

# Index

## NUMERICS

45 degree objects in generated layers 6-14

45 degree tool mode 4-5

45-degree layout

    design rule checking 8-16

## A

About L-Edit 11-193

    Memory 11-193

    Support 11-193

activating drawing tools 4-4

all angle tool mode 4-5

anchor point 4-6

AND operation 6-3

arcs

    definition 4-3

    drawing 4-7

arranging window icons 11-189

arrays 3-33

    editing 3-37

    flattening 3-39

    showing and hiding 4-36

    viewing 11-75

auto-panning 4-24

## B

bevel style (wire joins) 3-62

bin size

    design rule checking 8-14

Boolean operators for generated layers 6-3

    AND 6-3

    Grow 6-5

    NOT 6-4

    OR 6-4

- order of operations 6-8
- shrink 6-5
- boxes
  - definition 4-2
  - drawing 4-6
  - editing 5-9
  - merging 5-7
  - nibbling 5-8
  - viewing 11-95
- butt style (wire ends) 3-62

## C

- CAP format 10-3
- capacitance 10-3
- cascading windows 11-186
- Cell >
  - Close As 11-134
  - Copy 11-130
  - Delete 11-132
  - Fabricate 11-138
  - Flatten 11-137

- Info 11-139
- Instance 11-135
- New 11-128
- Open 11-129
- Rename 11-131
- Revert Cell 11-133
- cell browser, viewing 11-109
- cell hierarchy 1-3, 3-12
- cell info 3-18
- Cell Information 11-139
- Rename Cell 11-131
- cells 1-2, 3-12
  - arrays 3-33
  - copying 3-20
  - creating 3-14
  - hierarchy of 1-3, 3-12
  - instanced 3-12
  - instances of 3-12, 3-33
  - instancing 3-12
  - opening 3-14
  - renaming 3-17
  - reverting 3-22
- CIF 10-6
  - calls 10-8
  - extensions 10-15
  - geometric primitives 10-10
  - layers 10-13

names 10-14  
restrictions 10-14  
scaling 10-18  
symbols 10-7  
wires 10-17

**CIF files** 3-7, 3-9

**CIF format**  
compatible wire styles 3-65  
fabrication cell 3-19

**circles**  
definition 4-3  
drawing 4-6  
editing 5-12  
viewing 11-98

**Clear** 11-47

**clear mode** 3-46

**Clear Rulers** 11-167

**clearing objects on generated layers** 6-12

**Close Cell As** 11-134

**closing files** 3-5

**closing windows** 11-190

**color parameters** 2-52  
color palette limitations 2-53

**command line** 2-3  
arguments 2-3  
ignore configuration 2-3  
ignore registry info 2-3

**Configuration files**  
Setup Application 2-29  
configuration files 11-142  
format 10-42

**Copy** 11-44

**copying cells** 3-20

**copying objects** 5-18

**copying to the Windows clipboard** 5-19, 11-49, 11-50

**Create New Cell** 11-128

**creating**  
arrays 3-33, 5-18  
cells 3-14  
files 3-2

**creating generated layers** 6-10

**cross-definition**  
single-step display 7-12

**cross-section** 7-2  
complex designs 7-3  
design rules 7-3  
etch 7-5  
grow/deposit 7-5  
implant/diffuse 7-6  
implementation 7-4  
operation 7-8  
overview 7-2  
process definition files 7-4

process steps 7-4  
 quick access 7-2  
 Cut 11-43

## D

### data formats

CAP 10-3  
 CIF 10-6  
 definitions 10-2  
 DRC 10-19  
 EXT 10-20  
 GDSII 10-35  
 INI 10-42  
 RUL 10-44  
 SPC 10-45  
 TDB 10-53  
 TPR 10-54  
 TTX 10-58  
 XST 10-75

data types 10-36

default port text size 4-11

default ruler settings 4-11

default text size 2-38

default wire styles 4-10

defining generated layers 6-7

Delete Objects on Error Layer 11-175

Delete Objects on Generated Layers 11-171

deleting objects 5-22

deleting objects on generated layers 6-12

Deselect All 11-52

### deselection

deselection range 2-40  
 explicit deselection 4-16  
 hidden deselection 4-17  
 implicit deselection 4-17  
 universal deselection 4-17

design features 1-4

design hierarchy 3-12

Design Rule Check 11-172, 11-174

design rule checking 1-4

45-degree layout 8-16  
 bin size 8-14  
 clearing error markers 8-19  
 error files 8-17  
 error markers 8-17  
 error objects 8-17  
 error ports 8-17  
 exact width rules 8-8

extension rules 8-11  
finding error markers 8-18  
full-cell check 8-14  
generated layers 8-5  
limitations 8-14  
minimum width rules 8-7  
not exist rules 8-8  
optimization 8-20  
overlap rules 8-10  
region-only check 8-15  
rule exceptions 8-12  
rule lists 8-5  
rule sets 8-3  
setup 8-3  
spacing rules 8-9  
surround rules 8-9  
types of rules 8-7  
write to file 8-5  
design rule error files 10-19  
documentation conventions 1-9

## Draw >

### Flip >

Horizontal 11-119

Vertical 11-120

Group 11-125

Merge 11-124

Move By 11-113

Nibble 11-121

## Nudge >

Down 11-117

Left 11-114

Right 11-115

Up 11-116

Pick Layer 11-127

Rotate 11-118

## Slice >

Horizontal 11-122

Vertical 11-123

Ungroup 11-126

draw passes 3-44

## drawing

arcs 4-7

automatic selection 2-41

boxes 4-6

circles 4-6

instances 4-11

object types 4-2

operations 4-6

polygons 4-9

ports 4-10

rulers 4-11

tools 4-2

tori 4-8

wires 4-9

drawing objects 3-12  
Drawing toolbar 2-10, 4-4  
    display 4-6  
DRC format 10-19  
Duplicate 11-48  
duplicating objects 5-18

## E

edge selection 5-6

Edit >

- Clear 11-47
- Clipboard >
  - Copy Selections 11-50
  - Copy Window 11-49
- Copy 11-44
- Cut 11-43
- Deselect All 11-52
- Duplicate 11-48
- Edit In-Place >
  - Pop Out 11-68
  - Push Into 11-67

- Top Cell 11-69
- Edit Object(s) 11-57
  - Boxes 11-59
  - Circles 11-62
  - Instances 11-64
  - Polygons 11-59
  - Ports 11-62
  - Rulers 11-62
  - Wires 11-60

- Find 11-53
- Find Next 11-55
- Find Previous 11-56
- Paste 11-45
- Paste to Layer 11-46
- Redo 11-42
- Select All 11-51
- Undo 11-41

- Edit Object(s) 11-57
  - Boxes 11-59
  - Circles 11-62
  - Instances 11-64
  - Polygons 11-59
  - Ports 11-62
  - Rulers 11-62
  - Wires 11-60

- editing objects
  - boxes 5-9

- circles 5-12
- edit range 2-41
- edit-in-place 3-37
- graphical 5-5
- instances 5-15
- multiple objects 5-16
- polygons 5-10
- ports 5-13
- rulers 5-14
- textual 5-8
- wires 5-11

#### Editing options

- Setup Application 2-30

- error recovery 1-6

#### errors

- design rule checking 8-17
- exact width design rules 8-8
- exchanging views 4-27, 11-80
- Exit 11-40
- Export Mask Data 11-24
- exporting files 3-9
- EXT format 10-20
- extend style (wire ends) 3-62
- extending edge selection 5-6
- extension design rules 8-11
- Extract 11-176
  - General 11-177

- Output 11-178
  - Subcircuit 11-181
- extract definition files 9-6, 10-20
  - comments 10-21
  - connections 10-21
  - devices 10-22
- extract netlist files 10-45
  - device commands 10-49
  - device statements 10-45
  - non-standard devices 10-52
- extraction 9-2
  - subcircuit recognition 9-12

## F

- fabrication cell 3-19

#### File >

- (recently used files) 11-39
- Close 11-18
- Exit 11-40
- Export Mask Data 11-24
- Export Setup 11-30

Import Mask Data 11-22  
 Info 11-32  
 New 11-15  
 Open 11-16  
 Print 11-34  
 Print Preview 11-36  
 Print Setup 11-37  
 Replace Setup 11-27  
 Save 11-19  
 Save As 11-20  
 File Information 11-32  
 file information  
     accessing 3-10  
 file parameters 2-37  
 files 3-2  
     CIF 3-7, 3-9  
     closing 3-5  
     creating 3-2  
     exporting 3-9  
     formats 1-5  
     GDSII 3-7, 3-9  
     importing 3-7  
     opening 3-4  
     saving 3-5  
     startup 2-2  
     TDB 3-5  
     text 3-3, 3-5

Find Next 11-55  
 Find Object(s) 11-53  
 Find Previous 11-56  
 finding objects 5-2  
 flattening cells 11-137  
 flattening hierarchy 3-39  
 flip/rotate commands 4-20  
 flipping objects  
     horizontally 11-119  
     vertically 11-120  
 floorplans 1-4  
 full-cell design rule check 8-14

## G

GDSII files 3-7, 3-9  
 GDSII format 10-35  
     compatible wire styles 3-65  
     data types 10-36  
     wires 10-39  
 Generate Cross Section 11-184  
 Generate Layers 11-168



45 degree objects 6-14  
 AND operation 6-3  
 Boolean operations 6-3  
 creating 6-10  
 defining layers 6-7  
 DRC and Extract 6-13  
 Grow operation 6-5  
 merging objects 6-10  
 NOT operation 6-4  
 OR operation 6-4  
 removing generated layers 6-12  
 showing and hiding 6-12  
 shrink operation 6-5  
 generated layers  
   design rule checking 8-5  
   hiding 11-108  
   showing 11-107  
 Getting Help 2-60  
 graphical editing 5-5  
 grid  
   parameters 2-47  
   showing and hiding 4-37  
   viewing 11-77  
 grouping objects 3-40, 11-125  
 Grow operation 6-5

## H

### Help >

About L-Edit 11-193  
   Memory 11-193  
   Support 11-193  
 L-Edit User Guide 11-192

Hide Insides 11-72

Hide Leaves 11-73

### Hide/Show

layers 2-8  
 objects 2-10  
 toolbars 2-24

### hiding

all layers 11-106  
 all objects 11-103  
 arrays 4-36  
 generated layers 6-12, 11-108  
 grid 4-37  
 hierarchy 4-33  
 icons 4-35  
 insides 4-33  
 layers 4-31  
 origin 4-37  
 ports 4-36

hiding layout

objects 4-28  
hierarchy 1-3  
  showing and hiding 4-33  
home view 11-79

## I

icons 4-35  
  showing and hiding 4-35  
  viewing 11-74  
Import Mask Data 11-22  
importing files 3-7  
INI format 10-42  
insides  
  showing and hiding 4-33  
instanced cell 3-12  
instances 1-2, 3-12  
  arrays 3-33  
  creating 3-33  
  drawing 4-11  
  editing 3-37, 5-15  
  flattening 3-39

viewing 11-101  
instancing cell 3-12  
internal units 2-23

## K

keyboard settings  
  shortcut keys 2-34

## L

lambda-based design 1-6  
layer list 3-42  
Layer Palette 3-42  
  enlarging 2-7  
layers  
  CIF names 10-14  
  hide all 11-106

- pass lists 3-43
- setup 3-50
- show all 11-105
- showing and hiding 4-31
- viewing 11-104
- Layout Area 2-23
- layout extraction 9-2
- layout style (wire joins) 3-62
- L-Edit**
  - building blocks 1-2
  - features 1-2
- L-Edit command menus 2-19**
  - Cell 2-19, 11-9
  - Draw 2-19, 11-8
  - Edit 2-19, 11-3
  - File 2-19, 11-2
  - Help 2-20, 11-13
  - Setup 2-20, 11-10
  - Tools 2-20, 11-11
  - View 2-19, 11-5
  - Window 2-20, 11-12
- L-Edit User Guide 11-192**
- Locator 2-17, 2-24**
  - coordinate system 2-47
  - Relative Coordinate Display 2-18
  - Units 2-17, 2-42, 2-49

## M

- memory limits 1-6
- Menu bar 2-19
- merging objects 5-7, 6-10, 11-124
- minimum width design rules 8-7
- miter style (wire joins) 3-62
- mouse buttons**
  - BACKUP 2-17
  - CHOOSE 2-14
  - END 2-17
  - MOVE-EDIT 2-13
  - SELECT 2-13
  - VERTEX 2-16
- Mouse Buttons bar 2-12
- mouse snap grid 2-47
- mouse zoom 4-26, 11-81
- Move By 4-20, 11-113
- move-edit 2-13
- moving toolbars 2-7, 2-10, 2-17, 2-18, 2-21
- multiple object editing 5-16

## N

New File 11-15  
nibbling objects 5-8, 11-121  
nodal capacitance file 10-3  
not exist design rules 8-8  
NOT operation 6-4  
nudge commands 4-19  
    down 11-117  
    left 11-114  
    right 11-115  
    up 11-116  
nudging 4-19  
null pass 3-48  
numerical repositioning 4-20

## O

object passes 3-43  
object types 4-2

### objects

    copying 5-18  
    deleting 5-22  
    duplicating 5-18  
    flipping horizontally 11-119  
    flipping vertically 11-120  
    grouping 11-125  
    hide all 11-103  
    merging 11-124  
    move-edit 2-13  
    nibbling 11-121  
    nudge down 11-117  
    nudge left 11-114  
    nudge right 11-115  
    nudge up 11-116  
    pasting 5-20  
    repeated copying 5-18  
    selecting 2-13  
    show all 11-102  
    showing and hiding 4-28  
    slicing horizontally 11-122  
    slicing vertically 11-123  
    ungrouping 11-126  
open windows, viewing 11-191  
opening  
    cells 3-14  
    files 3-4

optimizing design rule checking 8-20  
OR operation 6-4  
origin 2-24

- showing and hiding 4-37
- viewing 11-78

orthogonal tool mode 4-5  
overlap design rules 8-10

## P

panning 4-22

- bottom cell edge 11-94
- down 11-90
- left 11-87
- left cell edge 11-91
- right 11-88
- right cell edge 11-92
- top cell edge 11-93
- up 11-89

pass attributes 3-43  
pass types 3-44

- draw 3-44

- select 3-44

passes

- changing a select pass 3-44
- object 3-43
- port 3-43
- text 3-43

Paste 11-45  
paste buffer 5-20  
Paste to Layer 11-46  
paste-to-cursor 5-20  
pasting objects 5-20  
picking layers 11-127  
polygons

- adding vertices 5-7
- definition 4-2
- drawing 4-9
- editing 5-10
- merging 5-7
- nibbling 5-8
- viewing 11-96

popping out of instances 11-68  
ports

- default text size 4-11
- drawing 4-10
- editing 5-13
- showing and hiding 4-36
- viewing 11-76, 11-99

predefined setup files 3-3  
primitives 1-2, 3-12  
Print 11-34  
Print Preview 11-36  
Print Setup 3-67, 11-37  
printing 3-67, 3-69  
    hard copy 1-6  
process definition files 7-4  
process steps  
    etch 7-5  
    grow/deposit 7-5  
    implant/diffuse 7-6  
pushing into instances 11-67

## R

recently used file list 2-32  
Redo 5-24, 11-42  
redo buffer 5-24  
redrawing the screen 11-112  
region-only design rule checking 8-15  
renaming cells 3-17

reorienting objects 4-20  
repeated copying 5-18  
Replace Setup Information 11-27  
repositioning 4-18  
resizing and reshaping objects 5-5  
reverting cells 11-133  
rotate/flip commands 4-20  
rotating objects 11-118  
round style (wire ends and joins) 3-62  
RUL format 10-44  
rule exceptions 8-12  
rule lists 8-5  
rule sets 8-3  
rule types 8-7  
rulers  
    default settings 4-11  
    drawing 4-11  
    editing 5-14  
    viewing 11-100

## S

Save As 11-19, 11-20

saving files 3-5

text 3-6

search path 2-2

select 2-13

Select All 11-51

Select Cell To Copy 11-130

Select Cell To Delete 11-132

Select Cell to Edit 11-129

Select Cell To Fabricate 11-138

Select Cell To Instance 11-135

select pass 3-44

selecting and deselecting

actions 4-13

current layer 4-16

cycle selection 4-14

definitions 4-12

edges 5-6

explicit deselection 4-16

explicit selection 4-14

extend selection 4-15

hidden deselection 4-17

implicit deselection 4-17

implicit selection 4-15

layout 4-12

selection range 2-40

universal deselection 4-17

universal selection 4-16

selection parameters 2-39

set mode 3-45

Setup >

Application 11-142

General 11-144

Keyboard 11-146

Design 11-148

Drawing 11-153

Grid 11-151

Selection 11-152

Technology 11-149

DRC 11-164

Write to file 11-166

Layers 11-156

Derivation 11-159

General 11-158

Rendering 11-160

Palette 11-140


Special Layers 11-162

Setup Application 11-142

Configuration files 2-29


Editing options 2-30

General 2-29, 11-144



Keyboard 11-146  
    Keyboard settings  
        Setup Application 2-33  
Toolbars 2-32  
Setup Design 11-148  
    Drawing 11-153  
    Grid 11-151  
    Selection 11-152  
    Technology 11-149  
Setup Design Rules 11-164  
    Write to file 11-166  
setup information  
    design rule check 8-3  
Setup Layers 11-156  
    Derivation 11-159  
    General 3-52, 11-158  
    Rendering 11-160  
setup layers  
    Derivation 3-52  
    Rendering 3-56  
Setup Palette 11-140  
Setup Special Layers 11-162  
shortcut keys 2-34  
    creating a shortcut 2-35  
Show Insides 11-71  
Show Layers 2-9

showing  
    all layers 11-105  
    all objects 11-102  
    generated layers 11-107  
showing and hiding  
    arrays 4-36  
    grid 4-37  
    hierarchy 4-33  
    icons 4-35  
    insides 4-33  
    layers 4-31  
    layout 4-28  
    objects 4-28  
    origin 4-37  
    ports 4-36  
showing generated layers 6-12  
shrink operation 6-5  
slicing objects 5-7  
    horizontally 11-122  
    vertically 11-123  
smooth cursor 2-49  
snapping cursor 2-49  
spacing design rules 8-9  
SPC format 10-45  
Special Layers Setup 3-59  
specifying file setup 3-3  
Standard toolbar 2-20





startup files 2-2  
Status bar 2-22  
    viewing 11-111  
stipple edit box 3-57  
subcircuit recognition  
    activation 9-13  
    cell design for 9-14  
    connection ports 9-15  
    connections 9-17  
    cross ports 9-19  
subtracting edge selection 5-6  
surround design rules 8-9

## T

TDB files 3-5  
TDB format 10-53  
TDB setup path 2-31  
technology parameters 2-42  
technology units 2-42  
text files 3-3, 3-5  
    saving 3-6

text passes 3-43  
tiling windows  
    horizontally 11-187  
    vertically 11-188  
Toggle Insides 11-70  
toolbars  
    Drawing 2-10  
    Locator 2-17  
    viewing 2-24, 11-110  
Tools >  
    Clear Error Layer 11-175  
    Clear Generated Layers 11-171  
    Clear Rulers 11-167  
    Cross Section 11-184  
    DRC 11-172  
    DRC Box 11-174  
    Extract 11-176  
        General 11-177  
        Output 11-178  
        Subcircuit 11-181  
    Generate Layers 11-168  
top cell of instances 11-69  
tori  
    definition 4-3  
    drawing 4-8  
TPR format 10-54  
TTX Export 11-30

TTX format 10-58

## U

Undo 11-41

undoing operations 5-23

ungrouping objects 3-40, 11-126

Unix version search path 2-2

## V

variable grid 1-6

vertices, adding 5-7

View >

Arrays 11-75

Cell Browser 11-109

Exchange 11-80

Grid 11-77

Home 11-79

Icon 11-74

Insides >

Hide Insides 11-72

Hide Leaves 11-73

Show Insides 11-71

Toggle Insides 11-70

Layers >

Hide All 11-106

Hide Generated 11-108

Show (Layer name) 11-104

Show All 11-105

Show Generated 11-107

Objects >

Boxes 11-95

Circles 11-98

Hide All 11-103

Instances 11-101

Polygons 11-96

Ports 11-99

Rulers 11-100

Show All 11-102

Wires 11-97

Origin 11-78

Pan >

Down 11-90

Left 11-87

- Right 11-88
- To Cell Edge >
  - Down 11-94
  - Left 11-91
  - Right 11-92
  - Up 11-93
- To Selections 11-86
- Up 11-89

- Ports 11-76

- Redraw 11-112

- Status Bar 11-111

- Toolbars 11-110

- Zoom >

- In 11-83

- Mouse 11-81

- Out 11-84

- To Selections 11-85

- viewing 4-22

- arrays 11-75

- boxes 11-95

- cell browser 11-109

- circles 11-98

- grid 11-77

- icons 11-74

- instances 11-101

- layers 11-104

- mouse-controlled 4-26

- open windows 11-191

- origin 11-78

- polygons 11-96

- ports 11-76, 11-99

- rulers 11-100

- toolbars 2-24

- wires 11-97

- views

- exchanging 4-27

- panning 4-22

- zooming 4-25

## W

- Window >

- (open windows) 11-191

- Arrange Icons 11-189

- Cascade 11-186

- Close All Except Active 11-190

- Tile Horizontally 11-187

- Tile Vertically 11-188

- window icons, arranging 11-189

window stretch editing 5-6  
Windows clipboard, copying to 5-19, 11-49,  
11-50  
wires  
    adding vertices 5-7  
    CIF-compatible styles 3-65  
    default styles 3-65, 4-10  
    definition 4-3  
    drawing 4-9  
    editing 5-11  
    end styles 3-62  
    GDSII-compatible styles 3-65  
    join styles 3-62  
    merging 5-7  
    nibbling 5-8  
    terminology 3-61  
    viewing 11-97  
    width 3-62  
writing design rules to a file 10-44

## X

XST format 10-75

## Z

zooming 4-25  
    in 11-83  
    mouse 11-81  
    out 11-84  
    selections 11-85, 11-86