify here which sex (Male, Female or Both sexes) this gene is.

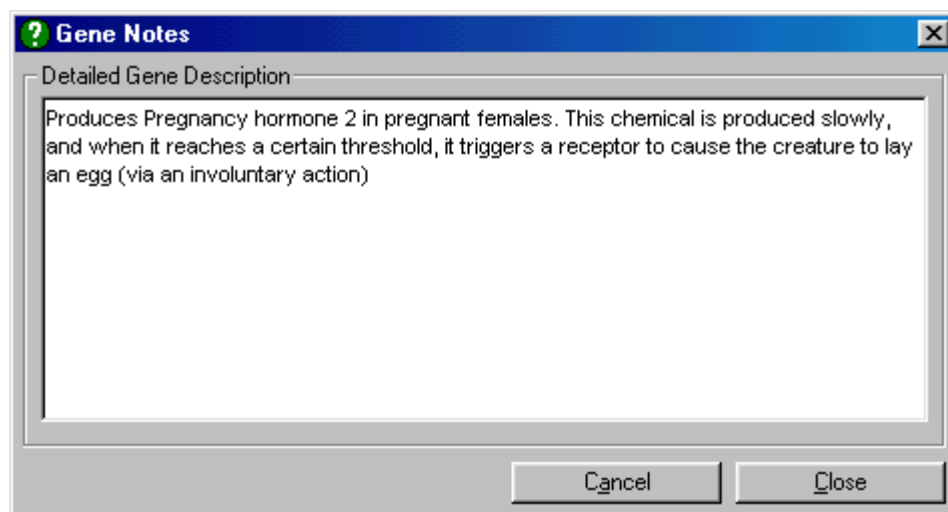
NOTE

If a gene is marked with no mutation flags at all (Mut, Dup and Cut un-checked) it becomes a “compulsory gene” that will never be mutated in any way. This, whilst useful in some cases, can be easily over-used and gives natural selection nothing to work on, preventing evolution of Norns.

As well as a common header and a **Cancel** button, each gene also has a **Notes** button that allows you to enter a more detailed description of a gene. This is in addition to the gene name, and is saved in the caption file (.GNO files) along with gene names. To access the notes page for a gene, click on the appropriate button inside any gene window:



This opens the gene notes window. You can use copy and paste to insert text that includes basic formatting. Try pasting from Word, or WordPad for example. Here is the gene notes page for a progesterone emitter gene:



WARNING:

Using **Cancel** to abort a gene will **not** cancel any changes you have made to the detailed descriptions.