

Resource Summary Report

Generated by [RRID](#) on Aug 6, 2026

SpineCreator

RRID:SCR_015637

Type: Tool

Proper Citation

SpineCreator (RRID:SCR_015637)

Resource Information

URL: <https://github.com/SpineML/SpineCreator>

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Description: Graphical editor software which can be used to create and edit neural network models. Models can be read from, and saved in the SpineML format.

Synonyms: SpineCreator: Graphical Editor for SpineML

Resource Type: collaboration tool, authoring tool, software application, simulation software, software resource

Defining Citation: [PMID:27628934](#)

Keywords: spineml, graphical editor, modeling software, simulation, mark-up language, computational neuroscience, cross platform graphical editor

Availability: Free, Available for download, Runs on MAC OS, Runs on Linux, Tutorial available

Resource Name: SpineCreator

Resource ID: SCR_015637

Alternate URLs: <http://spineml.github.io/spinecreator/>

Record Creation Time: 20220129T080326+0000

Record Last Update: 20260806T054626+0000

Ratings and Alerts

No rating or validation information has been found for SpineCreator.

No alerts have been found for SpineCreator.

Data and Source Information

Source: [SciCrunch Registry](#)

Usage and Citation Metrics

We found 5 mentions in open access literature.

Listed below are recent publications. The full list is available at [RRID](#) .

James SS, et al. (2018) Integrating Brain and Biomechanical Models-A New Paradigm for Understanding Neuro-muscular Control. *Frontiers in neuroscience*, 12, 39.

Knight JC, et al. (2018) GPUs Outperform Current HPC and Neuromorphic Solutions in Terms of Speed and Energy When Simulating a Highly-Connected Cortical Model. *Frontiers in neuroscience*, 12, 941.

Cope AJ, et al. (2018) Abstract concept learning in a simple neural network inspired by the insect brain. *PLoS computational biology*, 14(9), e1006435.

Cope AJ, et al. (2017) A computational model of the integration of landmarks and motion in the insect central complex. *PloS one*, 12(2), e0172325.

Cope AJ, et al. (2017) SpineCreator: a Graphical User Interface for the Creation of Layered Neural Models. *Neuroinformatics*, 15(1), 25.