

## Considerations when saving Genomes

Genomes can be saved using the File Menu.

There is a restriction to the names you can use to save genomes under certain circumstances. To understand this issue, it is necessary to explain how Creatures accesses genomes: A macro command is used to instruct Creatures to create an egg or a creature from a named moniker. The Genetics Kit automatically does this for you when you create eggs from the [Export](#) page, so if you are doing this exclusively then there are no restrictions as to the filename you can pick.

However, for Creatures to be able to access your new genomes *independently* of the Genetics Kit, you must follow the following naming convention:

- The genome must have the extension “.gen” and be saved in your Creatures Genetics folder. This is the default when you save a genome.
- You should pick a unique 4 character identifier ([moniker](#)). An example might be: “2XBY.gen”, or “lucy.gen”.

If you save it in an alternative place or with an invalid file name, neither Creatures or the Genetics Kit will be able to use that genome as a parent when eggs are created. This is because both Creatures and the “moniker of other parent” text box on the [Export](#) require a valid moniker.