SNLearnConsole

Description

SNLearnConsole is a simple example that shows how to use the SpikeNet learning module within SNVision Library.

Notice

To execute this program, you must have the recognition module SNVision Library. (SNVision.dll)

SNVision Library functions used

- SNLearnFile(LPCTSTR pszFileName, LPMODELINFO pModelInfo)
  //Make a new model from a "pgm" file
- SNSelectAll(BOOL bEnable)
  //Select all the models
- SNGetSelCount(void)
  //Return the number of selected models
- SNGetSelected(DWORD dwMaxModel, LPDWORD rgSelectedList)
  //Return the model identificator of all the models selected in the database
- SNSave(LPCTSTR pszFileName);
  //Save all the selected models to a "snm" file

Different steps

1. Load the image to be learnt
2. Run the learning process
3. Save the model database into a "snm" file

What you should see

```
Welcome to SNLearn

Enter a pgm image file to learn: ..\..\..\images\little_cat.pgm

Enter a destination model file: ..\..\..\models\little_cat.snm

Numbers of models loaded: 1
Model 0:
 MyFirstModel
 Threshold: 50  Detail: 100

Press any key to continue
```

one model is saved to a model file