BrainSim V0.5 Enhancements:

Added Burst Neuron Model (displays with “B=”)

Added Random Neuron Model (displays with “R=) with mean and standard. deviation

Improved neuron firing diagrams

Synapse colors now update if less than 451 neurons displayed

Improved modelling of Hebbian synapses

Added Refractory Period

Added Axon Delay

Added Neuron Engine Menu

Improved error handling in network file loading, added progress bar for large files

Improved status display with execution timing for engine cycles and display updates

Added bitmap/pixel display for small scales. A selection displays neuron values as points…useful for images.

Revamped and improved context menus throughout.

Neuron context menu now updates its content when neuron model is changed.

Renamed the “Std” neuron model to “IF” (Integrate and Fire)

Label color of a spiking (white) neuron set to black

Starting program without a pervious file set defaults to creating a small neural array

Synapse source and target can now be edited by either neuron id or neuron label