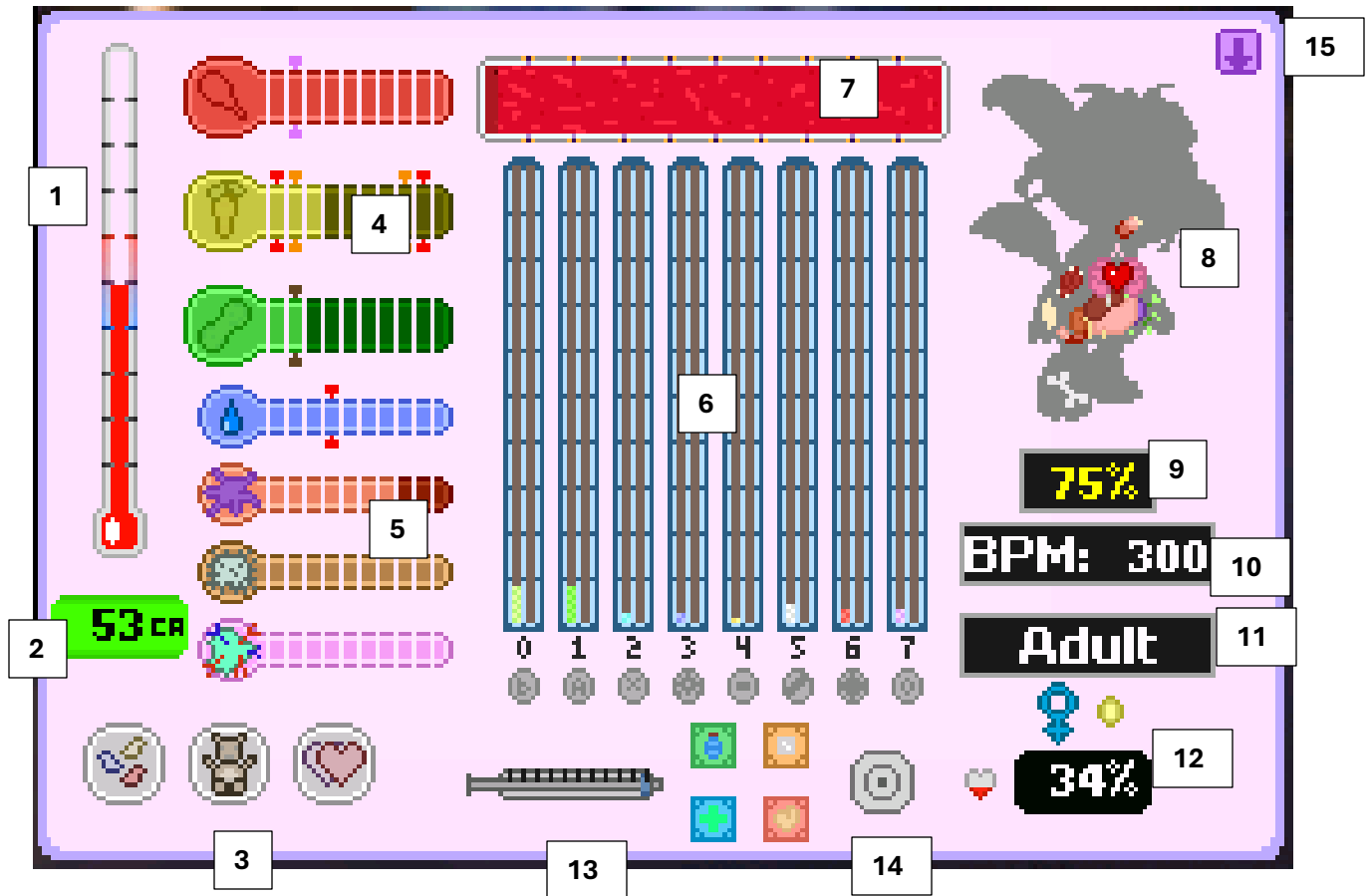


All in One Status Menu Guide



1. Body Temperature Gauge

Shows the current body temperature of the creature (TWB only)

2. Room Temperature

Shows the room temperature the creature thinks it's currently at. When unconscious or asleep, this is always 0.

3. Drive Display

Shows the creature's 3 highest drives, the more filled in they are, the more the creature is currently feeling them. These are:

Pain HFP HFC HFF Cold Hot Tired Sleepy Lonely Crowded
 Scared Bored Angry Friendly Homesick NtGUp NtGDown NtExit
 NtEnter NtWait

4. Food Stores

The top bar represents Muscle Tissue, the middle Adipose Tissue, and the lower bar Glycogen, each section measuring 10%.

Like the drive display, each of the symbols will be more filled in the stronger the hunger for the associated store is (Protein for Muscle Tissue, Fat for Adipose Tissue, and Carbohydrates for Glycogen)

There are a few important highlights on the bars:

Muscle Tissue: Pink represents the minimum needed for females to be able to breed (TWB only)

Adipose Tissue: Orange is low/high tissue warnings, while above and below red is danger areas (for hypothermia and heart attacks respectively, mostly TWB only)

Glycogen: The Dark Brown represents the livers default capacity. Glycogen typically won't be any higher than this.

5. Liquid Stores

The first bar represents Water, and the following are Platelets, Phagocytes, and B Cells (Latter 3 TWB only) with each section measuring 10%

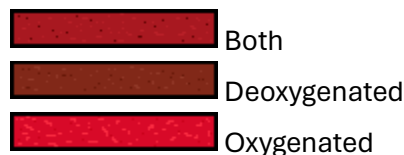
Water is marked with a red highlight, at and under this is a dangerous water level. Without water a creature may be unable to turn air into oxygen! TWBs will also have a hard time regulating body heat without it.

6. Immune Display

Each Antigen, Antibody, and Plasma is separated by number. Antigens are at the bottom with little gems that fill up when the creature has that antigen in their system. The left bar above fills up with the creature's antibody level, and the right bar fills up with the creature's plasma level (TWB only).

7. Blood Display

Displayed is the blood in the creature (TWB only). Both oxygenated and deoxygenated blood are displayed, with the higher one being visible below a mix of both.



8. Anatomical Display

Displayed is a picture of the creature's genus, as well as various important organs. The organs will have different looks based on how healthy they are, and some organs will change the speed at which they animate with the organ's clockrate.

Organs Displayed:

Stomach, Liver A, Liver C, Heart, Lungs, Kidneys, Skin, Uterus, Gonad, Spleen/Immune, Bones, Muscles

9. Heart Health

Shows the Heart's current Long-Term Life Force as a percent.

10. BPM Display

Shows the Beats Per Minute of the Heart, calculated as $\text{clockrate} * 300$. (5 Bioticks every 1 second at 1.0, times 60 for a minute)

11. Age Display

Shows the current age of the creature.

12. Fertility Information

Shows the sex of the creature, as well as if they have a gamete ready or not and if they are pregnant. Also displayed is their Gametogenesis level (displayed in the heart, when high makes egg/sperm, and when low removes egg/sperm) and their receptivity (how likely they are to conceive when successfully breeding) as a percent.

13. Injector and Injectables

A syringe to inject a creature with. From left to right, top to bottom, there is:

Water: Gives 0.1 Water

Sugar: Gives 0.1 Glucose

Vitamin C: Gives 0.1 Vitamin C

Steroid: Gives 0.65 Amino Acid and 0.35 Anabolic Steroid

Once you click on an injectable click the plunger to inject it into the creature.

14. Poker

How you select which creature to track. Click on the poker to deploy it, which will have it float by the hand. Click on a creature and you should now see the menu updated and the tracked creature should have a vital monitor-like icon above their head.

15. Hide Menu Button

Clicking this will hide the menu (except the very top) at the bottom of the window.