

# The GUI Editor

## 1. Features

The GUI editor is a graphical user interface to visually create, modify and train a neural net. It's based on a graphical framework called **JHotDraw** , an other SourceForge project (Thanks to the authors of that package).

Its main features are:

- Creation of any architecture, according to the nature of the core engine
- Neural net save and restore from a file system
- Setting of all parameters for each component of the neural network
- Checking for the correctness of the neural network
- Use of pre-processing and control plug-ins
- A complete macro editor to define and control the scripting code
- A control centre to train the neural network
- A charting component to visualize the output values of the neural network
- A flexible environment based on XML files to add new layers, synapses, etc. to the editor's palette
- Exporting of the embedded neural network to distribute and run it on external applications

## 2. Screenshots

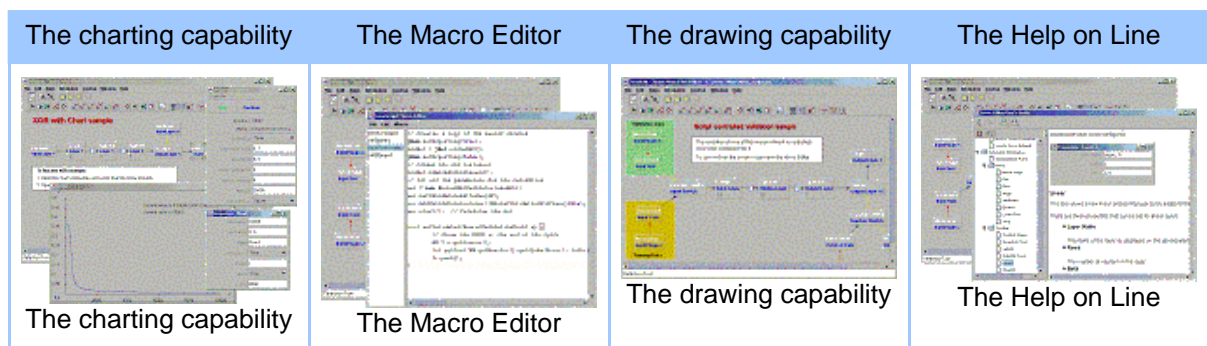


Table 1: Click the images for full size

## 3. Resources

- [A sample GUI, that learns the XOR problem](#)
- [The Joone Complete Guide \(pdf\)](#)
- [The JOONE Core Engine](#)
- [\*\*A selection of the best Neural Networks books\*\*](#)