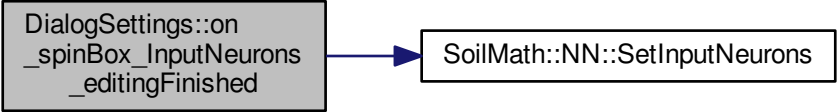


DialogSettings::on  
\_spinBox\_InputNeurons  
\_editingFinished



```
graph LR; A[DialogSettings::on_spinBox_InputNeurons_editingFinished] --> B[SoilMath::NN::SetInputNeurons]
```

SoilMath::NN::SetInputNeurons