

Genetics Kit: Page and menu summary

The Genetics Kit works in a similar fashion to the other applets. It consists of a number of pages for manipulating D-DNA, and injecting the results into Albia. Unlike the other applets, the Genetics Kit also has a menu, and specialised on-line help:



Click [here](#) for a reference table of all menu items.

Page Reference

<u>Cover</u>	Cover page, and a button to load genomes. Version information is also displayed.
<u>Genotype</u>	Genetic summary of different gene types in the loaded D-DNA strand, and a breakdown of brain layout.
<u>Gene Editor</u>	Full list of genes, with buttons for deleting and renaming. Also has a control for editing genes, and creating new ones.
<u>Organ View</u>	List of genes inside organs . This is restricted to receptors, emitters and reactions and allows you to navigate your genome by organ.
<u>Biochemistry</u>	A list of all the chemicals in Creatures with descriptions . You can also add new chemicals from this page.
<u>Poses</u>	Display and editing of the pose names used to describe the positions of limbs for specific poses.
<u>Export</u>	Controls for creating new eggs from the loaded D-DNA, or even breeding it with existing D-DNA. Also includes basic macro language execution.