

```
{
  "Utilities": {
    "Creatures 3 Genetics Kit": {
      "Description": "Official tool for editing and mutating genomes.
Allows direct editing of creature DNA, mutation controls, and export/import of
genomes.",
      "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=GeneticsKitC3.zip"
      ],
      "Docs": [
        "https://creatures.wiki/Genetics_Kit"
      ],
      "source": "creatures.wiki"
    },
    "Docking Station Genetics Kit": {
      "Description": "Docking Station version of the Genetics Kit.
Supports DS-specific genome structures and live editing of connected
creatures.",
      "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=GeneticsKitDS.zip"
      ],
      "Docs": [
        "https://creatures.wiki/Genetics_Kit"
      ],
      "source": "creatures.wiki"
    },
    "Jagent": {
      "Description": "Core agent development toolkit. Includes PRAY
compiler, Decompiler, Room Editor, and Sprite Builder for building agents and
metarooms.",
      "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=Jagent.zip",
        "https://creaturescaves.com/downloads.php?
section=Development&view=600"
      ],
      "Docs": [
        "https://creatures.wiki/Jagent"
      ],
      "source": "creaturescaves.com"
    },
    "Live GMS": {
      "Description": "Open-source genome visualization and editing
software. Provides live graphs of creature chemicals, genes, and interactions.",
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        "DownloadLinks": [
            "https://sourceforge.net/projects/livegms/"
        ],
        "Docs": [
            "https://sourceforge.net/projects/livegms/"
        ],
        "source": "sourceforge.net"
    },
    "CAOS Tool": {
        "Description": "Official CAOS (Creatures Agent/Object Scripting) console tool for writing, testing, and injecting scripts into a running game.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=CAOSTool.zip"
        ],
        "Docs": [
            "https://creatures.wiki/CAOS"
        ],
        "source": "creatures.wiki"
    },
    "Genome Compare": {
        "Description": "Utility for comparing two genomes and generating difference reports. Useful for tracking mutations and verifying genome projects.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=GenomeCompare.zip"
        ],
        "source": "creaturescaves.com"
    },
    "ATT Editor": {
        "Description": "Tool for editing ATT files, which define sprite attachment points for creature body parts.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=ATTed.zip"
        ],
        "Docs": [
            "https://creatures.wiki/ATT_file"
        ],
        "source": "creatures.wiki"
    },
    "Sprite Builder / S16 Converter": {
        "Description": "Converts sprites into Creatures S16/C16 format. Used for creating new agents, breeds, and metarooms.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=SpriteBuilder.zip"
        ],
        "Docs": [
            "https://creatures.wiki/S16"
        ]
    }
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    ],
    "source": "creatures.wiki"
  },
  "Room Editor": {
    "Description": "Included in Jagent but also distributed separately.
Allows editing of metarooms, including room shapes, links, and properties.",
    "DownloadLinks": [
      "https://eemfoo.org/archive/?filename=RoomEditor.zip"
    ],
    "source": "creaturescaves.com"
  },
  "Sprite Workshop": {
    "Description": "Community sprite editing tool for creating and
modifying agent sprites.",
    "DownloadLinks": [
      "https://eemfoo.org/archive/?filename=SpriteWorkshop.zip"
    ],
    "source": "creaturescaves.com"
  }
},
"Agents": {
  "Bug Fix Pack": {
    "Description": "Community standard bugfix bundle. Corrects numerous
issues in C3/DS such as elevator bugs, ecology errors, and script misfires.",
    "DownloadLinks": [
      "https://creaturescaves.com/downloads.php?
section=Agents&view=1100",
      "https://eemfoo.org/archive/?filename=BugFixPack.zip"
    ],
    "source": "creaturescaves.com"
  },
  "Population Control": {
    "Description": "Adds population caps, selective breeding control,
and options for controlling overpopulation. Essential for wolfling runs.",
    "DownloadLinks": [
      "https://eemfoo.org/archive/?filename=PopControl.zip"
    ],
    "source": "creaturescaves.com"
  },
  "Autokill Norn": {
    "Description": "Agent that automatically kills sick or unwanted
creatures during wolfling runs.",
    "DownloadLinks": [
      "https://eemfoo.org/archive/?filename=AutoKillNorn.zip"
    ],
    "source": "creaturescaves.com"
  },
  "Creature Remote Control": {

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        "Description": "Lets the user select and manipulate creatures
directly, forcing movement or applying chemicals. Useful for testing genetics
and behaviors.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=910",
            "https://eemfoo.org/archive/?filename=RemoteControl.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Autonamer": {
        "Description": "Automatically assigns names to new creatures.
Standard utility in most wolfling runs.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=650",
            "https://eemfoo.org/archive/?filename=Autonamer.zip"
        ],
        "source": "creaturescaves.com"
    },
    "X-Ray": {
        "Description": "HUD overlay that shows organs, genes, and chemicals
of selected creatures. Core utility for genetic testing.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=1244",
            "https://eemfoo.org/archive/?filename=XRay.zip"
        ],
        "Docs": [
            "https://creatures.wiki/X-Ray"
        ],
        "source": "creaturescaves.com"
    },
    "Creature Counter": {
        "Description": "Shows live counts of Norns, Ettins, and Grendels.
Useful for monitoring breeding balance.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=1140",
            "https://eemfoo.org/archive/?filename=CreatureCounter.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Egg Layer": {
        "Description": "Manually or automatically generates eggs of
specified breeds/genomes. Often used in wolfling runs.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?

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section=Agents&view=890",
    "https://eemfoo.org/archive/?filename=EggLayer.zip"
],
"source": "creaturescaves.com"
},
"Egg Quick Fix": {
    "Description": "Fixes bugged eggs that refuse to hatch. Used in
wolfling runs.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=EggQuickFix.zip"
    ],
    "source": "creaturescaves.com"
},
"Autovivisector": {
    "Description": "Advanced tool for forcibly killing or modifying
creatures, useful in automated population control.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=Autovivisector.zip"
    ],
    "source": "creaturescaves.com"
},
"Randomizer": {
    "Description": "Applies random mutations, chemical injections, or
environmental changes. Used for stress testing and genetic experiments.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=Randomizer.zip"
    ],
    "source": "creaturescaves.com"
},
"Ecology Kit": {
    "Description": "Monitors ecological stats such as food levels,
critters, and plants. Displays balance graphs for ecosystem testing.",
    "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Agents&view=1320",
        "https://eemfoo.org/archive/?filename=EcologyKit.zip"
    ],
    "source": "creaturescaves.com"
},
"Hoverdoc": {
    "Description": "Displays detailed chemical and organ stats when
hovering over a creature. Like X-Ray but less intrusive.",
    "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Agents&view=1040",
        "https://eemfoo.org/archive/?filename=Hoverdoc.zip"
    ],
    "source": "creaturescaves.com"
}

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    },
    "Time Control": {
        "Description": "Allows acceleration, deceleration, or freezing of
world time. Used in wolfling runs for testing long-term survival quickly.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=TimeControl.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Grendel/Ettin Killer": {
        "Description": "Agent that automatically purges all Grendels or
Ettins from a world. Common in controlled wolfling runs.",
        "DownloadLinks": [
            "https://eemfoo.org/archive/?filename=GEKiller.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Teleporters": {
        "Description": "Adds teleporter pads for navigation. Improves
survival rates during long wolfling runs.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=700",
            "https://eemfoo.org/archive/?filename=Teleporters.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Advanced Muco": {
        "Description":
"Replacement egg vendor with better breed support and debugging controls.
Essential when testing new breeds.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=1210",
            "https://eemfoo.org/archive/?filename=AdvancedMuco.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Garden Box": {
        "Description": "Powerful framework for adding plants and ecology
modules into any world. Can be used to create experimental ecosystems for
testing genetic interactions.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Agents&view=1760",
            "https://eemfoo.org/archive/?filename=GardenBox.zip"
        ],
        "Docs": [

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        "https://creatures.wiki/Garden_Box"
    ],
    "source": "creaturescaves.com"
},
"Weather System": {
    "Description": "Adds dynamic weather cycles to test environmental
stressors on creatures and ecology.",
    "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Agents&view=1455",
        "https://eemfoo.org/archive/?filename=WeatherSystem.zip"
    ],
    "source": "creaturescaves.com"
}
},
"Metarooms": {
    "C12DS": {
        "Description": "Faithful recreation of the Creatures 1 Albia
environment within Docking Station. Includes full ecology, rooms, and original
toy/food distribution.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Metarooms&view=146",
            "https://eemfoo.org/archive/?filename=C12DS.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Aquatilis Caverna": {
        "Description":
"Large aquatic metaroom with unique fish, plants, and interactive underwater
ecology. Standard for aquatic wolfling runs.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Metarooms&view=511",
            "https://eemfoo.org/archive/?filename=AquatilisCaverna.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Terra Reborn": {
        "Description": "Expansive ecosystem with forests, caves, and
multiple climates. Used for balanced wolfling run experiments.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Metarooms&view=987",
            "https://eemfoo.org/archive/?filename=TerraReborn.zip"
        ],
        "source": "creaturescaves.com"
    },
},

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    "Norn Garden 1 & 2": {
      "Description": "Classic metaroom add-ons with rich flora and fauna,
used for genetic and ecological variety testing.",
      "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=NornGarden1.zip",
        "https://eemfoo.org/archive/?filename=NornGarden2.zip"
      ],
      "source": "creaturescaves.com"
    },
    "Forestia": {
      "Description": "Fan-made metaroom simulating a forest environment
with balanced plant and critter life. Includes weather support.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Metarooms&view=765",
        "https://eemfoo.org/archive/?filename=Forestia.zip"
      ],
      "source": "creaturescaves.com"
    },
    "Creatures 2 to DS": {
      "Description": "Port of the Creatures 2 Albia world into DS,
complete with bridges, ecology, and compatible agents.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Metarooms&view=150",
        "https://eemfoo.org/archive/?filename=C2toDS.zip"
      ],
      "source": "creaturescaves.com"
    },
    "Veridia": {
      "Description": "Massive official-quality metaroom with multiple
zones and custom flora/fauna. Often used in advanced wolfling runs.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Metarooms&view=660",
        "https://eemfoo.org/archive/?filename=Veridia.zip"
      ],
      "source": "creaturescaves.com"
    },
    "Devroom (Testing Metaroom)": {
      "Description": "Small blank metaroom used by developers to test
agents, scripts, and creature behavior without environmental interference.",
      "DownloadLinks": [
        "https://creaturescaves.com/community.php?
section=Resources&view=17",
        "https://eemfoo.org/archive/?filename=DevRoom.zip"
      ],
      "source": "creaturescaves.com"
    }
  }

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    }
  },
  "Breeds": {
    "Chichi Norns (baseline)": {
      "Description": "Default DS breed. Included because many experiments
reference them as the unmodified baseline genome.",
      "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=ChichiNorns.zip"
      ],
      "source": "creatures.wiki"
    },
    "Toxic Norns": {
      "Description": "Official DS breed with unique poisonous
biochemistry, often used as a baseline for custom genetic experiments.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Breeds&view=222",
        "https://eemfoo.org/archive/?filename=ToxicNorns.zip"
      ],
      "source": "creatures.wiki"
    },
    "Hardman Norns": {
      "Description": "Official Creatures 3 breed with more aggressive,
resilient genome. Often used in wolfling run stress testing.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Breeds&view=300",
        "https://eemfoo.org/archive/?filename=HardmanNorns.zip"
      ],
      "source": "creatures.wiki"
    },
    "Banshee Grendels": {
      "Description":
"Aggressive grendel breed with expanded intelligence. Common for predator-prey
testing.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Breeds&view=345",
        "https://eemfoo.org/archive/?filename=BansheeGrendels.zip"
      ],
      "source": "creaturescaves.com"
    },
    "Dream Norns": {
      "Description": "Community breed with altered brain structure for
reduced aggression and extended lifespan.",
      "DownloadLinks": [
        "https://creaturescaves.com/downloads.php?
section=Breeds&view=750",

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        "https://eemfoo.org/archive/?filename=DreamNorns.zip"
    ],
    "source": "creaturescaves.com"
},
"CFE Genomes": {
    "Description": "Community Fix Edition genomes. First round of large-
scale fixes for broken official genomes (instincts, biochemistry, brain
functions).",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=CFEGenomes.zip"
    ],
    "Docs": [
        "https://creatures.wiki/Community_Fix_Edition"
    ],
    "source": "creatures.wiki"
},
"CFF Genomes": {
    "Description": "Community Fix and Feature genomes. Builds on CFE by
repairing instincts and adding new genetic features like improved fertility
control and survival instincts.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=CFFGenomes.zip"
    ],
    "Docs": [
        "https://creaturescaves.com/community.php?
section=Resources&view=24"
    ],
    "source": "creaturescaves.com"
},
"TCB Norns": {
    "Description": "Theoretical Complete Biochemistry genomes.
Overhauled chemical pathways to improve survival realism; often used for
advanced testing.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=TCBNorns.zip"
    ],
    "Docs": [
        "https://creaturescaves.com/community.php?
section=Resources&view=25"
    ],
    "source": "creaturescaves.com"
},
"TWB Norns": {
    "Description": "True Warm-Blooded genomes. Introduces homeostatic
temperature regulation and new metabolic pathways, used for stress testing and
ecological balancing.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=TWBGenomes.zip"
    ]
}

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    ],
    "Docs": [
        "https://creaturescaves.com/community.php?
section=Resources&view=26"
    ],
    "source": "creaturescaves.com"
},
"2017 Genomes": {
    "Description": "Final large-scale community fix project. Integrates
years of fixes from CFE/CFF/TCB/TWB into one unified baseline genome pack.
Considered standard for most wolfling runs post-2017.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=2017Genomes.zip"
    ],
    "Docs": [
        "https://creatures.wiki/2017_genomes"
    ],
    "source": "creatures.wiki"
}
},
"Fixes": {
    "DS Offline Patch": {
        "Description": "Removes the need for the now-defunct Gameware DS
server, allowing Docking Station to run completely offline.",
        "DownloadLinks": [
            "https://creatures.wiki/Offline_Option",
            "https://eemfoo.org/archive/?filename=DSOfflineOption.zip"
        ],
        "Docs": [
            "https://creatures.wiki/Offline_Option"
        ],
        "source": "creatures.wiki"
    },
    "Creature Drowning Fix": {
        "Description": "Prevents creatures from drowning in water areas by
adjusting instinct and physics values.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?
section=Fixes&view=890",
            "https://eemfoo.org/archive/?filename=DrowningFix.zip"
        ],
        "source": "creaturescaves.com"
    },
    "Egg Fix Pack": {
        "Description": "Fixes egg-laying and hatching issues common in
wolfling runs.",
        "DownloadLinks": [
            "https://creaturescaves.com/downloads.php?

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section=Fixes&view=120",
    "https://eemfoo.org/archive/?filename=EggFixPack.zip"
],
"source": "creaturescaves.com"
},
"Elevator Fix": {
    "Description": "Corrects broken elevator scripts in certain
metarooms, which prevented creatures from properly traveling between floors.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=ElevatorFix.zip"
    ],
    "source": "creaturescaves.com"
},
"Genome Instinct Fixes": {
    "Description": "Early community patch correcting instinct miswiring
in default Norn genomes. Superseded by CFE/CFF/2017 packs but historically
important.",
    "DownloadLinks": [
        "https://eemfoo.org/archive/?filename=InstinctFixes.zip"
    ],
    "source": "creaturescaves.com"
}
},
"FanProjects": {
    "OpenC2E": {
        "Description":
"Open-source reimplementation of the Creatures engine (Creatures 1, 2, and 3/
DS). Aims for long-term preservation and modding flexibility.",
        "DownloadLinks": [
            "https://github.com/OpenC2e/OpenC2e"
        ],
        "Docs": [
            "https://github.com/OpenC2e/OpenC2e/wiki",
            "https://creatures.wiki/OpenC2e"
        ],
        "source": "creatures.wiki"
    },
    "C3DS Community Edition (CE)": {
        "Description": "Fan-maintained update of the original Creatures 3
and Docking Station executables. Fixes bugs, adds modding hooks, improves
stability, and ensures compatibility with modern systems.",
        "DownloadLinks": [
            "https://github.com/Creatures-Developer-Network/c3ds-ce",
            "https://eemfoo.org/archive/?filename=C3DSCommunityEdition.zip"
        ],
        "Docs": [
            "https://github.com/Creatures-Developer-Network/c3ds-ce/wiki",
            "https://creatures.wiki/C3DS_Community_Edition"
        ]
    }
}

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    ],
    "Notes": "Includes source patches, build instructions, feature
roadmap, and compatibility notes. Integrates well with Albion Warp.",
    "source": "creatures.wiki"
  },
  "Albion Warp (New Warp)": {
    "Description":
"Fan-run replacement for the original Docking Station Warp server. Provides
working online multiplayer, creature sharing, and chat functionality in modern
installations.",
    "DownloadLinks": [
      "https://albianwarp.com/downloads/",
      "https://github.com/Creatures-Developer-Network/AlbianWarp"
    ],
    "Docs": [
      "https://albianwarp.com/",
      "https://albianwarp.com/documentation",
      "https://creatures.wiki/Albian_Warp"
    ],
    "Notes": "Includes client patchers, server emulator code, and
protocol documentation. Compatible with DS Offline Option.",
    "source": "creatures.wiki"
  },
  "Eemfoo Archive": {
    "Description": "Comprehensive archive of Creatures utilities,
agents, metarooms, and breeds. Serves as the primary mirror for lost
downloads.",
    "DownloadLinks": [
      "https://eemfoo.org/archive/"
    ],
    "Docs": [
      "https://eemfoo.org/"
    ],
    "source": "eemfoo.org"
  },
  "Creatures Wiki": {
    "Description": "Community documentation project containing CAOS
reference, tutorials, genome documentation, and tool guides.",
    "DownloadLinks": [
      "https://creatures.wiki/"
    ],
    "Docs": [
      "https://creatures.wiki/CreaturesWiki:Community_portal"
    ],
    "source": "creatures.wiki"
  },
  "Warp Alternative Clients": {
    "Description": "Experimental alternative clients and launchers that

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connect to Albion Warp and provide additional logging/debugging features.",
    "DownloadLinks": [
        "https://github.com/Creatures-Developer-Network/warp-client"
    ],
    "Docs": [
        "https://albianwarp.com/documentation"
    ],
    "source": "albianwarp.com"
},
{
    "Docs": {
        "CAOS Reference": {
            "Description": "Complete documentation of the Creatures Object
Scripting language (CAOS), including command reference and examples.",
            "Docs": [
                "https://creatures.wiki/CAOS",
                "https://creaturescaves.com/community.php?
section=Resources&view=14",
                "https://eemfoo.org/archive/?filename=caos_reference.pdf"
            ],
            "source": "creatures.wiki"
        },
        "CAOS Tutorials": {
            "Description": "Step-by-step tutorials and advice on writing CAOS
scripts, including injector examples and basic agent creation.",
            "Docs": [
                "https://creaturescaves.com/dev.php?section=Advice",
                "https://creaturescaves.com/community.php?
section=Resources&category=Development",
                "https://creatures.wiki/CAOS_tutorial"
            ],
            "source": "creaturescaves.com"
        },
        "File Format Guides": {
            "Description": "Documentation for core Creatures 3/DS file formats
including sprites, genome, and map files.",
            "Docs": [
                "https://creatures.wiki/S16",
                "https://creatures.wiki/C16",
                "https://creatures.wiki/ATT_file",
                "https://creatures.wiki/GEN_file",
                "https://creatures.wiki/BLK_file",
                "https://creatures.wiki/PRAY"
            ],
            "source": "creatures.wiki"
        },
        "PRAY Compiler Manual": {
            "Description": "Official and community documentation for packaging

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agents with the PRAY compiler and Jagent.",
    "Docs": [
        "https://creatures.wiki/PRAY",
        "https://creaturescaves.com/community.php?
section=Resources&view=31"
    ],
    "source": "creatures.wiki"
},
"Genome Documentation": {
    "Description": "Reference for community genome projects, including
CFE, CFF, TCB, TWB, and 2017 genomes.",
    "Docs": [
        "https://creatures.wiki/Community_Fix_Edition",
        "https://creaturescaves.com/community.php?
section=Resources&view=24",
        "https://creaturescaves.com/community.php?
section=Resources&view=25",
        "https://creaturescaves.com/community.php?
section=Resources&view=26",
        "https://creatures.wiki/2017_genomes"
    ],
    "source": "creatures.wiki"
},
"Creatures Engine Notes": {
    "Description": "Reverse engineering notes on the Creatures engine,
CAOS internals, and game architecture. Includes forum threads with hex dumps and
opcode analysis.",
    "Docs": [
        "https://creaturescaves.com/forum.php?view=12",
        "https://eemfoo.org/archive/?filename=engine_notes.zip"
    ],
    "source": "creaturescaves.com"
},
"C3DS Community Edition Documentation": {
    "Description": "Technical documentation for the Community Edition
project. Includes build instructions, patch notes, debugging hooks, and modding
entry points.",
    "Docs": [
        "https://github.com/Creatures-Developer-Network/c3ds-ce/wiki",
        "https://creatures.wiki/C3DS_Community_Edition"
    ],
    "source": "creatures.wiki"
},
"Albian Warp Protocols": {
    "Description": "Documentation of the DS warp protocol and its
replacement in Albian Warp. Includes technical notes on client/server
communication, authentication, and creature transfer packets.",
    "Docs": [

```

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        "https://albianwarp.com/documentation",
        "https://creatures.wiki/Albian_Warp"
    ],
    "source": "creatures.wiki"
},
"Warp Client Developer Notes": {
    "Description": "Reference for developing custom clients and tools
that connect to Albian Warp, including debug API calls.",
    "Docs": [
        "https://github.com/Creatures-Developer-Network/warp-client"
    ],
    "source": "github.com"
},
"Tutorials and Advice Collection": {
    "Description": "Community tutorials archived on CreaturesCaves
covering agent development, genome modification, and world-building.",
    "Docs": [
        "https://creaturescaves.com/dev.php?section=Advice",
        "https://creaturescaves.com/community.php?
section=Resources&category=Development&page=2",
        "https://creaturescaves.com/community.php?
section=Resources&category=Development&page=3"
    ],
    "source": "creaturescaves.com"
}
},
"ForumProjects": {
    "Injector Snippets": {
        "Description":
"CAOS code fragments and experimental agent injectors shared on CreaturesCaves
development forums.",
        "Snippets": [
            {
                "Title": "Simple Egg Injector",
                "Code": "new: simp 2 22 3000 3000 0 0 0",
                "Notes": "Demonstration of creating an egg object directly
via CAOS. Used as teaching example."
            },
            {
                "Title": "Food Dispenser Script",
                "Code": "inst new: simp 2 12 5000 5000 0 0 0 setv va00 10
loop subv va00 1 addv va00 1 till",
                "Notes":
"Injects a simple food dispenser agent with looping behavior."
            },
            {
                "Title": "Basic Teleporter",
                "Code": "new: simp 2 17 1000 1000 0 0 0 attr 1999 bhvr 48

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mvto 6000 6000",
    "Notes": "Prototype teleporter pad shared as test code.
Later developed into full teleporter agents."
  },
],
"source": "creaturescaves.com"
},
"Genome Experiments": {
  "Description": "Community experiments in genome manipulation, often
shared as raw .gen snippets or tutorial-style notes.",
  "Examples": [
    {
      "Title": "Teaching Genome Pack",
      "Notes": "A genome set designed to demonstrate instinct
rewiring. Shared as partial DNA dumps.",
      "Snippet": "orgn 2 chem 12 stim writ 5"
    },
    {
      "Title": "Mutation Stress Test",
      "Notes": "A genome variant that mutates rapidly across
generations, used to test viability in wolfling runs.",
      "Snippet": "gene 12 mutr 10 prob 100"
    }
  ],
  "source": "creaturescaves.com"
},
"Metaroom Test Code": {
  "Description": "Snippets and tools used to test metaroom loading,
block files, and map connectivity.",
  "Snippets": [
    {
      "Title": "BLK Loader",
      "Code": "doif file exis \"mymap.blk\" doif mapb 1 eq 0 mapb
1 endi endi",
      "Notes":
"Prototype CAOS for loading custom block files into DS. Early work for metaroom
editors."
    },
    {
      "Title": "Room Link Debugger",
      "Code": "enum 4 0 0 mesg writ _p1 _p2",
      "Notes": "Script for checking room connectivity and
debugging doorways."
    }
  ],
  "source": "creaturescaves.com"
},
"Chemistry Tools": {

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        "Description": "Chemical injection and monitoring utilities written
as CAOS snippets.",
        "Snippets": [
            {
                "Title": "Chemical Injector",
                "Code": "enum 4 0 0 chem 12 addv va00",
                "Notes": "Simple tool to add a chemical to selected
creature."
            },
            {
                "Title": "Chemistry Logger",
                "Code": "setv va00 chem 12 outs va00",
                "Notes": "Prints chemical concentration to console. Used in
experiments that became Hoverdoc/X-Ray."
            }
        ],
        "source": "creaturescaves.com"
    },
    "File Format Notes": {
        "Description": "Community notes on reverse engineering C3/DS file
formats from forum posts.",
        "Details": [
            {
                "Title": "S16/C16 Frame Layout",
                "Notes": "Frames stored sequentially, with headers
describing width/height. Snippet included hex offsets."
            },
            {
                "Title": "ATT Limb File Discovery",
                "Notes": "Forum thread detailing attachment points. Format
decoded: X,Y offsets for each limb relative to sprite."
            },
            {
                "Title": "PRAY File Header Breakdown",
                "Notes":
"Posted example showing tag ordering and padding in agent packaging."
            }
        ],
        "source": "creaturescaves.com"
    },
    "Wolfling Run Utilities (Proto)": {
        "Description": "Early versions of wolfling run helper tools, often
only released as snippets on the forums.",
        "Examples": [
            {
                "Title": "Auto Killer Script",
                "Code": "doif chem 68 gt 200 kill ownr endi",
                "Notes": "Prototype script to automatically kill creatures

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with high toxin levels. Later became AutoKill agent."
    },
    {
      "Title": "Name Generator Script",
      "Code": "setv va00 rand 1 26 setv va01 rand 1 26 char va00
char va01",
      "Notes": "Prototype for autonamer agents."
    }
  ],
  "source": "creaturescaves.com"
},
"Debug Scripts": {
  "Description": "Console commands and experimental debugging
utilities shared as one-liners.",
  "Snippets": [
    {
      "Title": "Freeze World",
      "Code": "sets game 0",
      "Notes": "Pauses world processing. Later adapted into Time
Control agent."
    },
    {
      "Title": "Population Counter",
      "Code": "enum 4 0 0 addv va00 1 next outs va00",
      "Notes": "Counts all creatures in the world and prints
total."
    }
  ],
  "source": "creaturescaves.com"
}
}
}

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