# Get prior finally to have an impact

I scraped Afactor as legi said it is too gekünstelt.  
I tried to increase cPrior from 20 to eg 200, but it increases the prior weights by almost nothing.  
I also already increased the prior firing frequency to 200 Hz, but its also way too little still.

Because of that I decided to use more prior neurons. To determine the number of prior neurons I checked how many input neurons are active for a single time step (=20 – 30). One prior neuron that fires with 200 Hz generates on average 200 spikes / 1000 ms = 1/5 spike/ms.   
**200 Hz generate 1/5 spikes per 1 ms**=> 20-30 input spikes vs. 1/5 prior spike …   
Input weights values are up to 1, prior weights up to 4.  
**So the actual impact of the prior is 1/25  
I will try 100 prior neurons (50 of each class) then we will have 25 vs 25 impact.**