

IPC-2581A

2012-May

Generic Requirements for Printed Board Assembly Products Manufacturing Description Data and Transfer Methodology

A standard developed by IPC

Association Connecting Electronics Industries



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Developed by the Product Data Description (Laminar View)
Subcommittee (2-16) of the Data Generation and Transfer
Committee (2-10) of IPC

Users of this publication are encouraged to participate in the
development of future revisions.

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Acknowledgment

Any document involving a complex technology draws material from a vast number of sources. While the principal members of the 2-16 Product Data Description (Laminar View) Subcommittee are shown below, it is not possible to include all of those who assisted in the evolution of this standard. To each of them, the members of the IPC extend their gratitude.

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Generic Requirements for Printed Board Assembly Products Manufacturing Description Data and Transfer Methodology

1 SCOPE

This standard specifies the XML schema that represents the intelligent data file format used to describe printed board and printed board assembly products with details sufficient for tooling, manufacturing, assembly, and inspection requirements. This format may be used for transmitting information between a printed board designer and a manufacturing or assembly facility. The data is most useful when the manufacturing cycle includes computer-aided processes and numerical control machines.

The data can be defined in either English or International System of Units (SI) units. The format is a convergence of the IPC-2511 "GenCAM" and the Valor Computerized Systems "ODB-X" format structure.

1.1 Focus and intent

The generic format requirements are provided in a series of standards focused on printed board manufacturing, assembly, and inspection testing. This standard series consists of a generic standard (IPC-2581) that contains all the general requirements. There are seven sectional standards that are focused on the XML details necessary to accumulate information in the single file, that addresses the needs of the manufacturing disciplines producing a particular product.

The sectional standards (IPC-2582 through 2588) paraphrase the important requirements and provide suggested usage and examples for the topic covered by the sectional standard.

1.2 Notation

Although the data would be contained in a single file, the file can have different purposes as described in Section 4. The XML schema used for this standard follows the notations set forth by the W3C and is as follows:

element – Element appears exactly one time

element? – Element may appear 0 or 1 times

element* – Element may appear 0 or more times

element+ – Element may appear 1 or more times

Any IPC-258X file is composed of a high level element (IPC-2581) that contains up to six sub-elements:

Content – information about the contents of the 258X file

LogisticHeader – information pertaining to the order and supply data

HistoryRec – change information of the file

Bom – Bill of Materials (Material List) information

Ecad – Computer Aided Design (engineering) information

Avl – Approved Vendors List information

2 APPLICABLE DOCUMENTS

The following documents contain requirements which, when referenced, constitutes provisions of IPC-2581. At the time of publication, the editions indicated were valid. All documents are subject to revision and parties entering into agreements based on this standard are encouraged to investigate the possibility of applying the most recent editions of the documents indicated below.

The revision of the document in effect at the time of solicitation **shall** take precedence.

IPC-T-50	<i>Terms and Definitions for Interconnecting and Packaging Electronic Circuits</i>
IPC-2501	<i>Definition for Web-Based Exchange of XML Data</i>
IPC-2524	<i>PWB Fabrication Data Quality Rating System</i>
IPC-2511	<i>Generic Requirements for Implementation of Product Manufacturing Description Data and Transfer XML Schema Methodology</i>
IPC-2571	<i>Generic Requirements for Electronics Manufacturing Supply Chain Communication - Product Data eXchange (PDX)</i>
IPC-2576	<i>Sectional Requirements for Electronics Manufacturing Supply Chain Communication of As-Built Product Data - Product Data eXchange</i>
IPC-2577	<i>Sectional Requirements for Supply Chain Communication of Manufacturing Quality Assessment - Product Data eXchange (PDX)</i>
IPC-2578	<i>Sectional Requirements for Supply Chain Communication of Bill of Material and Product Design Configuration Data - Product Data eXchange</i>
IPC-7351	<i>Generic Requirements for Surface Mount Design and Land Patterns</i>

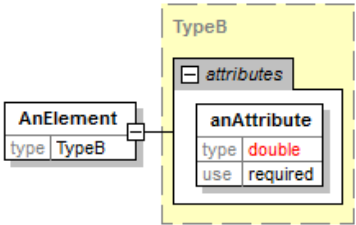
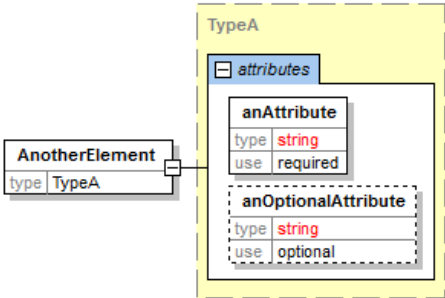
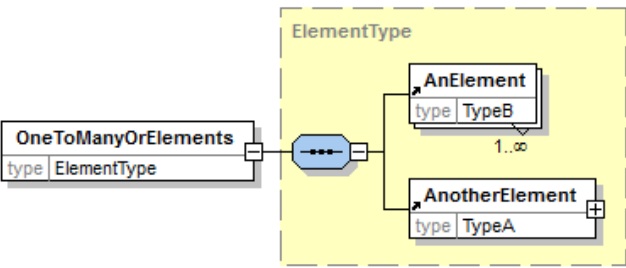
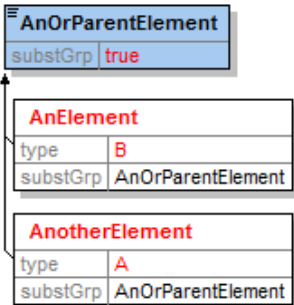
2.1 Documentation conventions

The XML file format standard and the XML Schema definition language standard, as defined the by World Wide Web Consortium (W3C), have been adopted by IPC for use in the IPC-2500 series of standards.

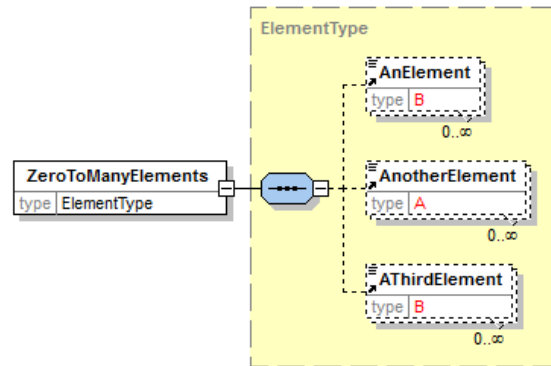
In addition to the text based schema notation this document provides graphical representation of the structure of the file format. The XML diagrams are designed to effectively illustrate the structure and cardinality of elements and attributes that make up any IPC-258X file. The notation in the graphics does not provide a complete visualization of the schema definition for the file format, but it does provide a good top down overview. Should there be any conflict between the graphical notation and the schema notation, the authoritative definition is the schema notation.

Table 1 provides an overview of the graphical notation used in the document.

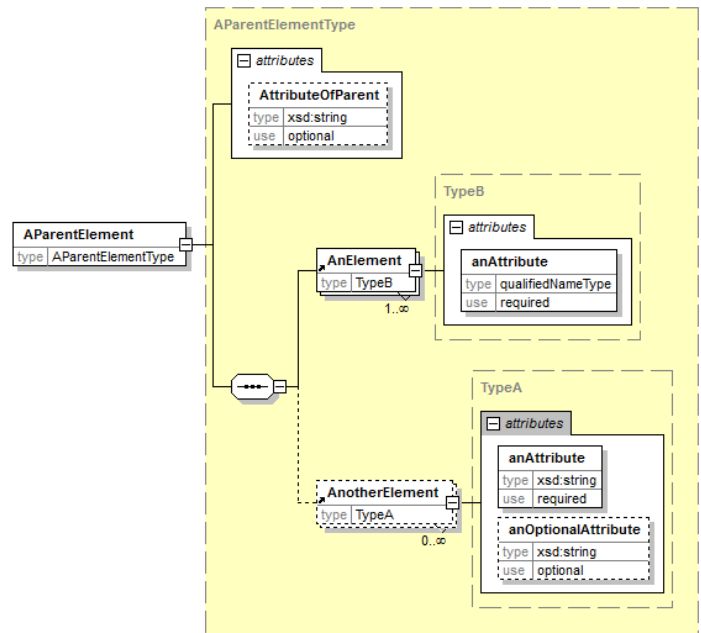
Table 1 Graphical Notation Overview

<p>This diagram depicts an element named AnElement that is of type TypeB. There is one attribute, named anAttribute, that is of type double. The attribute is required.</p>	 <p>The diagram shows a box for 'AnElement' with 'type TypeB'. It is connected to a larger box for 'TypeB' which contains an 'attributes' section. Inside 'attributes' is 'anAttribute' with 'type double' and 'use required'.</p>
<p>Example: <AnElement anAttribute="14.44e-3"/> Note that all attribute values must be enclosed in quotes, regardless of type.</p>	
<p>This diagram depicts an element named AnotherElement that is of type TypeA with two attributes. The attribute anAttribute is required. The second attribute, anOptionalAttribute, is optional. Both attributes are of type string.</p>	 <p>The diagram shows a box for 'AnotherElement' with 'type TypeA'. It is connected to a larger box for 'TypeA' which contains an 'attributes' section. Inside 'attributes' are 'anAttribute' (type string, use required) and 'anOptionalAttribute' (type string, use optional).</p>
<p>Examples: <AnotherElement anAttribute="red" anOptionalAttribute="a string" /> <AnotherElement anAttribute="blue" /></p>	
<p>The ElementType OneToManyOrElements is the parent of an unordered list of one or more instances of the elements AnElement and AnotherElement. The type TypeA occurs only once while TypeB can occur many times.</p>	 <p>The diagram shows a box for 'OneToManyOrElements' with 'type ElementType'. It is connected to a larger box for 'ElementType' which contains a list of elements. The list starts with a blue oval containing '1..∞'. The first element is 'AnElement' with 'type TypeB'. The second element is 'AnotherElement' with 'type TypeA' and a '+' sign in a box.</p>
<p>The arrow indicates a substitution of the element named AnOrParentElement. The substitution declares that one and only one occurrence is allowed. The AnOrParentElement can have one of AnElement or AnotherElement as a child element.</p>	 <p>The diagram shows a box for 'AnOrParentElement' with 'substGrp true'. An arrow points from this box to a larger box containing two elements: 'AnElement' (type B, substGrp AnOrParentElement) and 'AnotherElement' (type A, substGrp AnOrParentElement).</p>

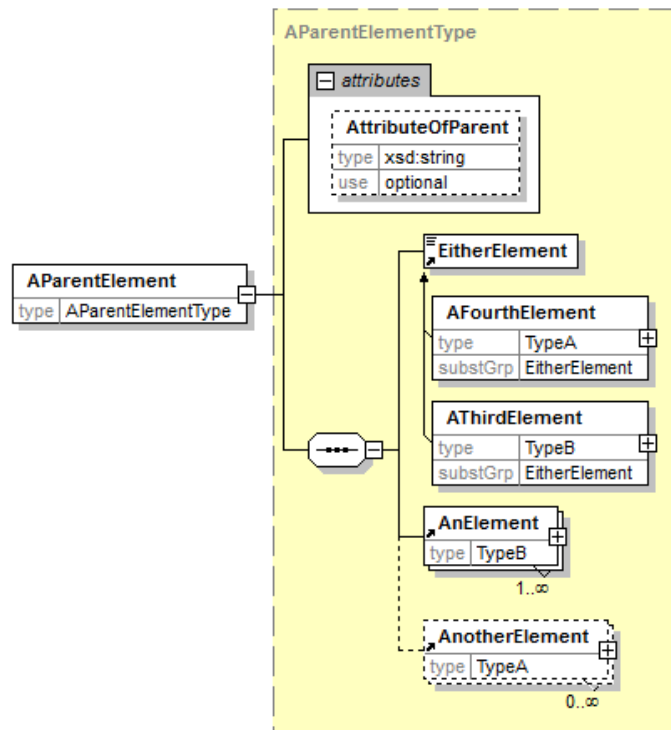
The optional indication for the three element children shows that none may be present or many versions of all three are possible.



This diagram depicts an element, **AParentElement**, of type **AParentElementType**. This element has one attribute, **attributeOfParent**, which is optional. The lines indicate that occurrences of **AnElement** and **AnotherElement** appear in the order with **AnElement** indicated as required while **AnotherElement** is optional. Both elements have a required attribute; however, if **AnotherElement** is instantiated, **anOptionalAttribute** is also possible.



This diagram depicts a type, AParentElementType, that contains a sequence starting with one of AThirdElement or AFourth element followed by 1-n AnElement and an optional final AnotherElement. The AParentElement also has an optional attribute.



3 REQUIREMENTS

The XML schema contained in this document describes the structure of a generic computer-aided manufacturing 258X exchange format. The document specifies data elements specifically designed to establish the information exchange related to the data needed by printed board manufacturing, and assembly including inspection of those products.

The XML schema defines the configuration of mandatory and optional elements, as well as mandatory and optional attributes. The Top Level (TopElement) of the schema contains six major elements. The schema notation specifies that the 6 top-level elements are required to appear in the order shown in Figure 1. The order of appearance in the file is significant. For instance, the appearance of graphics on a layer is dependent on the order of appearance in the file. The order is also important because elements often reference information that is defined elsewhere in the file in order to eliminate redundancy within the file. The file is structured to allow all references to be resolved in one pass.

An implementation of the XML schema must be able to facilitate the reading and/or writing of all characteristics defined within the requirements stated in the **Mode** function of this standard. Some tools may have only read capability; some may have only write capability. Some tools may have both read/write capability. All schema defined in the standard as mandatory (1-1, 1-n occurrences) **shall** be executed as appropriate. Tool providers **shall** identify their capability by Mode Level (Full, Design 1, 2 or 3, Fabrication 1, 2, or 3 etc.) plus 2581R; 2581W; or 2581RW.

Each element has a specific function or task. Accordingly, the information interchange for a specific purpose is possible only if that element is populated. The ability to select those characteristics that are appropriate for a given task makes the schema a robust methodology for defining only those areas and characteristics that are necessary to produce a given product. Figure 1 shows the potential children elements of the Top Element (IPC-2581).

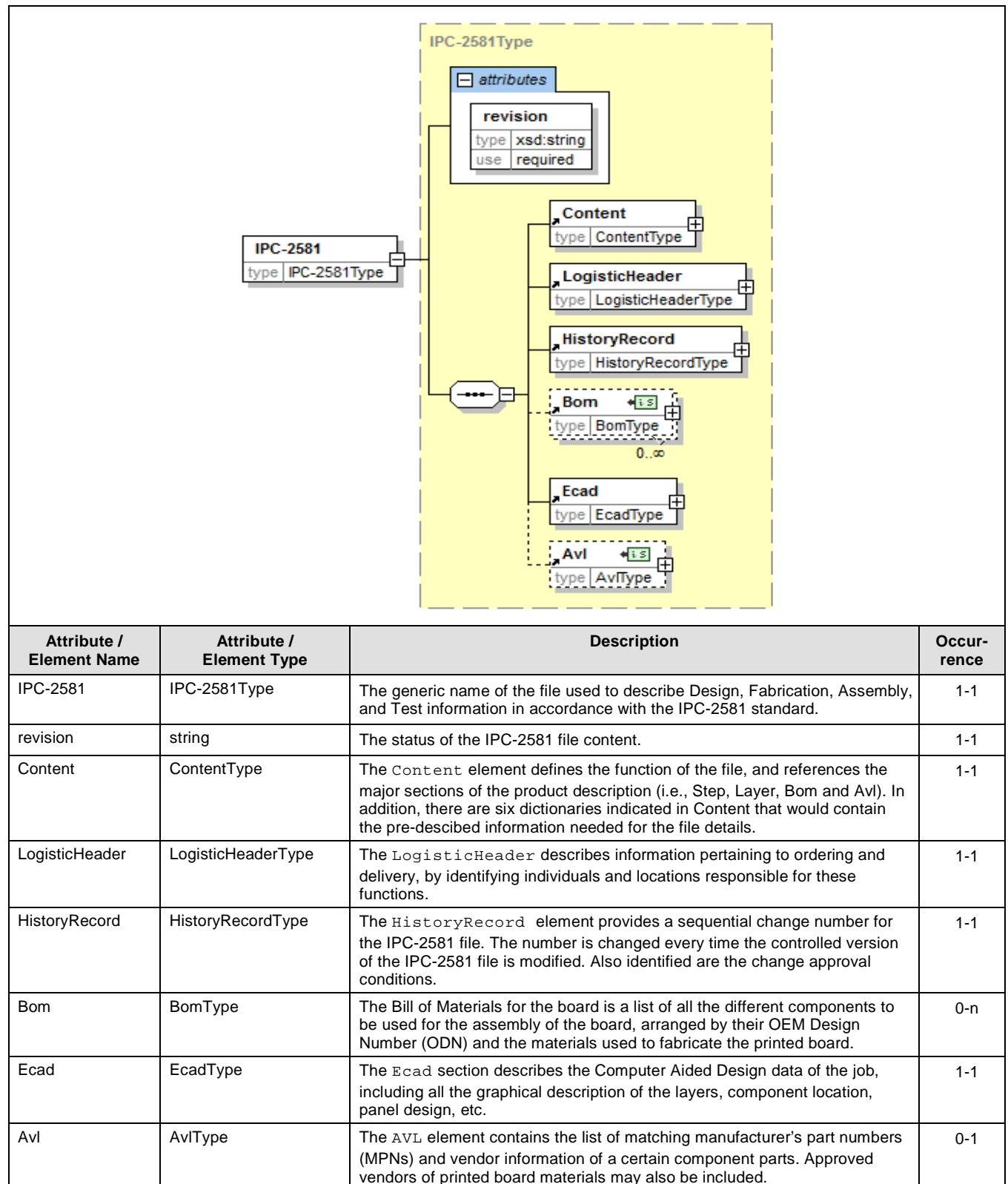


Figure 1 IPC-258X Children Element

3.1 Rules concerning the use of XML and XML Schema

The rules required to define syntax and semantics of the 258X file format notation have been simplified by the adoption of the W3C standards for XML Schema and XML file formats. These two standards are well specified by the W3C. The popularity of these standards has lead to the development of many commercial and open source software tools and libraries that conform to the W3C standards.

A 258X file begins with the notation of the revision of the generic standard and the latest revision letter followed by the software revision of the released XML schema. i.e., <IPC-2581A revision = _"2.0"> tag and ends with the <IPC-2581A> tag. The content between these tags must match the .xsd definition of the 258X schema as defined by the IPC-2581 through IPC-2588 XML. The latest software release is found at http://webstds.ipc.org/2581/2581A_schema.xsd.

3.1.1 File readability and uniformity

A valid 258X file must conform to the W3C Canonical XML format. The format is defined by the <http://www.w3.org/TR/xml-c14n> specification. Software tools exist that will take malformed XML and automatically generate Canonical XML.

3.1.2 File markers

An optional checksum can be appended following the </258X> tag. The checksum is an MD5 message digest algorithm (see Internet RFC 1321: <http://www.ietf.org/rfc/rfc1321.txt>) that is base64 encoded. The checksum starts with the "<" character of the <258X> tag and ending with the ">" character of the closing </258X> tag. The checksum follows immediately after the ">" character of the closing </258X> tag.

The digest provides a 128-bit checksum of the 258X file contents. The MD5 signature must be base64 encoded (see IETF RFC 1421 for the base64 algorithm) to convert the MD5 signature to a US-ASCII, base64 string. An end of line character will indicate the end of the base64 encoded MD5 signature.

3.1.3 File extension

The file extension for a 258X file is = xml.

3.1.4 File remarks

The 258X format permits file remarks using the standard XML commenting notation. They are only to be used to support debugging software. A parser may ignore and discard remarks when reading a 258X file. File remarks are never to be used to represent design or manufacturing information.

3.1.5 Character set definition

The XML standard uses the Unicode character set. This character set covers the characters used in hundreds of written languages. The XML standard allows several of the Unicode encoding formats to be used in an XML file. IPC-2581 through IPC-2588 requires the use of the UTF-8 character encoding of the Unicode character set. Although comments and user assigned names may be in any language of choice, all qualified names or enumerated string names **shall** be in English only.

3.2 Data organization and identification rules

The 258X standards use a namespace mechanism for XML instance files that is similar to the XML namespace mechanism that was created for managing XML meta-data namespaces. The instance file namespace mechanism prevents collisions between the names used by the different products within a single file. This partitioning of namespaces is necessary because any of the 258X files may contain information describing an arbitrary collection of products. (Boards, assemblies, or panels that are products allowed in an IPC-258X file.) For example, a file could contain descriptions for building multiple electronic assemblies that are manufactured on separate panels. This mechanism also prepares the way for a distributed database of 258X design data in which the data can be trusted to be universally unambiguous.

3.2.1 Naming elements within a 258X File

The capability of Unique namespaces was created to allow a panel to be defined in the single 258X file that contains multiple unique boards. Since two boards may reuse the same identifier, e.g. “U1”, “R1”, it must be possible to separate names in the file into namespaces. The 258X namespace implementation borrows the notation used by XML namespaces and makes the 258X standard format consistent with conventional XML usage.

There are two types of names used to name top-level objects (element instances) in a 258X file. The first type of name is a `qualifiedName` type. This type includes a prefix in the name that corresponds to a namespace within the 258X file. The prefix and the globally unique identity of the `Namespace` are declared in the `Namespace` element. The second type of name is a `shortName` type. This type is required to be unique within the 258X file. The syntax restrictions on short names and qualified names assure that all names will be unique as top-level names within 258X file.

3.2.2 The Use of XML elements and types

A comprehensive overview of XML Schema can be found in the W3C XML Schema Primer. This section briefly describes the decisions that were made in the development of the 258X schema. Reviewing the Primer is recommended prior to reading this section.

The XML Schema defines a namespace mechanism that can be used when defining element names. The W3C also provides a set of general purpose element and attribute types, such as `xsd:string`, `xsd:double`, and `xsd:datetime`. The 258X format uses these standard types, however the documentation of the 258X standard has been defined without the use of a namespace prefix for element names within a 258X file.

Each of the schema elements has a prefix, “`xsd:`”, which is associated with the XML Schema namespace through the declaration, `xmlns:xsd=“http://www.w3.org/2000/08/XMLSchema”`, that appears in the schema element. The prefix `xsd:` is used by convention to denote the XML Schema namespace, although any prefix can be used. The same prefix, and hence the same association, also appears on the names of built-in simple types, e.g. `xsd:string`. The purpose of the association is to identify the elements and simple types as belonging to the vocabulary of the XML Schema language rather than the vocabulary of the schema author.

In XML Schema, there is a basic difference between complex types that allow elements in their content and may carry attributes, and simple types that cannot have element content and cannot carry attributes. There is also a major distinction between definitions that create new types (both simple and complex), and declarations that enable elements and attributes with specific names and types (both simple and complex) to appear in document instances.

New complex types are defined using the `complexType` element and such definitions typically contain a set of element declarations, element references, and attribute declarations. The declarations are not themselves types, but rather an association between a name and constraints that govern the appearance of that name in documents governed by the associated schema. Elements are declared using the “`element`,” and attributes are declared using the “`attribute`.”

3.2.3 Attribute base types (governing templates)

The attribute basic types (SimpleTypes) provided by XML Schema are defined by the W3C. They are easy to distinguish from the IPC-258X types because the W3C type is always prefixed with “`xsd:`”. The W3C datatypes are defined in <http://www.w3.org/2000/10/XMLSchema> (XML Schema Part 2).

Table 2 defines those W3C basic types that are used to define attributes in the 258X schema. The `xsd:string` type is constrained to create specific base types for special purpose strings, such as `qualifiedName` and `shortName`. The rules for special number types and the date format are also defined. Table 3 defines those basic types that have been standardized for use within the IPC-258X format.

Table 2 Governing template basic types defined by W3C

xsd:string	A W3C standard data type for a Unicode character string. The characters are from the UTF-8 character set as defined in http://www.ietf.org/rfc/rfc2279.txt .
xsd:double	<p>A W3C standard data type for a binary floating-point number. The W3C definition of xsd:double is in http://www.w3.org/TR/xmlschema-2/.</p> <p>The xsd:double is a number where the value can be positive, negative, integer or floating point, with at least 7 digits of precision. Numbers are assumed to be positive but can be explicitly designated as positive by preceding the number with a '+' (ASCII decimal 43) character. Negative numbers must be explicitly designated as negative by a preceding '-' (ASCII decimal 45) character. An internal representation of an IEEE double precision floating-point number is assumed. This range of values for IEEE doubles is defined as $3.4 \times 10^{-38} \leq \text{value} \leq 3.4 \times 10^{+38}$. The format for representing a double is the same as the format used in the computer languages C, Perl, Python, or TCL. For example, all the following are legal numbers: 1.005 ; 0.01; .01; -2.334e-33; .224e-2</p>
xsd:nonNegativeInteger	<p>A W3C standard data type for non-negative integer numbers. The W3C definition of xsd:nonNegativeInteger is in http://www.w3.org/TR/xmlschema-2/.</p> <p>The range of values allowed are $0 \leq \text{value} \leq 2147483647$ (the non-negative values that fit in a 32 bit signed integer).</p>
xsd:positiveInteger	<p>A W3C standard data type for positive integer numbers. The W3C definition of xsd:positiveInteger is in http://www.w3.org/TR/xmlschema-2/.</p> <p>The range of values allowed are $1 \leq \text{value} \leq 2147483647$ (the positive values that fit in a 32 bit signed integer).</p>
xsd:dateTime	<p>The W3C standard data type for the current date and time is xsd:dateTime. (See http://www.w3.org/TR/NOTE-datetime-970915.html.) The following formats from the W3C specification are recommended for 258X files:</p> <p>Complete date plus hours, minutes and seconds: YYYY-MM-DDThh:mm:ssTZD (e.g. 1997-07-16T19:20:30.4536+01:00)</p> <p>Complete date plus hours, minutes, seconds and a decimal fraction of a Second: YYYY-MM-DDThh:mm:ss.sTZD (e.g. 1997-07-16T19:20:30.45+01:00)</p> <p>where: YYYY = four-digit year MM = two-digit month (01=January, etc.) DD = two-digit day of month (01 through 31) Hh = two digits of hour (00 through 23) (am/pm NOT allowed) Mm = two digits of minute (00 through 59) Ss = two digits of second (00 through 59) S = one or more digits representing a decimal fraction of a second TZD = time zone designator (Z or +hh:mm or -hh:mm)</p>
xsd:anyURI	A W3C standard data type for hyperlinks. The W3C definition of xsd:anyURI is in http://www.w3.org/TR/xmlschema-2/ .
xsd:unsignedByte	The W3C standard for an unsigned byte (an unsigned 8 bit integer with a value between 0-255.) The W3C definition of xsd:unsignedByte is in http://www.w3.org/TR/xmlschema-2/ .
xsd:base64Binary	The data is encoded using base64. (see IETF RFC 1421 for the base64 algorithm and http://www.w3.org/TR/xmlschema-2/#base64Binary)

Table 3 Governing template basic types defined by IPC

qualifiedName	<p>The <code>qualifiedName</code> data type is a data type defined for the 258X series. The type is a restricted <code>xsd:string</code> data type where the pattern of the string must match the regular expression “[a-zA-Z][a-zA-Z0-9_-]*.+”.</p> <p>The definition of the <code>qualifiedName</code> data type is:</p> <pre><xsd:simpleType name = “qualifiedName”> <xsd:restriction base = “xsd:string”> <xsd:pattern value = “[a-zA-Z][a-zA-Z0-9_-]*.+”/> </xsd:restriction> </xsd:simpleType></pre> <p>An example of a string that matches the pattern is: “prefix:name”. The “prefix” is a <code>Namespace</code> name. The “name” is the name of an object within the <code>Namespace</code>.</p>
nonNegativeDouble	<p>The <code>nonNegativeDouble</code> data type is defined for the 258X series. The type restricts an <code>xsd:double</code> to positive numbers, inclusive of 0. The non-negative range of values for IEEE doubles is defined as $0.0 \leq \text{value} \leq 3.4 \times 10^{38}$.</p>
shortName	<p>The <code>shortName</code> data type is a data type defined for the 258X series. The type is a restricted <code>xsd:string</code> data type where the pattern of the string must match the regular expression “[a-zA-Z][a-zA-Z0-9_-]*”.</p> <p>The <code>xsd</code> definition of the <code>shortName</code> data type is:</p> <pre><xsd:simpleType name = “shortName”> <xsd:restriction base = “xsd:string”> <xsd:pattern value = “[a-zA-Z][a-zA-Z0-9_-]*”/> </xsd:restriction> </xsd:simpleType></pre> <p>An example of a string that matches the pattern is “bob_24”</p>

3.2.3.1 Qualified name convention

The IPC-258X file supports two types of qualified names. One is a basic `qualifiedName`; the second is a complete `qualifiedName` as shown in Table 3.

A basic `qualifiedName` is composed of at least one letter, followed by any number of letters, numbers, underscores, or hyphens. To form a complete `qualifiedName`, one can optionally prefix a basic `qualifiedName` with a colon delimited path, where each step along the path is constructed the same way as the basic qualified name. This permits sorting of sort names into a hierarchy (see Table 3).

Examples of basic qualified names are:

“KarenSingleBoard”
 “MultilayerStrategy”
 “StandardPrimitiveShapes”

Examples of complete qualified names are:

“Set1:KarenSingleBoard”
 “Set1:MultilayerStrategy”
 “Set1:StandardPrimitiveShapes”

3.2.4 Coordinate system and transformation rules

Any geometry defined in a 258X file is defined in a Cartesian coordinate system. The x coordinates become more positive going from left to right (west to east). The y coordinates become more positive going from bottom to top (south to north). The primary side (TOP) of the board, coupon, or panel is in the x-y plane of the coordinate system with the primary side facing up.

The illustration in Figure 2 provides a perspective drawing of a board and a coordinate system. Each product in a 258X file is defined relative to a local coordinate system for the product. The point of origin of the product is located at (0,0) in the local coordinate system.

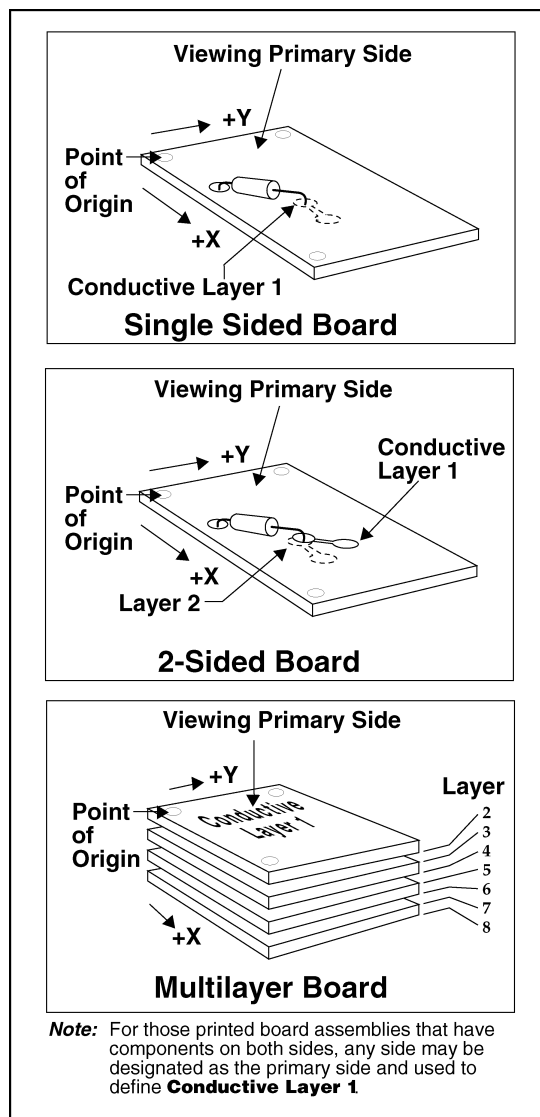


Figure 2 Printed board viewing

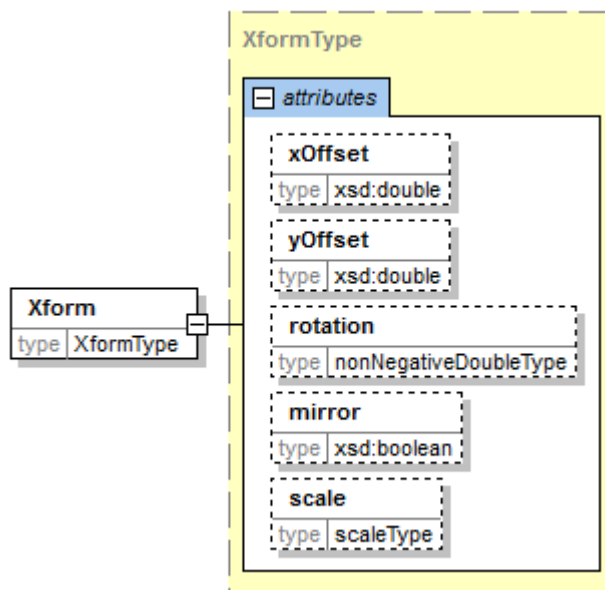
3.3 Transformation characteristics (Xform)

The **Xform** element defines a transformation that may be used throughout this specification to define a modification of the original stored data in the Dictionaries, the location and orientation of physical features. **Features**, **Shapes**, **Primitives** or other graphics in the file may be manipulated relative to their local Cartesian coordinate system by the values set in the transform. The **Xform** element can define a modification of the pre-defined feature's point of origin, and then apply rotation, mirroring, scaling and location (x and y) of the image.

The units of measure are defined in the **CadHeader** as an attribute that describes the details of all the features in the **Ecad** section. In addition, units of measure are also defined in each of the Dictionaries that contain graphical information. These are **DictionaryStandard**, **DictionaryUser**,

DictionaryFont, and DictionaryLineDesc. When a pre-define image from one of the dictionaries is used in the Ecad section, the units of measure must match.

The order of the transformation **shall** always follow the order of the fields in the description. This would be to 1) modify the origin; 2) apply rotation; 3) mirror image; and 4) scale.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined target that can be scaled, mirror imaged or rotated.	0-1
xOffset	double	The x offset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
yOffset	double	The y offset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
rotation	nonNegativeDouble Type	Defines the rotation of a shape about the local origin in degrees. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side). Degree accuracy is expressed as a two place decimal i.e., 45.15; 62.34	0-1
mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	0-1
scale	scaleType	An attribute that defines a "double" dimension whose minExclusiveValue=0.0 representing the multiplication factor of all x and y dimensions. The scale factor does not apply to angular values.	0-1

3.3.1 The x and y Offset attributes

The xOffset and yOffset attributes are of type xsd:double. They define the x and y offset of a shape relative to the origin of a Cartesian coordinate system. The definition of shapes can be nested and the x and y attributes are always interpreted relative to the local coordinate system of the shape to which the transformation applies. The default value for x and y is 0.0.

3.3.2 The rotation attribute

The `rotation` attribute is of type `nonNegativeDouble` that defines the rotation of a shape about the local origin. The interpretation of the value is set globally in the file to units of degrees. The range of the rotation parameter for DEGREES is 0.00 to 360.00 expressed as a `nonNegativeDouble` with an accuracy of a two place decimal. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side), even if the component that is being rotated is on the board BOTTOM (secondary side). Rotation defaults to 0.0, and can be applied to text, or any physical shape.

3.3.3 The mirror attribute

The `mirror` attribute is of data type `boolean`. This type is an enumerated string indicating TRUE or FALSE. The default value for MIRROR is FALSE. When mirror is set to TRUE it indicates that all x dimensions are set to a $-x$ value. The proper interpretation of the mirror and rotate attributes are shown in Figure 3. The example shows a unique artwork (14-pin DIP device) placed on the top and bottom of a board at 90.00° rotations.

3.3.4 The scale attribute

The `scale` attribute is of data type `scaleType`. The `scale` attribute is a “double” that must have a value greater than zero. All x and y dimensions of a geometry are multiplied by the scale attribute. The scale factor does not apply to angular values. The default value is 1.0.

3.3.5 The x and y Location attributes

The `xLocation` and `yLocation` attributes are of type `xsd:double`. They define the x and y position where a feature, component, text or other shape is placed. The `xLocation` and `yLocation` coordinate positions a shape by its original origin or its modified origin (x and y Offset) relative to the origin of the image upon which the feature, component etc. is to be located. Mirroring, rotating, and scaling may all apply to the location of the shape as indicated by the `Xform`.

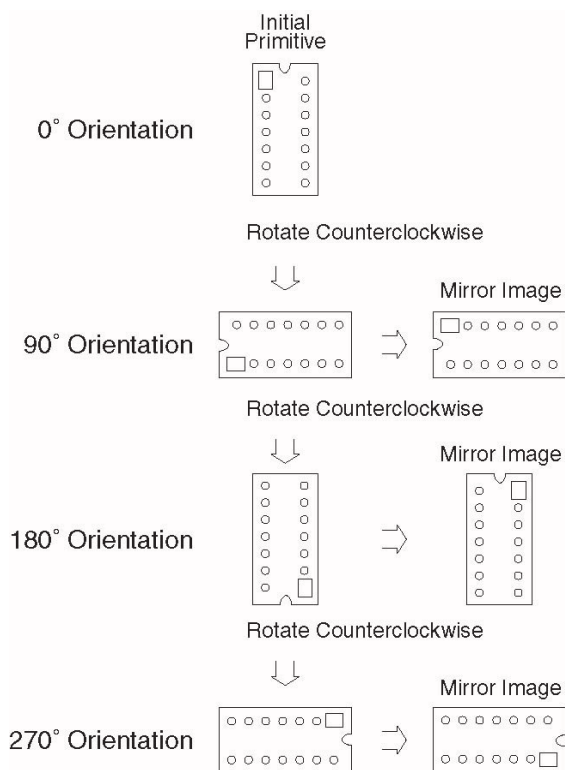


Figure 3 Mirror and Rotation Diagram

3.4 Substitution groups

The IPC-2581 uses the concept of substitution within the XML schema. Various groups of elements have been identified in the body of the standard and have been designated as having a specific focus or purpose. Within the schema, these substitution groups are provided with a name. When a group exists and if they are required according to the instances of the schema, it is mandatory that the substitution name be replaced by one of the acceptable descriptions identified within the group.

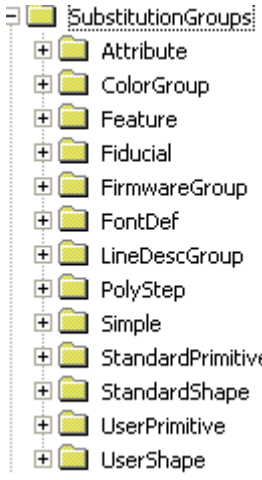
Often a schema needs to specify that one of several different XML Elements can be used with equal validity. For example, in every case where a `Triangle` can be used, it is also permissible to use a `Diamond`, `Hexagon`, `Octagon`, `Oval`, or one of several others: even though these shapes are quite different, they are equivalent as far as the schema is concerned. IPC-2581 handles this by using “substitution groups.”

A substitution group consists of two types of elements: a “head”, and elements which may substitute for the head. Furthermore, when the head is denoted as `ABSTRACT`, the substitution is required, rather than optional. In IPC-2581, the heads of all substitution groups are `ABSTRACT`. Thus, it means that a valid instance document is not allowed to contain a `StandardPrimitive` element, but instead, (where `StandardPrimitive` is called for in the schema) a `Triangle`, `Diamond`, `Hexagon`, etc. must be used.

It should be noted that the head of one substitution group may be used within a different substitution group. As an example, the `StandardPrimitive` element is part of the `StandardShape` substitution group, which in turn is part of the `Feature` substitution group. This means that a `Triangle`, `Diamond`, `Hexagon`, etc may be used wherever a `Feature` or `StandardShape` is called for, as well as wherever a `StandardPrimitive` is called for.

IPC-2581 features several dictionaries that permit specifying some type of information (such as a `StandardPrimitive` or a `LineDesc`) one time, and to reuse that definition as often as necessary. Some substitution groups in IPC-2581 are present to enable specifying either a dictionary entry or the same kind of information defined in specific detail within the body of the file. Any predefined image contained in the Dictionaries must have a unique “id”. It is the “id” name that is used to instantiate information from any of the dictionaries.

There are 13 substitution groups within the IPC-2581 schema. These are shown in the following table.

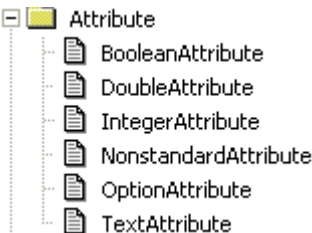
			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Attribute	ABSTRACT	A substitution group that permits the substitution of the <code>Attribute</code> element when it is a child of the parent <code>Component</code> , <code>LogicalNet</code> , <code>Set</code> , or <code>Step</code> elements.	4
ColorGroup	ABSTRACT	A substitution group that permits the substitution of the <code>Color</code> element when it is a child of the parent <code>FinishType</code> , <code>Set</code> , or <code>Text</code> Elements.	3
Feature	ABSTRACT	A substitution group that permits the substitution of the <code>Feature</code> element when it is a child of the parent <code>Set</code> element.	1
Fiducial	ABSTRACT	A substitution group that permits the substitution of the <code>Fiducial</code> element when it is a child of the parent <code>Set</code> element.	1
FirmwareGroup	ABSTRACT	A substitution group that permits the substitution of the <code>FirmwareGroup</code> element when it is a child of the parent <code>Firmware</code> element.	1
FontDef	ABSTRACT	A substitution group that permits the substitution of the <code>FontDef</code> element when it is a child of the parent <code>EntryFont</code> element.	1
LineDescGroup	ABSTRACT	A substitution group that permits the substitution of the <code>LineDescGroup</code> element when it is a child of the parent <code>Outline</code> , <code>Polyline</code> , or <code>Set</code> elements.	3
PolyStep	ABSTRACT	A substitution group that permits the substitution of the <code>PolyStep</code> element when it is a child of the parent <code>Polyline</code> or <code>Polygon</code> elements.	2
Simple	ABSTRACT	A substitution group that permits the substitution of the <code>Simple</code> element when it is a child of the parent <code>DfxMeasurement</code> , <code>Glyph</code> , or <code>Slot</code> elements.	3
StandardPrimitive	ABSTRACT	A substitution group that permits the substitution of the <code>StandardPrimitive</code> element when it is a child of the parent <code>EntryStandard</code> element.	1
StandardShape	ABSTRACT	A substitution group that permits the substitution of the <code>StandardShape</code> element when it is a child of the parent <code>LayerPad</code> or <code>Pad</code> elements.	2
UserPrimitive	ABSTRACT	A substitution group that permits the substitution of the <code>UserPrimitive</code> element when it is a child of the parent <code>EntryUser</code> element.	1
UserShape	ABSTRACT	A substitution group that permits the substitution or classification of a higher level substitution group. The <code>UserShape</code> element may be used to further classify <code>Feature</code> . In so doing, <code>UserShape</code> can be substituted by a <code>UserPrimitive</code> or <code>UserPrimitiveRef</code> .	0

3.4.1 Attribute

The `Attribute` group consists of various identifiers that may be used within the body of the IPC-2581 standard. Attributes are optional and are used within the `Component`, `LogicalNet`, `Set`, and `Step` elements. Attributes contain legacy data that has not yet become a more formal part of IPC-2581.

The use of attributes within the 2581 file should be used with caution since their purpose is to classify a unique condition. Thus, all other data under the umbrella of the parent element that references the attribute would need to reflect the identical unique condition identified by the attribute.

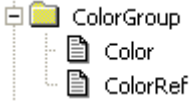
The long range intention is to deprecate all Attributes and to incorporate their information elsewhere in IPC-2581 files. There are five kinds of standard Attributes that hold different types of data, and a `NonstandardAttribute` which can contain any type of data. The standard attributes are constrained to have specific names.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
BooleanAttribute	ABSTRACT	An element of type <code>BooleanAttributeType</code> that can substitute for an Attribute element. A <code>BooleanAttributeType</code> has a value of type <code>xsd:Boolean</code> , and a name of enumerated type <code>booleanAttributeName</code> . The values for <code>booleanAttributeName</code> are: smd gold_plating nomenclature tear_drop pattern_fill full_plane net_point test_point mount_hole tooling_hole critical_net critical_tp drc_board drc_mech drc_etch_lyrs_all drc_comp_keepin drc_tp_keepin drc_route_keepin drc_comp_keepout drc_tp_keepout drc_trace_keepout drc_pad_keepout drc_plane_keepout drc_via_keepout drc_route_keepout drc_comp_height	0-n
DoubleAttribute	ABSTRACT	An element of type <code>DoubleAttributeType</code> that can substitute for an Attribute element. A <code>DoubleAttributeType</code> has a value of type <code>xsd:double</code> , and a name of enumerated type <code>doubleAttributeName</code> . The values for <code>doubleAttributeName</code> are: pitch board_thickness layer_dielectric	0-n
IntegerAttribute	ABSTRACT	An element of type <code>IntegerAttributeType</code> that can substitute for an Attribute element. An <code>IntegerAttributeType</code> has a value of type <code>xsd:integer</code> , and a name of enumerated type <code>integerAttributeName</code> . The values for <code>integerAttributeName</code> are: pilot_hole cut_line design_origin_x design_origin_y num_local_fiducials testpoint_count	0-n
NonstandardAttribute	ABSTRACT	An element of type <code>NonstandardAttributeType</code> that can substitute for an Attribute element. A <code>NonstandardAttributeType</code> has a name of type <code>xsd:string</code> , a value of type <code>xsd:string</code> , and a type <code>cadPropertyType</code> . The <code>cadPropertyType</code> specifies how to interpret the value. The values for <code>cadPropertyType</code> are: DOUBLE INTEGER BOOLEAN STRING	0-n

OptionAttribute	ABSTRACT	An element of type OptionAttributeType that can substitute for an Attribute element. An OptionAttributeType has a value of enumerated type optionValue, and a name of enumerated type optionAttributeName. The values for optionAttributeName are: drill comp layer_hdi_type The values of optionValue are: plated non_plated via drilled laser photo Top Bottom Positive Negative Buildup Core Gerber Other SMT THMT PRESSFIT polarized non_polarized full_area pins_only Area detected repaired	0-n
TextAttribute	ABSTRACT	An element of type TextAttributeType that can substitute for an Attribute element. A TextAttributeType has a value of type xsd:string, and a name of enumerated type textAttributeName. The values for textAttributeName are: bit geometry area_name customer comment technology eda_layers	0-n


3.4.2 ColorGroup

The **ColorGroup** substitution group consists of various colors that may be used within the body of the IPC-2581 standard. Color may be predefined and named in the **DictionaryColor**. Color is used by the **FinishType**, **Set**, or **Text** elements. It is referred to in the body of the file by its “Color ID” or by the three attributes that make up color (red, green, blue).

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Color	ColorType	The description of a specific color using the three attributes of red, green, and blue.	0-n
ColorRef	ColorRefType	The id of a previously defined color stored in the DictionaryColor.	0-n

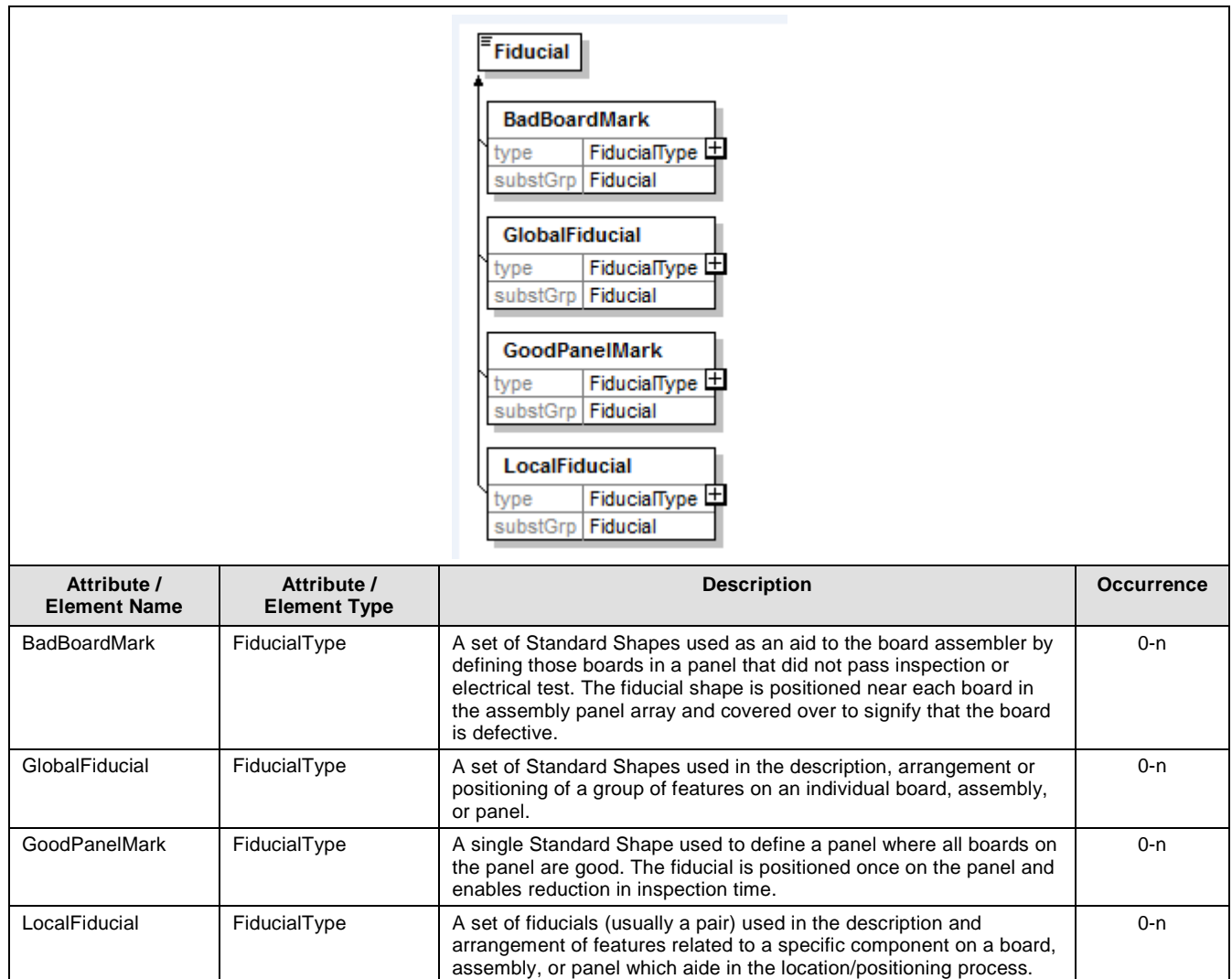
3.4.3 Feature

The **Feature** substitution consists of two major substitution groups. Where **Feature** is called for, an instance must substitute a graphic allowed by either the **StandardShape** or **UserShape** substitution groups.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
StandardShape	ABSTRACT	A substitution group that occurs in the IPC-2581 schema and permits the substitution of the StandardShape element when it is a child of the parent LayerPad or Pad elements.	0-n
UserShape	ABSTRACT	A substitution group that occurs in the IPC-2581 schema and permits the substitution or classification of a higher level substitution group. The UserShape element may be used to further classify Feature. In so doing UserShape can be substituted by a UserPrimitive or UserPrimitiveRef.	0-n


3.4.4 Fiducial

The **Fiducial** substitution group consists of four elements that may be used to replace the **Fiducial** element. When the **Fiducial** element is substituted, it **shall** be by either a **BadBoardMark**, **GlobalFiducial**, **GoodPanelMark**, or **LocalFiducial** fiducial type. The **Fiducial** elements contain an **Xform** and a substitution capability to a **StandardShape**. An optional **Pin** attribute allows reference to a component pin.



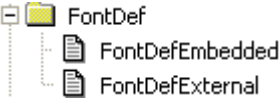
3.4.5 FirmwareGroup

The `FirmwareGroup` substitution group consists of the description element for the firmware that defines the data to be added to a component through the `RefDes` element of a particular `BomItem`. The information may be provided as a `CachedFirmware` element or as a reference to the firmware which has been stored and identified with an "id" in the `DictionaryFirmware`.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
CachedFirmware	CachedFirmwareType	An element that identifies the firmware needed for a particular component in the Bill of Material. The information is in a <code>hexEncodeBinary</code> format.	0-n
FirmwareRef	FirmwareType	An element that references <code>CachedFirmware</code> stored in the <code>DictionaryFirmware</code> through the callout of the firmware "id"	0-n

3.4.6 FontDef

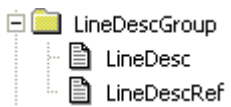
The `FontDef` substitution group consists of the description of a font that is different than the standard Helvetica and which is contained in the `DictionaryFont`. Fonts in the dictionary have an "id" which is called out when a `FontRef` is instantiated. `FontRef` is used by the element `Text`, which is called for in `SilkScreen` and `AssemblyDrawing`. `Text` can also be substituted whenever a `UserPrimitive`, `UserShape` or `Feature` is called for.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
FontDefEmbedded	FontDefEmbedded Type	A description of a font using individual characters that are defined in accordance with the <code>Glyph</code> element and are contained in the <code>DictionaryFont</code> . Fonts must be predefined and may not be instantiated as part of the data in the file.	0-n
FontDefExternal	FontDefExternal Type	A reference to an external font description through the instantiation of a URN. The font is named and the reference is contained in the <code>DictionaryFont</code> . The appropriate character set is defined by the URN. External Fonts must be predefined and may not be instantiated as part of the data in the file.	0-n

The term "Uniform Resource Name" (URN) refers to the subset of URI that are required to remain globally unique and persistent even when the resource ceases to exist or becomes unavailable. A URI can be further classified as a locator, a name, or both. The term "Uniform Resource Locator" (URL) refers to the subset of URI that identify resources via a representation of their primary access mechanism (e.g., their network "location"), rather than identifying the resource by name or by some other attribute(s) of that resource.

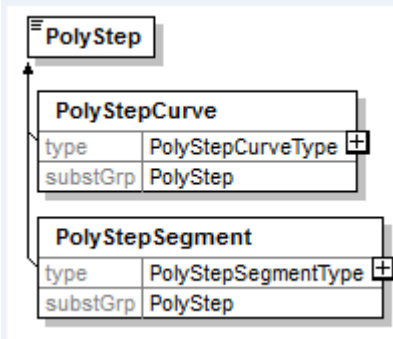
3.4.7 LineDescGroup

The `LineDescGroup` substitution specifies the `LineWidth` and `LineEnd` characteristics of any feature that requires that definition. Line descriptions are a part of the `Outline`, `Polyline` and `Set` element definitions. The substitution is also instantiated by the substitution group `Simple` which calls for `Arc`, `Line`, `Outline` and `Polyline`.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
LineDesc	LineDescType	An element that identifies the <code>LineEnd</code> and <code>LineWidth</code> characteristics	0-n
LineDescRef	LineDescRefType	A reference to a <code>LineDesc</code> that is contained in the <code>DictionaryLineDesc</code> and identified by its unique "id". The units for the dictionary are defined and must be consistent with the units of the <code>CadHeader</code> when referenced from the <code>Ecad</code> section.	0-n

3.4.8 PolyStep

The `PolyStep` substitution consists of defining either a `Line` or an `Arc` as the continuation of a `Polyline` or `Polygon` description. The location information is interpreted as being the point to which the curve (`Arc`), or segment (`Line`) is drawn. The substitution may take place anywhere within the file where the elements `Polyline` and `Outline` occur. This action includes the dictionaries where graphic descriptions are predefined. The `Units` of measure must be consistent with the `Units` parameter of the three dictionaries where this substitution can take place; `DictionaryStandard`, `DictionaryUser`, and `DictionaryFont`.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
PolyStepCurve	PolyStepCurveType	The continuation of the linear description of a <code>Polyline</code> or <code>Polygon</code> if the next portion to be defined is an arc. The end point of the arc is defined as well as the location of the radius. <code>CounterClockwise</code> is the default direction	0-n
PolyStepSegment	PolyStepSegmentType	The continuation of the linear description of a <code>Polyline</code> or <code>Polygon</code> if the next portion to be defined is a line segment. The end point of the line is defined.	0-n

3.4.9 Simple

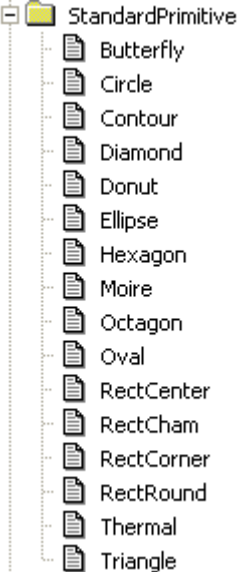
The Simple substitution consists of defining an Arc, Line, Outline or Polyline. The Simple substitution is called for in the DfxMeasurement, Glyph, and Slot elements. Simple is also identified as a UserPrimitive, UserShape, or Feature and the four elements may be substituted when called for in conjunction with those descriptions. When predefined in the DictionaryUser, or DictionaryFont the Units must match those of the dictionary.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Arc	ArcType	Arc elements are curves (defined by three sets of coordinates: startX, startY, endX, endY and centerX, centerY. The width of the arc is applied when the arc is instantiated or predefined.	0-n
Line	LineType	Line elements are individual line segments. The lineWidth and lineEnd conditions are defined when the line is instantiated or pre-defined. The lineEnd default is ROUND.	0-n
Outline	OutlineType	Outline has Polygon and LineDesc as children elements. The characteristics of the Polygon must be a closed shape. The point of origin of the shape is identified as the 0:0 coordinate. The element includes the start of the polygon definition (PolyBegin) and the appropriate number of PolySteps to complete the closed shape. The lineWidth is defined at a time when the Outline is instantiated or predefined.	0-n
Polyline	PolylineType	The Polyline element consists of a series of lines that define a particular grouping configuration. These line segments do NOT result in a closed shape, however they can be pre-defined and re-used as needed. The lineWidth and lineEnd of the Polyline are defined at the time the Polyline is instantiated or predefined.	0-n

3.4.10 StandardPrimitive

There are sixteen Standard Primitives defined in the IPC-2581 structure. Any of the primitive shapes may be a candidate for substitution when StandardPrimitive is called for in the schema. The names of the various shapes indicate their type; each has its attributes that identify the physical


requirements. Any `StandardPrimitive` may be predefined, provided a unique “id”, and contained in the `DictionaryStandard`. All `StandardPrimitive` shapes are developed in accordance with their description requirements in the preferred orientation of this standard.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Butterfly	ButterflyType	A primitive shape (either ROUND or SQUARE) that has two quadrants of the Cartesian coordinate system removed (0 to 90° and 180 to 270°).	0-n
Circle	CircleType	A primitive shape that defines a round object where the circular shape consists of a diameter.	0-n
Contour	ContourType	A closed primitive shape that has as its children a polygon and optional cutout(s) The sequence of connected edges that form the polygon may be straight or circular.	0-n
Diamond	DiamondType	A primitive shape with four equal sides that are extended from its horizontal center to its vertical center. The lines converge into a point both horizontally and vertically. The overall description of the shape is controlled by the width (distance between vertical point) and the height (distance between horizontal point).	0-n
Donut	DonutType	A round, square, hexagon, or octagon shaped primitive consisting of an outer diamer and inner diameter that define physical characteristics of the donut.	0-n
Ellipse	EllipseType	An elliptical primitive shape that follows the standard ellipse characteristics and is defined by a width and height dimension, establishing the overall limits of the feature.	0-n
Hexagon	HexagonType	A six-sided primitive shape with all sides being equal in length and with all angles between adjacent sides being equal. The orientation of the Hexagon is with one of its points facing North. Only the dimension across the points is required.	0-n
Moire	MoireType	A series of circles, each consisting of a smaller diameter than the previous. The details of the Moire is defined by the number of rings, their center line spacing, and the ring width. The pattern may also contain a crosshair representing its point of origin. Restrictions apply so that ringWidth is smaller than ringGap.	0-n
Octagon	OctagonType	An eight-sided primitive shape with all sides being equal in length and with all angles between adjacent sides being equal. The orientation of the Octagon is with one of its points facing north. Only the dimension across the points is required.	0-n

Oval	OvalType	A rectangular primitive shape with a complete radius (180° arc) at each end. The limits of the feature are controlled by the length and width of the oval across the outer extremities.	0-n
RectCenter	RectCenterType	The characteristics of a rectangle defined by a width and height dimension consistent with a horizontal position on the Cartesian coordinate system. The center point is the point of origin and is used to locate the <code>RectCenter</code> . A “square” is a <code>RectCenter</code> with the width and height equal.	0-n
RectCham	RectChamType	A rectangle with one or more corners chamfered. The user has the option to define any of the corners as containing the chamfer as well as the chamfered dimensions. All chamfers (or opportunities for chamfers) must be identical in size.	0-n
RectCorner	RectCornerType	A constraining rectangular area (bounding box) that describes a rectangle consistent with a horizontal position on the Cartesian coordinate system. The point of origin is the lower left corner. A Square positioned by its corners is a <code>RectCorner</code> that is defined by having the X and Y offset be equal.	0-n
RectRound	RectRoundType	A rectangle with one or more corners rounded. The user has the option to define any of the corners as containing the radius as well as the radiused dimensions. All corners (or opportunities for corners) must be identical in size.	0-n
Thermal	ThermalType	A primitive shape consisting either of ROUND, SQUARE, HEXAGON, or OCTAGON configuration that historically defines the removal of material from a plane or conductive fill area in accordance to the shape attribute description.	0-n
Triangle	TriangleType	A primitive isosceles triangular shape that has two equal sides and a base. The feature is defined by a base and height dimension.	0-n

3.4.11 StandardShape

The `StandardShape` substitution group permits the substitution of any of the `StandardPrimitive` shapes in accordance with their individual descriptions. A predefined `StandardPrimitive` may also be instantiated by its unique “id” when the feature is contained in the `DictionaryStandard`. When a reference is made to the dictionary predefined primitive, the `Units` must match.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
StandardPrimitive	ABSTRACT	A substitution group that permits the substitution of the <code>StandardPrimitive</code> element with any of the sixteen standard primitive types.	0-n
StandardPrimitiveRef	StandardPrimitiveRefType	A reference to a predefined <code>StandardPrimitive</code> , contained in the <code>DictionaryStandard</code> . The reference is by its unique “id”. The units of the referenced predefined primitive and the <code>Ecad</code> section where it is to be instantiated must match.	0-n

3.4.12 UserPrimitive

The `UserPrimitive` substitution group consists of any simple graphic feature (`Arc`, `Line`, `Outline` or `Polyline`), as well as text or `UserSpecial` shapes. The `UserSpecial` element is a collection of `Features` (which are any of the permitted graphics used in the 2581 file). `UserSpecial` permits the definition of logos, special targets, drawing formats or other graphics needed by a particular design. `UserPrimitives` can be predefined, assigned a unique “id” and

contained in the `DictionaryUser`. The `DictionaryUser` defines the `Units` used to describe the graphic shapes.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Simple	ABSTRACT	A substitution consists of defining an <code>Arc</code> , <code>Line</code> , <code>Outline</code> or <code>Polyline</code> . The <code>Simple</code> substitution is called for in the schema in <code>DfxMeasurement</code> , <code>Glyph</code> , and <code>Slot</code> elements and may be defined in any other graphics.	0-n
Text	TextType	The text element defines text strings, fonts, and the bounding box containing the text. Also included are <code>Xform</code> to position, mirror or rotate the text.	0-n
UserSpecial	UserSpecialType	The <code>UserSpecial</code> element has all the capabilities allowed by the standard. The characteristic uses the substitution group "Feature" and may develop any combination of graphical shapes.	0-n

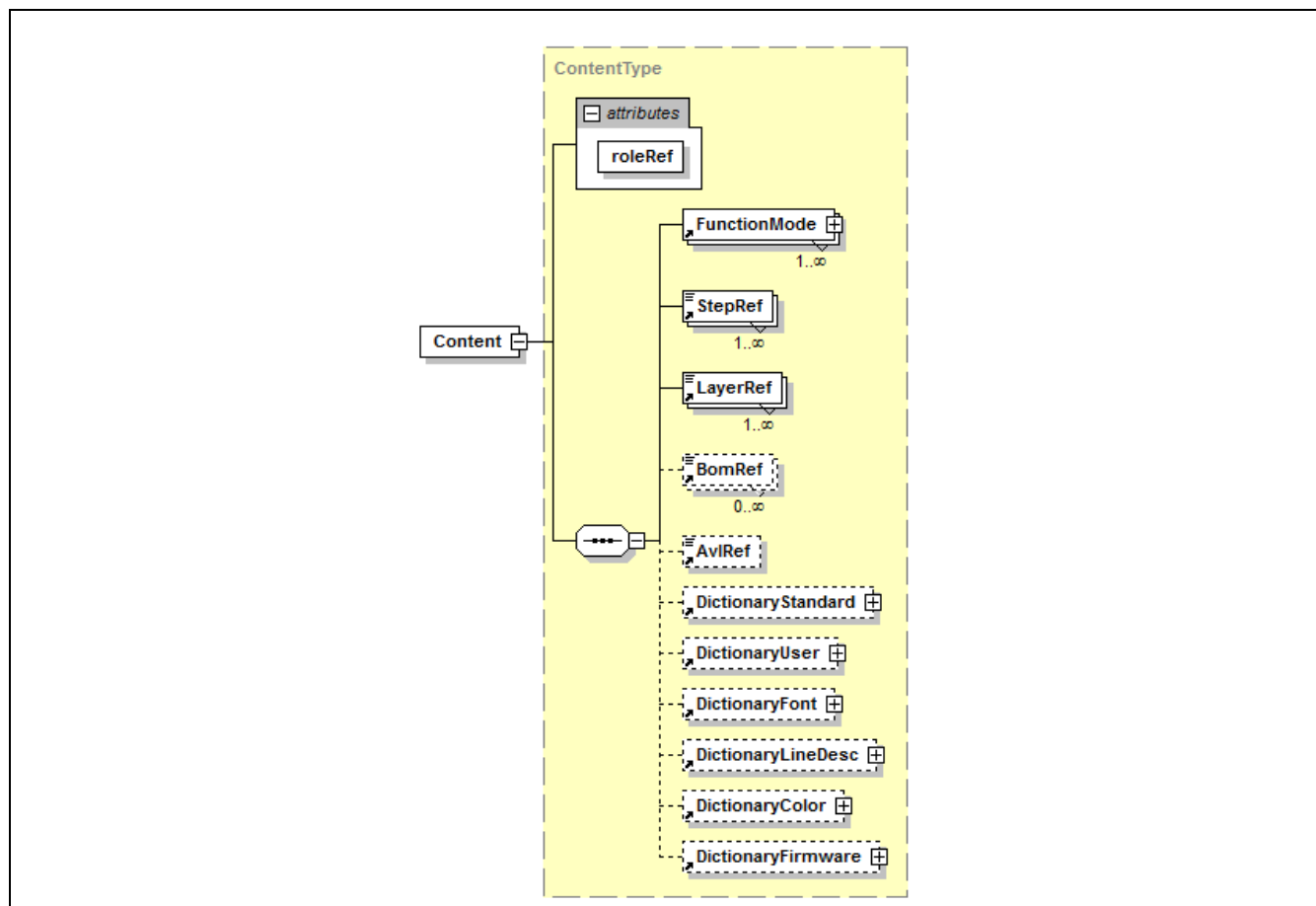
3.4.13 UserShape

The `UserShape` substitution group permits the substitution of any of the `UserPrimitive` shapes in accordance with their individual descriptions. A predefined `UserPrimitive` may also be instantiated by its unique "id" when the feature is contained in the `DictionaryUser`. When a reference is made to the dictionary predefined primitive, the `Units` must match.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
UserPrimitive	ABSTRACT	A substitution group that occurs in the IPC-2581 schema and permits the substitution of the <code>UserPrimitive</code> element with any of the user primitive description or types.	0-n
UserPrimitiveRef	UserPrimitiveRefType	A reference to a predefined <code>UserPrimitive</code> contained in the <code>DictionaryUser</code> . The reference is by its unique "id". The units of the referenced predefined primitive and the <code>Ecad</code> section where it is to be instantiated must match.	0-n

4 CONTENT

The `Content` sub-element provides the information about the contents of the IPC-258X file. The `Content` schema identifies the depth and breadth of information in the file. The `Content` sub-elements include references to the `FunctionMode`, `StepRef`, `LayersRef`, `BomRef`, and `AvlRef` included in the file, plus six `Dictionary`s: `DictionaryStandard`, `DictionaryUser`, `DictionaryFont`, `DictionaryLineDesc`, `DictionaryColor`, and `DictionaryFirmware`.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Content	ContentType	The <code>Content</code> element defines the function of the file, and references the major sections of the product description (i.e., Step, Layer, Bom and Avl). In addition, there are six dictionaries indicated in <code>Content</code> that would contain the pre-described information needed for the file details.	1-1
roleRef	string	A reference to a globally unique name that identifies the role responsibility associated with the specific role at the time the file is transferred or archived.	1-1
FunctionMode	FunctionModeType	The function that the file is intended to perform between trading partners.	1-n
StepRef	qualifiedNameType	The names of all Step elements that are included in the IPC-258X file through the reference of their unique name.	1-n
LayerRef	qualifiedNameType	The names of all Layer elements that are included in the IPC-258X file through the reference of their unique name.	1-n

BomRef	qualifiedNameType	The names of all Bom elements that are included in the IPC-258X file through the reference of their unique name.	0-n
AvlRef	qualifiedNameType	A reference to the he <code>Avl</code> name established in the file. This file contains the approved vendor list for all items contained in the <code>BomData</code> .	0-1
DictionaryStandard	DictionaryStandardType	An element that contains substitution group information using predefined descriptions of standard primitives identified by the 2581 standard and described by the user for reuse in the file.	0-1
DictionaryUser	DictionaryUserType	An element that contains substitution group information using predefined descriptions of user primitives identified by the 2581 standard and described by the user for reuse in the file.	0-1
DictionaryFont	DictionaryFontType	An element that contains substitution group information regarding font descriptions as predefined Glyphs or references to external URN's for character sets that differ from the Helvetica standard.	0-1
DictionaryLineDesc	DictionaryLineDescType	An element that contains substitution group information using line description criteria, predefined by the user for reuse in the file.	0-1
DictionaryColor	DictionaryColorType	An element that contains substitution group information using color description criteria, predefined by the user for reuse in the file.	0-1
DictionaryFirmware	DictionaryFirmwareType	An element that contains substitution group information using firmware description criteria, predefined by the user for reuse in the file.	0-1
The XML schema will have a restriction that requires the reference for <code>StepRef</code> , <code>LayerRef</code> , <code>BomRef</code> , and <code>AvlRef</code> be by the globally unique "name." The intent of the Content Element is to act as a table of contents for the 2581 file.			

4.1 Content: FunctionMode

The `FunctionMode` element defines the global mode of the file (see Table 4). There are five valid values for the `mode` attribute. These are:

FULL – everything in the IPC-2581 standard job is included

DESIGN – file carries mostly Design start or complete description

FABRICATION – file carries mostly Fabrication information

ASSEMBLY – file carries mostly Assembly information

TEST – file carries mostly testing information for bare board or assembly

Table 4 File Segmentation and Function Apportionment

Name	Full	Design			Fabrication			Assembly			Test		
		1	2	3	1	2	3	1	2	3	1	2	3
Hierarchical layer/stack instance files	Y	N	Y	N	N	N	N	N	N	N	N	N	N
Hierarchical conductor routing files	Y	N	Y	N	N	N	N	N	N	N	N	N	N
BOM (Components and Materials)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	Y	Y
AVL (Components and Materials)	Y	N	Y	Y	N	Y	Y	Y	Y	Y	N	N	Y
Component Packages	Y	Y	Y	Y	N	N	Y	Y	Y	Y	N	Y	Y
Land Patterns	Y	N	Y	Y	N	N	Y	N	Y	Y	N	Y	Y
Device Descriptions	Y	Y	Y	Y	N	N	N	N	N	Y	N	N	Y
Component Descriptions	Y	Y	Y	Y	N	N	N	Y	Y	Y	N	Y	Y
Soldermask; Solder Paste Legend Layers	Y	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Drilling and Routing Layers	Y	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Documentation Layers	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Net List	Y	Y	Y	Y	N	Y	Y	N	Y	Y	Y	N	Y
Outer Copper Layers	Y	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Inner Layers	Y	N	N	Y	Y	Y	Y	N	Y	Y	N	N	Y
Miscellaneous Image Layers	Y	N	Y	Y	N	Y	Y	N	Y	Y	N	Y	Y
DFX Analysis	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

Each `FunctionMode` has a specific purpose defined for the industry. The `FunctionMode` element has three attributes. The first is `mode`, which can be the enumerated strings of DESIGN, FABRICATION, ASSEMBLY, TEST and FULL. In many instances, the testing function is already included in fabrication and assembly modes consisting of bare board testing for fabrication, and in-circuit testing for assembly. Nevertheless, there are times when companies wish to outsource the testing activity. Therefore it is important to identify the various testing modes.

In order to define additional granularity, `FunctionMode` has a second attribute, `level`, that defines the data complexity needed for each of the mode condition. The attribute `level` is a positive integer however only the numbers 1, 2 or 3 are presently allowed since each mode has only three levels. When identifying FULL as the mode, the level should be set at 1. The levels encompass their own file details in order to identify that they are associated with an individual mode. Thus, the required file content for level 1 of the DESIGN mode is not the same as a level 1 for the ASSEMBLY mode.

The `FunctionMode` element has a third attribute. The attribute is `comment` which, as string data, permits the users of the 2581 file to enhance the `FunctionMode` descriptions with additional information.

4.1.1 FULL mode

The `FULL` mode identifier incorporates a total of fifteen functions. Each function is represented and available in the file. The order of the details in the file is not significant as several elements may be used to address any given function. Hierarchical padstack and route information reflects original design intent that may be altered in the representation of the flattened fabrication data. For FABRICATION and ASSEMBLY, flattened data **shall** be used.

4.1.2 DESIGN mode

The `DESIGN` mode consists of three levels of complexity. Each level performs a different function consisting of an original design starting from scratch to completed design that had already been converted to manufacturing data, or a completed design that is still in the CAD format structure. See IPC-2582 and IPC-2583 for sectional data descriptions.

4.1.3 FABRICATION mode

The **FABRICATION** mode consists of three levels of complexity. Each level describes information in a layered format, from very simplistic data to that where the customer has dictated very specific materials and material stack-up structures. See IPC-2584 and IPC-2588 for sectional data descriptions.

4.1.4 ASSEMBLY mode

The **ASSEMBLY** mode consists of three levels of complexity. Each level describes a concept of more complete information. The simplest level is mainly bill of material data as well as external copper layers. In its most complete form, the assembly information describes the component approved vendor listing for aliases and substitution in sufficient detail to ensure proper assembly. See IPC-2586 and IPC-2588 for sectional data descriptions.

4.1.5 TEST mode

The **Test** mode consists of three levels of complexity. Each level describes a specific function for testing information that must be contained within a file. In its simplest mode, the data describes information to allow bare board testing. In its most complex mode, there is information on in-circuit test, impedance control, and dielectric withstanding voltage conditions. See IPC-2585 and IPC-2587 for sectional data descriptions.

4.2 Function levels

The IPC-258X is limited to be organized as one of thirteen function levels. The `level` attribute, when associated with the `mode` attribute, defines the complexity and detail of the file content.

The `level` attribute consists of a positive integer and identifies complexity with respect to the characteristics for mode-DESIGN, mode-FABRICATION, mode-ASSEMBLY, and mode-TEXT. A mode-FULL consists of all the elements for an IPC-258X file and has only one (1) level value. For all other modes, the `level` attribute relates to the type of mode and is apportioned as one of three levels.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
FunctionMode	FunctionModeType	The function that the file is intended to perform between trading partners.	1-1
mode	modeType	An enumerated string, either FULL DESIGN FABRICATION ASSEMBLY TEST, that defines the type of mode that the file is intended to serve.	1-1
level	positiveInteger	A numerical value of 1, 2, or 3 used to define the complexity of the mode.	1-1
comment	string	Any appropriate comment to help clarify the intended use of the file.	0-1

4.2.1 FULL Mode Level 1

The FULL mode level 1 requirements are shown as follows. The characteristics represent the most complete state possible.

Layer Stack: Instances of multilayer structure at a single point site defining the characteristics that exist at a particular point including land description or reference, non-pad description or reference, thermal connections or reference, and holes (through-hole, buried, blind, and microvias). LayerStacks are for reference to the construction of the original design.

Conductor Route: Original CAD data files describing conductive patterns and features used to interconnect electronic components in accordance with the original schematic capture file and component library descriptions.

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a specific land pattern, a component package style, and a device if the component is electronic.

Masking Layer: Images for soldermask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of soldermask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the `Analysis` element.

4.2.2 Design Levels

The Design Level requirements have a variety of element combinations. Each combination is identified by its `mode` and `level` in combination. There are three Design Level descriptions starting with Design Level 1, Design Level 2 and Design Level 3. The following sections show the content of each of the three design levels. It should be noted that when the elements that represent the design mode are available in any of the fabrication or assembly file structures, the information should be treated as original input and reference and can be used for analysis and checking, however ASSEMBLY and FABRICATION elements take precedence.

4.2.2.1 Design Level 1

This level represents the original OEM design as was used to lay out a PCB from the design schematic, layout design rules, and component information. The characteristics represent designing from scratch, taking OEM input and developing the board. Design Level 1 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components and their relation to their logical net description.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a specific land pattern, a component package style, and a device if the component is electronic.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of logical nets that includes the physical net points of the components, the location, side, as well as additional information required for bare board electrical testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the Analysis element.

4.2.2.2 Design Level 2

This level provides information that is used to modify an existing design using the original CAD data information since the changes impact the electrical characteristics that should be maintained. The characteristics represent modifying a design where the Fabrication and Assembly file has been archived by the OEM. Design Level 2 requirements are shown as follows:

Layer Stack: Instances of multilayer structure at a single point site defining the characteristics that exist at a particular point including land description or reference, non-pad description or reference, thermal connections or reference, and holes (through-hole, buried, blind, and microvias). LayerStacks are for reference to the construction of the original design.

Conductor Route: Original CAD data files describing conductive patterns and features used to interconnect electronic components in accordance with the original schematic capture file and component library descriptions.

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a specific land pattern, a component package style, and a device if the component is electronic.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.2.3 Design Level 3

This information is used to modify an existing or archived design where the original hierarchical information was not maintained or may not be compatible with the design system. The characteristics represent modifying a design using the original CAD data information since the changes impact the electrical characteristics that should be maintained. Design Level 3 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a specific land pattern, a component package style, and a device if the component is electronic.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.3 Fabrication Levels

The Fabrication Level requirements have a variety of element combinations. Each combination is identified by its *mode* and *level* in combination. There are three Fabrication Level descriptions starting with Fabrication Level 1, Fabrication Level 2 and Fabrication Level 3. The following sections show the content of each of the three fabrication levels.

4.2.3.1 Fabrication Level 1

This information represents single, double-sided, or multilayer PCB graphical data. There is no electrical connectivity or performance data included. This level replaces PCB fabrication Gerber data. This level presents the fabrication print notes and material construction information in a machine-readable ASCII file format. The level is for build to documentation instructions. Electrical testing is derived from the conductive images. The characteristics represent single or double sided boards, built to documentation. Fabrication Level 1 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.3.2 Fabrication Level 2

This information represents single, double-sided, or multilayer PCB's where electrical connectivity or performance data is included. This replaces the PCB Gerber and IPC-D-356A. This level presents the fabrication print notes and material construction information in a machine-readable ASCII file format. The boards defined may include buried and blind vias with electrical opens and shorts testing and complete stack up definition. Fabrication Level 2 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.3.3 Fabrication Level 3

This information represents single, double-sided, or multilayer PCB's where electrical connectivity, performance data, and embedded passive information is included. This file level replaces the existing PCB fabrication Gerber and IPC-D-356A data. This level presents the fabrication print notes and material construction information in a machine-readable ASCII file format. These descriptions represent complex printed boards intended to perform a circuit function. Also included is a complete description of core, prepreg and sometimes reinforcement. Fabrication Level 3 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive (resistive or capacitive) material layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.4 Assembly Levels

The Assembly Level requirements have a variety of element combinations. Each combination is identified by its *mode* and *level* in combination. There are three Assembly Level descriptions starting with Assembly Level 1, Assembly Level 2 and Assembly Level 3. The following sections show the content of each of the three assembly levels.

4.2.4.1 Assembly Level 1

This information represents pure assembly. There is no Design for Manufacturing (DFM) analysis of the bare board only assembly functions. Parts are provided on a consignment basis, however an Approved Vendors List (AVL) is still required that includes the part number of parts in the consignment. There is no analysis of the data to improve the design. There are no added value services. The requirements are to build to print. Assembly Level 1 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, assembly, and test information.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a component package style, and a Bom item.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.4.2 Assembly Level 2

The information provided represents assemblies that are to be built to print. Parts are procured by Electronic Manufacturing Services (EMS) companies. There is limited DFM analysis, Automated Optical Inspection (AOI), and Flying probe testing. Assembly Level 2 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a component package style, and a Bom item.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.4.3 Assembly Level 3

This level of information represents a full service assembly process. This includes full Design for Excellence (DFX) and customer feed back. Procurement of parts is required as well as an analysis of component substitution. Customer contact provides design improvement recommendations. Full testing, including in-circuit, automatic optical inspection (AOI), Automatic X-ray Inspection (AXI), functional testing and some stress or burn-in testing is a part of this level. DFA can include assignment of parts to specific machines. Assembly Level 3 requirements are shown as follows.

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a component package style, and a Bom item.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.5 Test Levels

The Test Level requirements have a variety of element combinations. Each combination is identified by its *mode* and *level* in combination. There are three Test Level descriptions starting with Test Level 1, Test Level 2 and Test Level 3. The following sections show the content of each of the three test levels.

4.2.5.1 Test Level 1

This information provides testing of the bare board only. It includes opens and shorts, impedance control and dielectric withstanding voltage testing. Test Level 1 requirements are shown as follows:

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.5.2 Test Level 2

The information provided includes capability for inspection, manual or using automated equipment such as AOI and AXI. It does not include electrical testing. Test Level 2 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a component package style, and a Bom item.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the *Analysis* element.

4.2.5.3 Test Level 3

The information available is for full electrical testing. It includes in-circuit as well as functional testing requirements and boundary scan (self test) analysis. Test Level 3 requirements are shown as follows:

Bom: Bill of Material information that describes, in sufficient detail, the component descriptions of the printed board, as well as the materials used for board fabrication, assembly, and test.

Avl: An approved vendor list for each item as defined by the OEM and modified accordingly by the board fabricator and the board assembler to reflect the materials and components used in the final electronic assembly.

Component Packages: Physical outlines of mechanical dimensions for electronic and mechanical components, their pins, (lands), and their relation to their logical net description.

Land Patterns: Combinations of lands used on outer layers that are grouped into a pattern so that they coincide with the mounting pins (IO's) of electronic or electromechanical components. The information is through a reference to the individual land for each pin of a device. Land patterns are for reference only to provide a grouping of lands related to a particular component.

Device Descriptions: Device characterization including the electronic or electromechanical part number, as well as its value, tolerance, and pin ID consisting of a name and function.

Component Descriptions: Consists of the components and their instances on the electronic assembly, including a reference to a component package style, and a Bom item.

Masking Layer: Images for solder mask on external layers of a printed circuit board (top and bottom) as well as legend marking to be incorporated on top of solder mask material.

Drilling Routing: Information on hole forming, either through mechanical drilling, laser ablation, or chemical mechanism and the relationship of the conductor routing layer.

Documentation Layers: Information on the details for finishes, tolerances, and other details necessary to complete the full disclosure of the printed board structure and/or assembly.

Net List: A list of physical nets that includes the physical net points, the location, side, as well as additional information required for bare board electrical testing.

Outer Conductive: External copper geometries and features used for electronic probing or component attachment. They may be defined as positive or negative.

Inner Layers: Image description for innerlayers of multilayered PCB's where the description indicates the conductive pattern as well as plated-through holes contained within a layerset. These characteristics are also used to describe embedded passive layers.

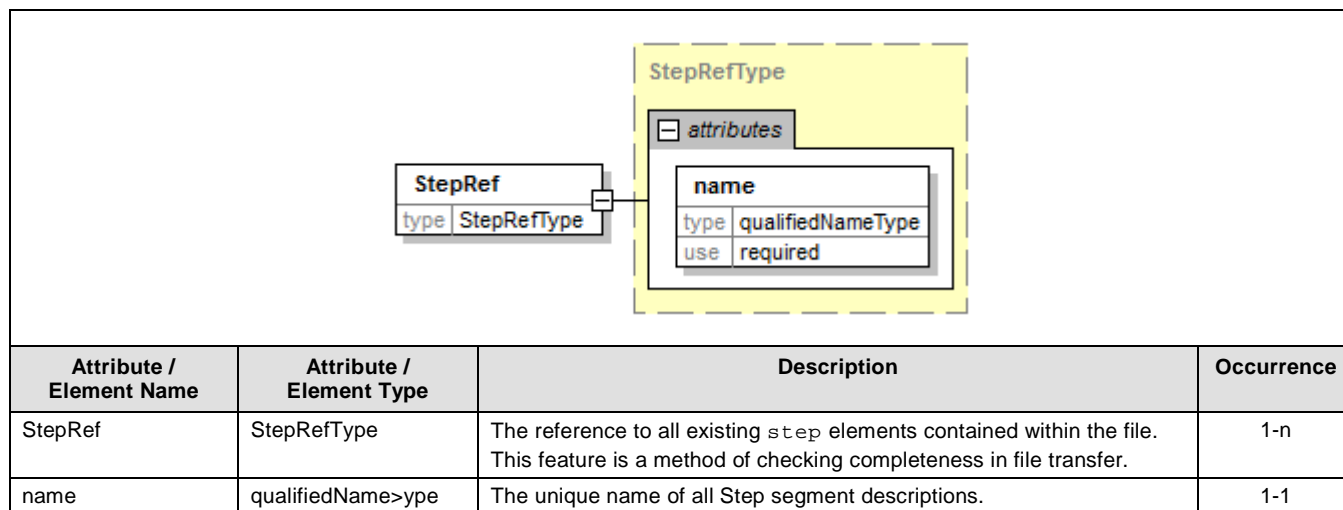
Image Layers: Miscellaneous image layers that may be extracted from the originating CAD system that provide supplementary details for either printed circuit board fabrication or printed circuit board assembly processes and testing.

Analysis: Any of the CAD data can have Design for Manufacturing processes run against it. The results of these are referenced in the `Analysis` element.

4.3 Content: StepRef

The reference to the names of all `Step` elements used in the description of the Printed Circuit Assembly (PCA), the unpopulated board or other related information (eg., documentation). In manufacturing, this basic `Step` is often step and repeated (nested) inside a larger step (called array, or sub-panel). This array step can be further nested into another step (called a production panel). The `Ecad` element always contains at least one `Step`, but may contain several, some basic ones and others nesting previous steps.

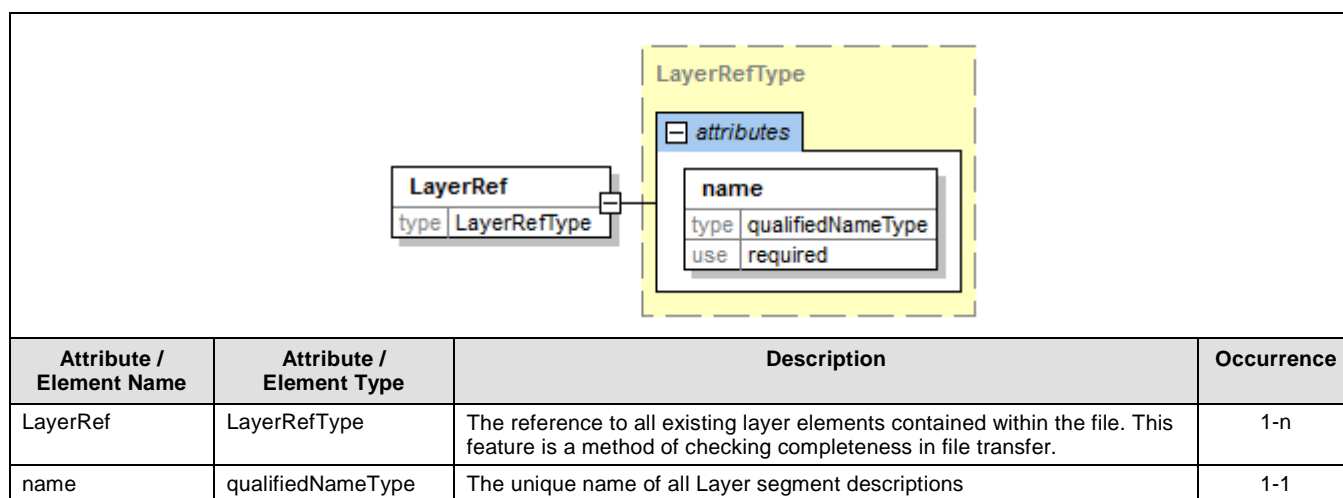
The `StepRef` element, as it appears in the `Content` schema, references the job step's names and thus the various steps that are included in the IPC-2581 file. All the graphical data of a 2581 job are located inside steps that can be nested inside each other (PCB/Sub Panel/Panel, etc.). Steps are referenced in the `Content` schema (`StepRef`) as a `qualifiedName` that relates to the details in the `Ecad` schema.



4.4 Content: LayerRef

Layers, as the name implies, are sheets of two-dimensional data that, when laid on top of each other, create the Printed Circuit Assembly (unpopulated PCB and components or other related information). The `Layer` element appears in the IPC-2581 file as a sub-element of the `CadData` element.

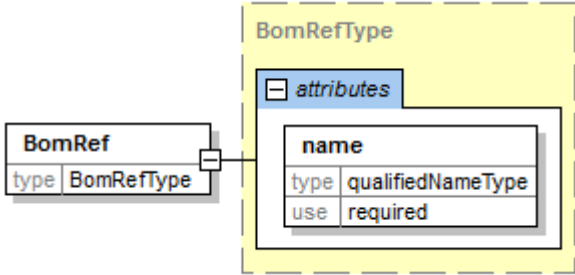
The `LayerRef` element, as it appears in the `Content` schema, references all the file `Layer` unique names included in the IPC-2581 file.



4.5 Content: BomRef

The `BOM` section describes the Bill of Materials for the board. A bill of materials is a list of all the different components, materials, mechanical parts, or programmable software used in the electronic product. Components are arranged by the `OEMDesignNumber` or an alternate; materials for board fabrication or component attachment are arranged by their appropriate identifier. Each part number has a list of attributes and is accompanied by a list of the various specific uses or locations on the electronic product, each with its unique name.

Each `BomRef` element, as it appears in the `Content` schema, references one of the potentially many `Bom` categories and the number of items included in each category in the IPC-2581 file.



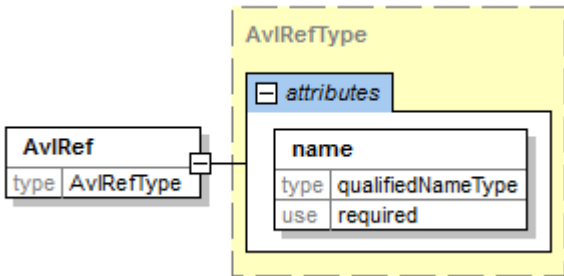
The diagram illustrates the structure of the BomRef element. It consists of a main element box labeled 'BomRef' with a 'type' attribute set to 'BomRefType'. This element is connected to a detailed view of the 'BomRefType' attribute, which is shown as a yellow box. Inside this box, there is an 'attributes' section containing a 'name' attribute. The 'name' attribute has a 'type' of 'qualifiedNameType' and a 'use' of 'required'.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
BomRef	BomRefType	The reference to all BOM elements that are arranged by the category description contained as an attribute of each BomItem, e.g. ELECTRICAL PROGRAMMABLE MECHANICAL MATERIAL. This feature identifies the specific number of BomItems as well as the category to which they pertain, and is a method of checking completeness in file transfer.	0-n
name	qualifiedNameType	The unique name of all Bom segment descriptions.	1-1

4.6 Content: AvlRef

The **Avl** section describes the Approved Vendor Lists for the materials used to fabricate the board and the assembly. The BOM (bill of material) lists include all the different components to be used on the board, arranged by their appropriate part number, and material used to fabricate the board arranged by the part number of the material. There are also BOMs for the material used that are consumed by the fabrication and assembly processes. Each BOM has a corresponding list of approved vendors if the customer wishes to restrict the components and materials used for the electronic assembly to a specific supplier(s). There **shall** be only one **Avl** section in a 2581 file. It **shall** provide the names of each of the approved suppliers and **shall** correlate them with the BOM that contains the material/component descriptions.

The Avl is used by the customer, the fabricator and the assembler to coordinate the relationship with the bills of materials described in the IPC-2581 file.

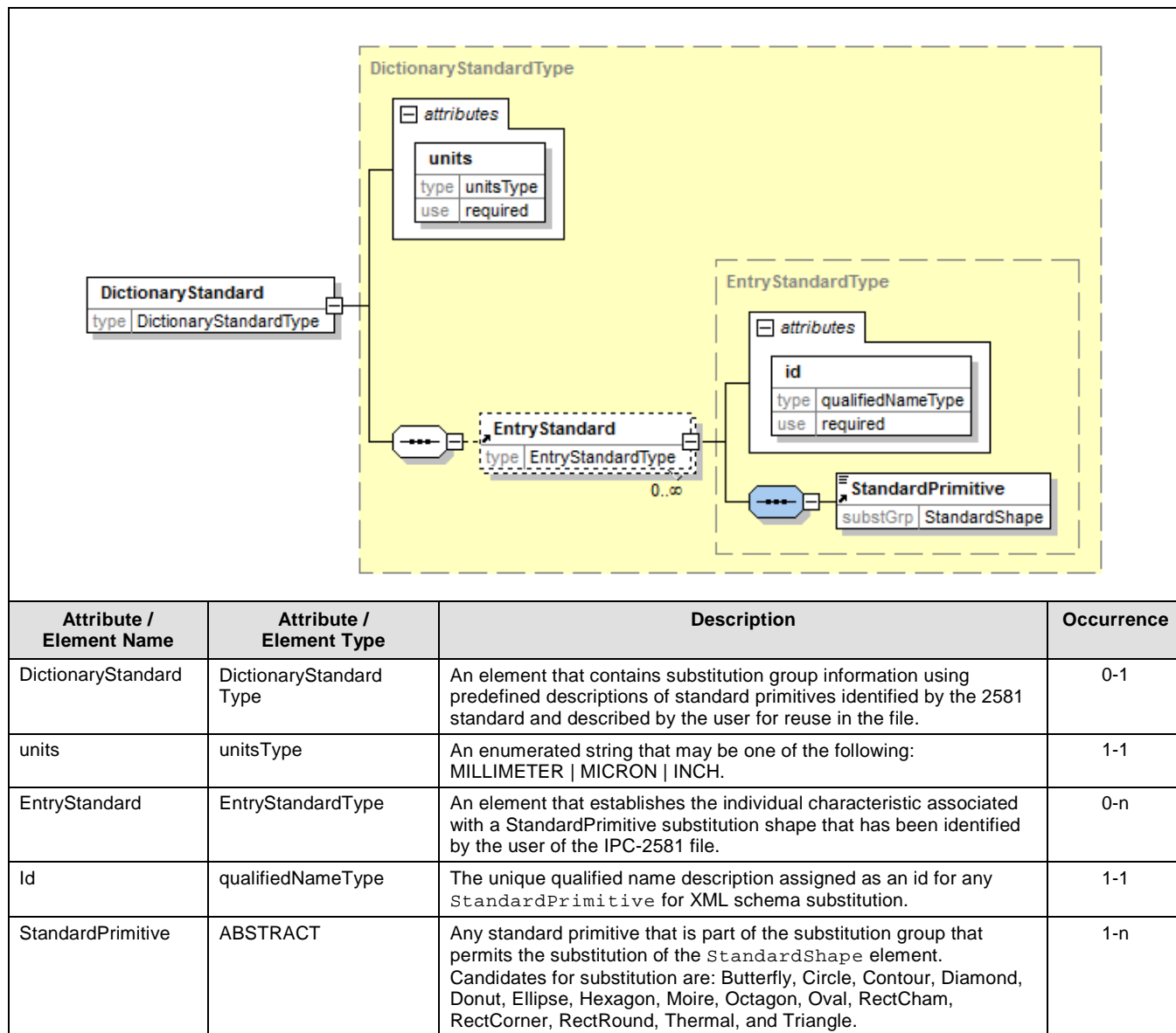


The diagram illustrates the structure of the AvlRef element. It consists of a main element box labeled 'AvlRef' with a 'type' attribute set to 'AvlRefType'. This element is connected to a detailed view of the 'AvlRefType' attribute, which is shown as a yellow box. Inside this box, there is an 'attributes' section containing a 'name' attribute. The 'name' attribute has a 'type' of 'qualifiedNameType' and a 'use' of 'required'.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
AvlRef	AvlRefType	A reference to the single Approved Vendor List for all the suppliers identified and the total number in the IPC-2581 file. This feature is a method of checking completeness in file transfer.	0-1
name	qualifiedNameType	The unique name of the single Approved Vender List segment descriptions.	1-1

4.7 Content: DictionaryStandard

The `DictionaryStandard` is intended to provide lookup information on predefined `StandardPrimitive`s. The `DictionaryStandard` is maintained as part of a substitution group schema. The intent is to have graphic descriptions available that are identified by their characteristics and a specific name (id). They may be reused throughout the file as appropriate. The name (id) of a `StandardPrimitive` must be unique within the `DictionaryStandard`.

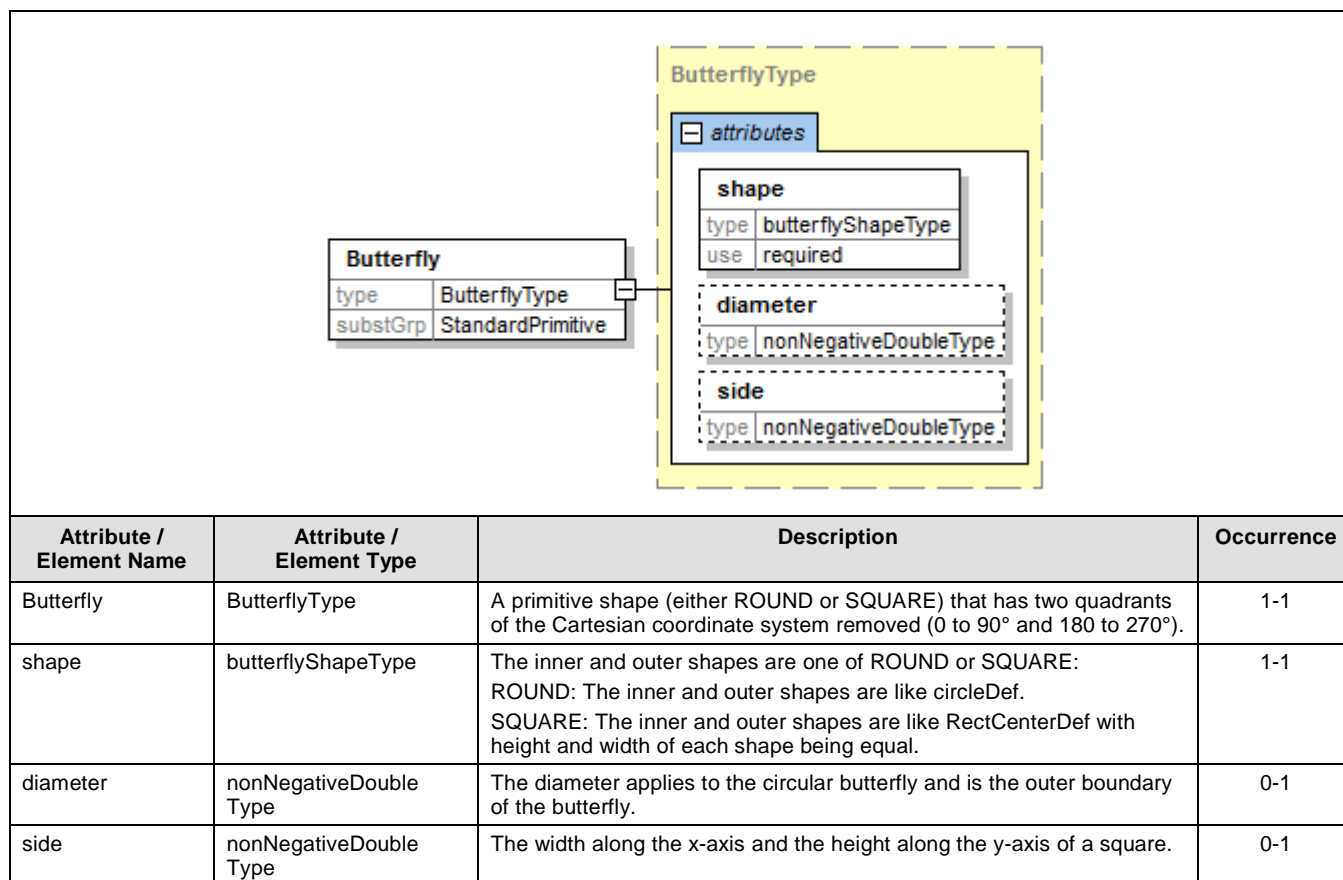


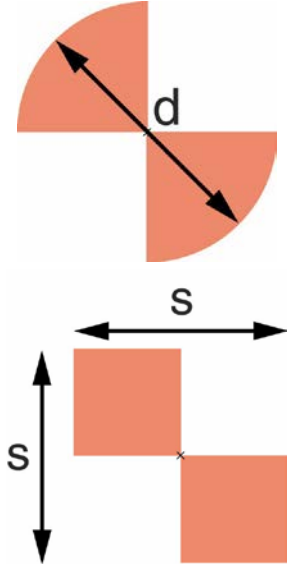
The organization of the `DictionaryStandard` is accomplished in accordance with the substitution group description criteria. The `StandardPrimitive` description may be any of sixteen standard shapes according to the specific characteristics identified in the following paragraphs. The `StandardPrimitiveRef` function is used in the body of the 2581 file when a specific `StandardPrimitive` has been predefined, assigned a name, and the unique "id" is referenced in the file. This feature permits the use of either a predefined `StandardPrimitive`, or defining the

details of a `StandardPrimitive` within the file. The description in the file must contain all the features of a particular primitive shape under the rules of the particular shape definition.

4.7.1 StandardPrimitive: Butterfly

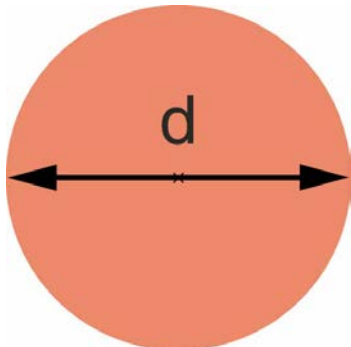
A `Butterfly` is a `StandardPrimitive` shape that may have the external periphery be either round or square with two quadrants of the Cartesian coordinate system removed (0 to 90° and 180 to 270°). The round shape is defined by its diameter; the square shape is defined by an equal side dimension. The `Butterfly` is positioned by its point of origin, which is at the center of the `Butterfly`.



	<pre> <DictionaryStandard units = "MILLIMETER"> <EntryStandard id = "Butterfly1"> <Butterfly shape = "ROUND" diameter = "3.2"/> </EntryStandard> <EntryStandard id = "Butterfly2"> <Butterfly shape = "SQUARE" side = "1.8"/> </EntryStandard> </DictionaryStandard> </pre>
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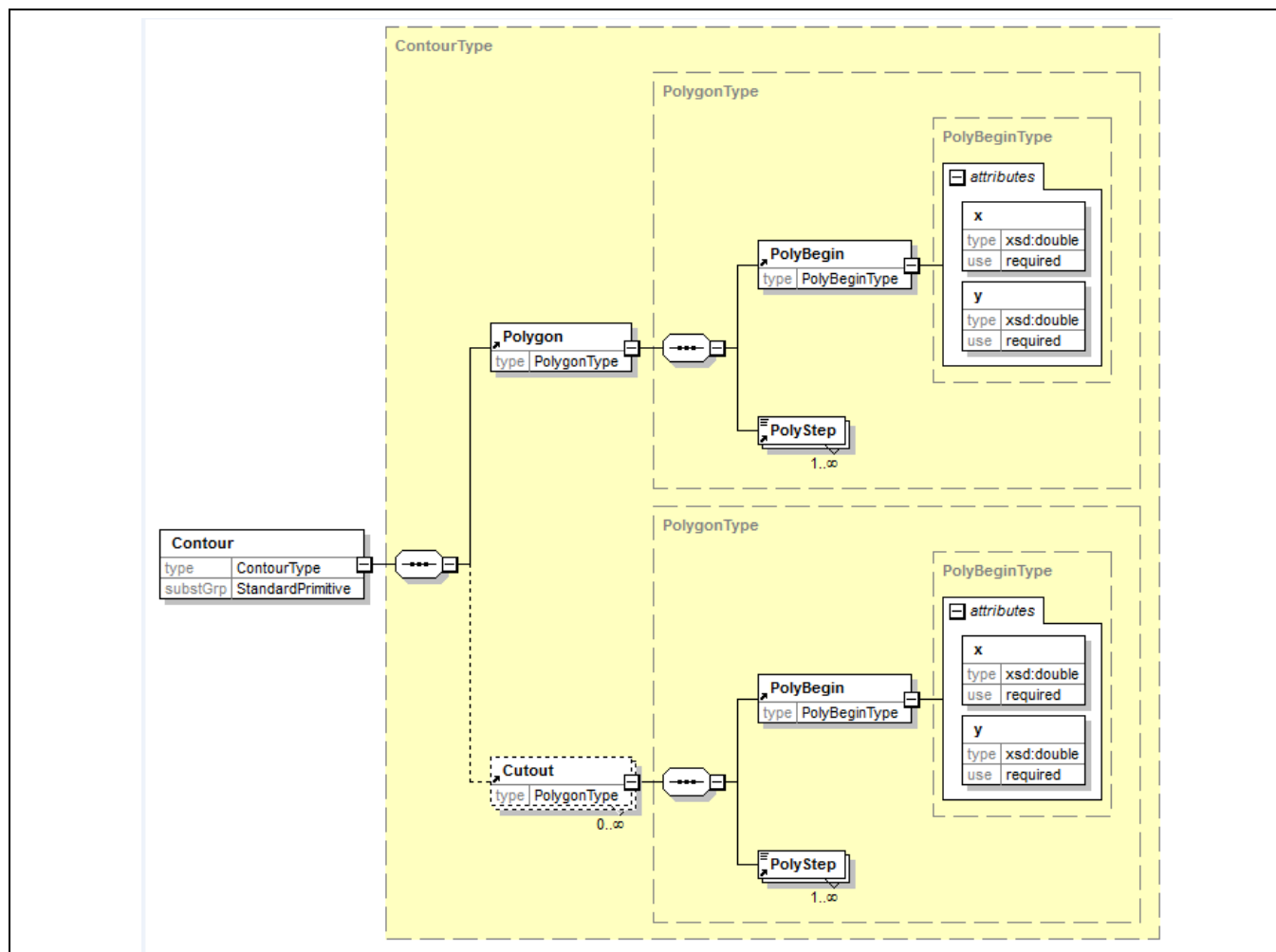
4.7.2 StandardPrimitive: Circle

A **Circle** is a **StandardPrimitive** shape that defines a circle by the diameter of the circle. The point of origin is the center of a circle.


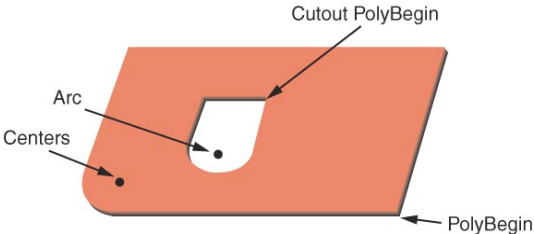
<div><div><div><div><div><div>Circle</div><div>type</div><div>CircleType</div></div><div>substGrp</div><div>StandardPrimitive</div></div><div><div><div>CircleType</div><div><div>attributes</div><div><div>diameter</div><div><div>type</div><div>nonNegativeDoubleType</div></div><div><div>use</div><div>required</div></div></div></div></div></div></div></div></div>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Circle	CircleType	An embedded element that defines a circular shape consisting of a diameter.	1-1
diameter	nonNegativeDoubleType	The diameter of the circle.	1-1
		<pre><DictionaryStandard units = "MILLIMETER"> <EntryStandard id = "Circle1"> <Circle diameter = "3.6"/> </EntryStandard> <EntryStandard id = "Circle2"> <Circle diameter = "4.0"/> </EntryStandard> </DictionaryStandard></pre>	

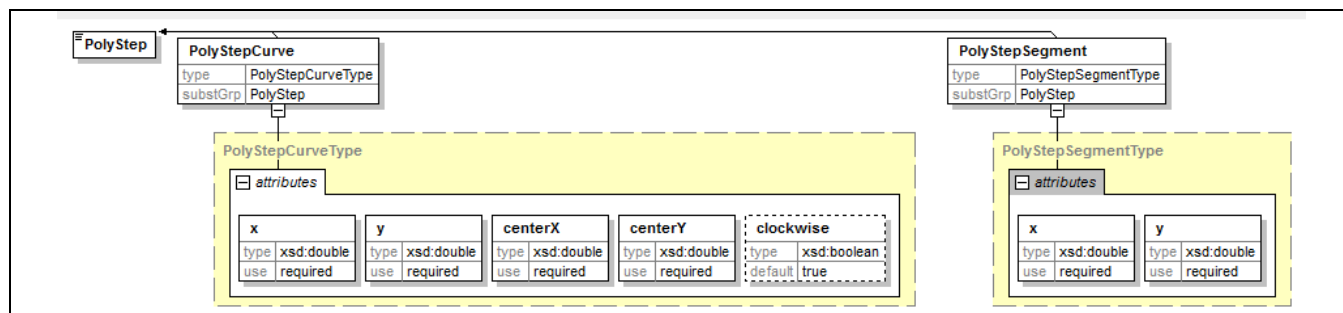
4.7.3 StandardPrimitive: Contour

The `Contour` element is a `StandardPrimitive` shape that defines a sequence of connected edges that form a polygon. An edge can be straight or circular. The `polygon` is a closed shape whose edges do not cross. This same characteristic is also true for `cutout`, which represents the absence of material inside the polygon shape. The coordinates of the `polygon`, `cutout`, and subsequent cutouts are defined relative to the local coordinate system of the original `polygon`. The point of origin may be a centroid of the `polygon` or one of the corners that sets the 0/0 coordinate. This is the point used to place the `polygon` or to rotate the image. The `cutout` uses the same coordinates.



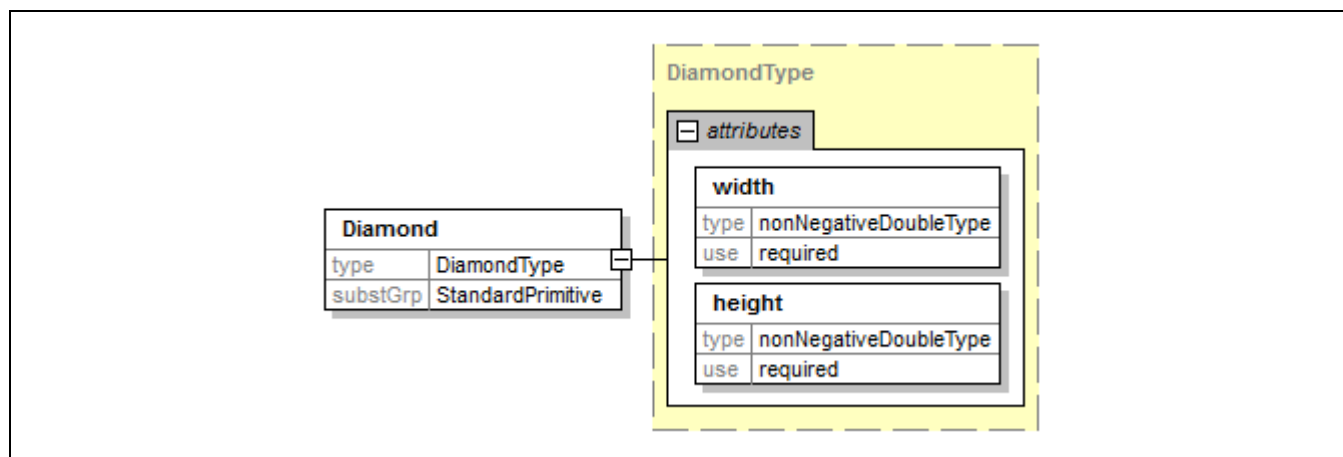
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Contour	ContourType	A sequence of connected edges that form a polygon. An edge can be straight or circular.	1-1
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon.	1-1
PolyBegin	PolyBeginType	The <code>PolyBegin</code> element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1

PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
Cutout	CutoutType	A polygon closed shape whose edges do not cross, which adopts the coordinates of the original polygon, however represents the absence of material within the original polygon shape.	0-n
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
 <p>PolyBegin</p>		<pre> <DictionaryStandard units = "MILLIMETER"> <EntryStandard id = "Contour1"> <Contour> <Polygon> <PolyBegin x = "0.00" y = "0.00"/> <PolyStepSegment x = "0.00" y = "7.00"/> <PolyStepSegment x = "-8.00" y = "7.00"/> <PolyStepCurve x = "-15.00" y = "0.00" centerX = "-8.00" centerY = "0.00"/> <PolyStepSegment x = "0.00" y = "0.00"/> </Polygon> </Contour> </EntryStandard> </DictionaryStandard> </pre>	
		<pre> <EntryStandard id = "Contour2"> <Contour> <Polygon> <PolyBegin x = "0.00" y = "0.00"/> <PolyStepSegment x = "-14.00" y = "0.00"/> <PolyStepCurve x = "-3.00" y = "3.00" centerX = "-14.00" centerY = "3.00" clockwise = "TRUE"/> <PolyStepSegment x = "-17.00" y = "7.00"/> <PolyStepSegment x = "0.00" y = "7.00"/> <PolyStepSegment x = "0.00" y = "0.00"/> </Polygon> <Cutout> <PolyBegin x = "-10.00" y = "5.00"/> <PolyStepSegment x = "-13.00" y = "5.00"/> <PolyStepSegment x = "-13.00" y = "3.00"/> <PolyStepCurve x = "-10.00" y = "3.00" centerX = "-11.50" centerY = "3.00"/> <PolyStepSegment x = "-10.00" y = "5.00"/> </Cutout> </Contour> </EntryStandard> </pre>	

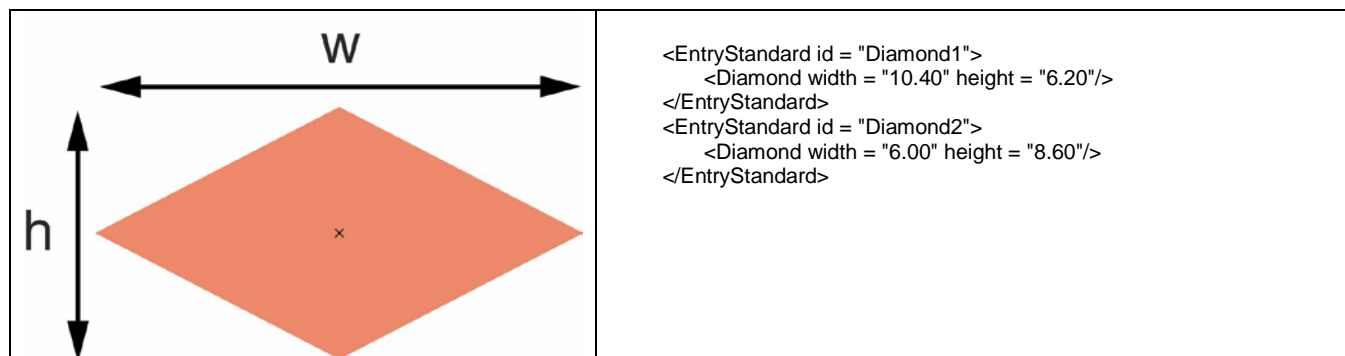


4.7.4 StandardPrimitive: Diamond

A **Diamond** is a 4-sided **StandardPrimitive** shape. The lengths of the sides of a diamond are always equal. A height and a width dimension specify the diamond. The first line defining the outline of the diamond is drawn between the point that is $\frac{1}{2}$ the height dimension along the positive y-axis and the point that is $\frac{1}{2}$ the width dimension along the x-axis. The same process is used to draw the other three lines of the diamond in each of the remaining quadrants. The **Diamond** is positioned with one of its corners facing the North direction.

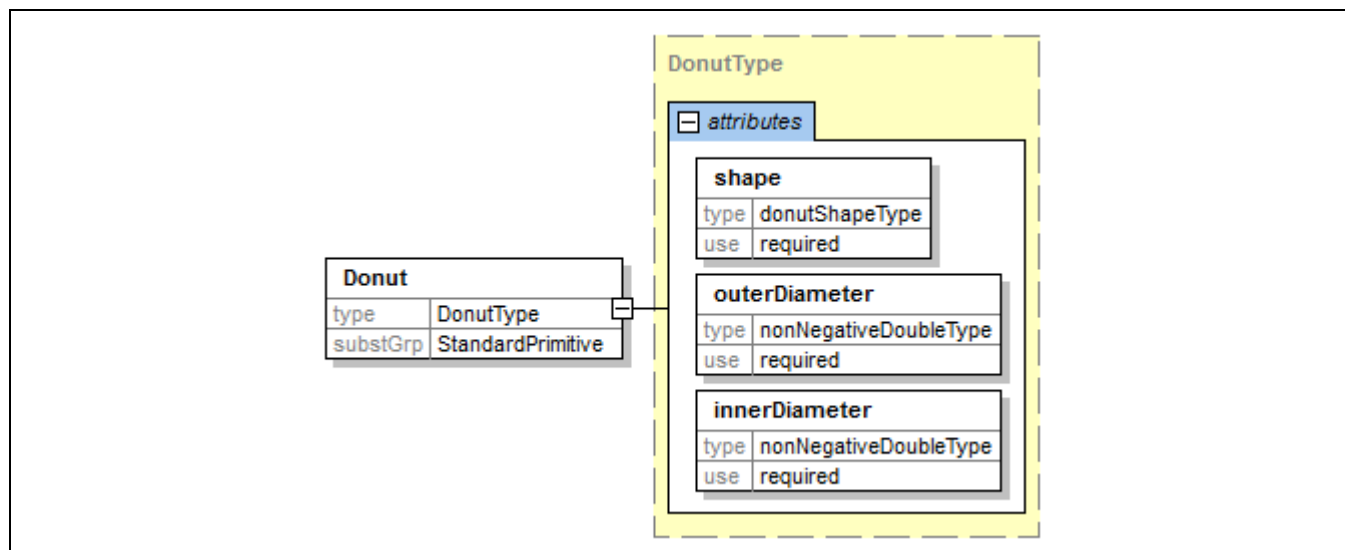


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Diamond	DiamondType	A primitive shape with four equal sides that are extended from its horizontal center to its vertical center. The lines converge into a point both horizontally and vertically. The overall description of the shape is controlled by the width (distance between vertical point) and the height (distance between horizontal point).	1-1
width	nonNegativeDoubleType	The length of the diamond along, and centered on, the x-axis.	1-1
height	nonNegativeDoubleType	The length of the diamond along, and centered on, the y-axis.	1-1

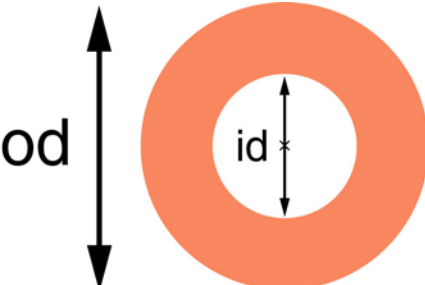
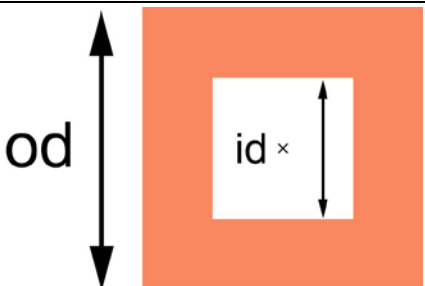
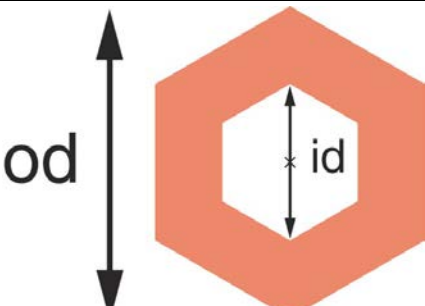


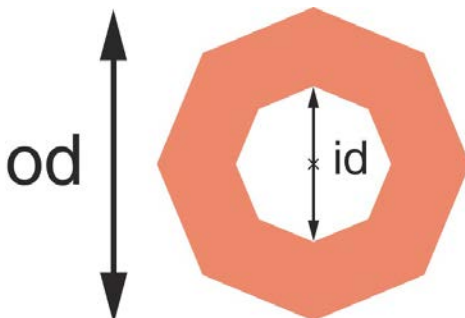
4.7.5 StandardPrimitive: Donut

A **Donut** is a **StandardPrimitive** shape composed of two concentric identical shapes. The shapes are the same but of different sizes with the outer diameter (OD) being larger than the inner diameter (ID). The shapes must be identical and may be square, round, hexagonal, or octagonal. The center of a **Donut** is also the point of origin of the primitive. The hexagonal and octagonal shapes are defined with a point of the shape facing the North direction.



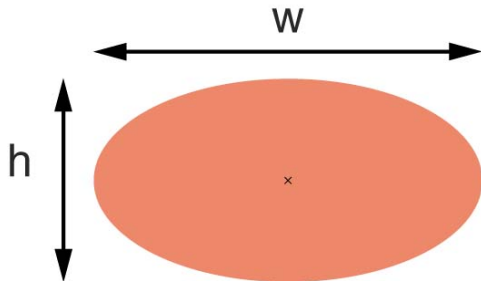
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Donut	DonutType	A round, square, hexagon, or octagon shape consisting of an outer diameter and inner diameter that define physical characteristics of the donut.	1-1
shape	donutShapeType	The inner and outer shapes are one of ROUND, SQUARE, HEXAGON or OCTAGON: ROUND – The inner and outer shapes are like a circle. SQUARE – The inner and outer shapes are like a RectCenter with height and width of each shape being equal. HEXAGON – The inner and outer shapes are like a Hexagon. OCTAGON – The inner and outer shapes are like an Octagon.	1-1

outerDiameter	nonNegativeDouble Type	<p>The outer boundary of the filled region. The meaning based on donutShape:</p> <p>ROUND –The diameter of the circle is the outer boundary of the donut. The center of the circle is at the origin of the donut.</p> <p>SQUARE –The width along the x-axis and the height along the y-axis of a square at the inner boundary of the donut. The center of the square is at the origin.</p> <p>HEXAGON – The point-to-point measurement on the x-axis of the hexagon that forms the outer boundary of the donut.</p> <p>OCTAGON – The point-to-point measurement on the x-axis of the octagon that forms the outer boundary of the donut.</p>	1-1
innerDiameter	nonNegativeDouble Type	<p>The inner boundary of the filled region. The meaning based on donutShape :</p> <p>ROUND – The diameter of the circle is the inner boundary of the donut. The center of the circle is at the origin of the donut.</p> <p>SQUARE – The width along the x-axis and height along the y-axis of a square at the inner boundary of the donut. The center of the square is at the origin.</p> <p>HEXAGON – The point-to-point measurement on the x-axis of the hexagon that forms the inner boundary of the donut.</p> <p>OCTAGON – the point-to-point measurement on the x-axis of the octagon that forms the inner boundary of the donut.</p>	1-1
		<pre> <EntryStandard id = "Donut1"> <Donut shape = "ROUND" outerDiameter = "6.8" innerDiameter = "4.8"/> </EntryStandard> <EntryStandard id = "Donut2"> <Donut shape = "ROUND" outerDiameter = "8.6" innerDiameter = "7.4"/> </EntryStandard> </pre>	
		<pre> <EntryStandard id = "Donut3"> <Donut shape = "SQUARE" outerDiameter = "6.8" innerDiameter = "5.0"/> </EntryStandard> <EntryStandard id = "Donut4"> <Donut shape = "SQUARE" outerDiameter = "8.20" innerDiameter = "6.20"/> </EntryStandard> </pre>	
		<pre> <EntryStandard id = "Donut5"> <Donut shape = "HEXAGON" outerDiameter = "12.40" innerDiameter = "10.20"/> </EntryStandard> <EntryStandard id = "Donut6"> <Donut shape = "HEXAGON" outerDiameter = "10.00" innerDiameter = "8.00"/> </EntryStandard> </pre>	

	<pre> <EntryStandard id = "Donut7"> <Donut shape = "OCTAGON" outerDiameter = "11.60" innerDiameter = "10.00"/> </EntryStandard> <EntryStandard id = "Donut8"> <Donut shape = "OCTAGON" outerDiameter = "12.00" innerDiameter = "10.00"/> </EntryStandard> </pre>
---	--

4.7.6 StandardPrimitive: Ellipse

The `Ellipse` is a `StandardPrimitive` shape that is an ellipse with the standard ellipse characteristics. The shape is defined by the width and height dimension. The `Ellipse` is positioned with its point of origin at the center of the width and height dimensions.

<div><div><div><div><div>Ellipse</div><div>type</div><div>EllipseType</div></div><div>substGrp</div><div>StandardPrimitive</div></div><div><div>EllipseType</div><div>attributes</div><div><div><div>width</div><div>type</div><div>nonNegativeDoubleType</div><div>use</div><div>required</div></div><div><div>height</div><div>type</div><div>nonNegativeDoubleType</div><div>use</div><div>required</div></div></div></div></div></div>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Ellipse	EllipseType	An elliptical shape that follows the standard ellipse characteristics and is defined by a width and height dimension, establishing the overall limits of the feature.	1-1
width	nonNegativeDoubleType	The height of the ellipse on the y-axis.	1-1
height	nonNegativeDoubleType	The width of the ellipse on the x-axis.	1-1
		<pre><EntryStandard id = "Ellipse1"> <Ellipse width = "12.60" height = "6.20"/> </EntryStandard> <EntryStandard id = "Ellipse2"> <Ellipse width = "6.20" height = "12.60"/> </EntryStandard> <EntryStandard id = "Ellipse3"> <Ellipse width = "14.80" height = "4.20"/> </EntryStandard> <EntryStandard id = "Ellipse4"> <Ellipse width = "10.60" height = "14.20"/> </EntryStandard></pre>	

4.7.7 StandardPrimitive: Hexagon

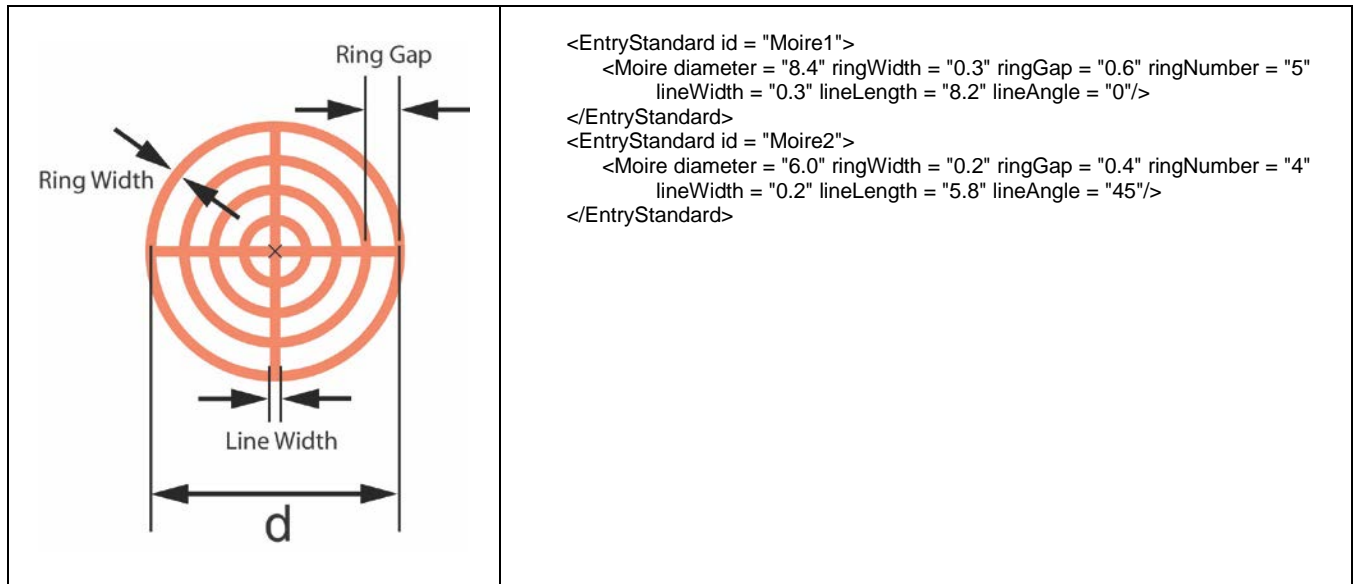
A **Hexagon** is a six-sided **StandardPrimitive** shape with each of the sides being equal in length and with all angles between adjacent sides also being equal. The orientation of the hexagon is in accordance with one of its points facing the North direction. Only one dimension is required and that is the length across the points. Rotation is accomplished using **Xform** at the time the hexagon is instantiated.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Hexagon	HexagonType	A six-sided primitive shape with all sides being equal and which is defined by the length (L) across the points. The position of the octagon is in accordance with one of the points facing North.	0-1
length	nonNegativeDouble Type	The length (L) between any two opposing corner points of the hexagon.	1-1
		<pre> <EntryStandard id = "Hexagon1"> <Hexagon length = "12.8"/> </EntryStandard> <EntryStandard id = "Hexagon2"> <Hexagon length = "11.8"/> </EntryStandard> <EntryStandard id = "Hexagon3"> <Hexagon length = "10.8"/> </EntryStandard> <EntryStandard id = "hexagon4"> <Hexagon length = "9.8"/> </EntryStandard> </pre>	

4.7.8 StandardPrimitive: Moire

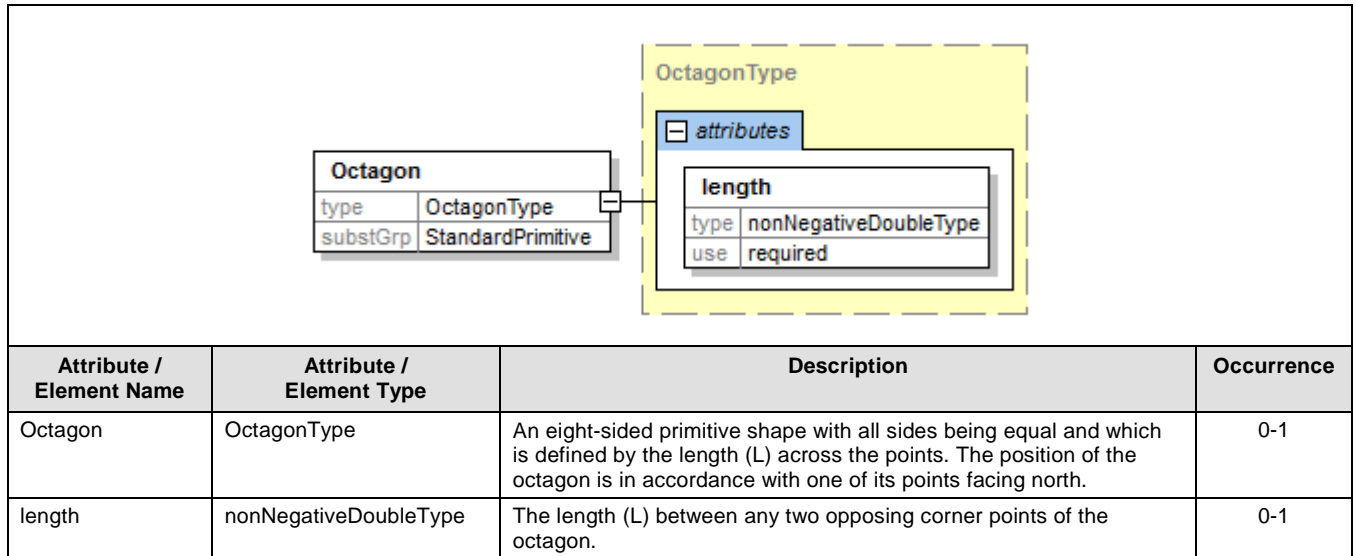
The **Moire** is a primitive shape that consists of a series of circles each with a smaller diameter. The **Moire** is used as an assist in image registration. The **Moire** may be only circles or may also contain a crosshair line to assist in human acknowledgement of moiré alignment. The shape is defined by the number of rings, their center line spacing and the ring line width. The line spacing must be larger than the line width. The crosshair lines can also be described. The **Moire** pattern is positioned using its point of origin which is the center of the ring pattern.

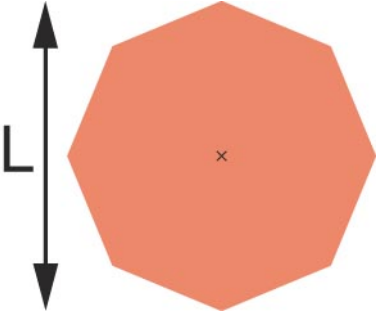
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Moire	MoireType	A series of circles, each consisting of a smaller diameter the shape of which is defined by the number of rings, their center line spacing, and the ring width. The pattern may also contain a crosshair representing its point of origin.	1-1
diameter	nonNegativeDoubleType	The diameter of the center of the outermost circle.	1-1
ringWidth	nonNegativeDoubleType	The width of the line used for each circle.	1-1
ringGap	nonNegativeDoubleType	The gap between circle lines as defined by the dimension between the centerlines of each circle location. The gap between centerlines must be larger than the <code>ringWidth</code> so that there is a clearance between individual rings.	1-1
ringNumber	nonNegativeInteger	The number of rings.	1-1
lineWidth	nonNegativeDoubleType	The line width used to develop a cross hair across the moiré. The default is 0.	0-1
lineLength	nonNegativeDoubleType	The length of the line for both the horizontal and vertical cross hair.	0-1
lineAngle	angleType	The angle at which the cross hair may be rotated. Rotation is always counter-clockwise. The default is 0° and can be oriented up to 90°.	0-1



4.7.9 StandardPrimitive: Octagon

An Octagon is an eight-sided `StandardPrimitive` shape with each of the sides being equal in length and with all angles between adjacent sides also being equal. The orientation of the `Octagon` is in accordance with one of its points facing the North direction. Only one dimension is required and that is the length across the points. Rotation is accomplished using `Xform` at the time the `Octagon` is instanced.



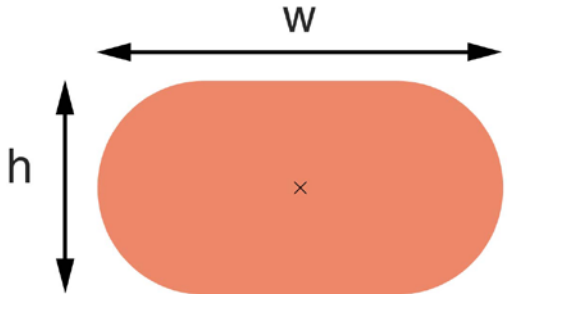
	<pre> <EntryStandard id = "Octagon1"> <Octagon length = "12.8"/> </EntryStandard> <EntryStandard id = "Octagon2"> <Octagon length = "11.8"/> </EntryStandard> <EntryStandard id = "Octagon3"> <Octagon length = "10.8"/> </EntryStandard> <EntryStandard id = "Octagon4"> <Octagon length = "9.8"/> </EntryStandard> </pre>
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4.7.10 StandardPrimitive: Oval

An **Oval** is a **StandardPrimitive** shape that defines a rectangle with a complete radius (180 degree arc) at each end. The base rectangle is defined by a width attribute and a height attribute with the center of the rectangle being centered on both the height and width dimensions. The center of the **Oval** rectangle is the point of origin of the shape. The rectangle is defined with edges parallel to the x-axis and y-axis relative to the local coordinate system. Rotation is about the point of origin. The **Oval** is defined with the radius located along the y-axis sides. The radius on the ends of the oval shaped rectangle is always equal to $\frac{1}{2}$ the height.

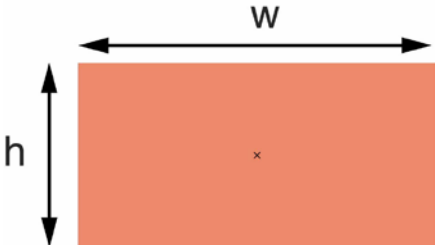
The diagram illustrates the structure of the **Oval** element. It is defined by the **OvalType** and is a **StandardPrimitive**. The **OvalType** is detailed in a yellow box, showing two attributes: **width** and **height**. Both attributes are of type **nonNegativeDoubleType** and are **required**.

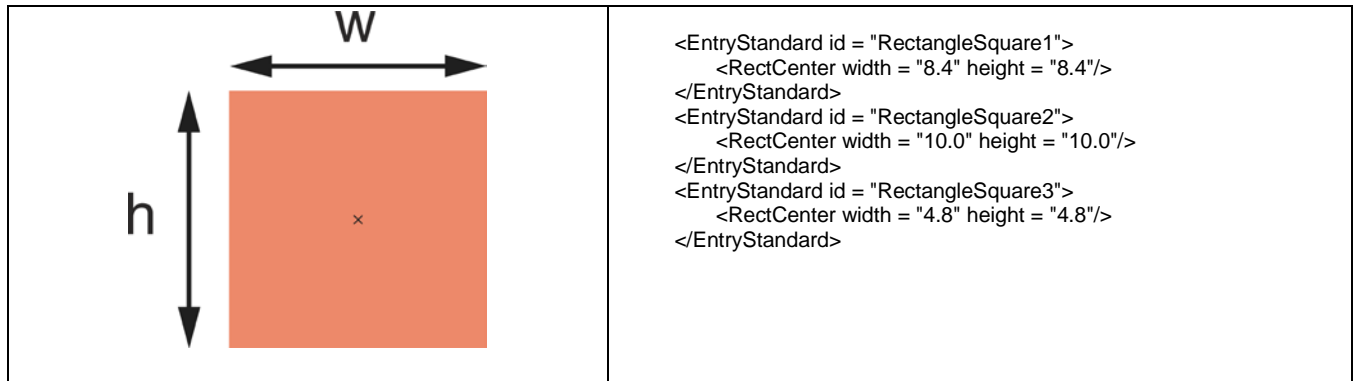
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Oval	OvalType	A rectangle defined by a width and height attribute with the center of the rectangle being centered on both the height and width dimensions.	1-1
width	nonNegativeDoubleType	The length of the rectangle about the x-axis.	1-1
height	nonNegativeDoubleType	The length of the rectangle about the y-axis. It is an error to define a height greater than the width.	1-1

	<pre> <EntryStandard id = "Oval1"> <Oval width = "10.6" height = "6.4"/> </EntryStandard> <EntryStandard id = "Oval2"> <Oval width = "8.4" height = "8.4"/> </EntryStandard> <EntryStandard id = "Oval3"> <Oval width = "16.4" height = "5.6"/> </EntryStandard> <EntryStandard id = "Oval4"> <Oval width = "14.8" height = "6.8"/> </EntryStandard> </pre>
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4.7.11 StandardPrimitive: RectCenter

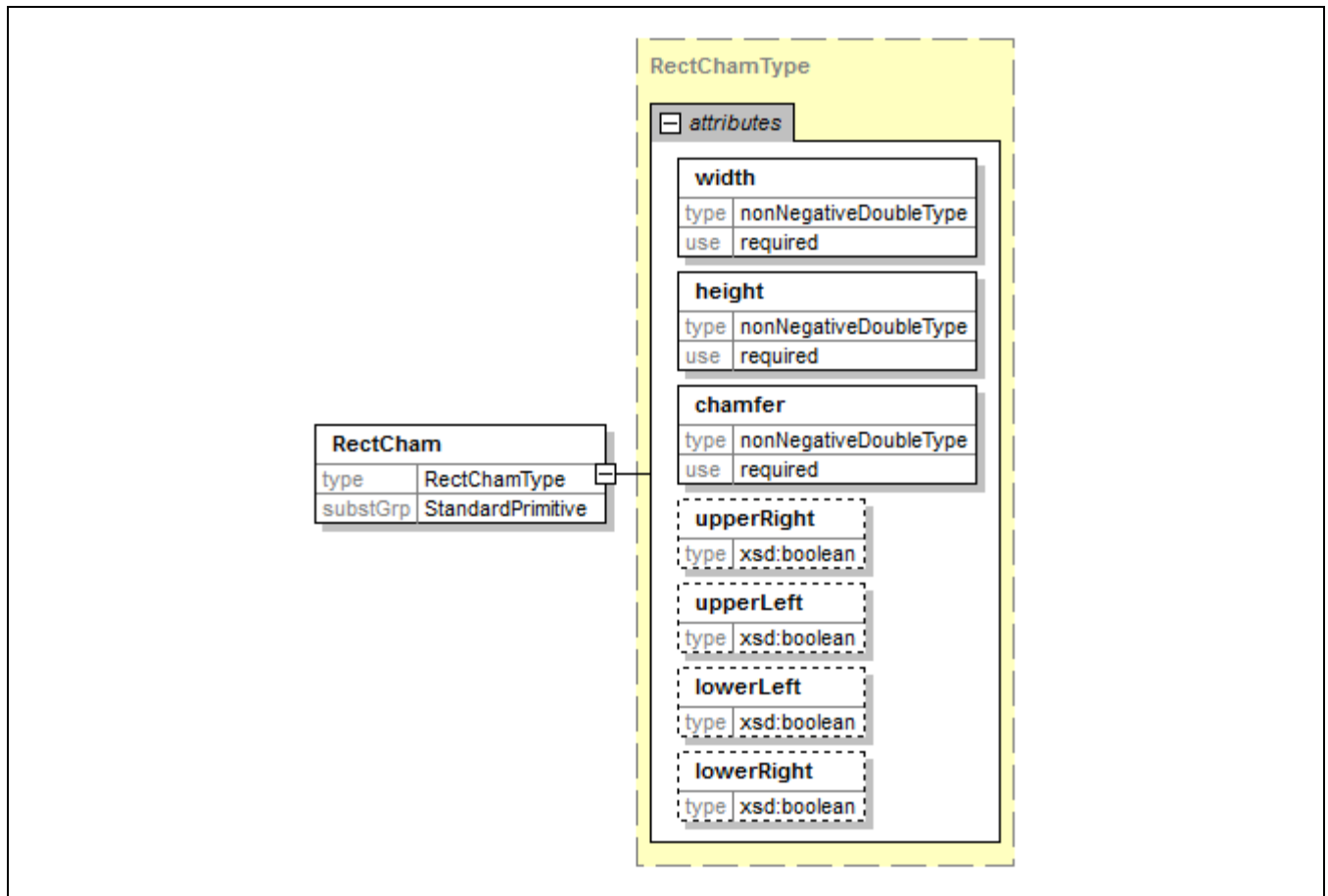
A **RectCenter** is a primitive shape that defines a rectangle by a width attribute and a height attribute with the center of the rectangle being centered on both the height and width dimensions. The center of the **RectCenter** rectangle is the point of origin of the shape. The rectangle is defined with edges parallel to the x-axis and y-axis relative to the local coordinate system. Rotation is about the point of origin. The **RectCenter** is also used to represent a square shape. The characteristics of the square would be to have the width and height equal.

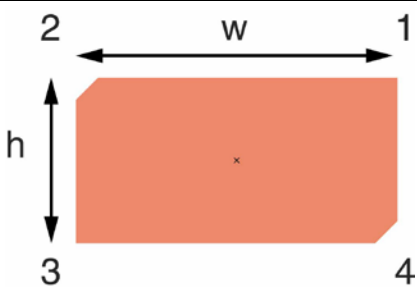
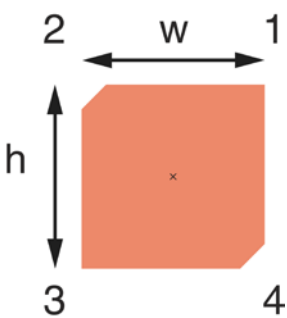
<div><div><table><tr><td colspan="2">RectCenter</td></tr><tr><td>type</td><td>RectCenterType</td></tr><tr><td>substGrp</td><td>StandardPrimitive</td></tr></table></div><div><div>RectCenterType</div><div><div>attributes</div><div><table><tr><td colspan="2">width</td></tr><tr><td>type</td><td>nonNegativeDoubleType</td></tr><tr><td>use</td><td>required</td></tr></table><table><tr><td colspan="2">height</td></tr><tr><td>type</td><td>nonNegativeDoubleType</td></tr><tr><td>use</td><td>required</td></tr></table></div></div></div></div>				RectCenter		type	RectCenterType	substGrp	StandardPrimitive	width		type	nonNegativeDoubleType	use	required	height		type	nonNegativeDoubleType	use	required
RectCenter																					
type	RectCenterType																				
substGrp	StandardPrimitive																				
width																					
type	nonNegativeDoubleType																				
use	required																				
height																					
type	nonNegativeDoubleType																				
use	required																				
Attribute / Element Name	Attribute / Element Type	Description	Occurrence																		
RectCenter	RectCenterType	The characteristics of a rectangle defined by a width and height dimension consistent with a horizontal position on the Cartesian coordinate system	1-1																		
width	nonNegativeDoubleType	The length of the rectangle about the x-axis.	1-1																		
height	nonNegativeDoubleType	The length of the rectangle about the y-axis.	1-1																		
		<pre><EntryStandard id = "RectangleC1"> <RectCenter width = "16.8" height = "6.4"/> </EntryStandard> <EntryStandard id = "RectangleC2"> <RectCenter width = "6.4" height = "12.8"/> </EntryStandard> <EntryStandard id = "RectangleC3"> <RectCenter width = "10.4" height = "6.4"/> </EntryStandard></pre>																			



4.7.12 StandardPrimitive: RectCham



A **RectCham** is a **StandardPrimitive** shape that defines a rectangle with chamfered corners. The base rectangle is defined by a **width** attribute and a **height** attribute with the center of the rectangle being centered on both the height and width dimensions. The center of the **RectCham** rectangle is the point of origin of the shape. The rectangle is defined with edges parallel to the x-axis and y-axis relative to the local coordinate system. Rotation is about the point of origin. The **RectCham** is also used to represent a square shape with chamfered corners. The characteristics of the square would be to have the width and height equal.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
RectCham	RectChamType	A rectangle with one or more corners chamfered. The user has the option to define any of the corners as containing the chamfer as well as the chamfered dimensions. All chamfers (or opportunities for chamfers) must be identical in size.	1-1
width	nonNegativeDouble Type	The length of the rectangle about the x-axis.	1-1
height	nonNegativeDouble Type	The length of the rectangle about the y-axis.	1-1
chamfer	nonNegativeDouble Type	The length measured from each corner that defines 4 points along the width and 4 points along the height. The corners are clipped between the points at each corner. The resulting chamfers are always cut at 45° relative to the local coordinate system. It is an error to define the value of chamfer to be greater than ½ the height or ½ the width.	1-1
upperRight	boolean	The upper right corner (1).	0-1
upperLeft	boolean	The upper left corner (2).	0-1
lowerLeft	boolean	The lower left corner (3).	0-1
lowerRight	boolean	The lower right corner (4).	0-1
		<pre> <EntryStandard id = "ChamferedRect1"> <RectCham width = "12.6" height = "8.4" chamfer = "2.0" upperLeft = "TRUE" lowerRight = "TRUE" upperRight = "FALSE" lowerLeft = "FALSE"/> </EntryStandard> <EntryStandard id = "ChamferedRect2"> <RectCham width = "10.6" height = "6.2" chamfer = "2.0" upperRight = "TRUE" upperLeft = "TRUE" lowerLeft = "TRUE" lowerRight = "TRUE"/> </EntryStandard> </pre>	
		<pre> <EntryStandard id = "ChamferedSquare1"> <RectCham width = "8.4" height = "8.4" chamfer = "2.0" upperRight = "TRUE" lowerLeft = "TRUE" lowerRight = "FALSE" upperLeft = "FALSE"/> </EntryStandard> <EntryStandard id = "ChamferedSquare2"> <RectCham width = "6.6" height = "6.6" chamfer = "1.8" upperRight = "TRUE" upperLeft = "TRUE" lowerLeft = "TRUE" lowerRight = "TRUE"/> </EntryStandard> </pre>	

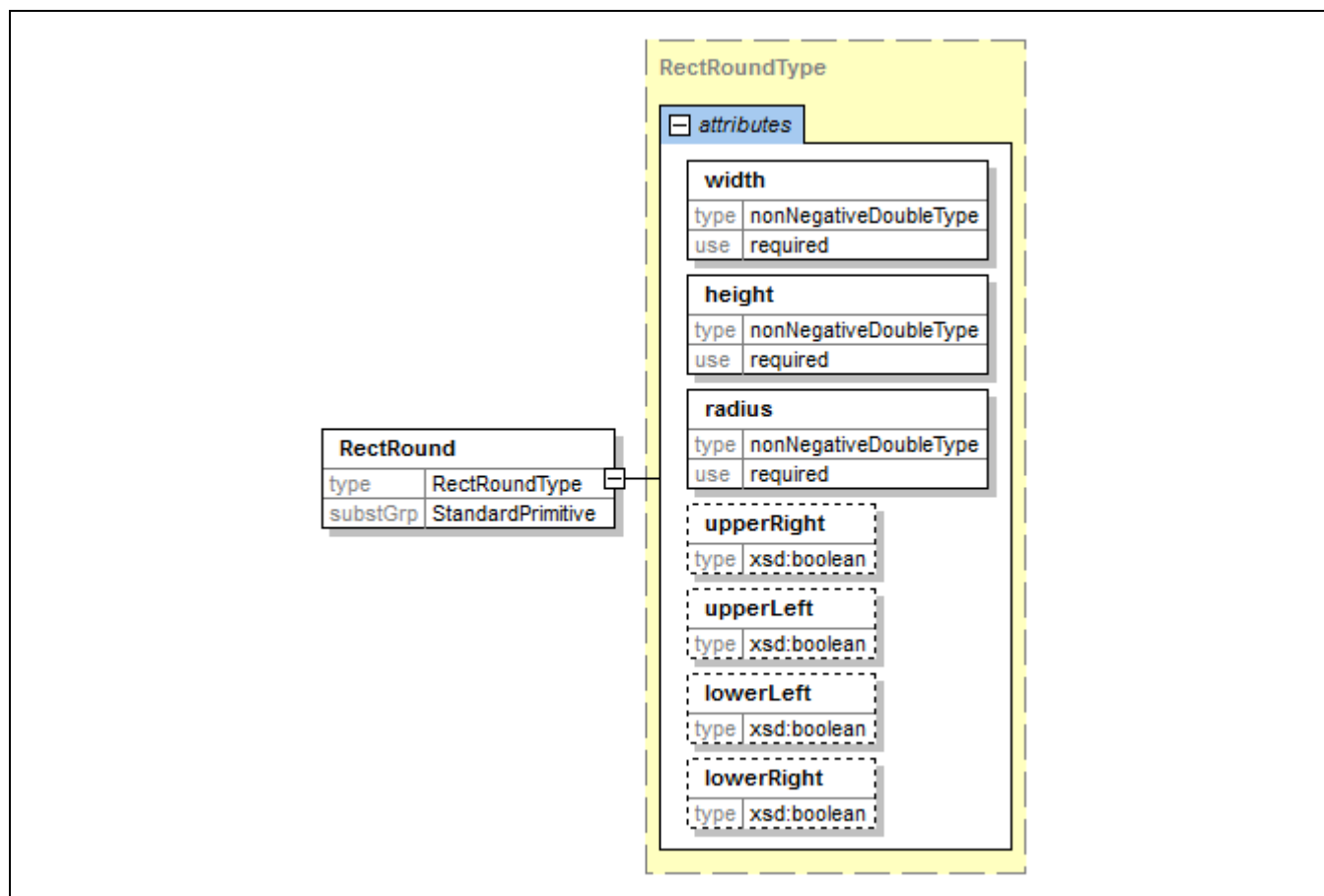
4.7.13 StandardPrimitive: RectCorner

A **RectCorner** is a **StandardPrimitive** shape that defines a rectangle. The element describes the lower left and upper right corners of the rectangle. The point of origin of a **RectCorner** rectangle is (0, 0). This can be coincident with attribute `lowerLeftX` and `lowerLeftY`, the lower left corner of the rectangle, but there is no requirement for that location to be at (0, 0). The rectangle is defined with edges parallel to the x-axis and y-axis relative to the local coordinate system. Rotation is about the point of origin, not about the lower left or upper right corners.

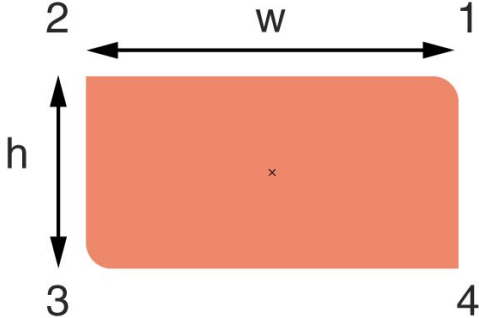
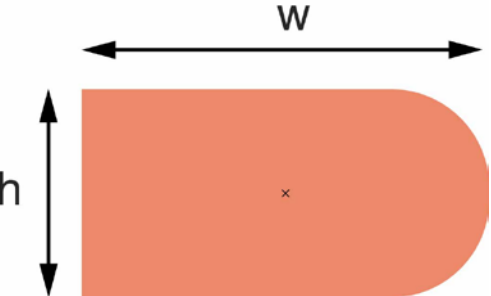
<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin-right: 20px;"> RectCorner type RectCornerType substGrp StandardPrimitive </div> <div style="border: 1px dashed yellow; padding: 10px; margin-right: 20px;"> RectCornerType <div style="border: 1px solid blue; padding: 5px; margin-bottom: 10px;"> attributes </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> lowerLeftX type xsd:double use required </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> lowerLeftY type xsd:double use required </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> upperRightX type xsd:double use required </div> <div style="border: 1px solid gray; padding: 5px;"> upperRightY type xsd:double use required </div> </div> </div>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
RectCorner	RectCornerType	A constraining rectangular area (bounding box) that describes a rectangle consistent with a horizontal position on the Cartesian coordinate system.	1-1
lowerLeftX	double	The lower left hand x dimension of the rectangular area encompassing the text.	1-1
lowerLeftY	double	The lower left hand y dimension of the rectangular area encompassing the text.	1-1
upperRightX	double	The upper right hand x dimension of the rectangular area encompassing the text.	1-1
upperRightY	double	The upper right hand y dimension of the rectangular area encompassing the text.	1-1
<div style="text-align: center;">Upper right XY</div>  <div style="text-align: center;">Lower left XY</div>		<pre> <EntryStandard id = "CorneredRectangle1"> <RectCorner lowerLeftX = "0.0" lowerLeftY = "0.0" upperRightX = "12.6" upperRightY = "6.8"/> </EntryStandard> <EntryStandard id = "CorneredRectangle2"> <RectCorner lowerLeftX = "-6.4" lowerLeftY = "-3.2" upperRightX = "6.4" upperRightY = "3.2"/> </EntryStandard> </pre>	
<div style="text-align: center;">Upper right XY</div>  <div style="text-align: center;">Lower left XY</div>		<pre> <EntryStandard id = "CorneredSquare1"> <RectCorner lowerLeftX = "0.0" lowerLeftY = "0.0" upperRightX = "8.4" upperRightY = "8.4"/> </EntryStandard> <EntryStandard id = "CorneredSquare2"> <RectCorner lowerLeftX = "-4.6" lowerLeftY = "-4.6" upperRightX = "4.6" upperRightY = "4.6"/> </EntryStandard> </pre>	

4.7.14 StandardPrimitive: RectRound

A `RectRound` is a `StandardPrimitive` shape that defines a rectangle with radius corners. The base rectangle is defined by a `width` attribute and a `height` attribute with the center of the rectangle being centered on both the height and width dimensions. The center of the `RectRound` rectangle is the point of origin of the shape. The rectangle is defined with edges parallel to the x-axis and y-axis relative to the local coordinate system. Rotation is about the point of origin. The `RectRound` is also used to represent a square shape with rounded corners. The characteristics of the square would be to have the width and height equal.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
RectRound	RectRoundType	A rectangle with one or more corners rounded. The user has the option to define any of the corners as containing the radius as well as the radiused dimensions. All corners (or opportunities for corners) must be identical in size.	1-1
width	nonNegativeDoubleType	The length of the rectangle about the x-axis.	1-1
height	nonNegativeDoubleType	The length of the rectangle about the y-axis.	1-1
radius	nonNegativeDoubleType	The radius to be trimmed from the four corners of the rectangle. It is an error to define a radius that is greater than ½ the height value or ½ the width value.	1-1
upperRight	boolean	The upper right corner (1).	0-1
upperLeft	boolean	The upper left corner (2).	0-1
lowerLeft	boolean	The lower left corner (3).	0-1
lowerRight	boolean	The lower right corner (4).	0-1

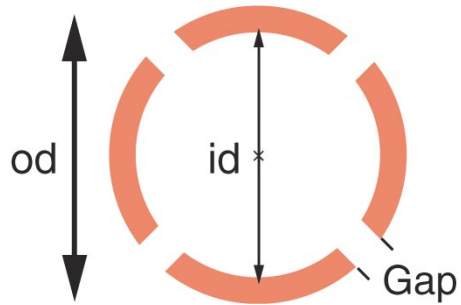
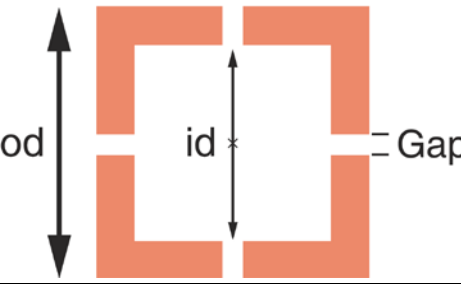
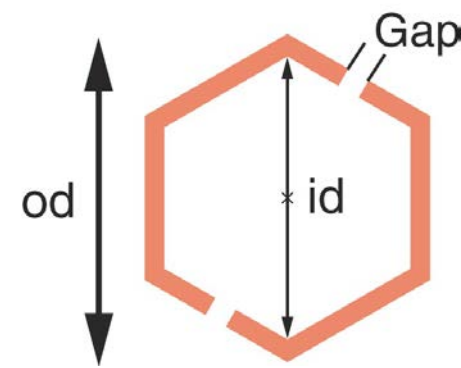
	<pre> <EntryStandard id = "RoundedDshape1"> <RectRound width = "10.2" height = "6.4" radius = "3.2" upperRight = "TRUE" lowerLeft = "TRUE" lowerRight = "FALSE" upperLeft = "FALSE"/> </EntryStandard> </pre>
	<pre> <EntryStandard id = "RoundedDshape2"> <RectRound width = "4.8" height = "4.8" radius = "2.4" upperRight = "TRUE" lowerRight = "TRUE" upperLeft = "FALSE" lowerLeft = "FALSE"/> </EntryStandard> </pre>

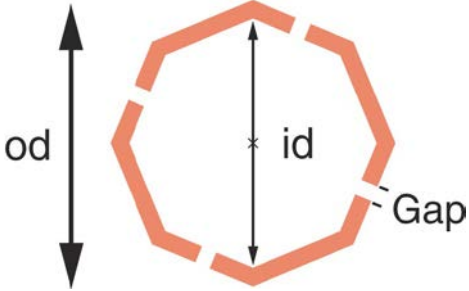
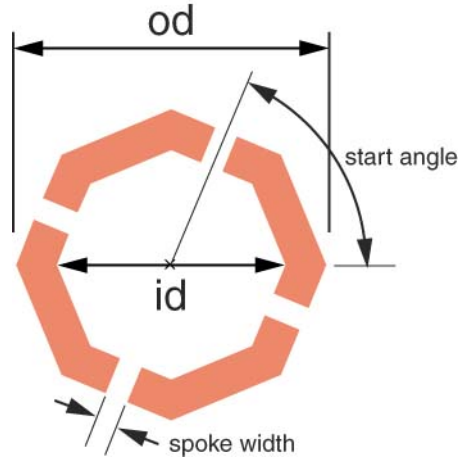
4.7.15 StandardPrimitive: Thermal

A `Thermal` is a `StandardPrimitive` shape that historically was used to remove material from a plane, conductive filled area or around a plated through hole. The `Thermal` shapes include square, round, hexagonal, or octagonal, and have varying numbers of spokes. The center of a thermal is the point of origin of the primitive.

A spokeless thermal can be used for non-functional lands on an innerlayer plane, where the land is not connected to the plane. IPC-2581 defines these using the `Thermal` element with a spoke count of zero. These are similar to a Donut except that they remove material. Many thermal primitive configurations can be generated using different spoke numbers and end types.

<p>The diagram illustrates the structure of the ThermalType element. It is a container for several attributes. The Thermal element is shown as a box with 'type' set to ThermalType and 'substGrp' set to StandardPrimitive. The ThermalType element is shown as a box with a dashed border, containing a list of attributes. The attributes are: shape (type: thermalShapeType, use: required), outerDiameter (type: nonNegativeDoubleType, use: required), innerDiameter (type: nonNegativeDoubleType, use: required), spokeCount (type: spokeCountType, default: 4), gap (type: nonNegativeDoubleType), and spokeStartAngle (type: angleType, use: required).</p>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Thermal	ThermalType	A primitive shape consisting either of ROUND, SQUARE, HEXAGON, or OCTAGON configuration that defines the removal of material from a plane or conductive fill area in accordance to the shape attribute description.	1-1
shape	thermalShapeType	The shape of the thermal. One of ROUND SQUARE OCTAGON. ROUND: The inner and outer shapes are like Circle. SQUARE: The inner and outer shapes are like RectCenter with height and width of each shape being equal. HEXAGON: The inner and outer shape are like Hexagon. OCTAGON: The inner and outer shapes are like Octagon.	1-1
outerDiameter	nonNegativeDouble Type	The outer boundary of the filled region. The meaning based on the shape attribute: ROUND: The diameter of the circle is the outer boundary of the thermal. The center of the circle is at the origin of the thermal. SQUARE: The width along the x-axis and the height along the y-axis of a square at the inner boundary of the thermal. The center of the square is at the origin. HEXAGON: The point-to-point measurement (L) on the x-axis of the hexagon that forms the outer boundary of the thermal. OCTAGON: The point-to-point (L) measurement on the x-axis of the octagon that forms the outer boundary of the thermal.	1-1

innerDiameter	nonNegativeDouble Type	The inner boundary of the filled region. The meaning based on the shape attribute: ROUND: The diameter of the circle is the inner boundary of the thermal. The center of the circle is at the origin of the thermal. SQUARE: The width along the x-axis and the height along the y-axis of a square at the inner boundary of the thermal. The center of the square is at the origin. HEXAGON: The point-to-point measurement on the x-axis of the hexagon that forms the inner boundary of the thermal. OCTAGON: The point-to-point measurement on the x-axis of the octagon that forms the inner boundary of the thermal.	1-1
spokeCount	spokeCountType	The number of cutouts allowed in the inner and outer shapes. ROUND: must be 0, 2, 3, or 4 (the default is 4) SQUARE: must be 0, 2, or 4 (the default is 4) HEXAGON: must be 0, 2, or 3 (the default is 3) OCTAGON: must be 0, 2, or 4 (the default is 4) If the spokeCount is defined as 0 (zero), the other three optional parameters do not apply. The spokeless thermal has a shape like a donut shape.	0-1
gap	nonNegativeDouble Type	The minimum distance between the sides of a spoke cut. The default value is the innerDiameter subtracted from the outerDiameter.	0-1
spokeStartAngle	angleType	The angle in counterclockwise direction from the x-axis at which the first spoke is cut. The default angle is 45° counterclockwise from the x-axis.	1-1
		<pre> <EntryStandard id = "ThermalRound1"> <Thermal shape = "ROUND" outerDiameter = "10.6" innerDiameter = "6.0" spokeCount = "4" gap = "2.0" spokeStartAngle = "45.00"/> </EntryStandard> <EntryStandard id = "ThermalRound2"> <Thermal shape = "ROUND" outerDiameter = "12.0" innerDiameter = "8.0" spokeCount = "4" gap = "2.0" spokeStartAngle = "0.00"/> </EntryStandard> </pre>	
		<pre> <EntryStandard id = "ThermalSquare1"> <Thermal shape = "SQUARE" outerDiameter = "10.8" innerDiameter = "6.0" spokeCount = "4" gap = "2.4" spokeStartAngle = "0.00"/> </EntryStandard> <EntryStandard id = "ThermalSquare2"> <Thermal shape = "SQUARE" outerDiameter = "12.8" innerDiameter = "8.0" spokeCount = "4" gap = "2.4" spokeStartAngle = "0.00"/> </EntryStandard> </pre>	
		<pre> <EntryStandard id = "ThermalHex1"> <Thermal shape = "HEXAGON" outerDiameter = "10.8" innerDiameter = "6.4" spokeCount = "4" gap = "2.0" spokeStartAngle = "45.00"/> </EntryStandard> <EntryStandard id = "ThermalHex2"> <Thermal shape = "HEXAGON" outerDiameter = "12.0" innerDiameter = "8.0" spokeCount = "4" gap = "2.0" spokeStartAngle = "45.00"/> </EntryStandard> </pre>	

 <p>Diagram showing a thermal octagon with outer diameter (od) and inner diameter (id). A gap is indicated between the spokes.</p>	<pre> <EntryStandard id = "ThermalOct1"> <Thermal shape = "OCTAGON" outerDiameter = "10.6" innerDiameter = "6.6" spokeCount = "4" gap = "2.0" spokeStartAngle = "60.00"/> </EntryStandard> <EntryStandard id = "ThermalOct2"> <Thermal shape = "OCTAGON" outerDiameter = "12.0" innerDiameter = "8.0" spokeCount = "4" gap = "2.0" spokeStartAngle = "60.00"/> </EntryStandard> </pre>
 <p>Diagram showing a thermal octagon with outer diameter (od), inner diameter (id), spoke width, and start angle.</p>	<pre> <EntryStandard id = "ThermalOct3"> <Thermal shape = "OCTAGON" outerDiameter = "10.6" innerDiameter = "6.0" spokeCount = "4" gap = "2.0" spokeStartAngle = "60.00"/> </EntryStandard> <EntryStandard id = "ThermalOct4"> <Thermal shape = "OCTAGON" outerDiameter = "12.0" innerDiameter = "7.6" spokeCount = "2" gap = "2.2" spokeStartAngle = "60.00"/> </EntryStandard> </pre>

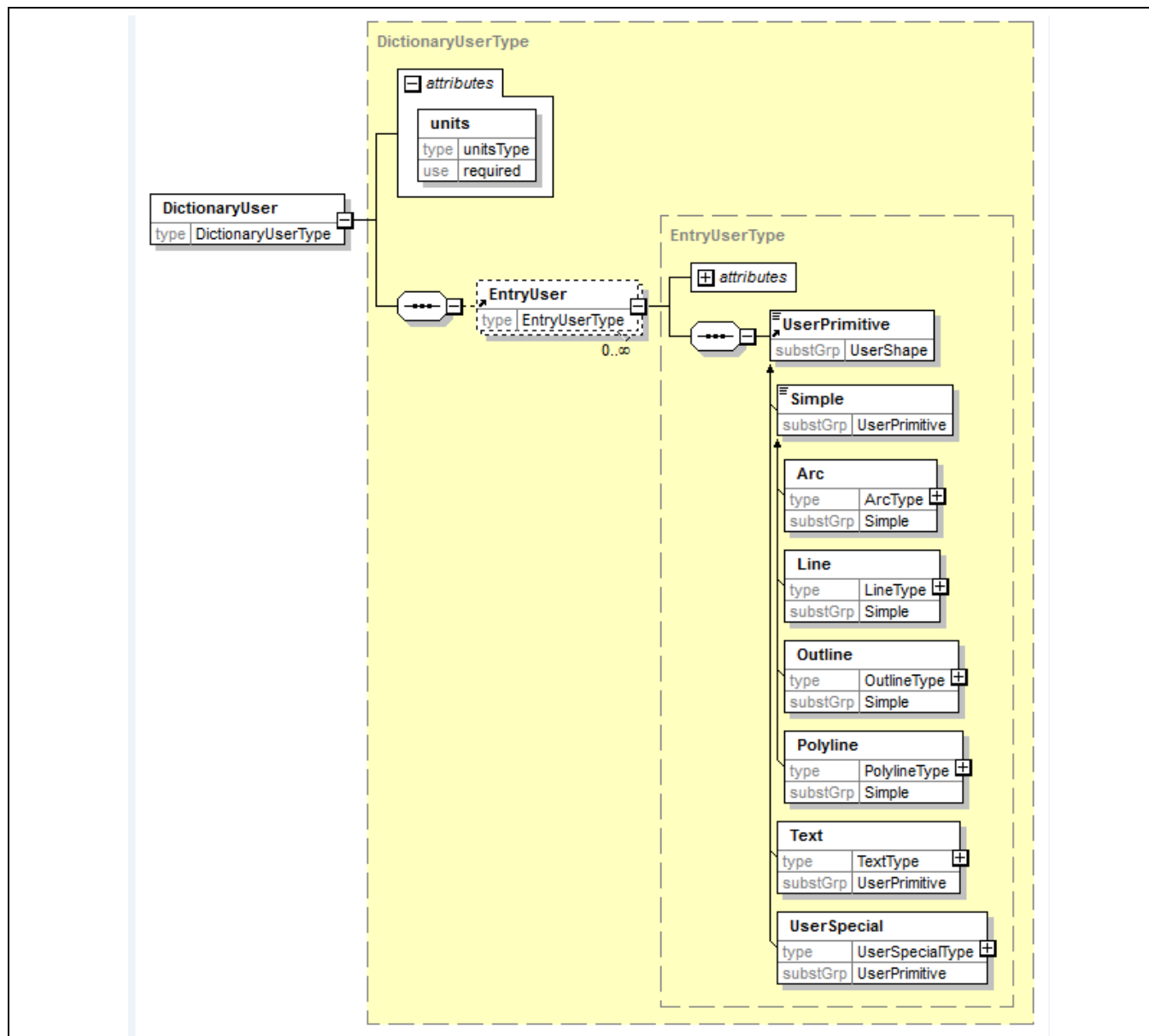
4.7.16 StandardPrimitive: Triangle

The `Triangle` is a `StandardPrimitive` shape that is an isosceles triangle that has two equal sides and a base. The shape is defined by the base and height dimension. The triangle is positioned with its point of origin which is at the center of the base and height dimensions.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Triangle	TriangleType	A primitive shape defined by a base and height dimension.	1-1
base	nonNegativeDoubleType	The distance between the two corner points of the base of the triangle with the point of origin at the center of the base and height dimensions.	1-1
height	nonNegativeDoubleType	The triangle height.	1-1
		<pre> <EntryStandard id = "Triangle1"> <Triangle base = "4.0" height = "8.0"/> </EntryStandard> <EntryStandard id = "Triangle2"> <Triangle base = "4.0" height = "6.0"/> </EntryStandard> <EntryStandard id = "Triangle3"> <Triangle base = "4.0" height = "12.0"/> </EntryStandard> <EntryStandard id = "Triangle4"> <Triangle base = "8.0" height = "4.0"/> </EntryStandard> </pre>	

4.8 Content: DictionaryUser

The `DictionaryUser` is intended to provide lookup information on predefined `UserPrimitives`. The `DictionaryUser` is maintained as part of a substitution group schema. The intent is to have graphic descriptions available that are identified by their characteristics and a specific name (id). They may be reused throughout the file as appropriate. The name (id) of a `UserPrimitive` must be unique within the `DictionaryUser`.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
DictionaryUser	DictionaryUserType	An element that contains substitution group information using predefined descriptions of user primitives identified by the 2581 standard and described by the user for reuse in the file.	0-1
units	unitsType	An enumerated string that may be one of the following: MILLIMETER MICRON INCH.	1-1

EntryUser	EntryUserType	An element that establishes the individual characteristic associated with a <code>UserPrimitive</code> substitution shape that has been identified by the user of the IPC-2581 file.	0-n
id	qualifiedNameType	The unique qualified name description assigned as an id for any <code>StandardPrimitive</code> for XML schema substitution.	1-1
UserPrimitive	ABSTRACT	Any user primitive that is part of the substitution group that permits the substitution of the user primitives (<code>arc</code> , <code>line</code> , <code>Outline</code> , <code>Polygon</code>), a text string, or <code>UserSpecial</code> shape.	1-n

The organization of the `DictionaryUser` is accomplished in accordance with the substitution group description criteria. The `UserPrimitive` description may be any of four simple shapes according to the specific characteristics identified in the following paragraphs plus text strings or user combinations of primitives to develop `UserSpecial` graphics for such items as logos, targets, drawing formats etc. The `UserPrimitiveRef` function is used in the body of the IPC-2581 file when a specific `UserPrimitive` has been predefined, assigned a name, and this unique “id” is referenced in the file. This feature permits the use of either a predefined `UserPrimitive` or defining the details of a `UserPrimitive` within the file. The description in the file must contain all the features of a particular primitive shape under the rules of the particular shape definition.

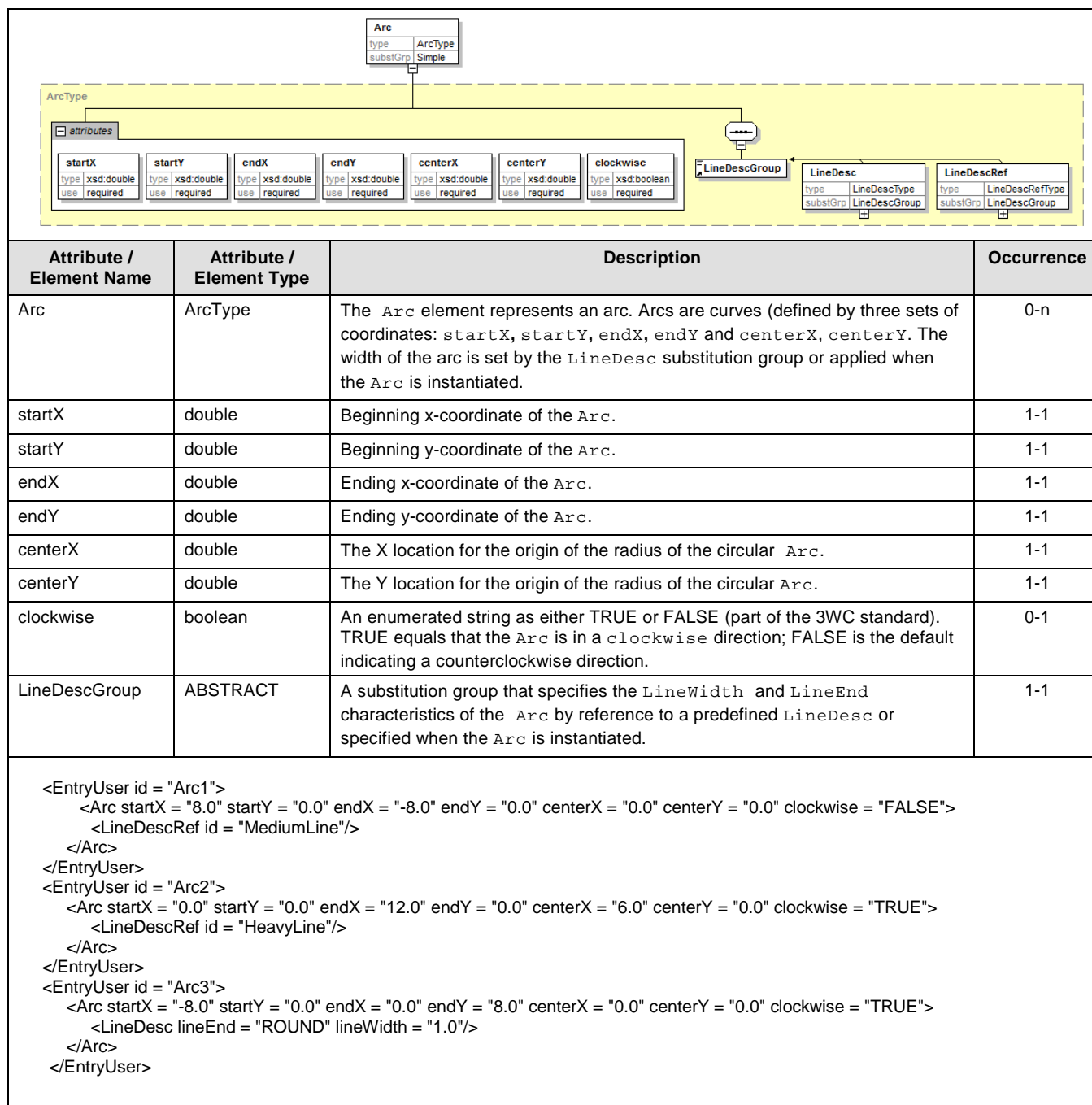
4.8.1 UserPrimitive, Simple

An abstract type identifying a substitution set of pre-defined simple primitive shapes that may be any one of four geometries. Each of the simple primitives must have a unique name within the `DictionaryUser` section. (See 3.4.9)

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Arc	ArcType	The <code>Arc</code> element represents an arc. Arcs are curves (defined by three sets of coordinates: <code>startX</code> , <code>startY</code> , <code>endX</code> , <code>endY</code> , and <code>centerX</code> , <code>centerY</code> . The width of the arc is defined as a substitution group for <code>LineDesc</code> or applied when the <code>Arc</code> is instantiated.	0-n
Line	LineType	The <code>Line</code> element is used to describe an individual line segment. The <code>lineWidth</code> and <code>lineEnd</code> conditions are defined as a substitution group for <code>LineDesc</code> or applied when the line segment is instantiated. The <code>lineEnd</code> default is <code>ROUND</code> .	0-n
Outline	OutlineType	The <code>Outline</code> element is that of a <code>Polygon</code> and represents a closed shape. The point of origin of the shape is identified as the 0:0 coordinate. The element includes the start of the polygon definition (<code>PolyBegin</code>) and the appropriate number of <code>PolySteps</code> to complete the closed shape. The <code>lineWidth</code> is defined as a substitution group for <code>LineDesc</code> or applied when the <code>Outline</code> is instantiated.	0-n
Polyline	PolylineType	The <code>Polyline</code> element consists of a series of lines that define a particular grouping configuration. These line segments do not result in a closed shape, however they can be predefined and reused as needed. The <code>lineWidth</code> and <code>lineEnd</code> of the <code>Polyline</code> are defined as a substitution group for <code>LineDesc</code> or applied at the time the <code>Polyline</code> is instantiated.	0-n

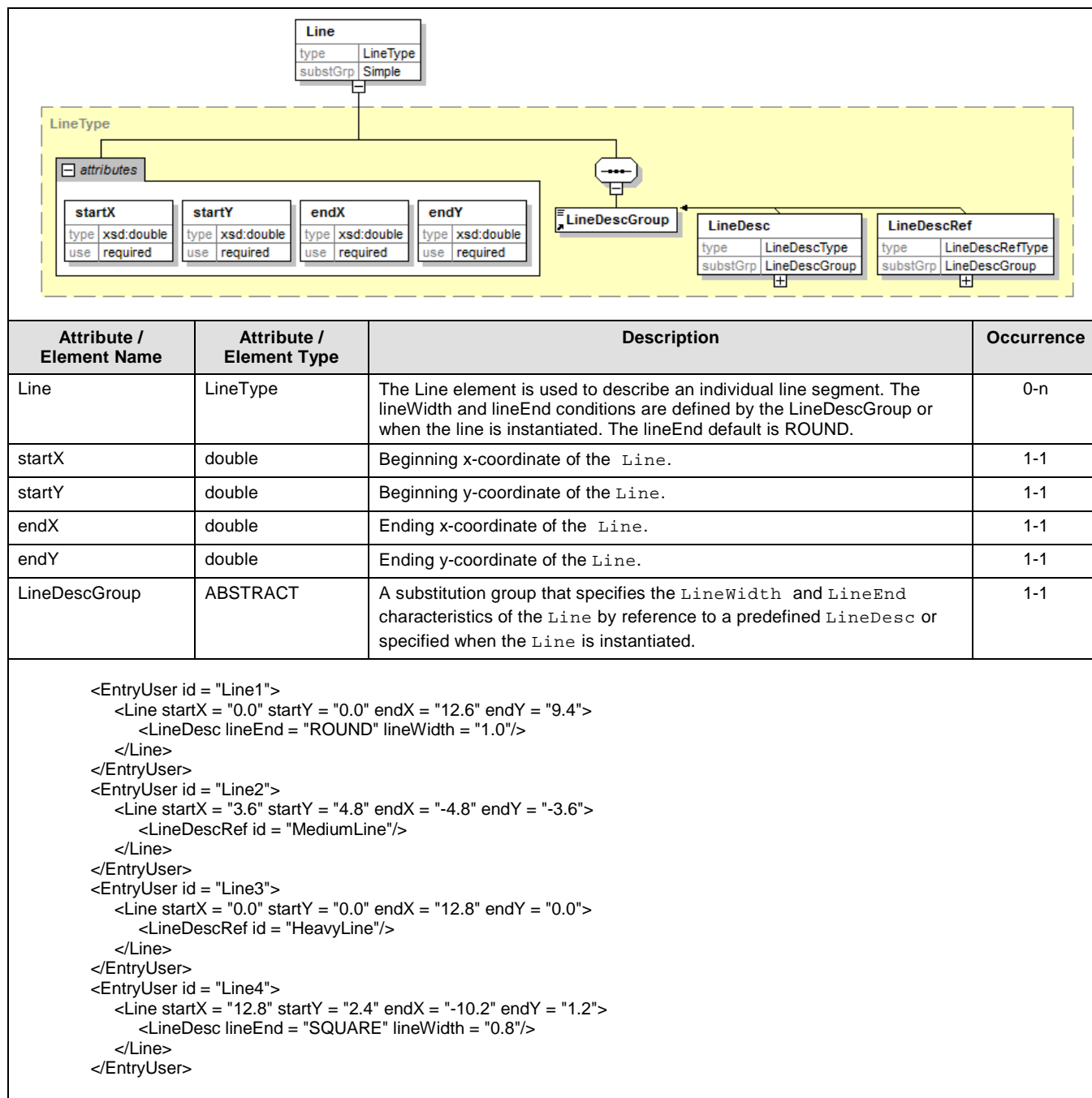
4.8.1.1 UserPrimitive, Simple: Arc

Each *Arc* entry (*EntryUser*) in the *DictionaryUser* **shall** have a unique id and consist of the following characteristics:



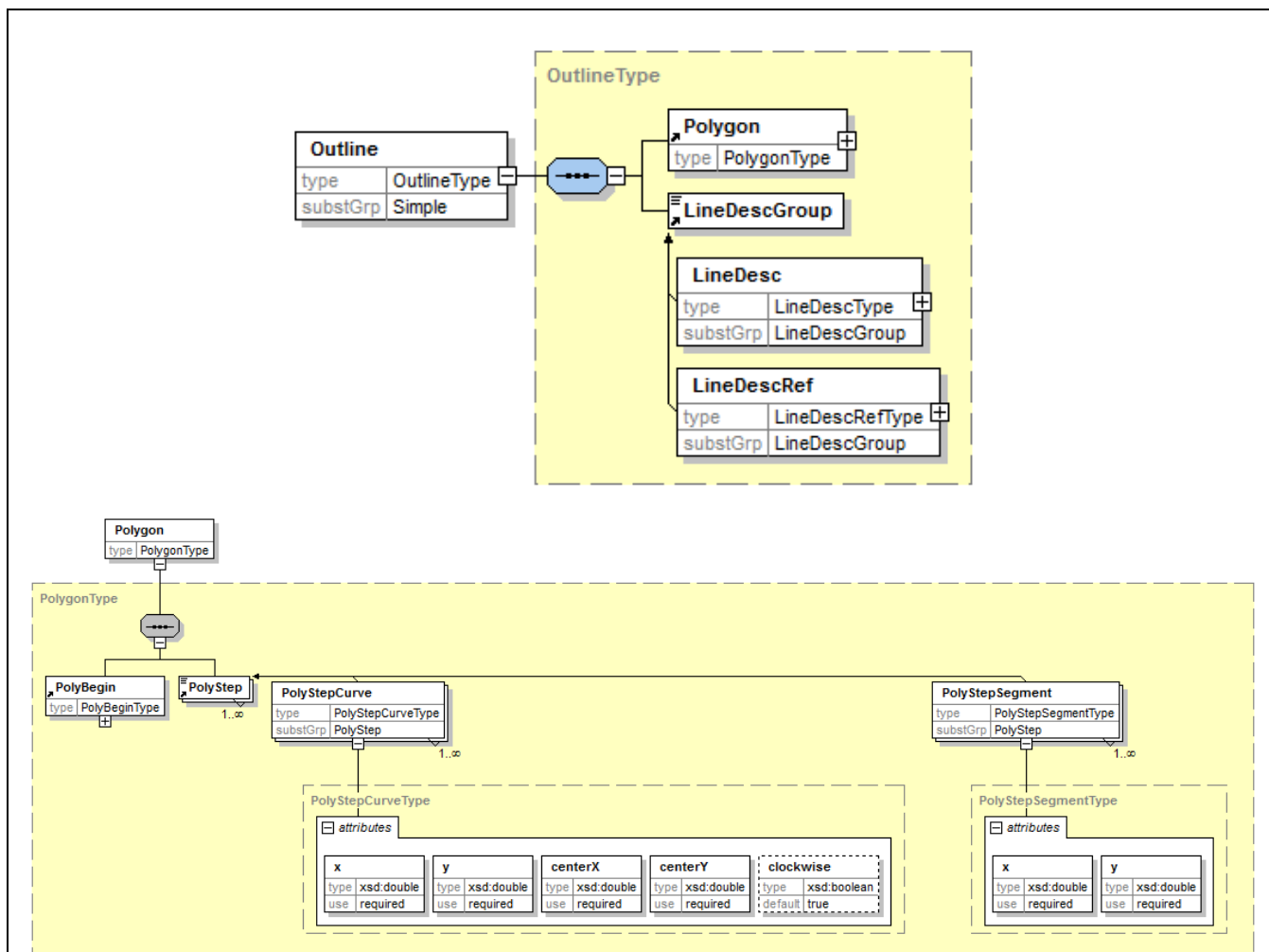
4.8.1.2 UserPrimitive, Simple: Line

Each `Line` entry (`EntryUser`) in the `DictionaryUser` **shall** have a unique id and consist of the following characteristics:



4.8.1.3 UserPrimitive, Simple: Outline

Each Outline entry (EntryUser) in the DictionaryUser **shall** have a unique id and consist of the following characteristics. The Outline element consists of the following characteristics using a Polygon shape to represent a closed shaped group of lines.

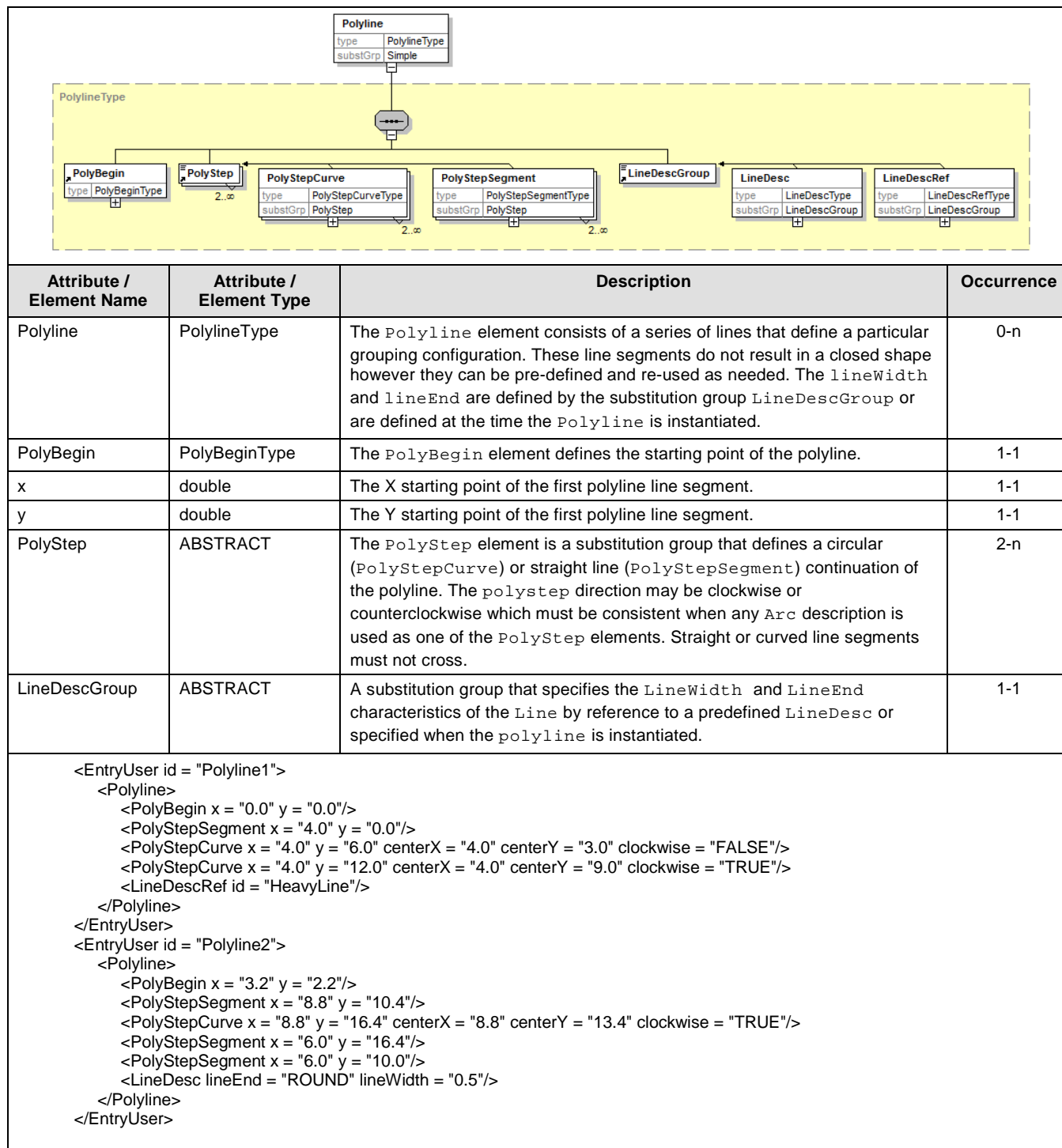


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Outline	OutlineType	An element that has as its sub elements the Polygon and LineDesc elements in order to define a closed shape that has a line width.	0-n
Polygon	PolygonType	The standard description for the Polygon characteristic must be a closed shape. The point of origin of the shape is identified as the 0:0 coordinate. The element includes the start of the polygon definition (PolyBegin) and the appropriate number of PolySteps to complete the closed shape. The lineWidth is through the LineDesc substitution group or defined at a time when the Polygon is instantiated.	0-n
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon line.	1-1
y	double	The Y starting point of the first polygon line.	1-1

PolyStep	ABSTRACT	The <code>PolyStep</code> element is a substitution group that defines a circular (<code>PolyStepCurve</code>) or straight line (<code>PolyStepSegment</code>) continuation of the polygon. The <code>polystep</code> direction may be clockwise or counterclockwise which must be consistent when any <code>Arc</code> description is used as one of the <code>PolyStep</code> elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the <code>PolyBegin</code> element to signify that the shape is closed.	2-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of the <code>Line</code> by reference to a predefined <code>LineDesc</code> or specified when the <code>Outline</code> is instantiated.	1-1
<pre> <EntryUser id = "Outline1"> <Outline> <Polygon> <PolyBegin x = "0.0" y = "6.4"/> <PolyStepSegment x = "12.6" y = "6.4"/> <PolyStepCurve x = "14.8" y = "4.2" centerX = "12.6" centerY = "4.2" clockwise = "TRUE"/> <PolyStepSegment x = "14.8" y = "0.0"/> <PolyStepSegment x = "0.0" y = "0.0"/> <PolyStepSegment x = "0.0" y = "6.4"/> </Polygon> <LineDescRef id = "FineLine"/> </Outline> </EntryUser> <EntryUser id = "Outline2"> <Outline> <Polygon> <PolyBegin x = "-10.4" y = "-2.0"/> <PolyStepSegment x = "-10.4" y = "0.0"/> <PolyStepCurve x = "10.4" y = "0.0" centerX = "0.0" centerY = "0.0" clockwise = "TRUE"/> <PolyStepSegment x = "10.4" y = "-2.0"/> <PolyStepSegment x = "0.0" y = "-6.0"/> <PolyStepSegment x = "-10.4" y = "-2.0"/> </Polygon> <LineDesc lineEnd = "ROUND" lineWidth = "0.2"/> </Outline> </EntryUser> </pre>			

4.8.1.4 UserPrimitive, Simple: PolyLine

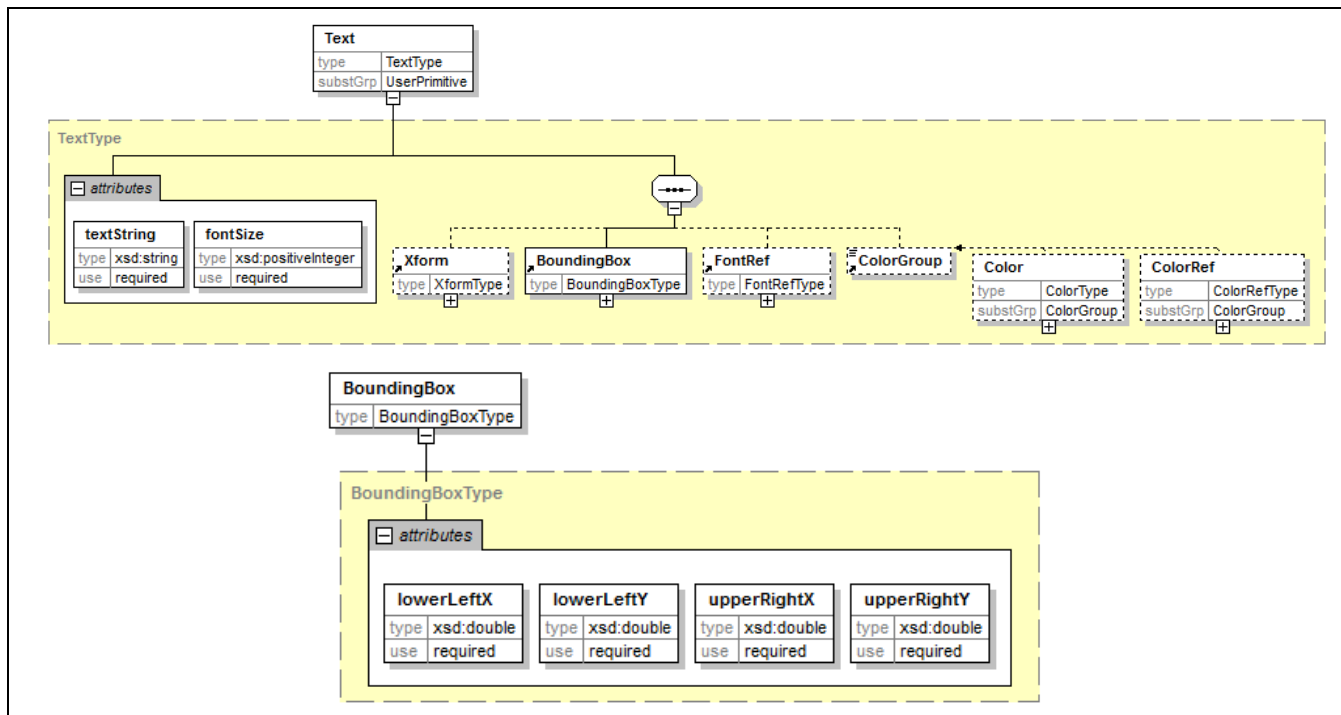
Each PolyLine entry (Entryuser) in the DictionaryUser **shall** have a unique id and consist of the following characteristics. The PolyLine characteristics represent an open shaped group of lines.



4.8.2 UserPrimitive: Text

When text is to be drawn on a product or a drawing the definition includes a bounding rectangle for the text. The lowerLeftX and lowerLeftY coordinate and the upperRightX and upperRightY coordinate define the BoundingBox rectangle. All portions of the text, including the line width of the strokes of the text, must fit within the BoundingBox rectangle. Any portion of a character exceeding the perimeter of the BoundingBox rectangle will be clipped at the boundaries of the BoundingBox rectangle.

Each Text entry (EntryUser) in the DictionaryUser **shall** have a unique id and consist of the following characteristics:



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Text	TextType	A pre-defined string of text that may be referenced and instantiated within the IPC-2581 file, including specific transformation.	0-n
textString	string	The text phrase (case-sensitive) in accordance with the language element of the Header element.	1-1
fontSize	positiveInteger	A dimensional characteristic in terms of an integer that defines the font size	1-1
Xform	XformType	An element that provides the ability to reset the point of origin of the text box, then scale, mirror image or rotate the text box after the text box origin has been placed at an X and Y location. See paragraph 3.3	0-1
BoundingBox	BoundingBoxType	A constraining rectangular area (bounding box) that encompasses the entire text string including upper and lower case characters.	1-1
lowerLeftX	double	The lower left hand x dimension of the rectangular area encompassing the text.	1-1
lowerLeftY	double	The lower left hand y dimension of the rectangular area encompassing the text.	1-1
UpperRightX	double	The upper right hand x dimension of the rectangular area encompassing the text.	1-1

UpperRightY	double	The upper right hand y dimension of the rectangular area encompassing the text.	1-1
FontRef	FontRefType	An element that is optional to reference a predefined font by its id, if the standard Helvetica font is not being instantiated.	0-1
id	qualifiedNameType	The identification of the <code>FontDef</code> stored in the <code>DictionaryFont</code> .	1-1
ColorGroup	ABSTRACT	An optional substitution group that permits assigning a particular color through instantiating the three basic colors or by providing a reference to a predefined <code>Color</code> in <code>DictionaryColor</code> .	0-1

The following diagram and the requirements describe the general case for how text is to be drawn. There are two variations on the use of text. This makes `Text` an element that is incorporated as a layer feature or in a `Package` description. When used in this manner, all the characteristics of `Xform` and the `BoundingBox` apply. The other form of text is as a simple `string` attribute. This is where the word `text` is used to add extra information to a particular element and therefore does not require the special features for `location`, `font`, and `Xform`.

When `text` is used as an element, the attribute `textString` should be defined to be enclosed in the `textbox` as illustrated in Figure 4. This includes upper and lower case letters, as well as all line widths, line descriptions, and line ends. Anything outside the clipping box will be clipped. The clipping boundary is necessary because fonts vary between computer systems and application implementations.

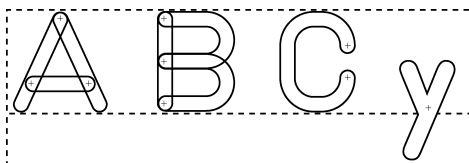


Figure 4 Bounding rectangle to round end character relationships

4.8.2.1 Text restrictions

Text character dimensions are constrained by the bounding rectangle as illustrated in Figure 5. Character height is expressed by the `fontSize` attribute. Incremental units of the `BoundingBox` follow the `Units` element used by the file; this sets the limits (left and right xy coordinates) of the bounding rectangle. Both upper and lower case letters must be inside the `BoundingBox` rectangle. Included in this requirement are the extensions of such descending letters as lower case “g,” “q,” “y,” “j,” and “p.”

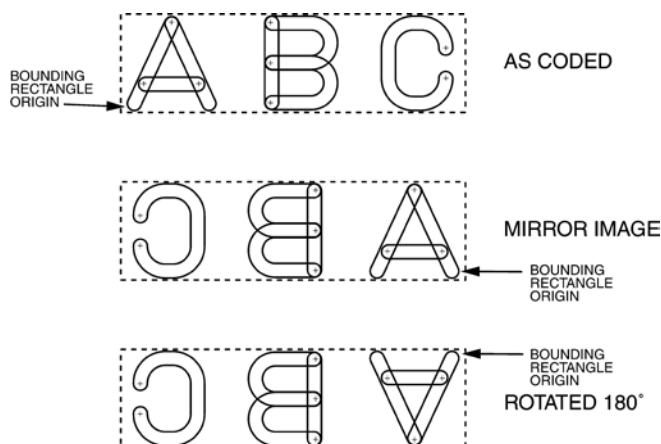


Figure 5 Text transformation examples

4.8.2.2 Text rotation

The bounding rectangle of `Text` is defined relative to the local coordinate system. The `xLocation` and `yLocation` of `Xform` is applied to the bounding rectangle and the text contained within the rectangle to locate the `Text`. The bounding rectangle must be mirrored if required before it is rotated. The text is drawn relative to the bounding rectangle.

The example shown in Figure 6 indicates a `BoundingBox` rectangle that has been rotated 30° about the lower left xy coordinate.

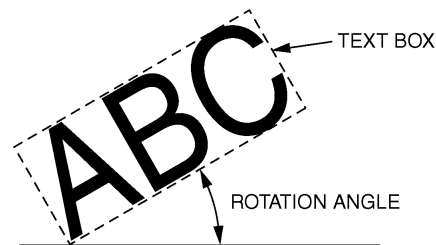
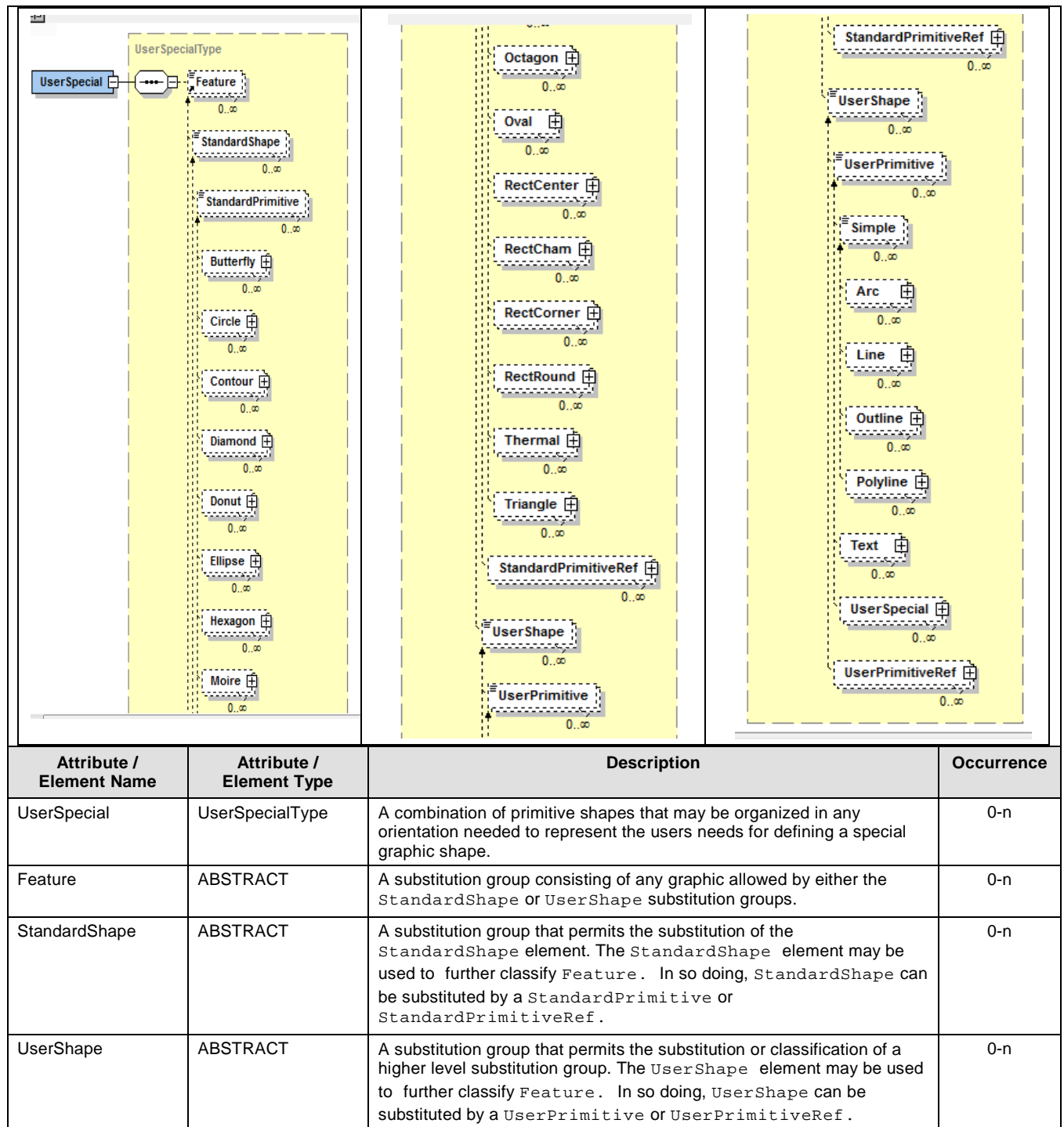


Figure 6 Rotation Angle

4.8.3 UserPrimitive: UserSpecial

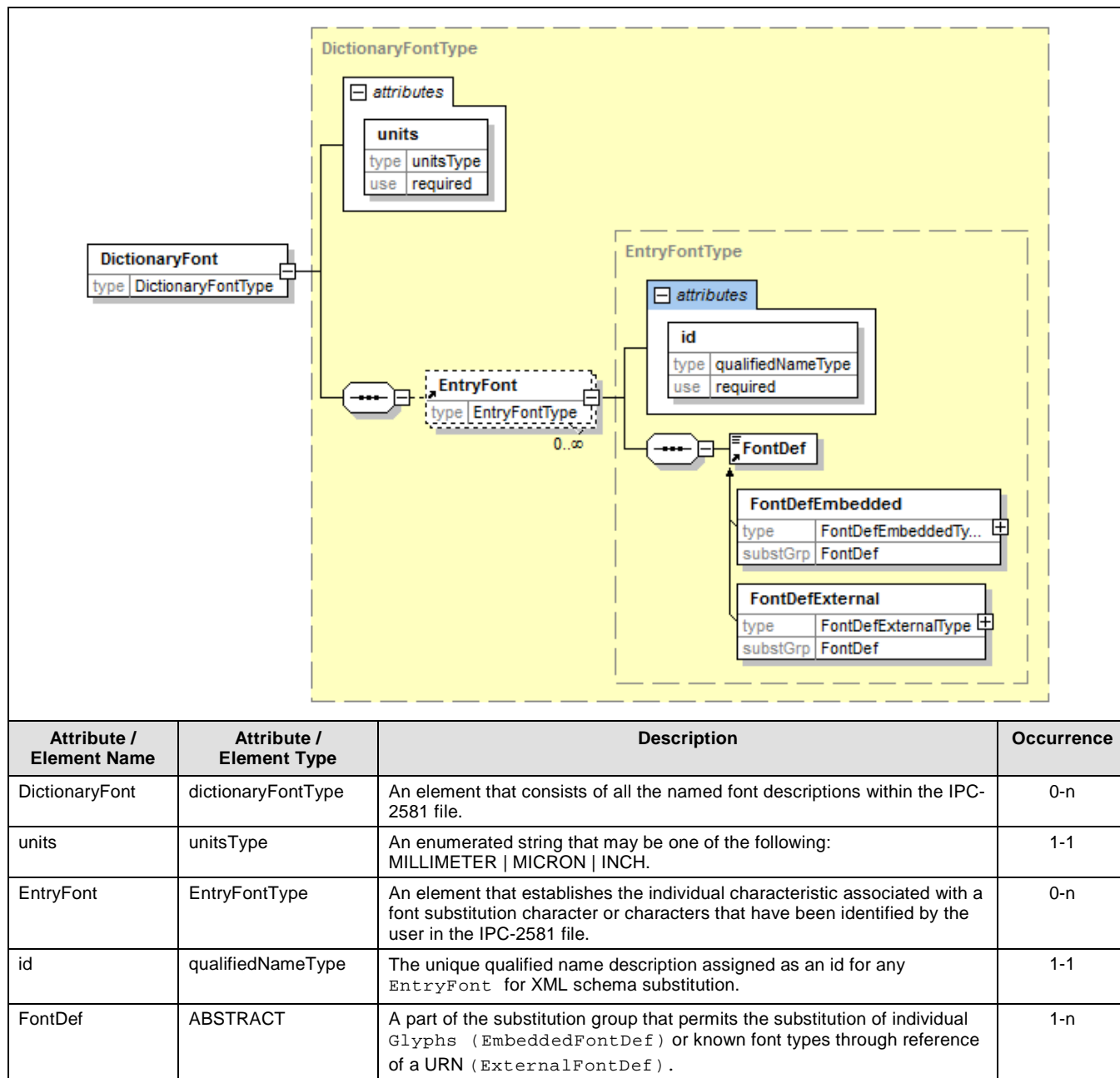
Each `UserSpecial` entry (`EntryUser`) in the `DictionaryUser` **shall** have a unique id and consist of the following characteristics. The `UserSpecial` may be any combination of `StandardShapes` or `UserShapes`, and is used to develop logos, targets, drawing formats or other combination of shapes.



4.9 Content: DictionaryFont

The DictionaryFont is intended to provide lookup information on predefined font descriptions when the standard Helvetica font is not used. The DictionaryFont is maintained as part of a substitution group schema. The intent is to have font descriptions available that are identified by their characteristics and a specific name (id). The reference is to individual Glyph characters or to a known

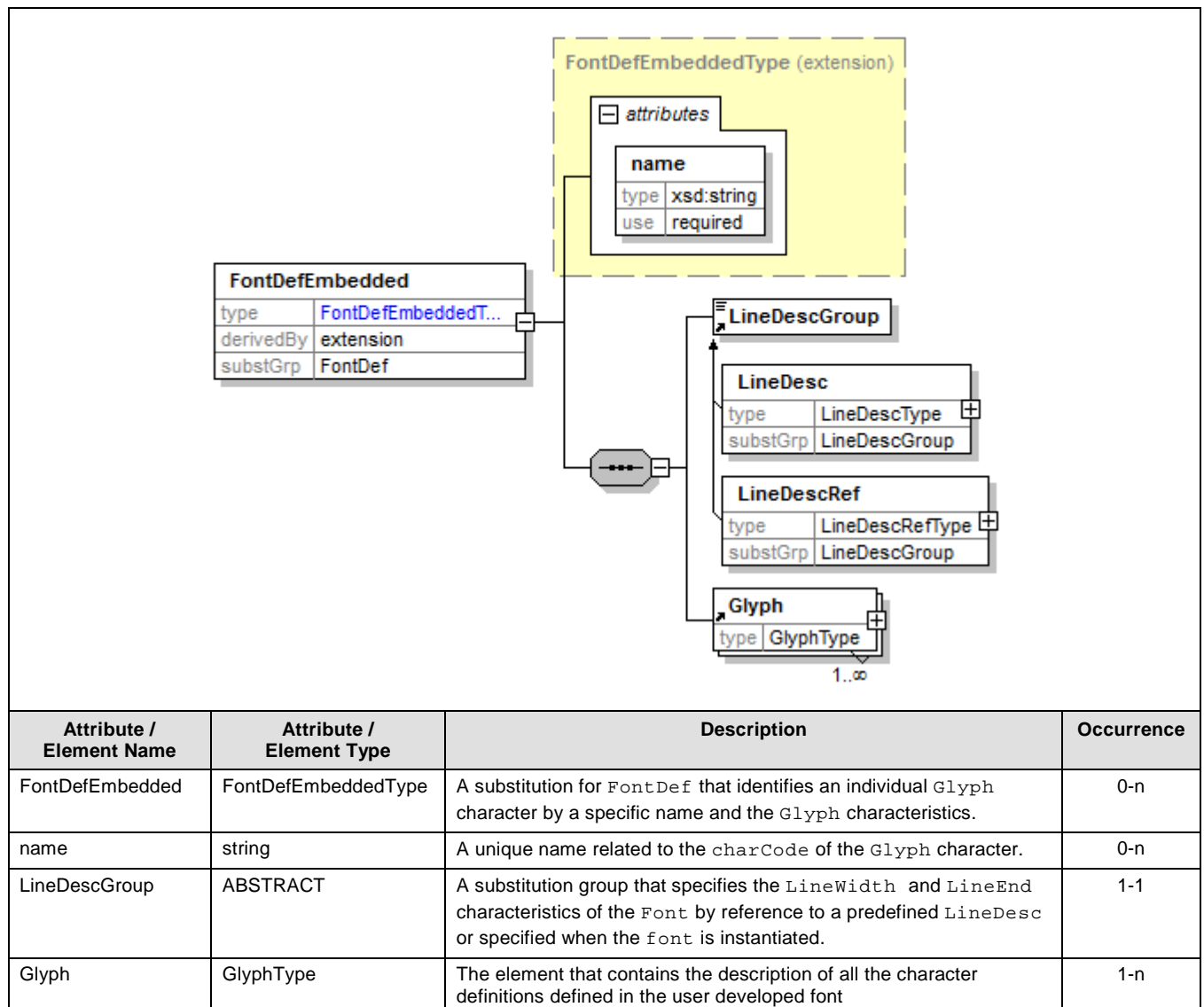
font through reference to a URN. Font descriptions may be reused throughout the file as appropriate. The name (id) of a `FontDef` must be unique within the `DictionaryFont`.



The organization of the `DictionaryFont` is accomplished in accordance with the substitution group description criteria. The `FontDef` description may be any character represented as a `Glyph` according to the specific characteristics identified in the following paragraphs. `FontDef` may also be a known font through reference of a URN. The `FontRef` function is used in the body of the IPC-2581 file when a specific font has been predefined, assigned a name, and the unique "id" is referenced in the file. This feature permits the substitution of the standard Helvetica font; Font descriptions are only contained in the `DictionaryFont` and are not instantiated in the body of the IPC-2581 file.

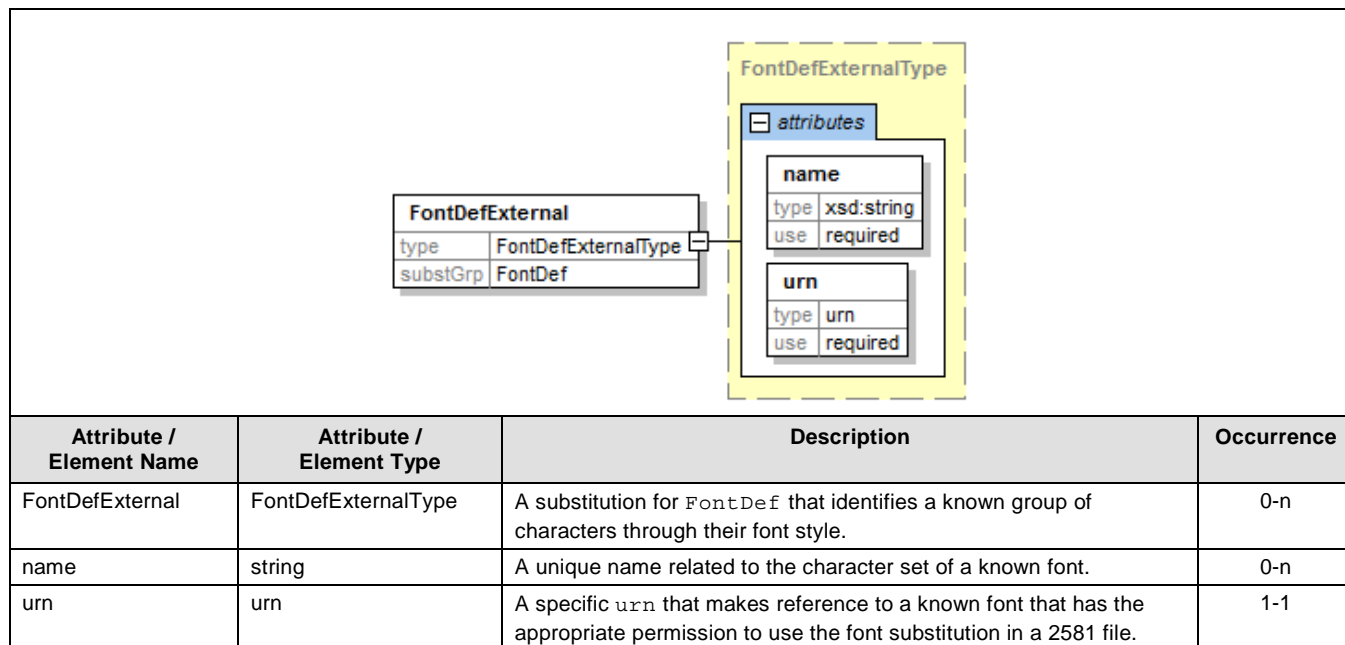
4.9.1 FontDefEmbedded

The `FontDefEmbedded` element is used to capture individual characters and store them in the `DictionaryFont`.



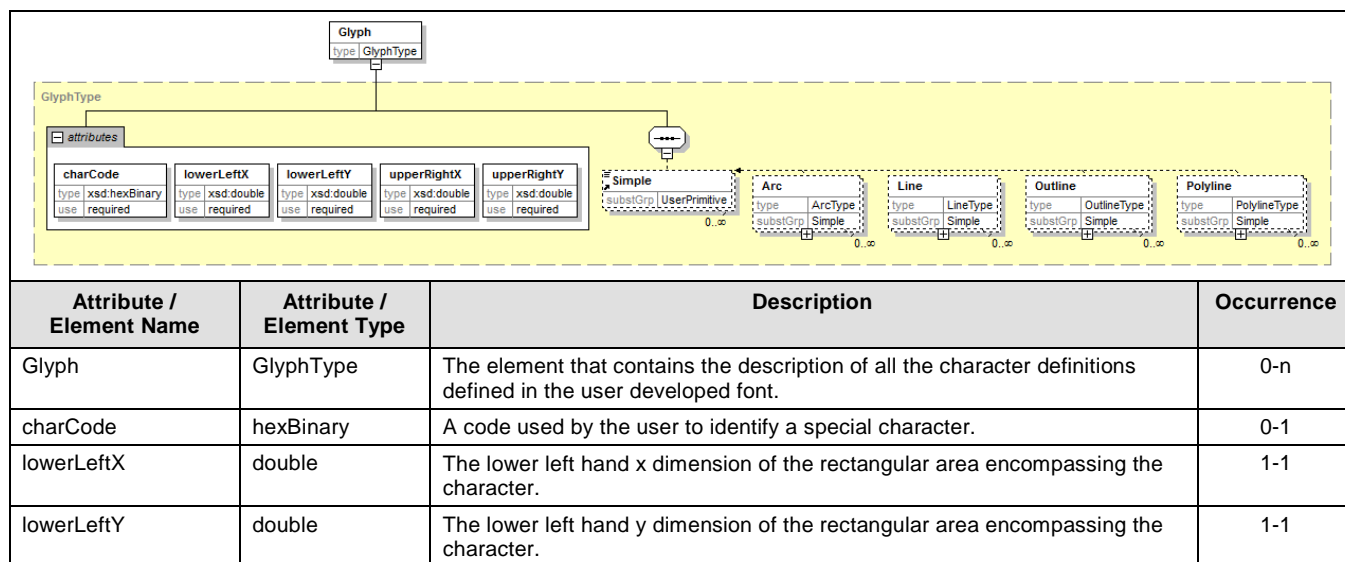
4.9.2 FontDefExternal

The `FontDefExternal` element is used to capture known font characters and store the reference in the `DictionaryFont`.



4.9.3 FontDef: Glyph

The `Glyph` character set is a group of user defined characters that will be reference by the text command in the file. `Glyph` permits the user to define a special set of characters that need description as a part of the IPC-2581 file. Each character is in a `BoundingBox` that contains all the line strokes needed to completely define each character in the set. The point of origin is the lower left hand corner of the `BoundingBox`. The `lowerLeftX` and `lowerLeftY` point of origin will be used to position, rotate or mirror image all `Glyph` characters.



upperRightX	double	The upper right hand x dimension of the rectangular area encompassing the character.	1-1
upperRightY	double	The upper right hand y dimension of the rectangular area encompassing the text character.	1-1
Simple	ABSTRACT	A substitution set of simple primitive shapes that may be any one of four geometries: Arc, Line, Outline, or PolyLine. The LineWidth and LineEnd characteristics are established by the Simple substitution	0-n

4.9.4 FontDef: Glyph combination

The developers of individual Glyph characters are encouraged to consider the manner in which the characters will be used. Since the BoundingBox surrounding the character must entirely encompass the Glyph, it is important to leave room in the BoundingBox so that the spacing between characters is consistent with the character style.

Using individual Glyph characters does not present a problem, however Glyph combinations should match the style of Glyph chosen by the user. Since it is mostly the Text element that instantiates fonts, the Glyph BoundingBox must fit into the Text BoundingBox. This is a simple strategy when all the Glyph characters are of a similar height. In this instance the “Y” dimensional differences between Glyph characters bounding boxes and Text bounding boxes should be identical in order to keep the Glyph characters within the Text box. Under those circumstances, only the spacing between characters needs to be considered.

As an example consider the word simple instantiated in capital letters or lower case. When instantiating a Text string, the Glyph for “SIMPLE” would only require equal bounding boxes in the character height even though the character “I” would have a smaller character width than the character “M”. A different strategy for Glyph development must be used if the Text string were to call for “Simple”. Since character height is different, it is recommended that the Glyph BoundingBox consider its location position in a Text BoundingBox according to the rule that all characters must be inside the Text box.

Figure 7 shows an example of Glyph bounding boxes related to the Text BoundingBox. The characters line up even though they are positioned on the lower y-coordinate. They were designed along a construction line to have this condition occur.

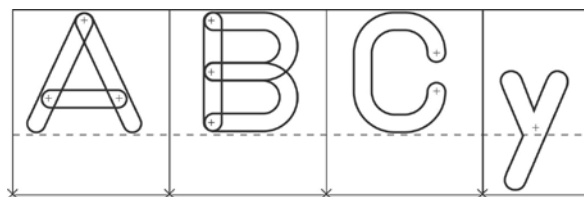
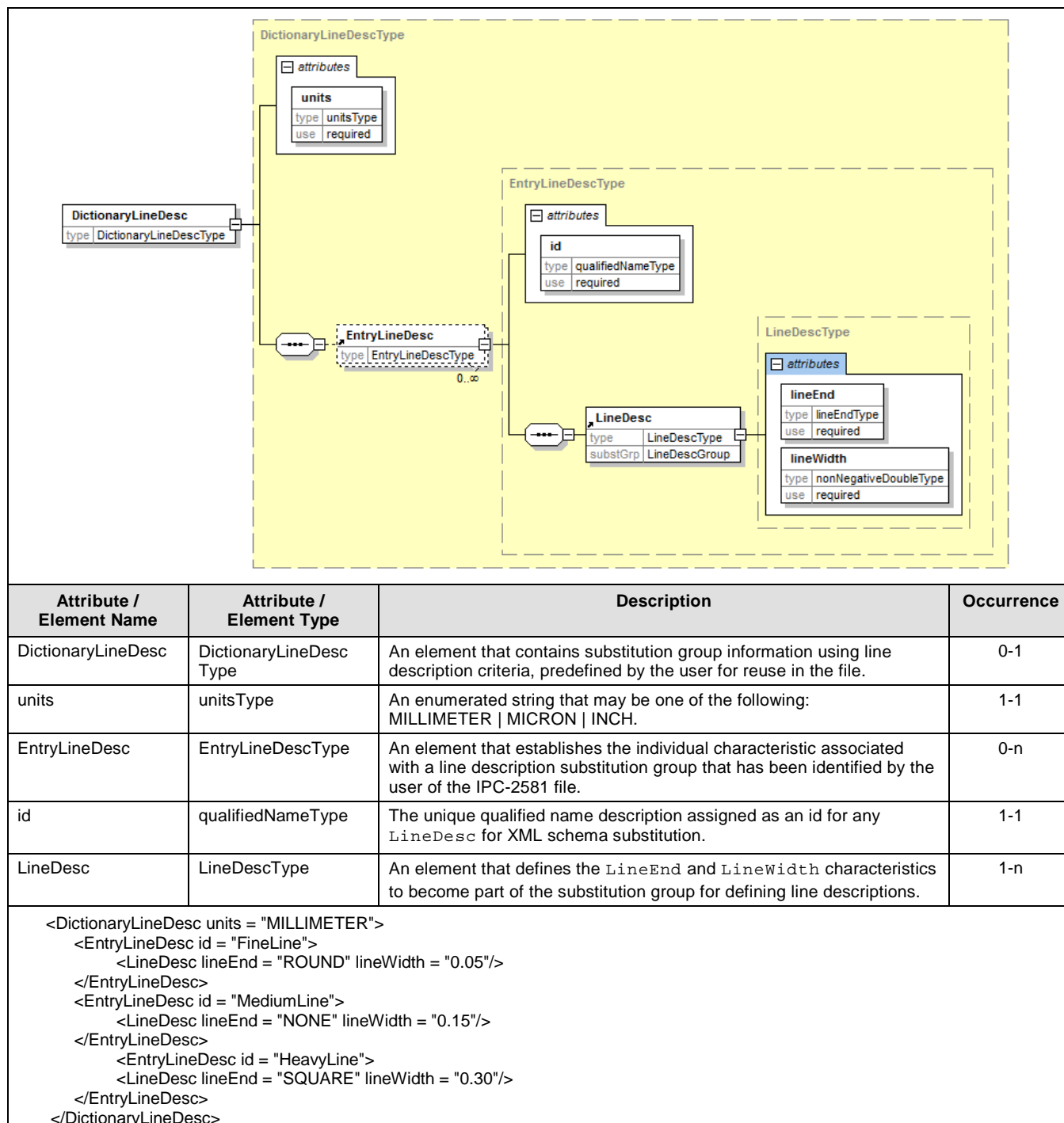


Figure 7 Glyph bounding rectangles to Text bounding box relationships

4.10 Content: DictionaryLineDesc

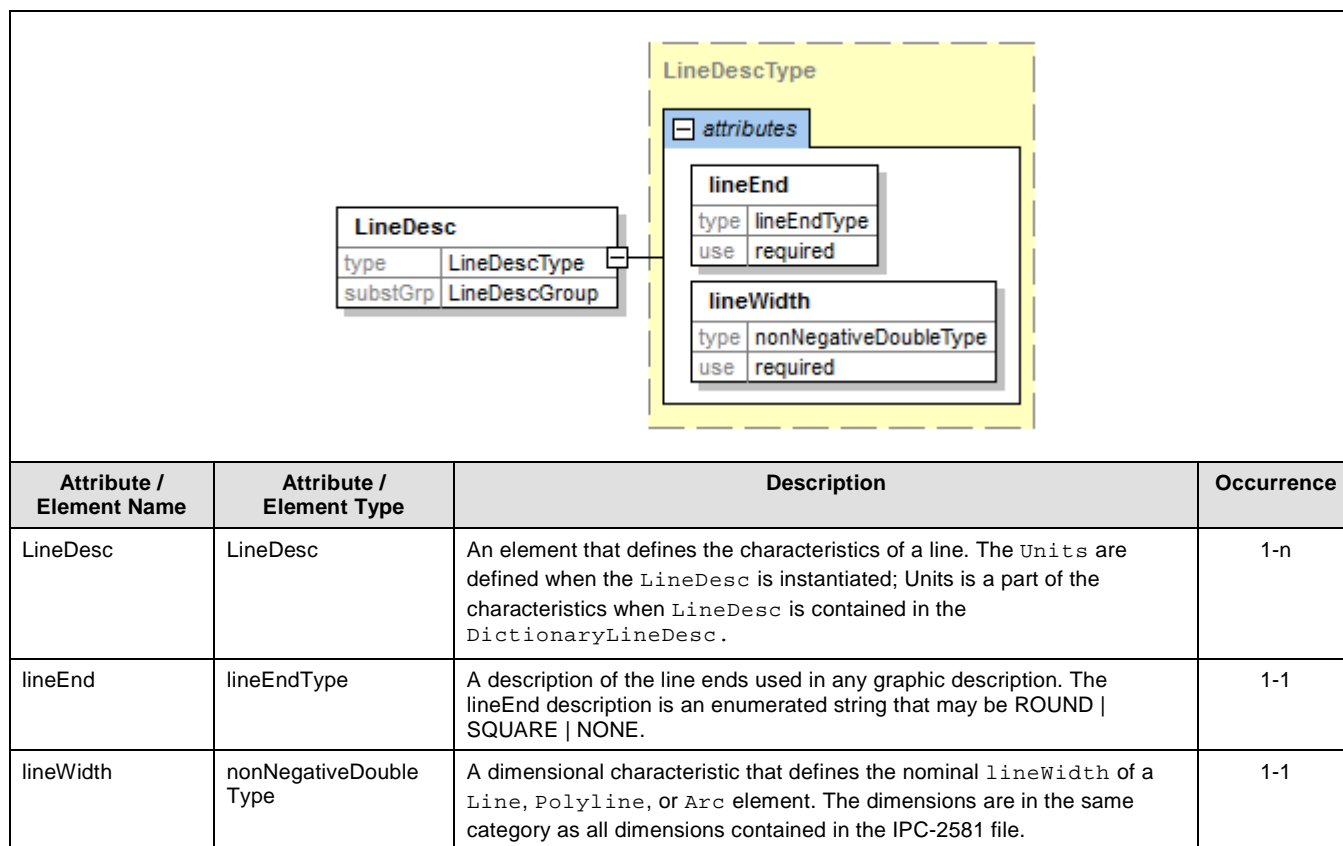
The DictionaryLineDesc is intended to provide lookup information on predefined line descriptions. The DictionaryLineDesc is maintained as part of a substitution group schema. The intent is to have line descriptions available that are identified by their characteristics and a specific name (id). They may be reused throughout the file as appropriate. The name (id) of a LineDesc must be unique within the DictionaryLineDesc.



The organization of the `DictionaryLineDesc` is accomplished in accordance with the substitution group description criteria. The `lineDesc` description defines the `LineEnd` and `LineWidth` according to the specific characteristics identified in the following paragraphs. The `LineDescRef` function is used in the body of the IPC-2581 file when a specific `LineDesc` has been predefined, assigned a name, and the unique “id” is referenced in the file. This feature permits the use of either a predefined `LineDesc`, or defining the details of a `LineDesc` within the file. The description in the file must contain all the features of a line description under the rules of the `LineDesc` definition.

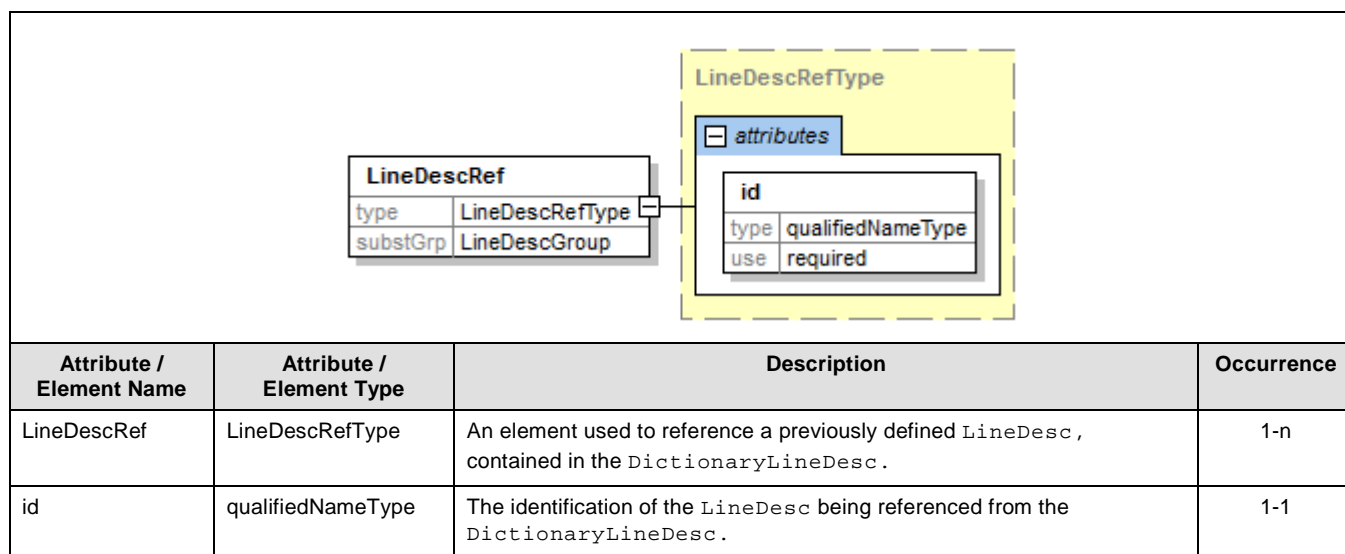
4.10.1 LineDesc

The `LineDesc` element is used throughout the 2581 file to establish the characteristics of `lineEnd` and `lineWidth` descriptions. The `LineDesc` definition is according to the following characteristics.



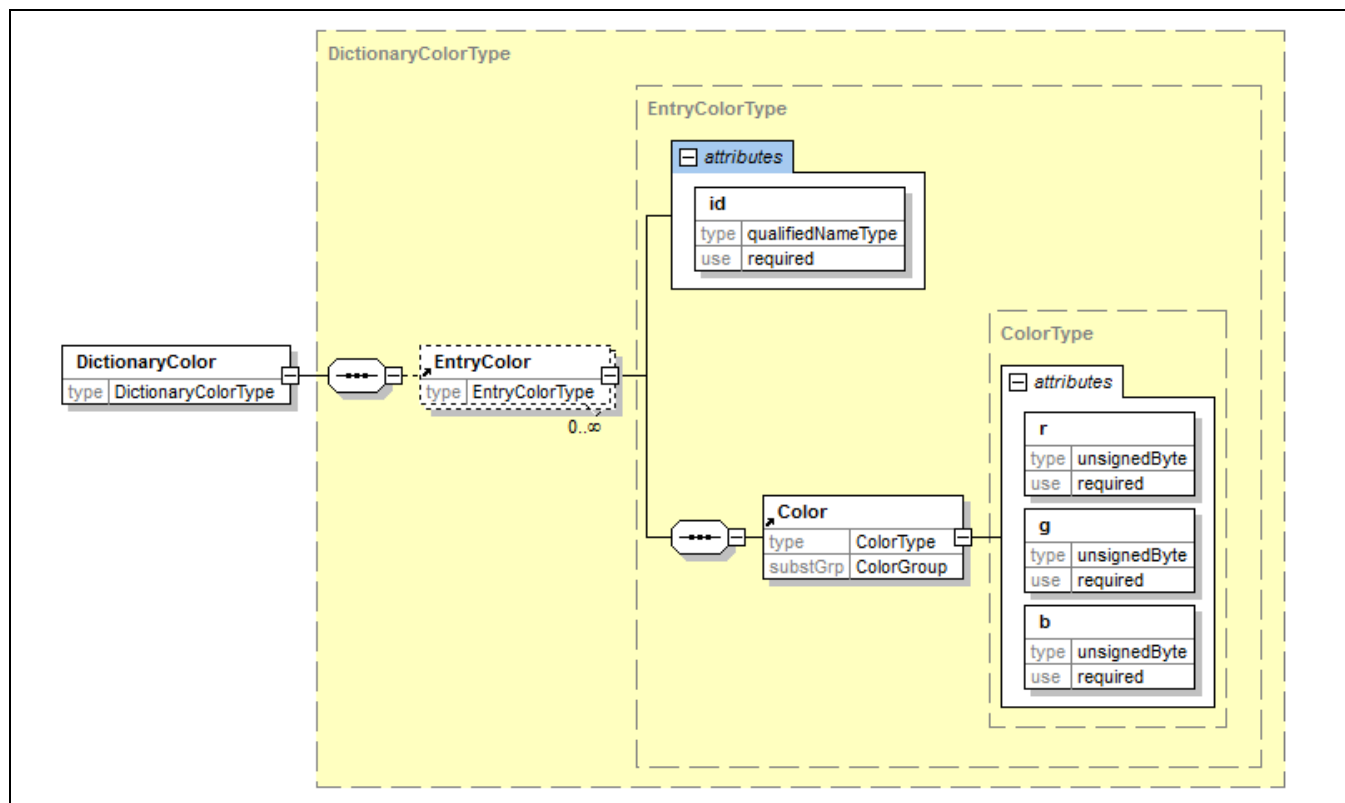
4.10.2 LineDescRef

The `LineDescRef` element is used throughout the 2581 file to establish the relationship to a previously defined `LineDesc`. The `Units` of the predefined `LineDesc` must match the `Units` of the `Ecad` section in which it is instantiated. The `LineDescRef` definition is according to the following characteristics.



4.11 Content: DictionaryColor

The `DictionaryColor` is intended to provide lookup information on predefined `Color` descriptions. The `DictionaryColor` is maintained as part of a substitution group schema. The intent is to have color descriptions available that are identified by their three color hues and intensity characteristics and a specific name (id). They may be reused throughout the file as appropriate. The name (id) of a color must be unique within the `DictionaryColor`.

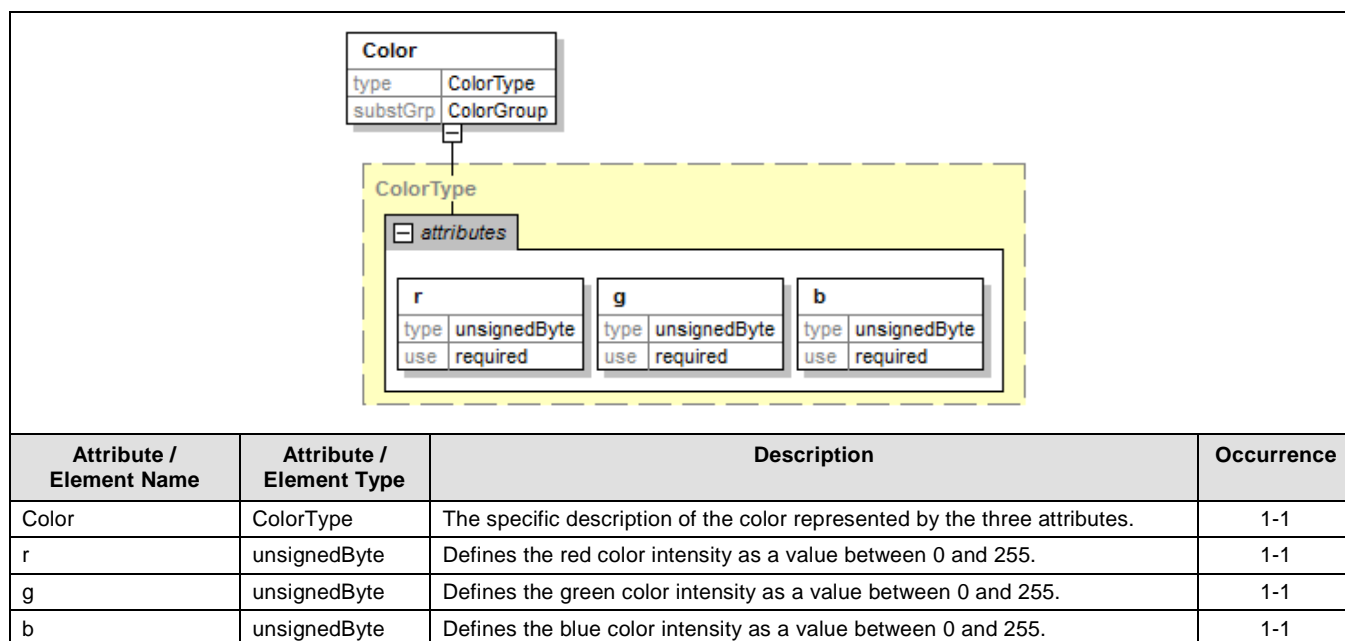


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
DictionaryColor	DictionaryColorType	An element that contains substitution group information using color description criteria, predefined by the user for reuse in the file.	0-1
EntryColor	EntryColorType	An element that establishes the individual characteristic associated with a color substitution that has been identified by the user in the IPC-2581 file.	0-n
id	qualifiedNameType	The qualified description name assigned as an id standard for XML schema color substitution.	1-1
Color	ColorType	A specific color identified through the instantiation of the three color spectrum as a part of the schema within the IPC-2581 file.	1-n

The organization of the `DictionaryColor` is accomplished in accordance with the substitution group description criteria. The `Color` description may be any combination of the three color hues (red, green and blue) at the appropriate intensity according to the specific characteristics identified in the following paragraphs. The `colorRef` function is used in the body of the IPC-2581 file when a specific `Color` has been predefined, assigned a name, and the unique "id" is referenced in the file. This feature permits the use of either a predefined `Color`, or defining the details of a `Color` within the file. The description in the file must contain all the features of a particular `Color` under the rules of the particular `color` definition.

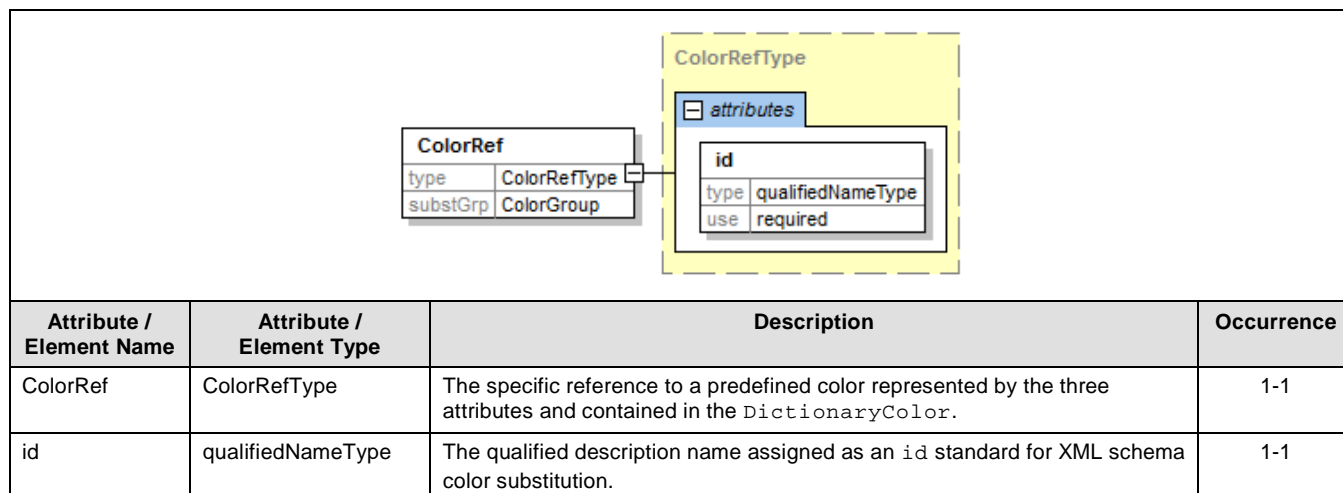
4.11.1 Color

`Color` is defined by three values that represent the red, green and blue components of the composite color. If r, g, and b are all set to 0, the color is black. If all values are 255 then the color is white. The attributes of a `Color` element are defined as follows:



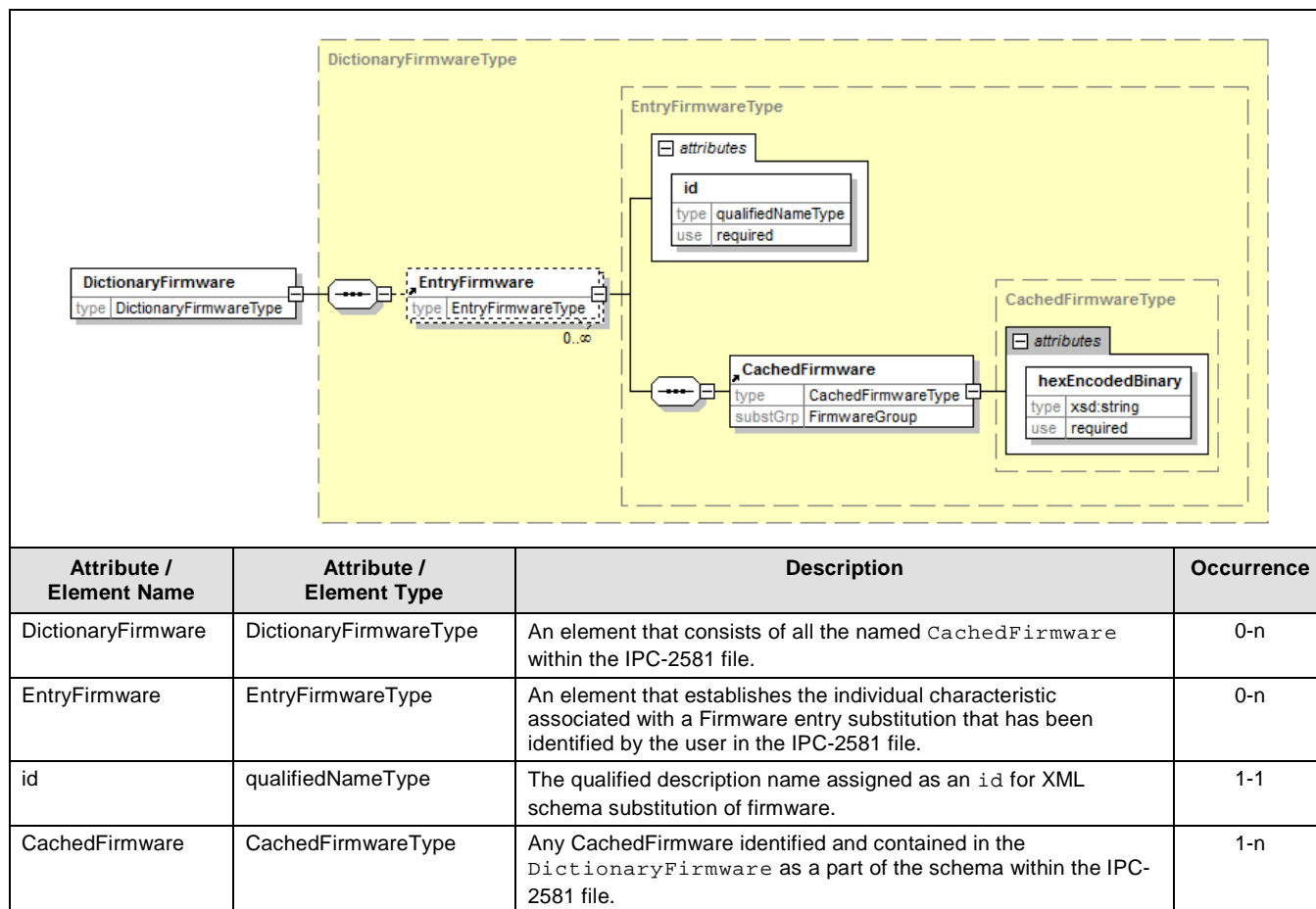
4.11.2 ColorRef

The `ColorRef` element is used throughout the 2581 file to establish the relationship to a previously defined `Color`. The `ColorRef` definition is according to the following characteristics.



4.12 Content: DictionaryFirmware

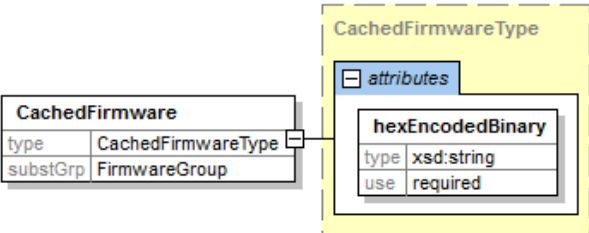
The DictionaryFirmware is intended to provide lookup information on predefined CachedFirmware. The DictionaryFirmware is maintained as part of a substitution group schema. The intent is to have firmware descriptions available that are identified by their characteristics and a specific name (id). They may be reused throughout the file as appropriate. The name (id) of a CachedFirmware must be unique within the DictionaryFirmware.



The organization of the `DictionaryFirmware` is accomplished in accordance with the substitution group description criteria. The `CachedFirmware` description may be any `hexEncodedBinary` string according to the specific characteristics identified in the following paragraphs. The `FirmwareRef` function is used in the body of the IPC-2581 file when a specific `CachedFirmware` has been predefined, assigned a name, and the unique “id” is referenced in the file. This feature permits the use of either a predefined `CachedFirmware`, or defining the details of the `Firmware` associated with a particular `Component` identified by reference designator in the `Step` section within the file. The description in the file must contain all the features of a particular `Firmware` under the rules of the particular encoded definition.

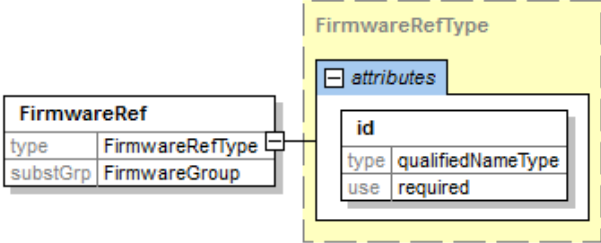
4.12.1 CachedFirmware

The `CachedFirmware` element is used to describe firmware that will be contained in the `DictionaryFirmware`. The details are in accordance to the following characteristics.

			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
CachedFirmware	CashedFirmwareType	The firmware description needed by a particular component that becomes part of the predefined firmware in the <code>DictionaryFirmware</code> .	1-1
hexEncodedBinary	string	An attribute defining the binary code that shall be added to a particular component and which is contained in the <code>DictionaryFirmware</code> .	1-1

4.12.2 FirmwareRef

The `FirmwareRef` element is used throughout the 2581 file to establish the relationship to a previously defined `CashedFirmware`. The `FirmwareRef` definition is according to the following characteristics.

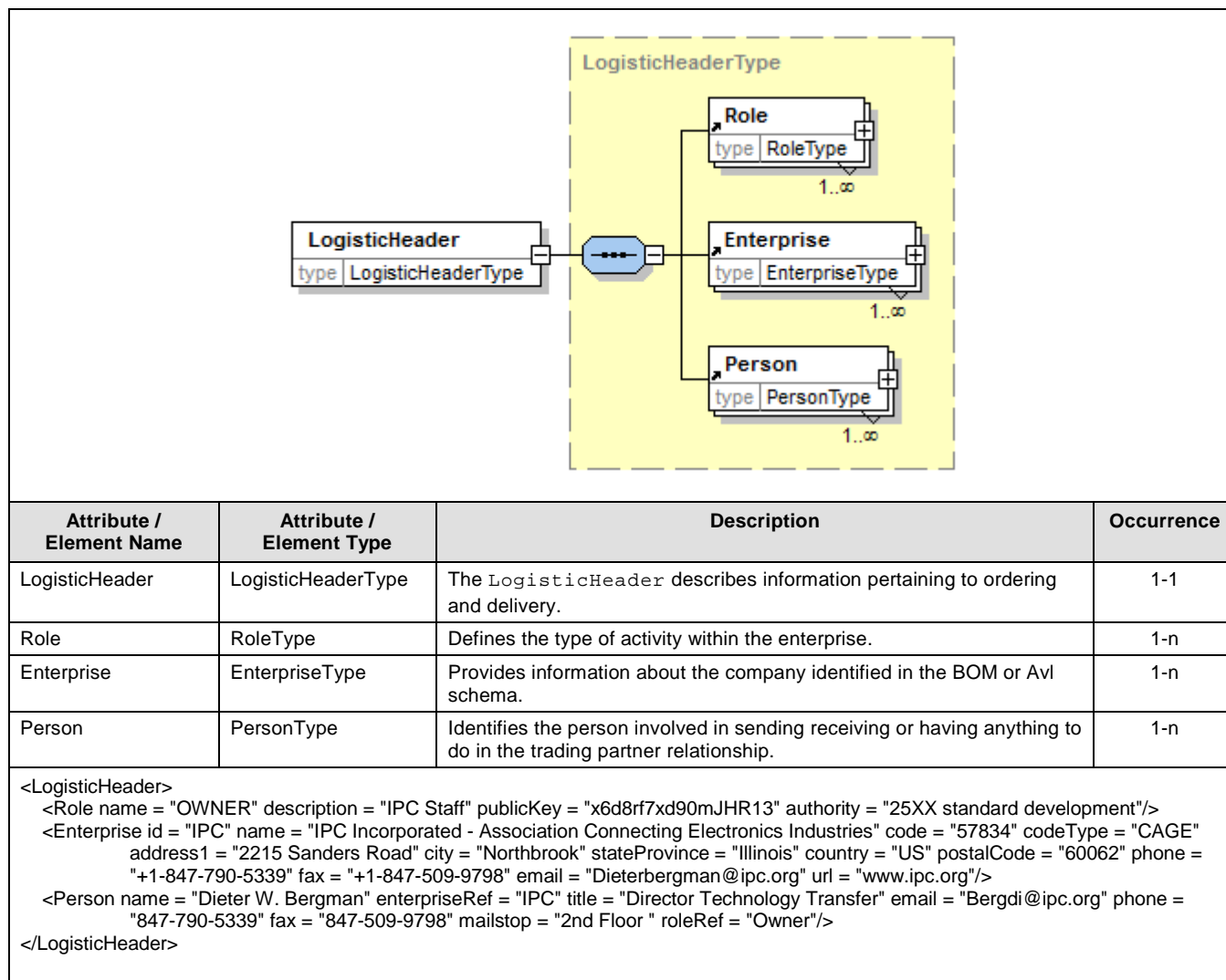
			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
FirmwareRef	FirmwareRefType	The specific reference to firmware previously defined and contained in the <code>DictionaryFirmware</code> .	1-1
id	qualifiedNameType	The qualified name of <code>CachedFirmware</code> contained in the <code>DictionaryFirmware</code> .	1-1

5 LOGISTIC HEADER

The `LogisticHeader` element consists of information about the owner of the IPC-2581 file. It can be used for configuration management or contact information. The enterprise is also linked to the Bill of Material and the Approved Vendor List.

5.1 LogisticHeader

The `LogisticHeader` describes information pertaining to ordering and delivery. This includes the role played by the individual providing ordering and delivery information, the title of the person responsible and the address and particulars of the enterprise.



5.2 Role

A **Role** element declares a type of activity within an **Enterprise**. The attribute values of the **Role** based on the requirements of the activities performed by the role.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Role	RoleType	Defines the type of activity within the enterprise.	1-n
id	shortNameType	A short name that must be consistent throughout the 2581 file that provides the identification of the role. A globally unique name that identifies the specific role responsibility associated with the general role descriptions.	1-1
roleFunction	roleFunctionType	<p>The attribute that defines a globally unique identification of the role within an enterprise. The description uniquely identifies a role type used by the enterprise. The name is a <code>roleType</code> (a restricted <code>xsd:string</code>) that must be unique within the global (top-level) namespace of the IPC-2581 file.</p> <p>The standard IPC role types are defined as follows:</p> <p>SENDER: Identifies the person sending out the IPC-2581 file.</p> <p>OWNER: Identifies the person who maintains the configuration management of the IPC-2581 file and has the right to increment the file history number of the IPC-2581 file.</p> <p>RECEIVER: Identifies the person receiving the IPC-2581 file.</p> <p>DESIGNER: Identifies the designer of the product described in the IPC-2581 file.</p> <p>ENGINEER: Identifies the engineer who is responsible for the product described in the IPC-2581 file.</p> <p>BUYER: Identifies the person who is responsible for payment.</p> <p>CUSTOMERSERVICE: Identifies the customer service representative who is responsible for the account.</p> <p>DELIVERTO: Identifies the person in the receiving department who takes possession of the shipment in the name of the enterprise.</p> <p>BILLTO: Identifies the person in the billing or purchasing department to whom the billing should be addressed.</p> <p>OTHER: Any other name however completing the description attribute is recommended</p>	1-1
description	string	The <code>description</code> attribute further defines a role within an enterprise in order to highlight the specific capabilities of the <code>roleFunction</code> in harmony with the <code>FunctionMode</code> of the file. (The <code>description</code> is optional if the IPC definition is to be used, but useful in order to differentiate between several <code>ENGINEER</code> functions.)	0-1
publicKey	base64Binary	The <code>publicKey</code> attribute of a role holds the public encryption key if one exists for the role. The key is base64 encoded. (See IETF RFC 1421 for the base64 algorithm) If a role <code>publicKey</code> is present it can be used instead of a <code>Person/publicKey</code> to encrypt data. The role's <code>publicKey</code> is used to encrypt data so only that someone with access to the role's private key can access the data.	0-1

authority	string	The access level associated with this role as defined by the system referenced by externalConfigurationControlEntryPoint	0-1
-----------	--------	--	-----

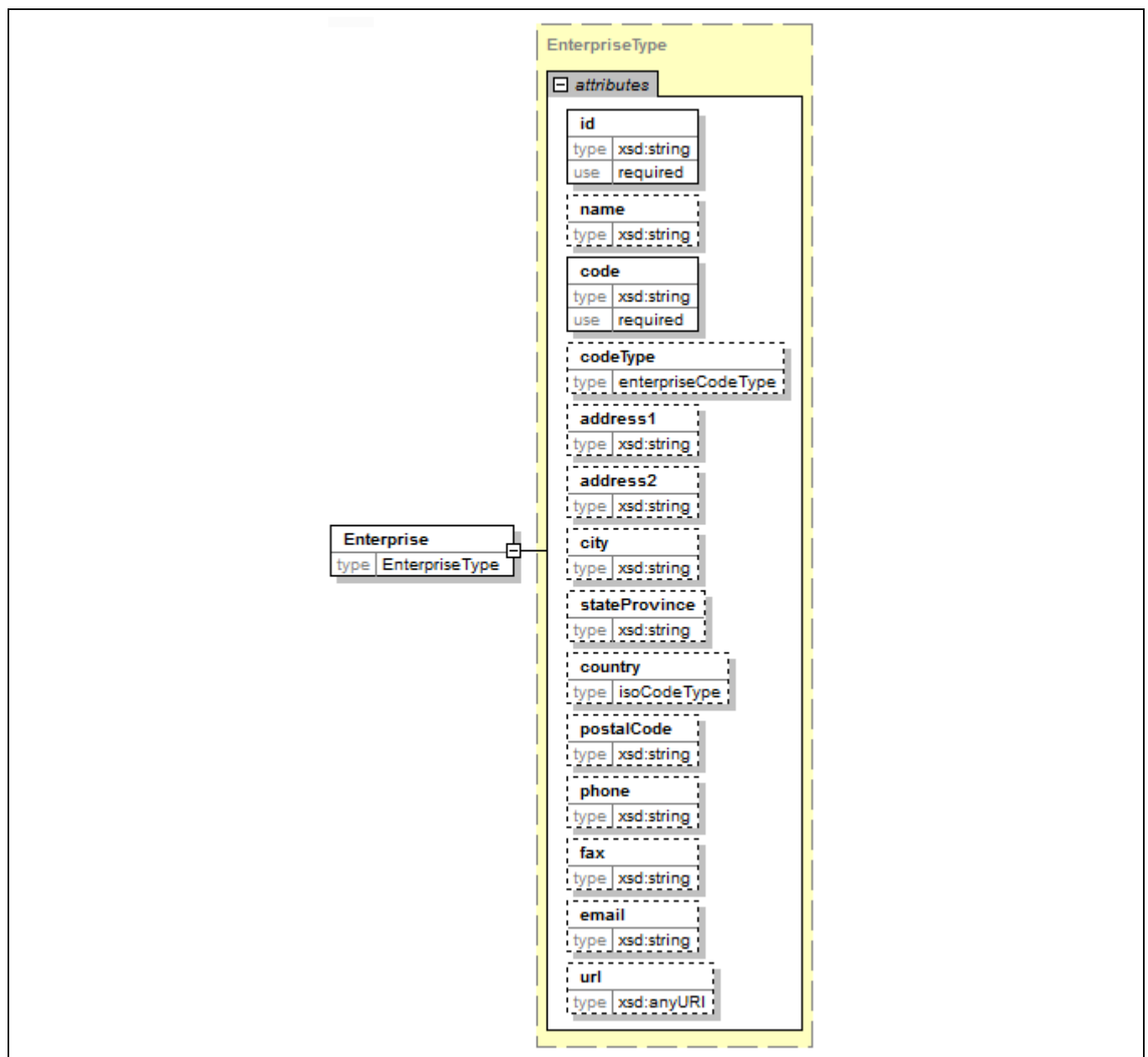
```

<LogisticHeader>
  <Role id = "CircuitDesign" function = "ENGINEER" description = "In charge of Impedance Control"/>
  <Role id = "LayoutPerson" function = "ENGINEER"/>
  <Role id = "PurchasingNo1" function = "BUYER" description = "To be informed of cost modification"/>
  <Role id = "LayoutEngineer" function = "DESIGNER"/>
</LogisticHeader>

```

5.3 Enterprise

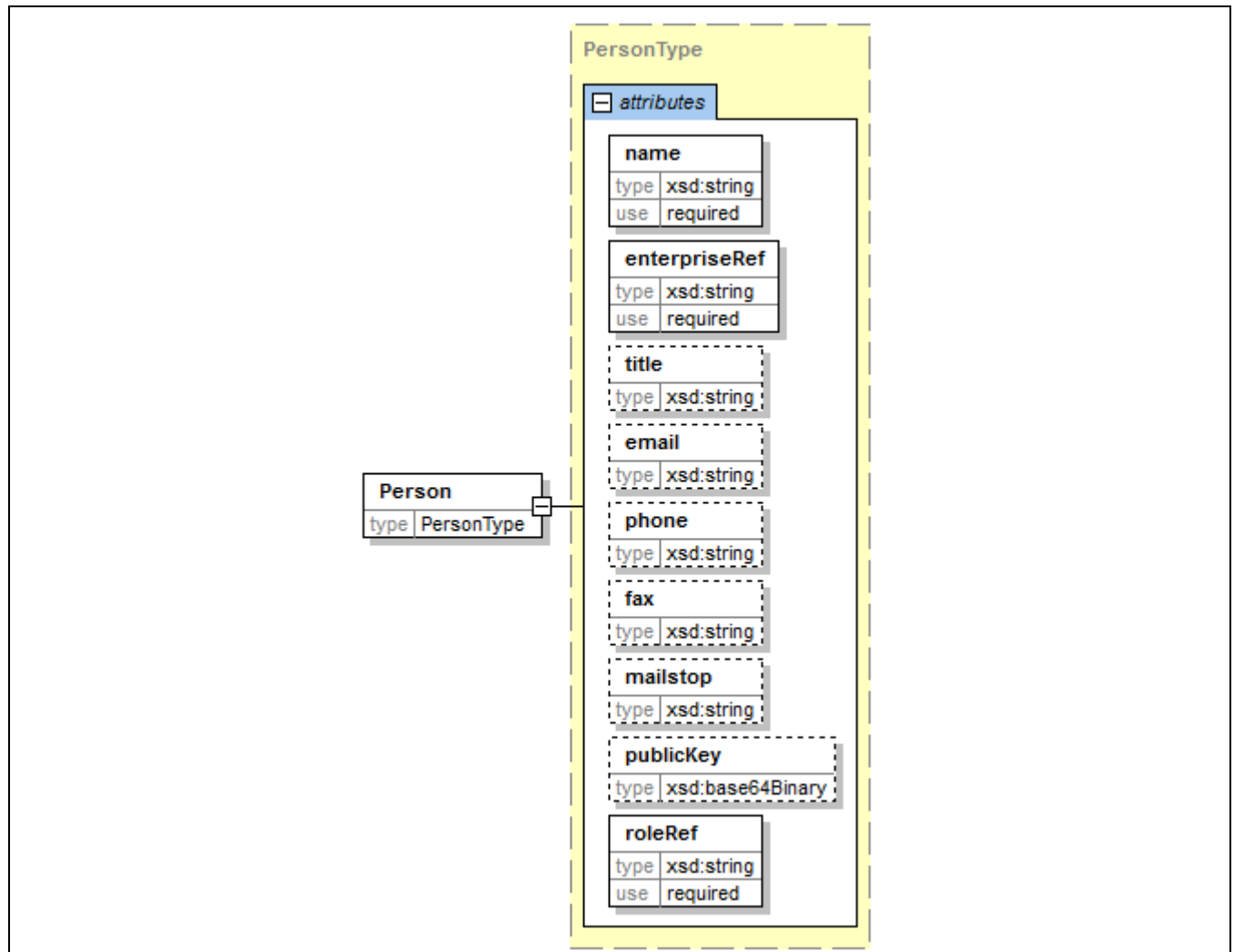
The `Enterprise` element provides information about an enterprise that will be referenced within the IPC-2581 file. The attributes of the `Enterprise` element are defined as follows:



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Enterprise	EnterpriseType	Provides information about the company identified in the Bom or Avl schema.	1-n
id	shortNameType	The id uniquely identifies an enterprise throughout the IPC-2581 file. The id is a <code>shortName</code> data type (a restricted xsd: string) that must be unique within the global (top-level) namespace of the IPC-2581 file. (Suggest "XYZ", "ACME"...).	1-1
name	string	The full name of the enterprise.	0-1
code	string	Value of a CAGE or DUNS code. If no CAGE or DUNS code is available use "NONE" as the value of the code attribute.	1-1
codeType	enterpriseCodeType	One of DUNS or CAGE. The default is DUNS. If the DUNS codeType is selected, then the <code>code</code> attribute of <code>Enterprise</code> is the D-U-N-S Number of the enterprise. (See the reference to D&B D-U-N-S Number at http://www.dnb.com/) If the CAGE codeType is used then the CAGE code of the <code>Enterprise</code> is in the code attribute of <code>Enterprise</code> . (see http://www.dscc.dla.mil/offices/sourcedev/cage.html).	0-1
address1	string	The street address of the <code>Enterprise</code> .	0-1
address2	string	Additional address information for the <code>Enterprise</code> .	0-1
city	string	The <code>city</code> .	0-1
stateProvince	string	The state or province.	0-1
country	isoCodeType	The two-letter ISO country code from the ISO 3166 standard. (See ftp://info.ripe.net/iso3166-countrycodes). The default country is "US."	0-1
postalCode	string	The postal code.	0-1
phone	string	The general phone number for the <code>Enterprise</code> .	0-1
fax	string	The phone number of the <code>Enterprise</code> fax machine.	0-1
email	string	The email address for the <code>Enterprise</code> .	0-1
url	anyURI	The Internet HTTP Web address of the <code>Enterprise</code> .	0-1
<p><LogisticHeader> <Role name = "ENGINEER" description = "responsible for data in file"/> <Enterprise id = "Acme" name = "Acme Tool and Die Company Inc." code = "1433" codeType = "DUNNS" address1 = "7347 Concorde Ave." address2 = "suite 42" city = "Camden" stateProvince = "NJ" country = "US" postalCode = "08780" phone = "609-458-5943" fax = "609-458-5900" email = "AcmeCorp@mindspring.com" url = "www.Acmeproducts.com" /> <Enterprise Id = "Masters" name = "Master Spring Manufacturer" code = "NONE" address1 = "3793 Varembe Ave." address2 = "Room 412" city = "Geneva" stateProvince = "Switzerland" country = "CH" phone = "+ 49-22-47 64 84" email = "masters@swisscom.ch" /> </LogisticHeader></p>			

5.4 Person

The `Person` element provides information about a person who will be referenced within the IPC-2581 file. The attributes of a `Person` element are defined as follows:



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Person	PersonType	Identifies the person involved in sending receiving or having anything to do in the trading partner relationship.	1-n
name	string	A string that uniquely identifies the person throughout the IPC-2581 file. The Name must be unique within the global (top-level) namespace of the IPC-2581 file. It may be the full legal name or a known abbreviation.	1-1
enterpriseRef	string	The shortName of the person's company or enterprise. If no enterprise exists, the term "SELF" should be used.	1-1
title	string	The job title of the person.	0-1
email	string	The email address of the person.	0-1
phone	string	The phone number of the person.	0-1
fax	string	The fax machine phone number of the person.	0-1

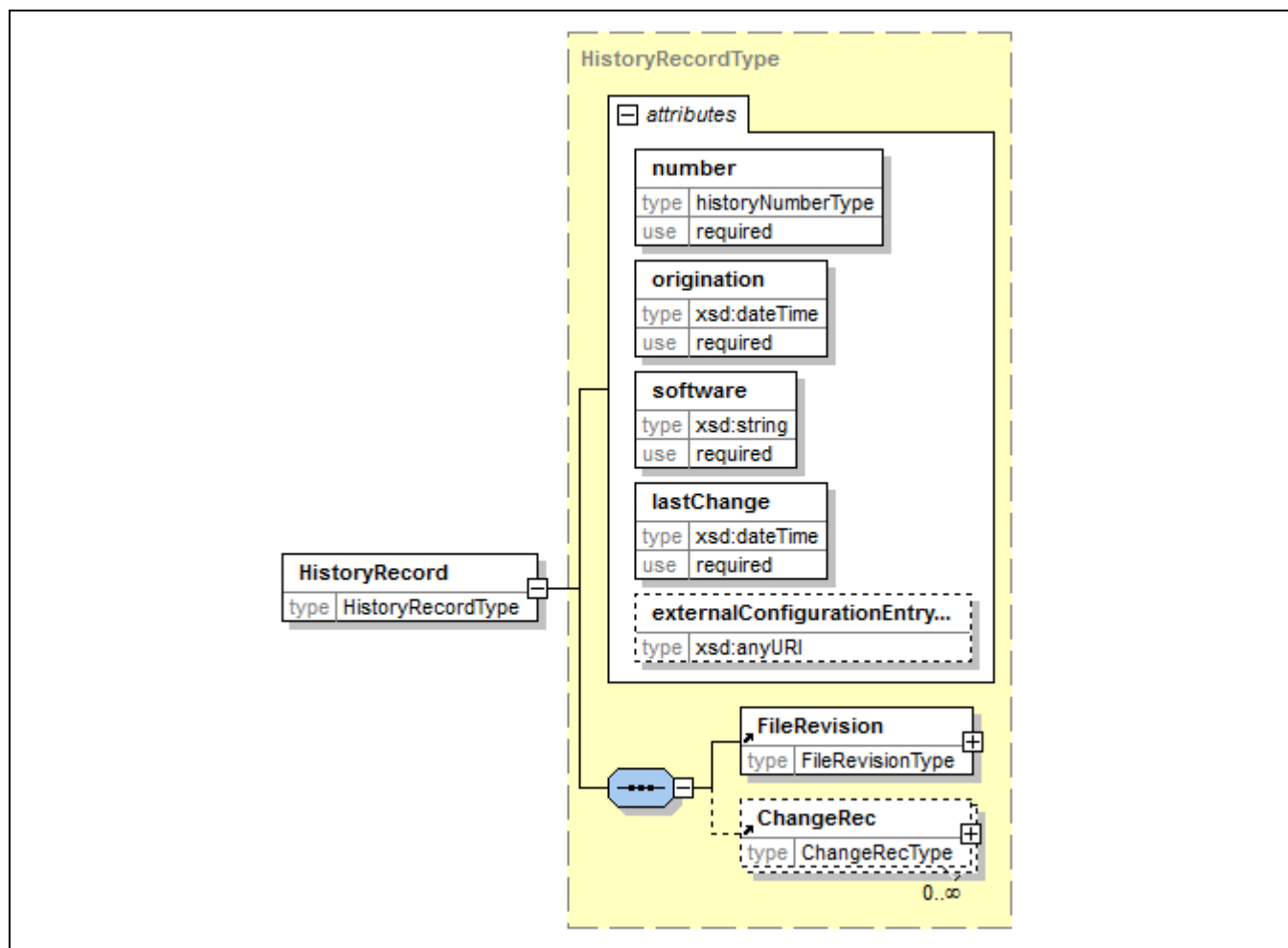
mailstop	string	The mail stop within the Enterprise, however this may be an alternate address from the Enterprise should the mail e directed somewhere else. In that event, the Enterprise shall be named, but contain no address or contact information.	0-1
publicKey	base64Binary	The publicKey attribute of a person holds the public encryption key if one exists for the person. The key is base64 encoded. (see IETF RFC 1421 for the base64 algorithm) The person's publicKey is used to encrypt data so only that person can access the data.	0-1
roleRef	string	A reference to a globally unique name (the Role "id" attribute) that identifies the specific role responsibility associated with the general "roleFunction" descriptions.	1-1
<LogisticHeader> <Person name = "Dilbert" enterpriseRef = "Acme" email = jdilbert@acme.com phone = "(301) 555-1212"/> <Person name = "John Jones" enterpriseRef = "Philco Corp" title = "Consultant" email = jones@aol.com phone = "(301) 555-1212" mailstop = "37 Stringer Rd., Overland, OH, 56432" roleRef = JJ Engineer" /> </LogisticHeader>			

6 HISTORY RECORD

The History Record element consists of changes performed on the file throughout its history. Several attributes are defined as part of the `History` as well as two elements. These are file revision and change records elements.

6.1 HistoryRecord

The `HistoryRecord` element provides a sequential change number for the IPC-2581 file. The number is changed every time the controlled version of the IPC-2581 file is modified. Only the file owner is allowed to change the value of `HistoryRecord/number`. The attributes of a `HistoryRecord` element are defined as follows:



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
HistoryRecord	HistoryRecordType	The <code>HistoryRecord</code> element provides a sequential change number for the IPC-2581 file. The number is changed every time the controlled version of the IPC-2581 file is modified. Also identified are the change approval conditions.	1-1
number	historyNumberType	The revision number of the IPC-2581 file. The content of this number is defined and controlled by the file owner.	1-1
origination	dateTime	The timestamp recorded when the IPC-2581 file was first created.	1-1
software	string	The name of the software tool used to create the original file.	1-1

lastChange	dateTime	The timestamp recorded when the History number was last incremented.	1-1
externalConfigurationEntryPoint	anyURI	A URI referencing a configuration control system that "owns" the IPC-2581 file contents.	0-1
FileRevision	FileRevisionType	An element that tracks the changes that have been made to an IPC-2581 file. The revision identifier does not necessarily track the revision of the product but does establish the sequence and software tools used to make the changes.	1-1
ChangeRec	ChangeRecType	An element that is required to manage the configuration of the changes made to the product during its development phases and its final configuration in the field.	0-n
<pre> <HistoryRecord number = "Example1" origination = "2004-02-11T12:53" software = "ECAD System" lastChange = "2004-02-13T13:24:00"> <FileRevision fileRevisionId = "Example1" comment = "Primitive layout positioning"> <SoftwarePackage name = "Manual Interpretation" vendor = "IPC" revision = "none"> <Certification certificationStatus = "ALPHA" certificationCategory = "DETAILEDDRAWING"/> </SoftwarePackage> </FileRevision> </HistoryRecord> </pre>			

6.2 FileRevision

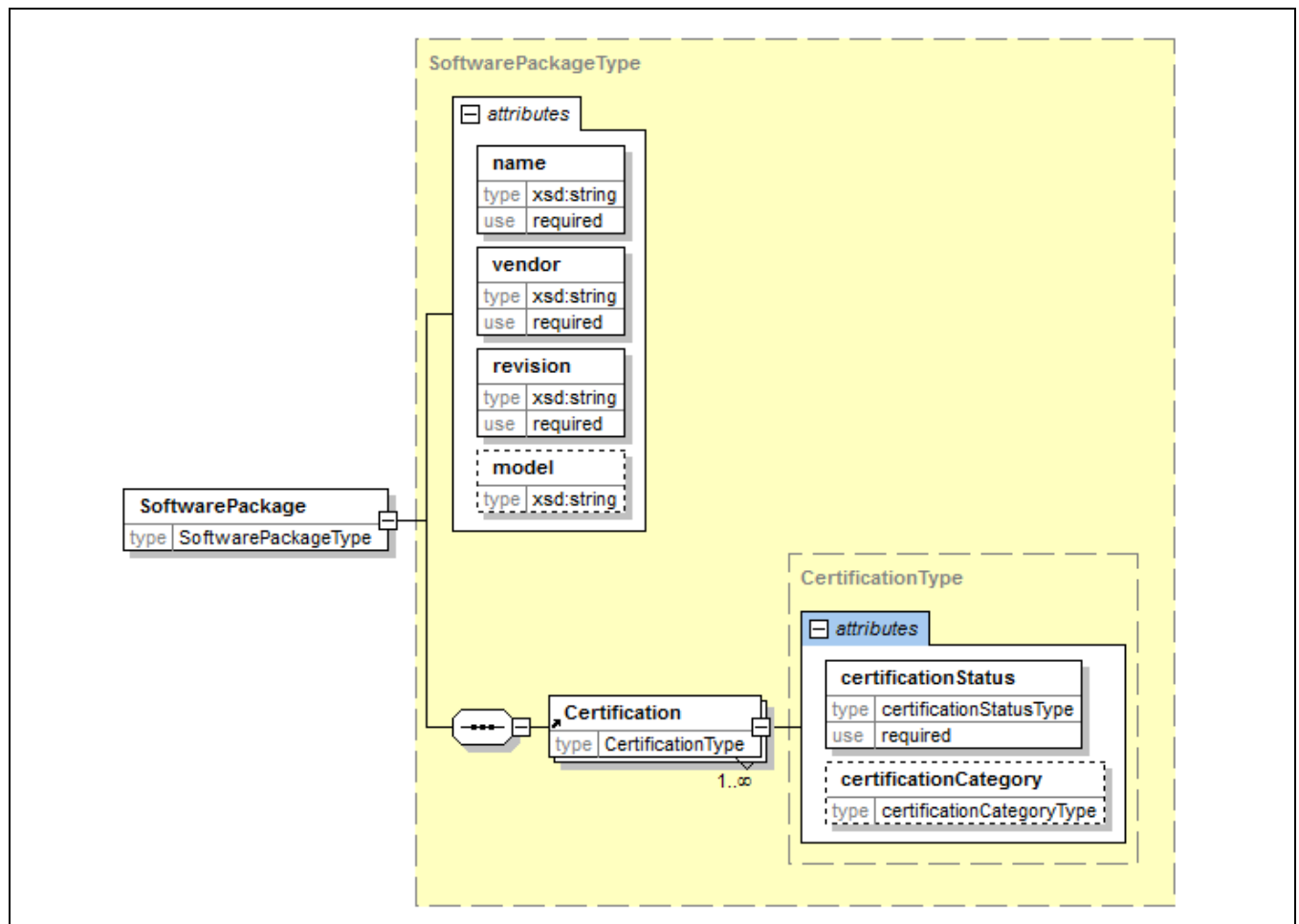
The `FileRevision` element tracks changes to the IPC-2581 file. The revision identifier does not necessarily track the revision of the product. The purpose of the `FileRevision` is to track which software tools were used to make changes to the file and the sequence in which the changes were made.

<pre> classDiagram class FileRevision { type FileRevisionType } class FileRevisionType { +fileRevisionId xsd:string required +comment xsd:string required +label xsd:string } class SoftwarePackage { type SoftwarePackageType } FileRevision -- FileRevisionType FileRevisionType *-- SoftwarePackage </pre>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
FileRevision	FileRevisionType	An element that tracks the changes that have been made to an IPC-2581 file. The revision identifier does not necessarily track the revision of the product but does establish the sequence and software tools used to make the changes.	1-1
fileRevisionID	string	An identifier for the revision. This value may be supplied by a revision control system such as RCS, CVS, or SCCS.	1-1

comment	string	A short description of the revision, such as a changes statement entered by RCS or SCCS.	1-1
label	string	A label that can be applied to a branch head. The label can be used to associate a file revision of special significance.	0-1
SoftwarePackage	SoftwarePackage Type	A nested element, the software package that wrote this revision of the file.	1-1

6.3 SoftwarePackage

The `SoftwarePackage` element is the description of the software package that was used to create the revision to the file. This includes the revision of the software that wrote the file as well as the vendor name and platform model. Also added to the `SoftwarePackage` schema is any certification that has occurred of the software's ability to meet the requirements of the IPC-2581 standard.

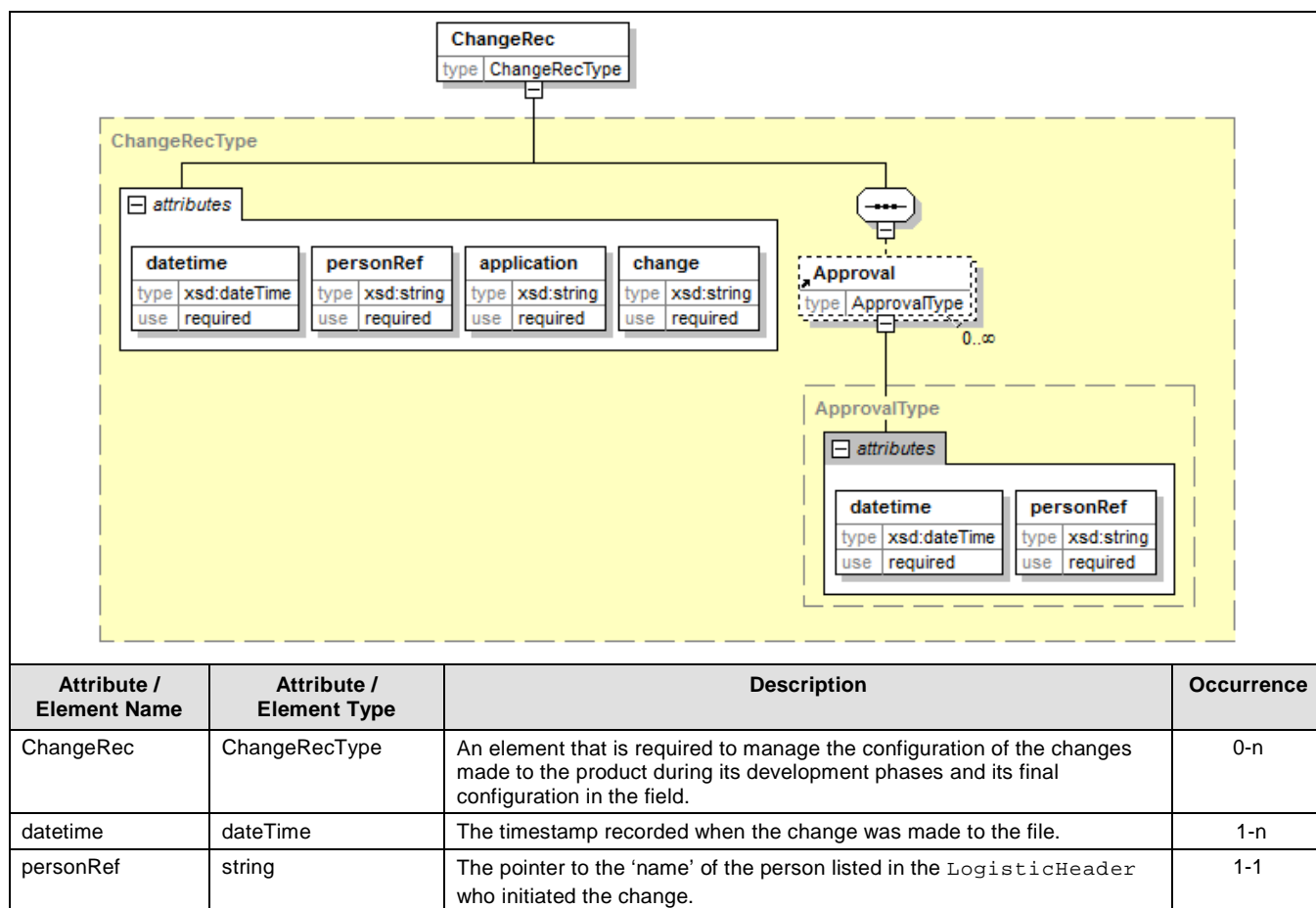


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
SoftwarePackage	SoftwarePackageType	A nested element, the software package that wrote this revision of the file.	1-1
name	string	The name of the software package that wrote the revision to the file.	1-1
vendor	string	The tool providers name both system and software package.	1-1
revision	string	The revision of the software that wrote the file.	1-1
model	string	The model of the software or release number.	0-1

Certification	CertificationType	The different certifications that the tool or software package has acquired.	1-n
certificationStatus	certificationStatusType	An enumerated string that defines the status as one of four types. ALPHA BETA CERTIFIED SELFTEST.	1-1
certificationCategory	certificationCategory Type	The various categories that exist for certification of the type of activities related to building electronic assemblies. An enumerated string consisting of: ASSEMBLYDRAWING ASSEMBLYFIXTUREGENERATION ASSEMBLYPANEL ASSEMBLYPREPTOOLS ASSEMBLYTESTFIXTUREGENERATION ASSEMBLYTESTGENERATION BOARDFABRICATION BOARDFIXTUREGENERATION BOARDPANEL BOARDTESTGENERATION COMPONENTPLACEMENT DETAILEDDRAWING FABRICATIONDRAWING GENERALASSEMBLY GLUEDOT MECHANICALHARDWARE MULTIBOARDPARTLIST PHOTOTOOLS SCHEMATICDRAWINGS SINGLEBOARDPARTLIST SOLDERSTENCILPASTE SPECSOURCECONTROLDRAWING EMBEDDEDCOMPONENT OTHER	0-1

6.4 ChangeRec

The **ChangeRec** element is the information needed for configuration management of the changes made to the product that the data file represents. The characteristics are stored by the **datecode** that the change record was executed. The information can also be used to obtain approval of a suggested change.



application	string	The effectivity of the change indicating when it becomes active, such as after so many completed units.	1-1
change	string	A short description of the change.	1-1
Approval	ApprovalType	A nested element that signifies who approved the suggested change submitted by the design, fabrication, assembly or test operation.	0-n
datetime	dateTime	The timestamp recorded when the change made to the file was approved.	0-n 1-1
personRef	string	The pointer to the 'name' of the person listed in the <code>LogisticHeader</code> who approved the change.	1-1

<ChangeRec datetime = "2010-06-12T13:20:00" person = "Harry Jones" application = "The change is to be implemented immediately with all produced items reworked" change = "Replace the chip resistors with new part number 34-67-95, sixteen places"/>
 <Approval datetime = 2010-06-13T10:32:30" person = John Smithy"/>

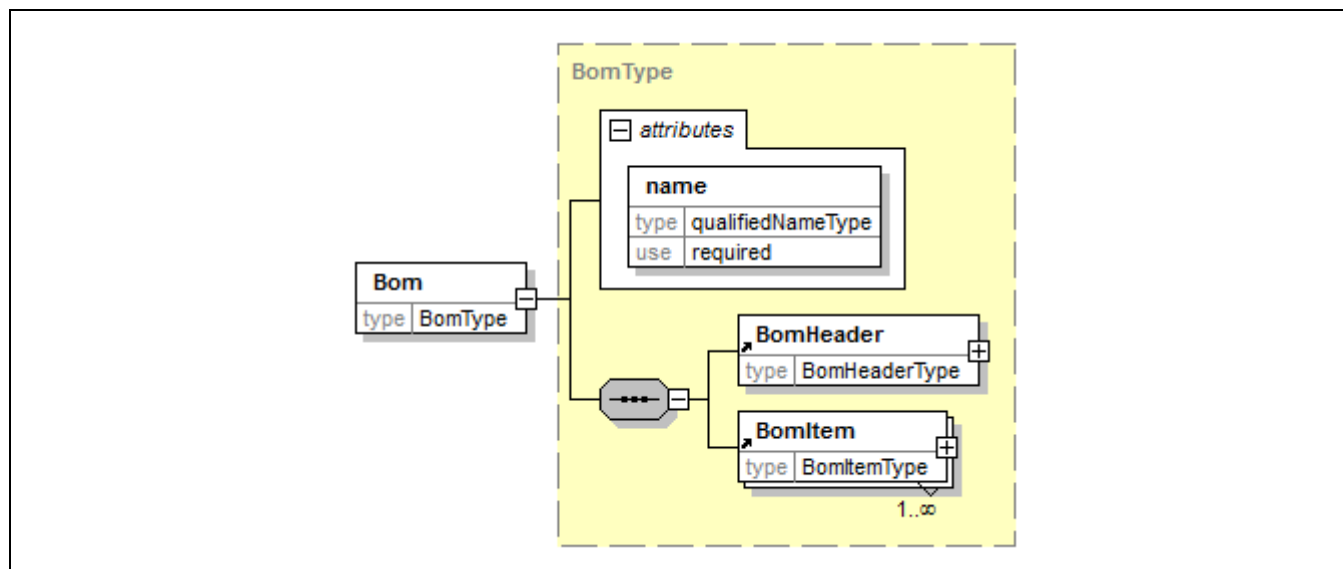
7 BOM (Material List)

This section describes the Bill of Materials for the printed board and printed board assembly. A bill of materials is a list of all the different materials and components to be used in the manufacture of the electronic assembly. The information is arranged by a specific category of material or components and then by the OEM Design Number (ODN). This is the number assigned by the owner of the file. Each ODN has a list of attributes and is accompanied by a list of the various specific uses of the materials or components on the electronic assembly, each with its private name or reference designator.

The `BOM` dataset represents the list of materials or components found on a particular board, keyed by the OEM Design Number (ODN). The original `BOM` is delivered by the owner of the file (OEM, EMS, etc.) in the early stages of the design. The `Bom` element is composed of the `BomHeader` and the `BomData`.

For example, ODN **348324-001** can be of package **pqfp100**, has an Internal Part Number (IPN) **30020A** and may have four occurrences on the board, labeled **U14**, **U15**, **U75**, **U76**. Each occurrence is called a Reference Designator (RefDes for short).

The IPC-2581 file can contain several `BOM` elements. Each one has a `BomHeader` sub-element with board and date/time information. The main data resides in the sub-element `BomData`.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Bom	BomType	The Bom element describes the Bill of Materials for the printed board and printed board assembly. A bill of materials is a list of all the different materials and components to be used in the manufacture of the electronic assembly.	1-1
name	qualifiedNameType	The name string that identifies the specific Bom section. This name is referenced in the AvlDataHeader element.	1-1
BomHeader	BomHeaderType	A nested element containing identification and logistical information about the Bom.	1-1
BomItem	BomItemType	The individual elements that define the details of each of the items in the Bom.	1-n

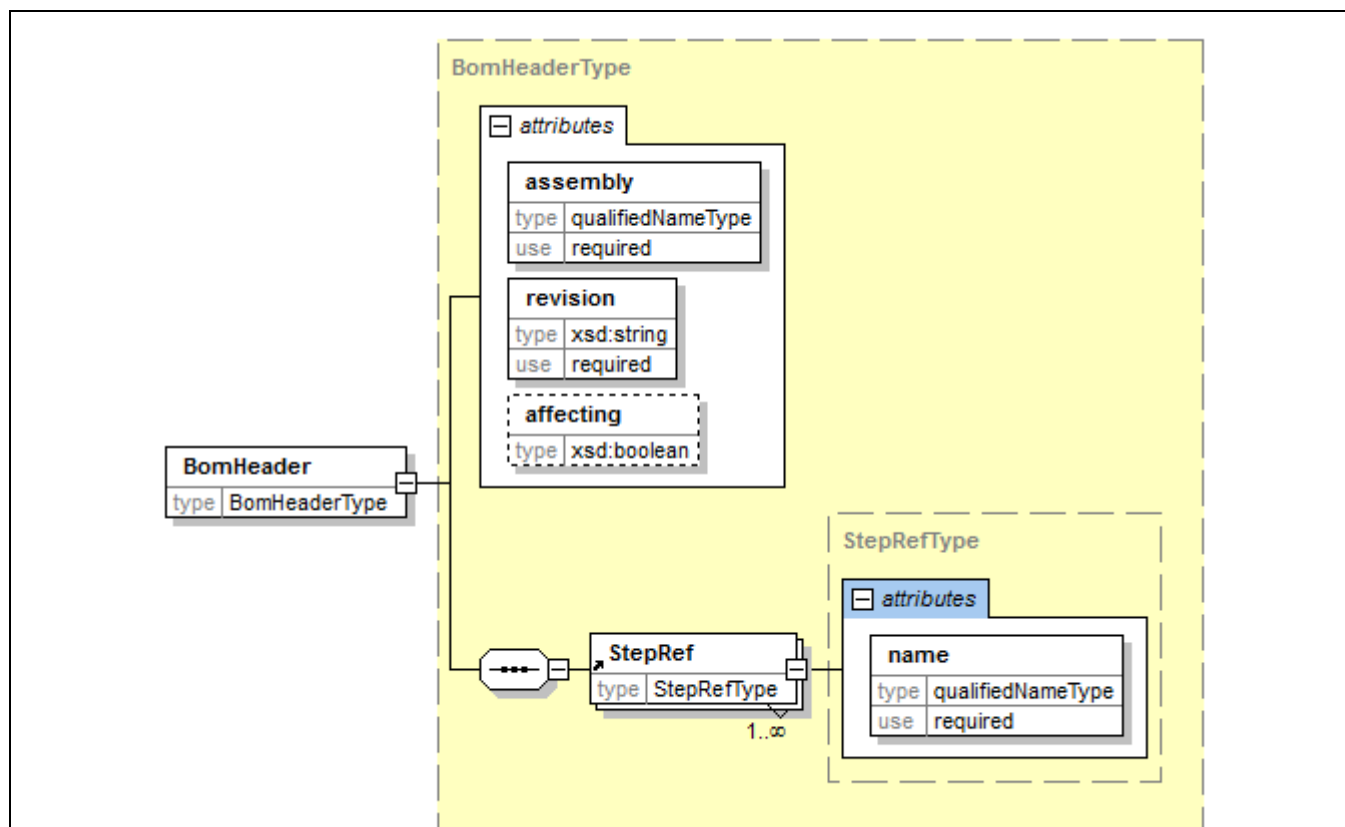
```

<Bom name = "TestBoard1">
<BomHeader assembly = "Karens Design" revision = "Prototype" stepListRef = "KarensBoard"/>
  <BomItem OEMDesignNumberRef = "Fabricated" quantity = "1" numberIO = "4" category = "ELECTRICAL" description = "Card
    Edge Connector">
    <RefDes name = "J1" populate = "FALSE"/>
    <Characteristics category = "ELECTRICAL"/>
  </BomItem>
  <BomItem OEMDesignNumberRef = "Sample1234" quantity = "1" numberIO = "8" category = "ELECTRICAL" internalPartNumber =
    "Molex 354892" description = "Bifurcated Thru-hole connector" packageRef = "Connector1">
    <RefDes name = "J2" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL"/>
  </BomItem>
  <BomItem OEMDesignNumberRef = "SOIC129867" quantity = "1" numberIO = "8" category = "ELECTRICAL" internalPartNumber =
    "Phillips IC2436" description = "SOIC 1.27 pitch" packageRef = "SOIC12">
    <RefDes name = "U1" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL">
      <Textual definitionSource = "Pretested Logic" textualCharacteristicName = "Per Supplier Data Sheet"/>
    </Characteristics>
  </BomItem>
  <BomItem OEMDesignNumberRef = "CAP 24A1846" quantity = "1" numberIO = "2" category = "ELECTRICAL" internalPartNumber =
    "Phillips Cap1235" description = "3225 Surface Mount Capacitor" packageRef = "Capacitor1">
    <RefDes name = "C1" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL">
      <Measured measuredCharacteristicName = "Capacitance" measuredCharacteristicValue = "20 Microfarads"
        engineeringUnitOfMeasure = "Microfarads" engineeringNegativeTolerance = "3 microfarads" engineering
        PositiveTolerance = "3 microfarads"/>
    </Characteristics>
  </BomItem>
</Bom>

```

7.1 BOM Header

Each `Bom` in the IPC-2581 file has a `BomHeader` element. This is a mandatory requirement as a part of the `Bom` element. The following characteristics are necessary to properly describe a `Bom`.



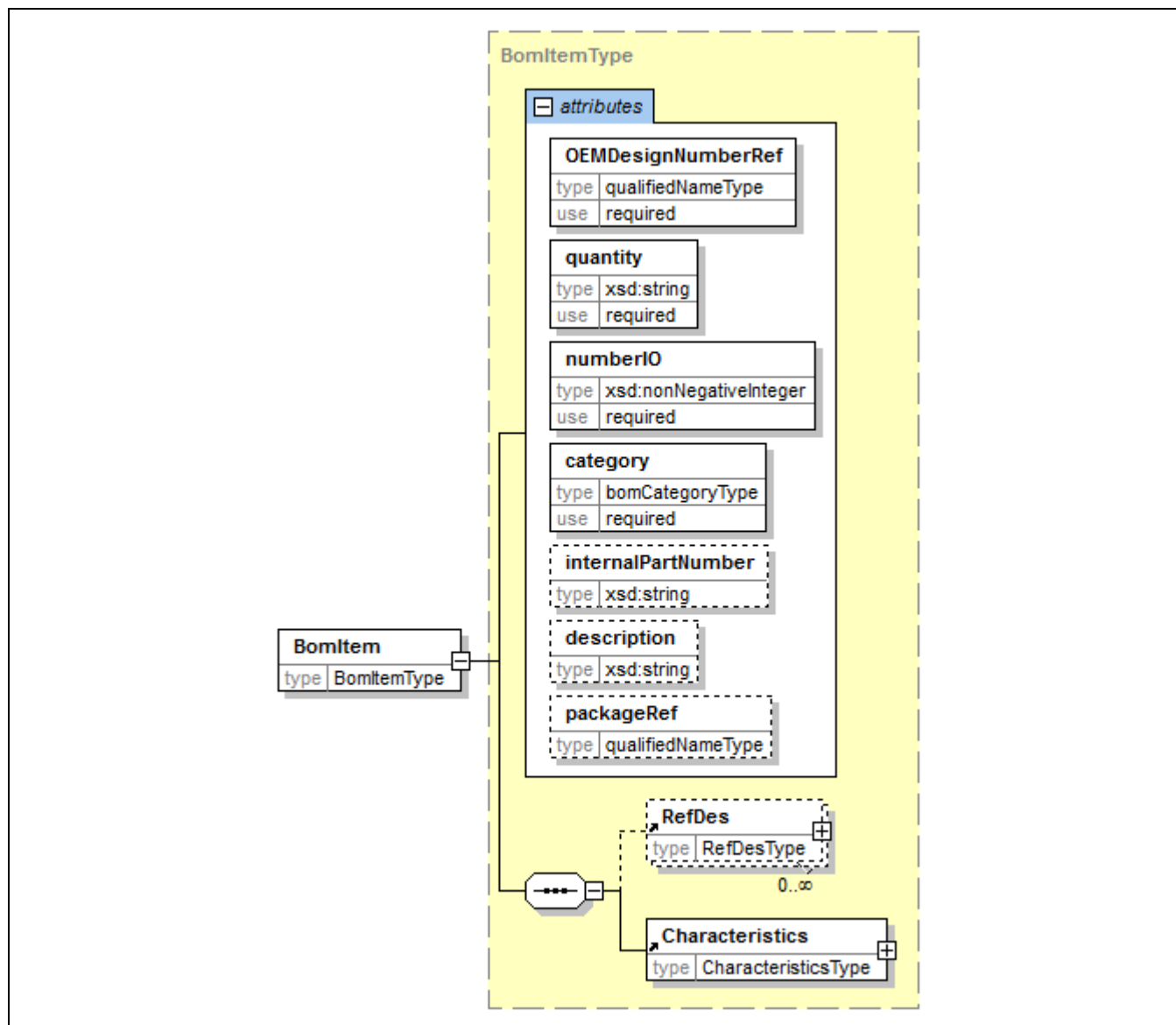
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
BomHeader	BomHeaderType	A nested element containing identification and logistical information about the <code>Bom</code> .	1-1
assembly	qualifiedNameType	Electronic assembly name as parsed from the <code>Bom</code> file.	1-1
revision	string	Revision as parsed from the <code>Bom</code> file.	1-1
affecting	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). True equals that the current BOM was used in the assembly merge process in the job and therefore was the affecting one. This is due to the fact that there can be multiple BOMs in a job, but only one has been used to affect the current top and bottom component placements sections.	0-1
stepRef	qualifiedNameType	Identification of specific steps used to help describe the <code>BomItem</code> within the category of materials	1-n

7.2 BomItem

Each `BomItem` is a part of the `BomItem` list. A `BomItem` consists of a variety of attributes. `BomItem` contains the reference to the OEM Design Number (ODN), the line item of the ODN, a quantity of parts required, and optional `internalPartNumber` (IPN), description of the `BomItem` and a reference to the package type (`packageRef`). The `BomItem` also contains three additional elements that include the list of reference designators (`RefDes`) associated with the `BomItem`, a list of detail descriptions

related to the BomItem (DescList), and FirmWare (Firmware) associated with programming a part that needs those characteristics. Multiple RefDes lists may be maintained since there may be several reference designator file locations.

The attributes are shown in the following table and are a mandatory part of the Bom section of the IPC-2581 file.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
BomItem	BomItemType	The individual elements that define the details of each of the items in the Bom.	1-n
OEMDesignNumberRef	qualifiedNameType	A qualified name referencing the OEM part number data.	1-1
quantity	string	The amount of the instances of this item in the assembly. This may be a length in the units of the 2581 file, a nonNegativeInteger or an As Required (AR) designation to signify as needed quantity.	1-1
numberIO	nonNegativeInteger	The number of input/output determinations on the linItem.	0-n

category	bomCategoryType	The category of the bomItem as an enumerated string being either ELECTRICAL PROGRAMMABLE MECHANICAL MATERIAL	1-1
internalPartNumber	string	Internal or warehouse stock part identifier.	1-1
description	string	The description of the BomItem.	0-1
packageRef	qualifiedNameType	The name assigned to the package describing the physical outlines, documentation, and land patterns features related to package pin assignment.	0-1
RefDes	RefDesType	A nested element containing the reference designator strings for the individual parts identified in the file for a one to one relationship with the quantity listed for the BomItem for those items for which a reference designator exists.	0-n
Characteristics	CharacteristicsType	A nested element containing descriptive strings that can be linked together and also a reference to a describing line in an external file.	1-1

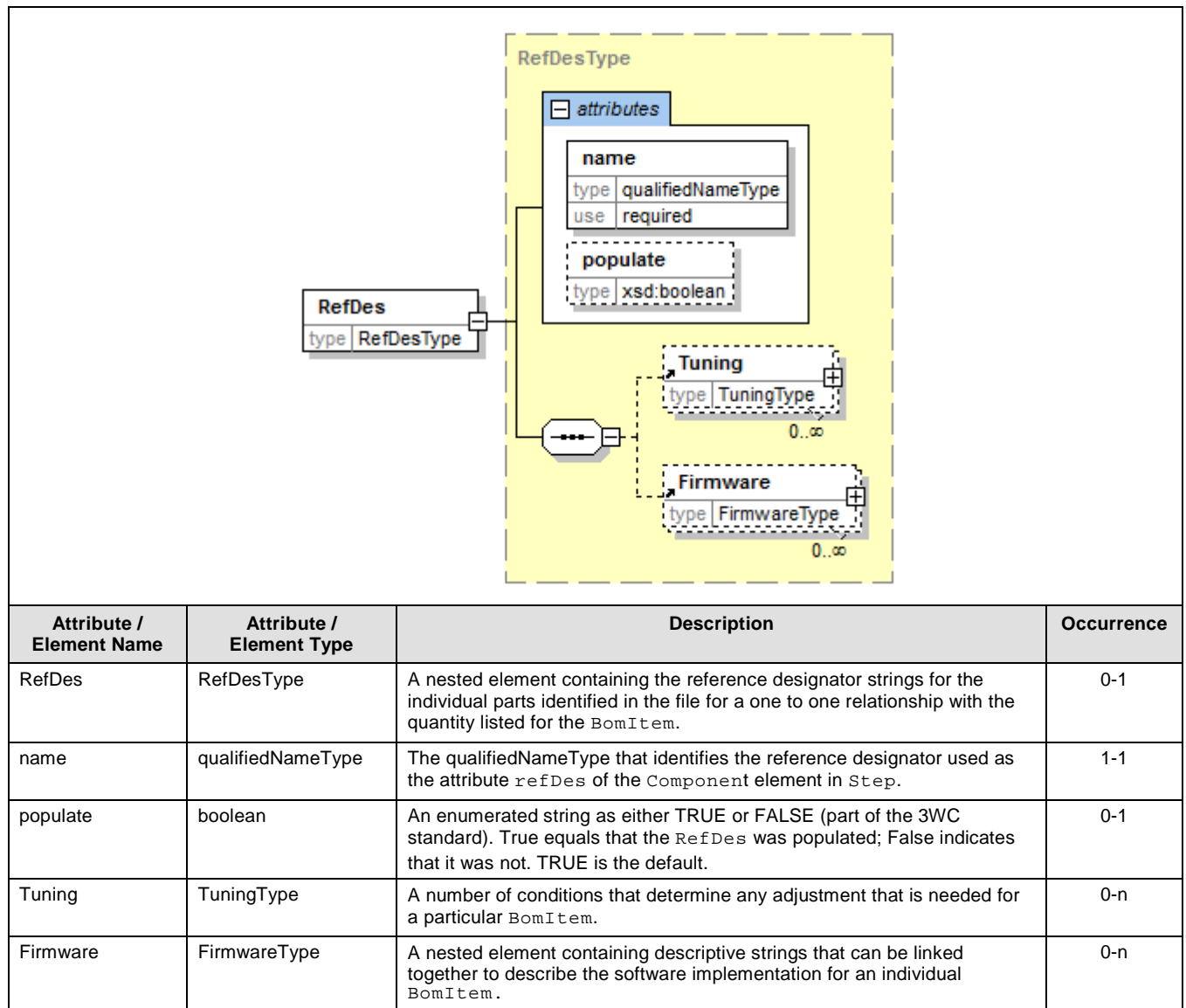
```

<Bom name = "TestBoard1">
  <BomHeader assembly = "Karens Design" revision = "Prototype" stepListRef = "KarensBoard"/>
  <BomItem OEMDesignNumberRef = "Fabricated" quantity = "1" numberIO = "4" category = "ELECTRICAL" description = "Card Edge Connector">
    <RefDes name = "J1" populate = "FALSE"/>
    <Characteristics category = "ELECTRICAL"/>
  </BomItem>
  <BomItem OEMDesignNumberRef = "Sample1234" quantity = "1" numberIO = "8" category = "ELECTRICAL" internalPartNumber = "Molex 354892" description = "Biforcated Thru-hole connector" packageRef = "Connector1">
    <RefDes name = "J2" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL"/>
  </BomItem>
  <BomItem OEMDesignNumberRef = "SOIC129867" quantity = "1" numberIO = "8" category = "ELECTRICAL" internalPartNumber = "Phillips IC2436" description = "SOIC 1.27 pitch" packageRef = "SOIC12">
    <RefDes name = "U1" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL">
      <Textual definitionSource = "Pretested Logic" textualCharacteristicName = "Per Supplier Data Sheet"/>
    </Characteristics>
  </BomItem>
  <BomItem OEMDesignNumberRef = "CAP 24A1846" quantity = "1" numberIO = "2" category = "ELECTRICAL" internalPartNumber = "Phillips Cap1235" description = "3225 Surface Mount Capacitor" packageRef = "Capacitor1">
    <RefDes name = "C1" populate = "TRUE"/>
    <Characteristics category = "ELECTRICAL">
      <Measured measuredCharacteristicName = "Capacitance" measuredCharacteristicValue = "20 Microfarads" engineeringUnitOfMeasure = "Microfarads" engineeringNegativeTolerance = "3 microfarads" engineeringPositiveTolerance = "3 microfarads"/>
    </Characteristics>
  </BomItem>
</Bom>

```

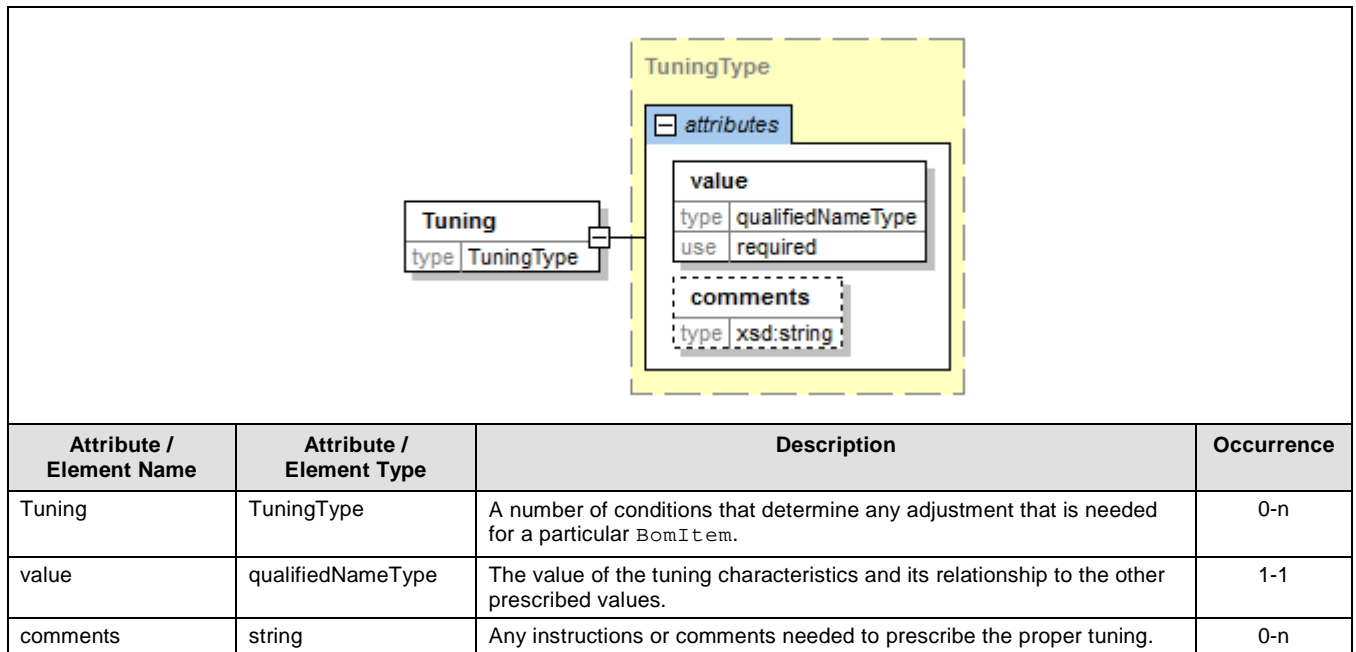
7.2.1 RefDes

The `RefDes` is an element that represents the specific reference designator associated with a component that becomes a part of the electronic assembly. This is a mandatory requirement for all `BomItems` that have a reference designator associated with their `ELECTRICAL` descriptions. In this instance the standard set of reference designator letters **shall** be used. i.e., R = Resistor, C = Capacitor, CR = Diode etc. The prefix letter M **shall** be used for all `MECHANICAL` parts, (i.e., terminals, latches, heatsinks etc.). P **shall** be used for all `Process MATERIAL` (i.e., solder mask, conformal coating, hole fill, glue dot etc. And PC for board mounting material both organic and non organic (laminates, prepreg, copper foil, green ceramic etc.), `BomItems`, and S for all `Software PROGRAMMABLE BomItems`.



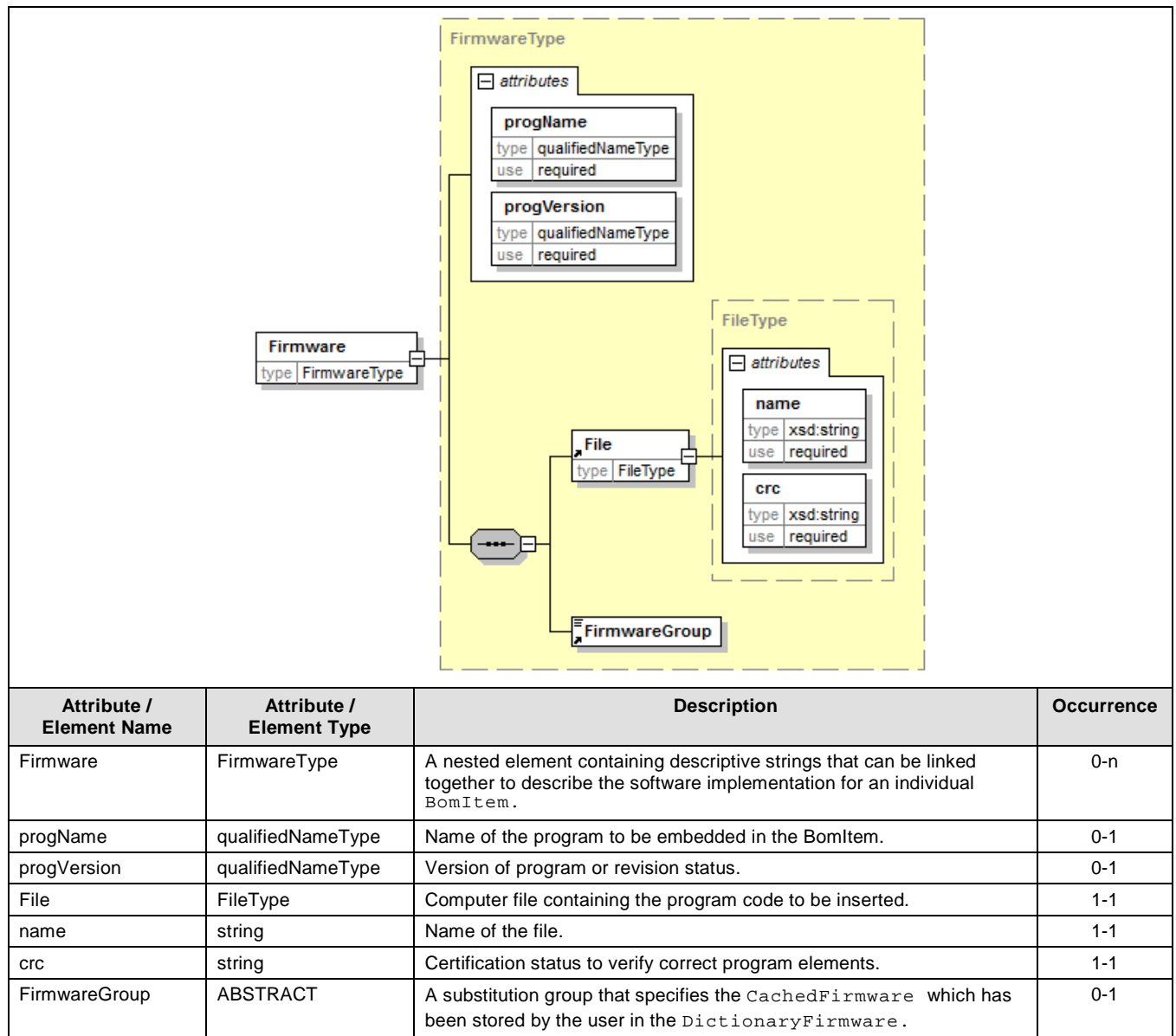
7.2.1.1 Tuning

The `Tuning` element represents conditions that determine any adjustment that is needed for a particular `BomItem`.

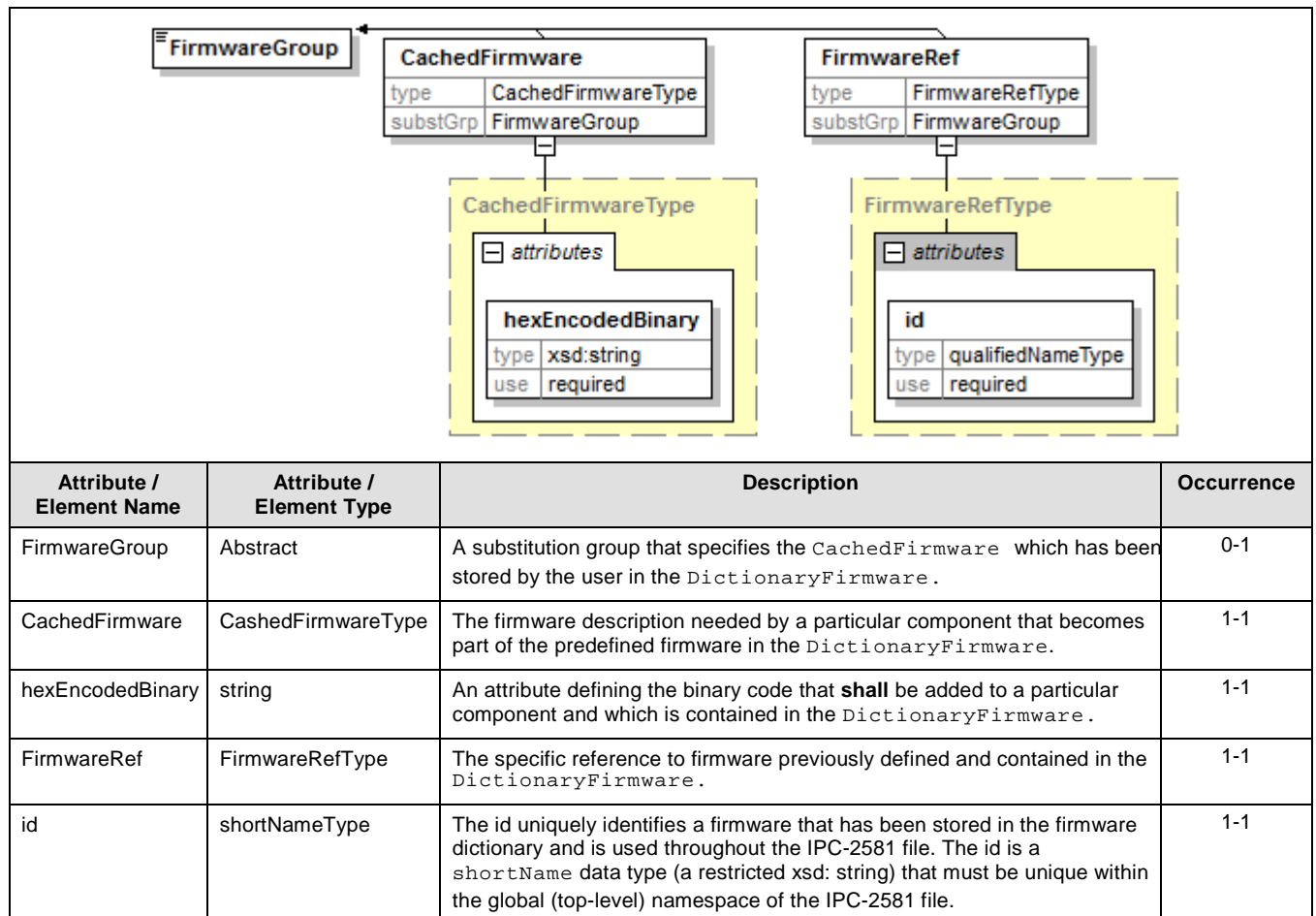


7.2.1.2 Firmware

A nested element containing descriptive strings that can be linked together to describe the software implementation for an individual `BomItem` and associates the characteristics of the specific reference designators to which the programmable information is to be included.

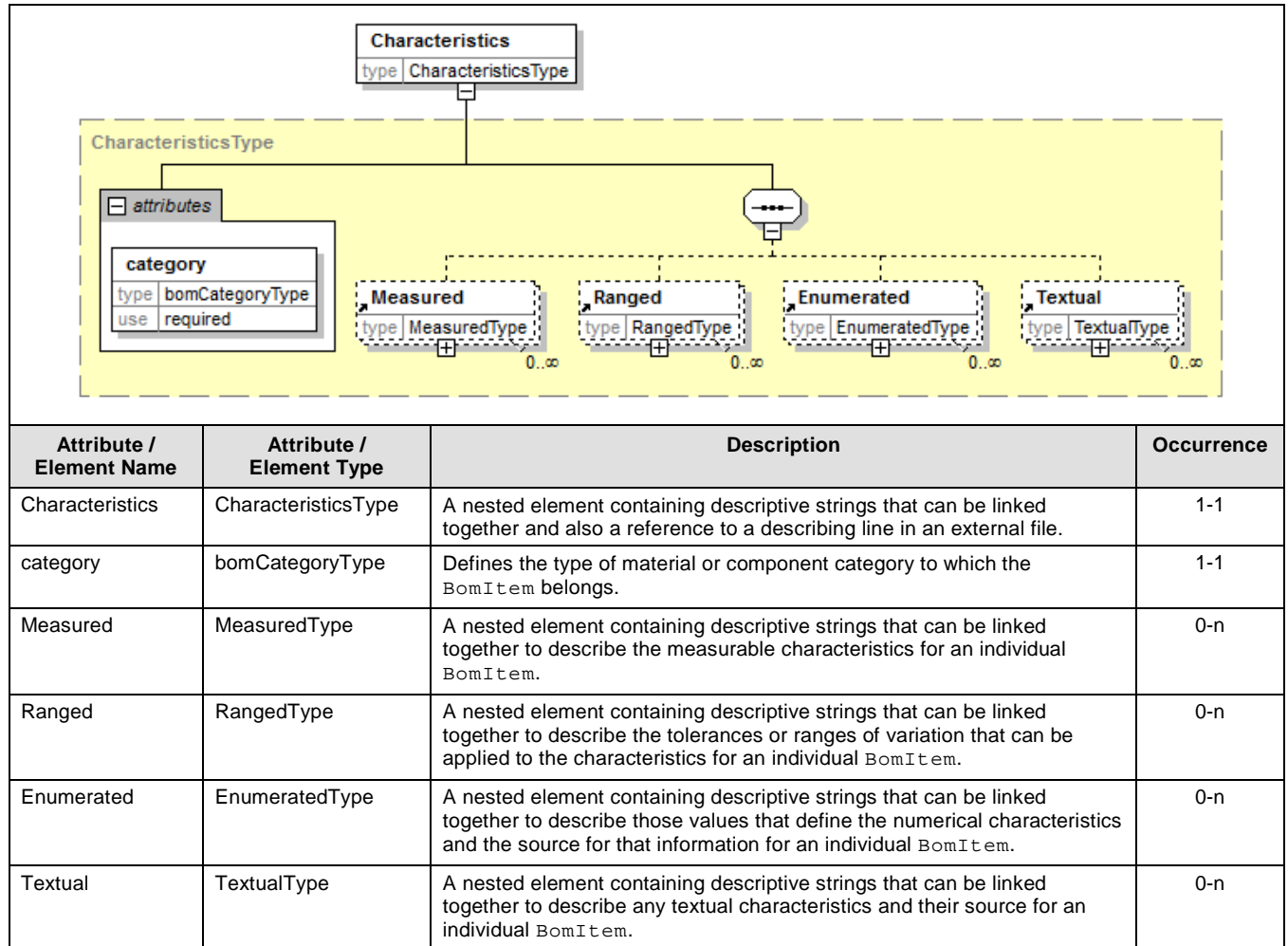


7.2.1.3 Firmware Group



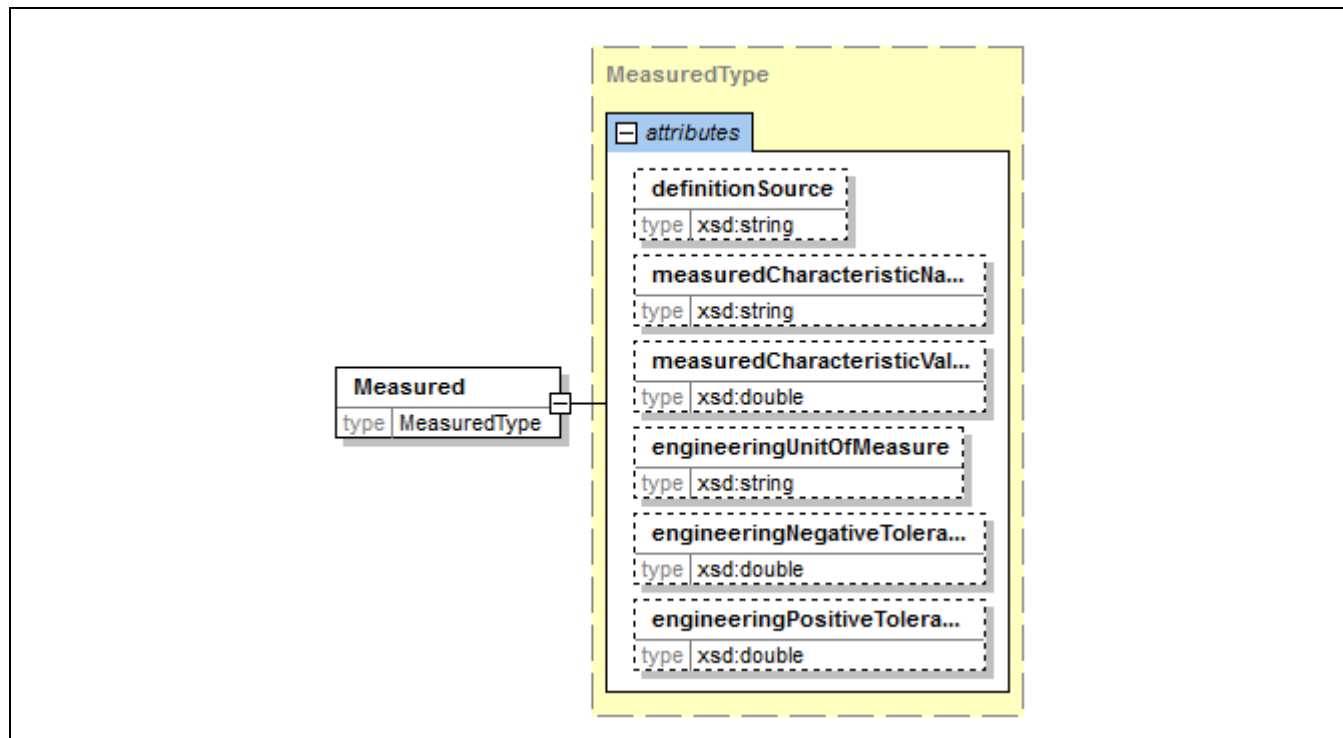
7.2.2 Characteristics

A group of specific characteristics applicable to a particular `BomItem`; they all relate to one of the categories to which the `BomItem` belongs. Each characteristic has its own level of requirements and are defined under the major element `Characteristics`.



7.2.2.1 Measured

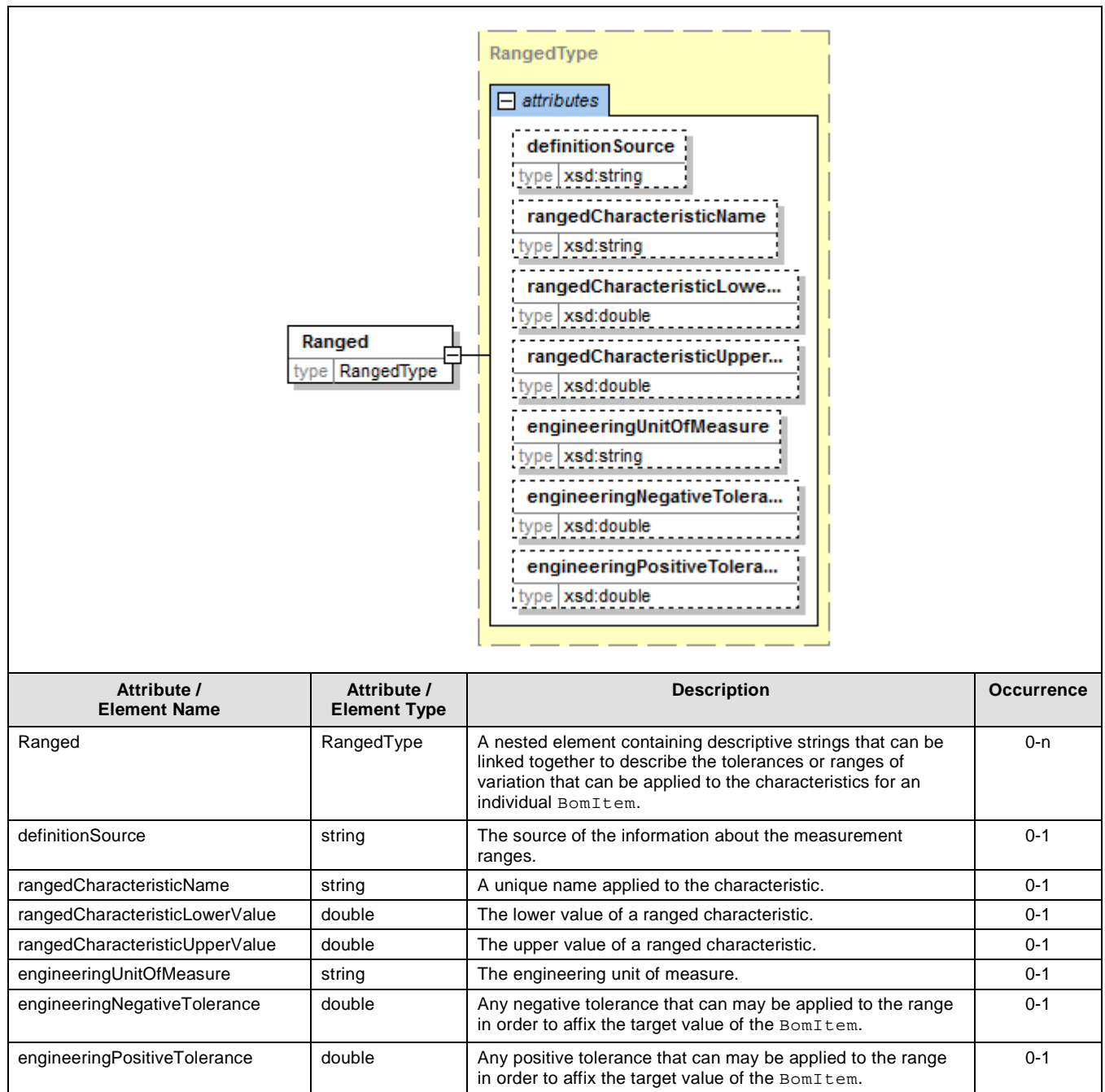
The **Measured** elements are those properties that when linked together describe the measurable characteristics for an individual **BomItem**. These characteristics provide the nominal value and also include the tolerances on the measurement.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Measured	MeasuredType	A nested element containing descriptive strings that can be linked together to describe the measurable characteristics for an individual BomItem .	0-n
definitionSource	string	The source of the information about the measurements.	0-1
measuredCharacteristicName	string	A unique name applied to the characteristic (e.g., capacitance)	0-1
measuredCharacteristicValue	double	The value of the measured property at its nominal or target value.	0-1
engineeringUnitOfMeasure	string	The engineering unit of measure.	0-1
engineeringNegativeTolerance	double	The negative tolerance on the value identified.	0-1
engineeringPositiveTolerance	double	The positive tolerance on the value identified.	0-1

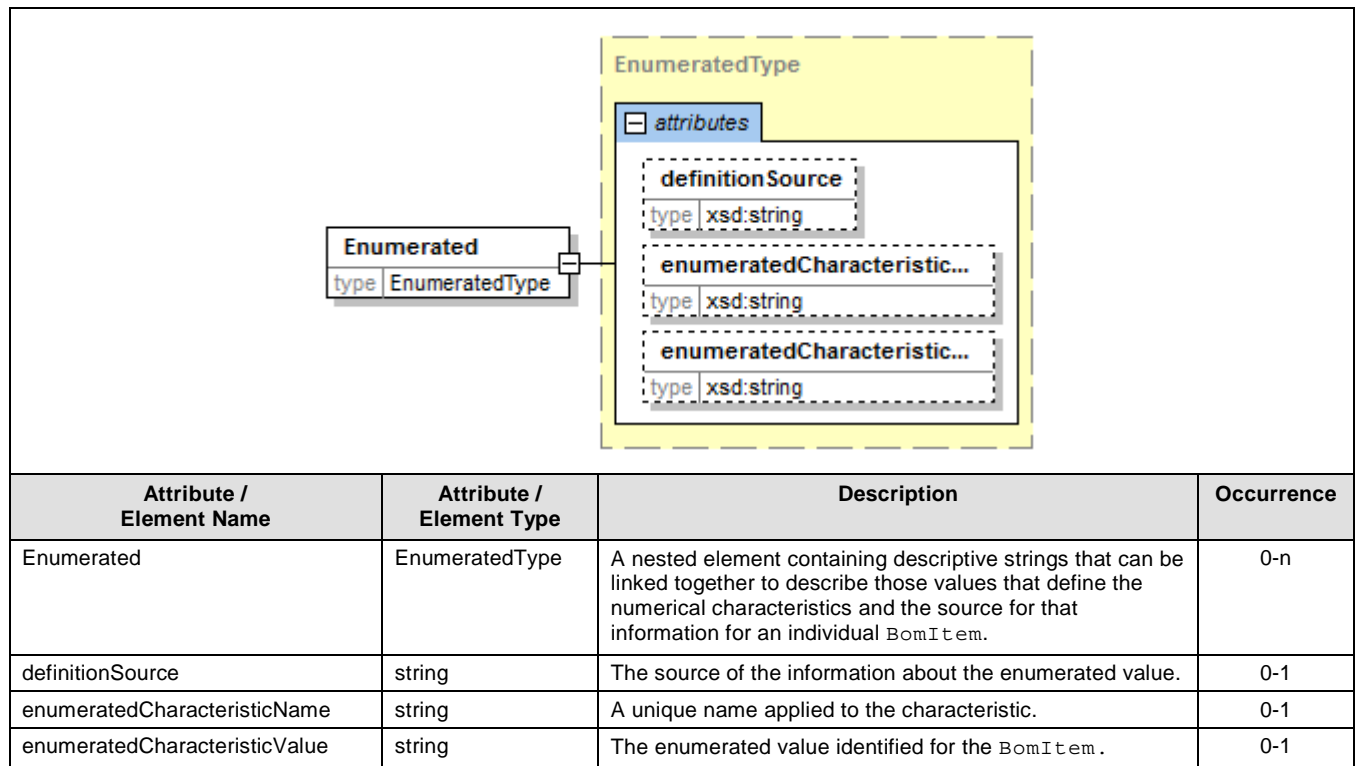
7.2.2.2 Ranged

The **Ranged** elements are those properties that when linked together describe the ranges that a **BomItem** must meet. These range characteristics include the upper and lower limit of the range as well as the tolerances on the measurement. These values are compared against those that have been measured to ascertain that the **BomItem** is within specifications.



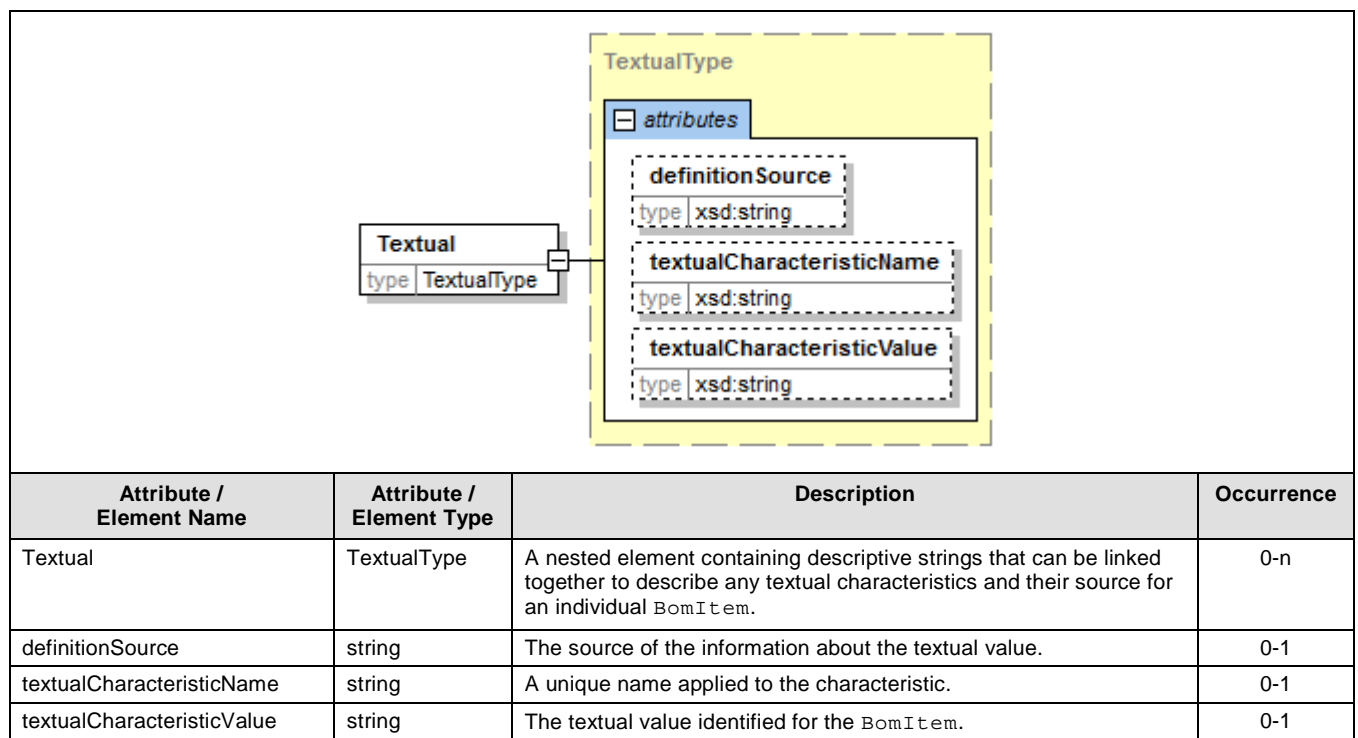
7.2.2.3 Enumerated

The **Enumerated** elements are those properties that, when linked together, describe the enumerated value of a **BomItem** as well as the source of that information.



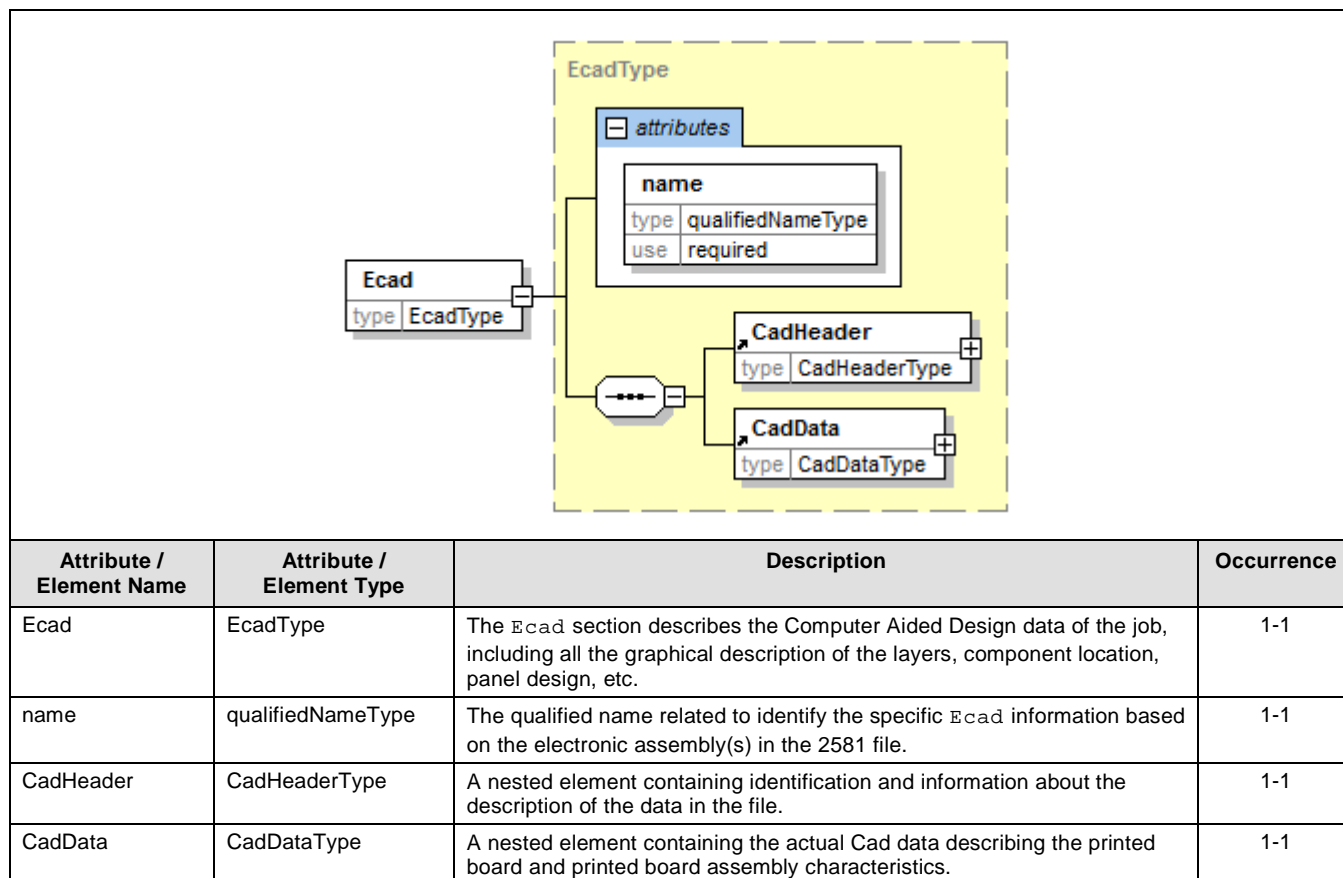
7.2.2.4 Textual

The **Textual** elements are those properties that when linked together describe the textual value of a *BomItem* as well as the source of that information.



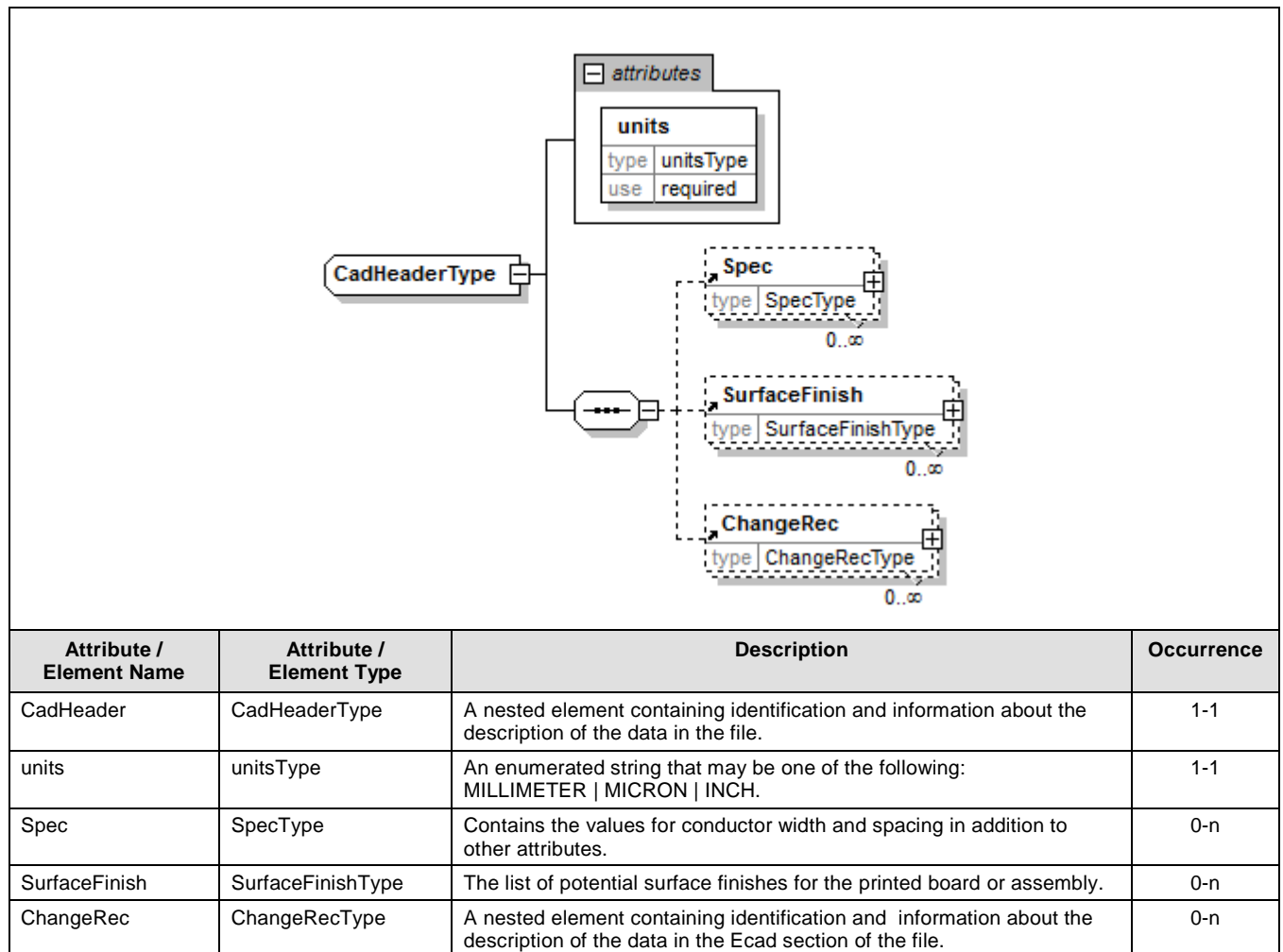
8 ELECTRONIC COMPUTER AIDED DESIGN (ECAD)

The `Ecad` section describes the Computer Aided Design data of the job, including all the graphical description of the layers, component location, panel design, etc. In most cases, the `Ecad` section is by far the largest body of data inside the 2581 file. To understand how the `Ecad` section is organized, it is important to be familiar with the `Layers` and `Step` elements.



8.1 CadHeader

The `CadHeader` element is mandatory. Inside the `CadHeader` there are general attributes that describe the printed board, characteristics of the assembly, tooling, or documentation as defined by the `CadData`. The `Spec` element helps to define special instructions, tolerances, location where these apply, or any other comments that relate to the `CadData`. Dimensions are defined by the units attribute and may be in imperial (inch) or metric (mm or μm) units. Once defined the unit descriptions apply to all `ecad` data. Any feature imported from any dictionary file **shall** be configured in the same units as defined by the `Ecad` units attribute.



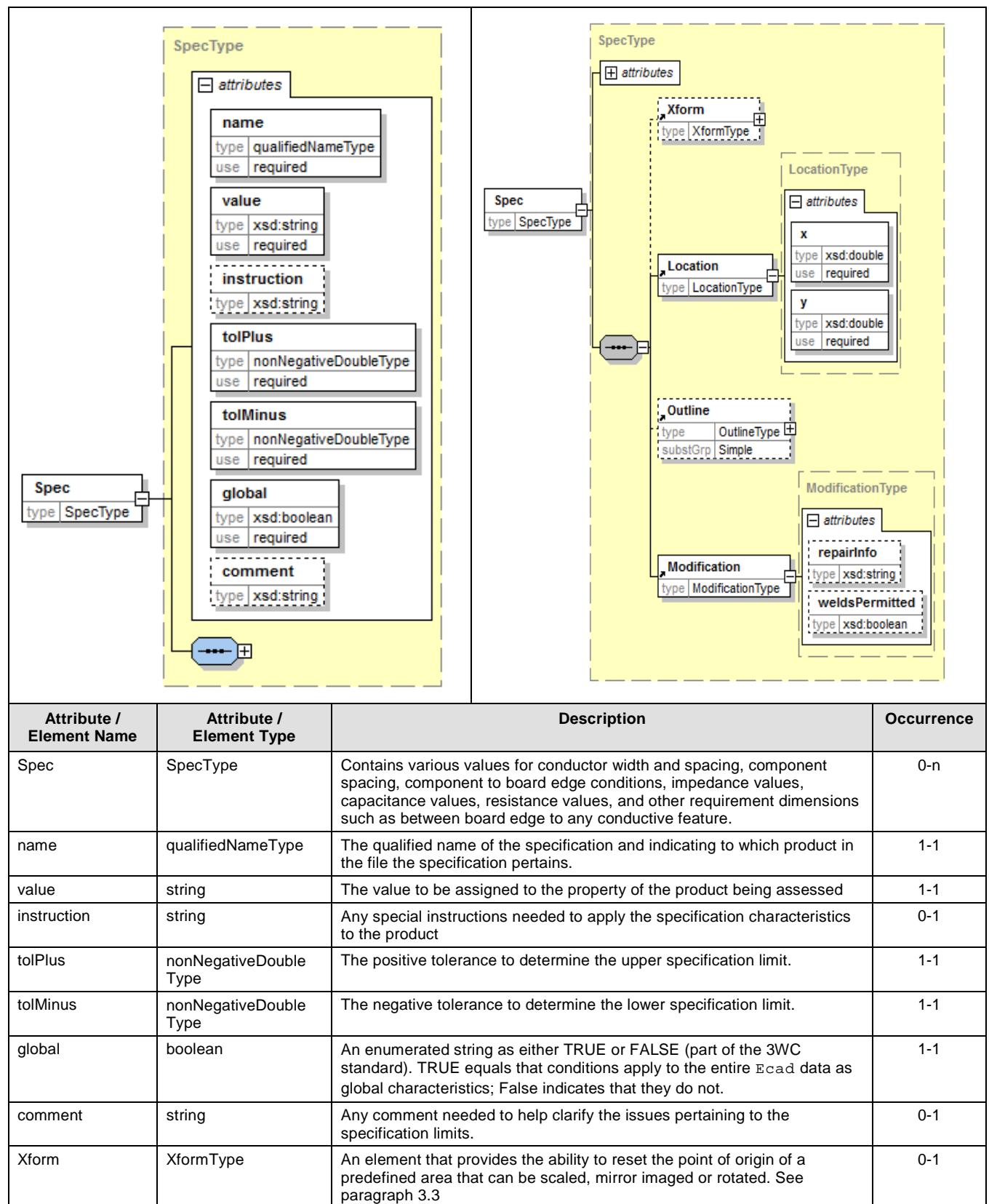
8.1.1 Spec

The `Spec` element contains various values for:

- width, spacing, component spacing, component to edge, etc.
- impedance, capacitance and resistance values.
- dimensions between edge/feature/hole to edge/feature/hole.

An optional `comment` can point to a `Spec` and version. An optional `instruction` can explain the measurement method, net and pin names or the type of elements between which the measurement has to be taken.

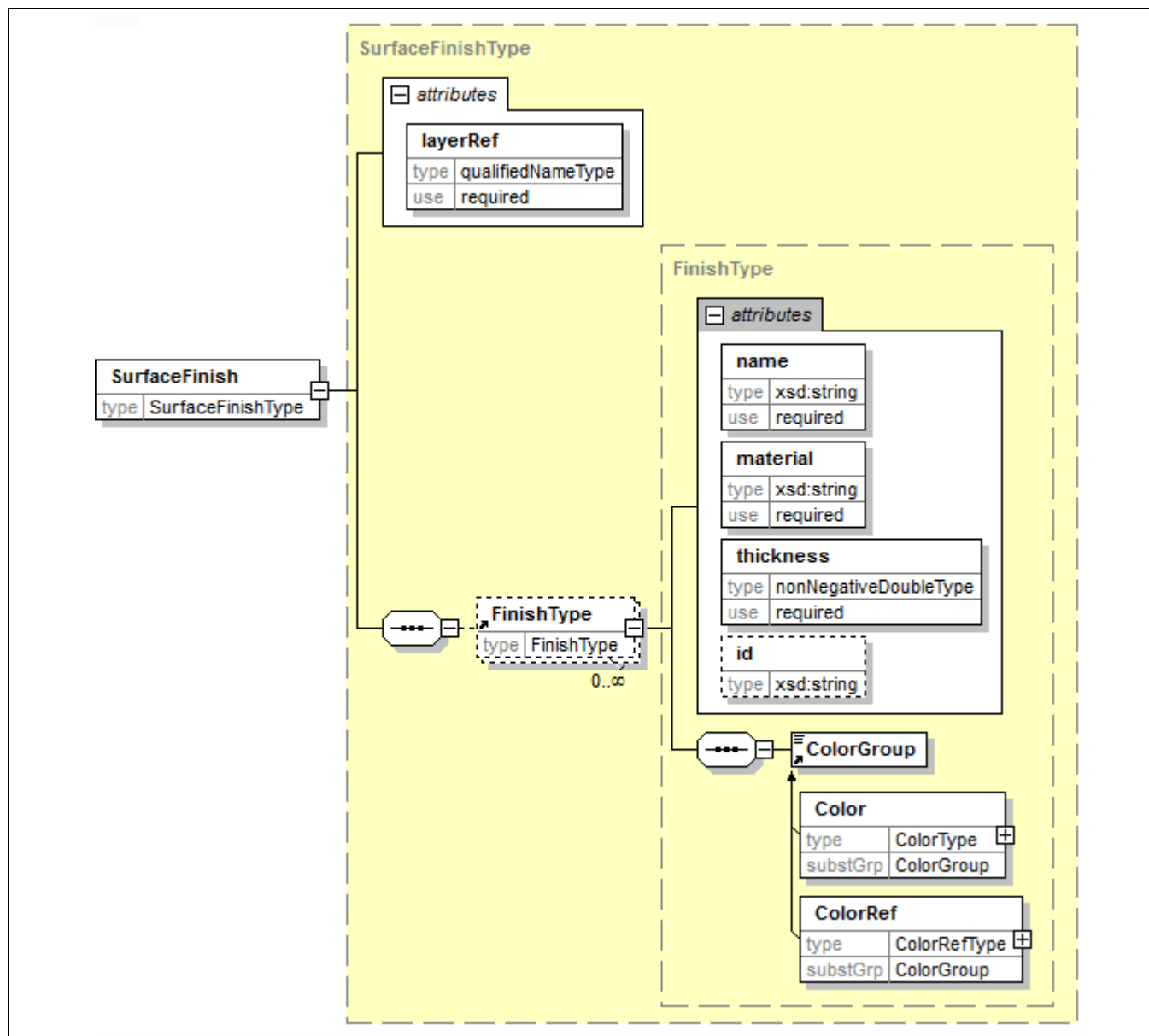
Up to two sub-elements describe the `Location` of the `Spec` measurement.



Location	LocationType	The image defined by <code>Outline</code> or a pre-defined image is located to identify where the specification applies. The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The x coordinate of the location to which the specification applies	1-1
y	double	The y coordinate of the location to which the specification applies	1-1
Outline	OutlineType	A nested element containing a specific area(s) to which the specification(s). The <code>Outline</code> is a closed polygon configuration	0-1
Polygon	PolygonType	The standard description for the <code>Polygon</code> characteristic must be a closed shape. The point of origin of the shape is identified as the 0:0 coordinate. The element includes the start of the polygon definition (<code>PolyBegin</code>) and the appropriate number of <code>PolyStep</code> 's to complete the closed shape. The <code>lineWidth</code> is through the <code>LineDesc</code> substitution group or defined at a time when the <code>Polygon</code> is instantiated.	0-n
PolyBegin	PolyBeginType	The <code>PolyBegin</code> element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon line.	1-1
y	double	The Y starting point of the first polygon line.	1-1
PolyStep	ABSTRACT	The <code>PolyStep</code> element is a substitution group that defines a circular (<code>PolyStepCurve</code>) or straight line (<code>PolyStepSegment</code>) continuation of the polygon. The <code>polystep</code> direction may be clockwise or counterclockwise which must be consistent when any <code>Arc</code> description is used as one of the <code>PolyStep</code> elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the <code>PolyBegin</code> element to signify that the shape is closed.	1-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of the <code>Line</code> by reference to a predefined <code>LineDesc</code> or specified when the <code>Outline</code> is instantiated.	1-1
Modification	ModificationType	An element that defines the acceptable modifications that may be accomplished to the final physical product.	0-n
repairInfo	string	Information on the type of repairs permitted to the printed board.	0-1
weldsPermitted	boolean	An enumerated string that defines whether welds are permitted and may be one of the following YES; NO; or UNKNOWN.	0-1

8.1.2 SurfaceFinish

The `SurfaceFinish` element contains a list of potential surface finish choices and a name of a layer to which the finishes pertains. Location attributes can also be referenced by the name of the attribute to where the finish needs to be applied. These are usually in the form of polygons, each having an attribute that points to the right finish type by its `id`.

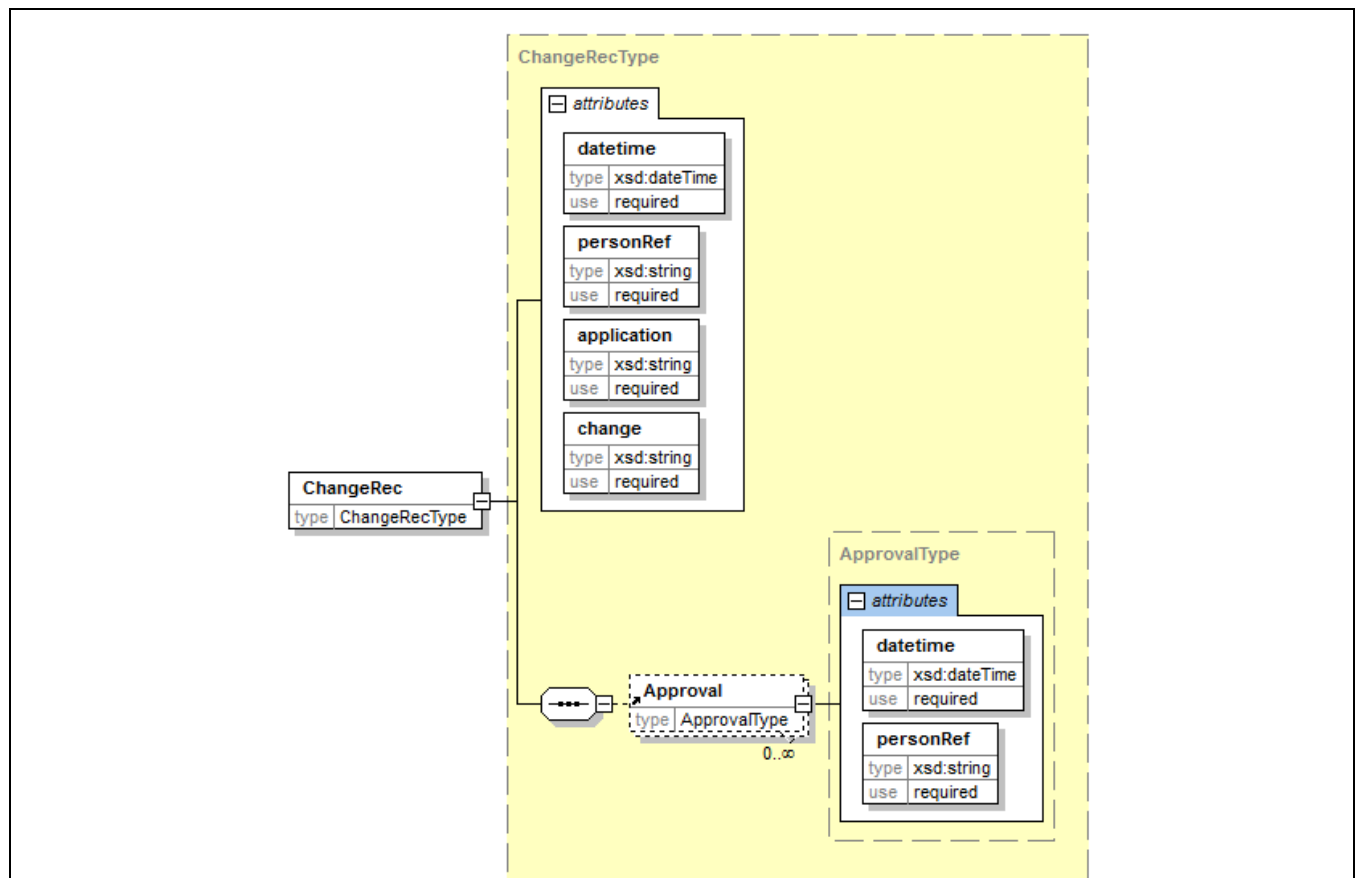


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
SurfaceFinish	SurfaceFinishType	The list of potential surface finishes for the printed board.	0-1
layerRef	qualifiedNameType	A reference to the layer element identified by the layer "Name" to which the surface finish applies.	1-1
FinishType	FinishType	A nested element that describes the surface finish type.	0-n
name	string	The name of the surface finish.	1-1
material	string	The material designation or reference to a specification.	1-1

thickness	nonNegativeDouble Type	The maximum thickness that the surface finish needs to be after final application.	1-1
id	string	A special "id" given to the surface finish to allow it to be selectively applied to a location on a specific layer.	0-1
ColorGroup	ABSTRACT	An element that is a substitution group which can be used to define a particular <code>Color</code> for the surface finish, either in the body of the file or by reference to a predefined <code>Color</code> contained in <code>DictionaryColor</code> .	0-1

8.1.3 ChangeRec

The `ChangeRec` element contains the `ChangeRec` elements specifying deviations requested by the manufacturer and approved by the customer (OEM, EMS, other).



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
ChangeRec	ChangeRecType	A nested element containing identification and information about the description of the data in the Ecad section of the file.	0-n
datetime	dateTime	The standard date and time indication of the change request.	1-1
personRef	string	The name of the person to whom the request was made.	1-1
application	string	The effectivity of the change and exactly where the change was to be made.	1-1
change	string	A detailed description of the change, including a reference to a URL if graphic descriptions are involved.	1-1
Approval	ApprovalType	A nested element that signifies who approved the suggested change submitted by the design, fabrication, assembly or test operation.	0-n

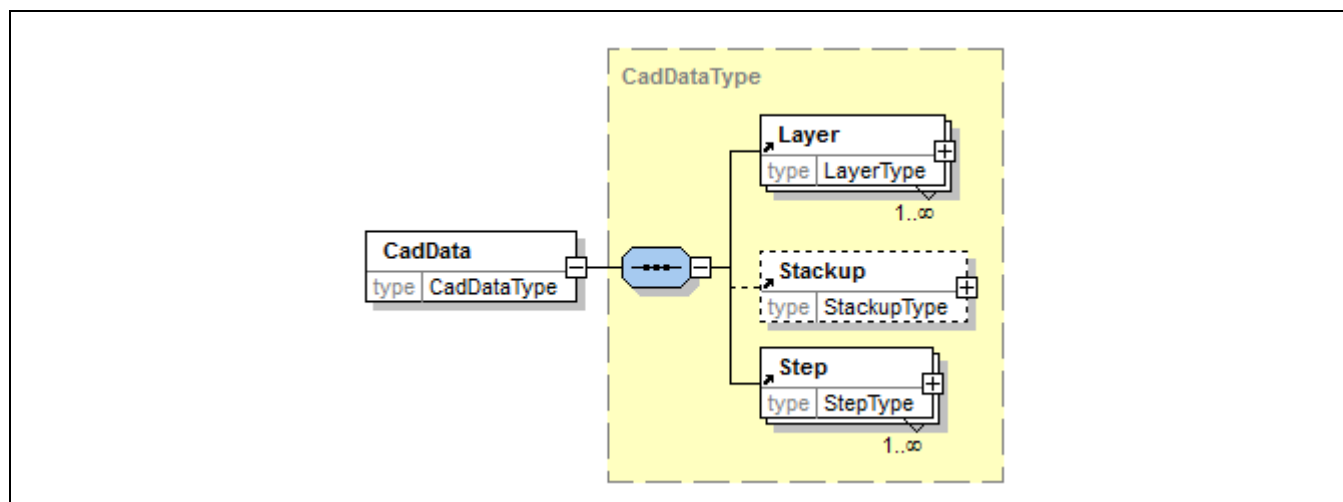
datetime	dateTime	The standard date and time indication of the change approval.	1-1
personRef	string	The name of the person who approved the change request.	1-1

8.2 CadData

The `CadData` element is the three-dimensional structure of the design that is retrieved from the `Cad` system as a group of layers. The information is contained in the `Layer` elements. The layers are listed in the correct order inside `CadData` and are grouped by `name`, `context` and `layerFunction`.

Layers are also identified by `name`, `context`, `type`, `side`, `polarity`, `span`, and `DrillToolList` that define each layer. CAD data layers are required in 2581 to successfully hold ECAD layout information. These layers are not necessarily physical layers, but the myriad of layers that can be represented in the `Ecad` data but not actually fabricated into the bare board.

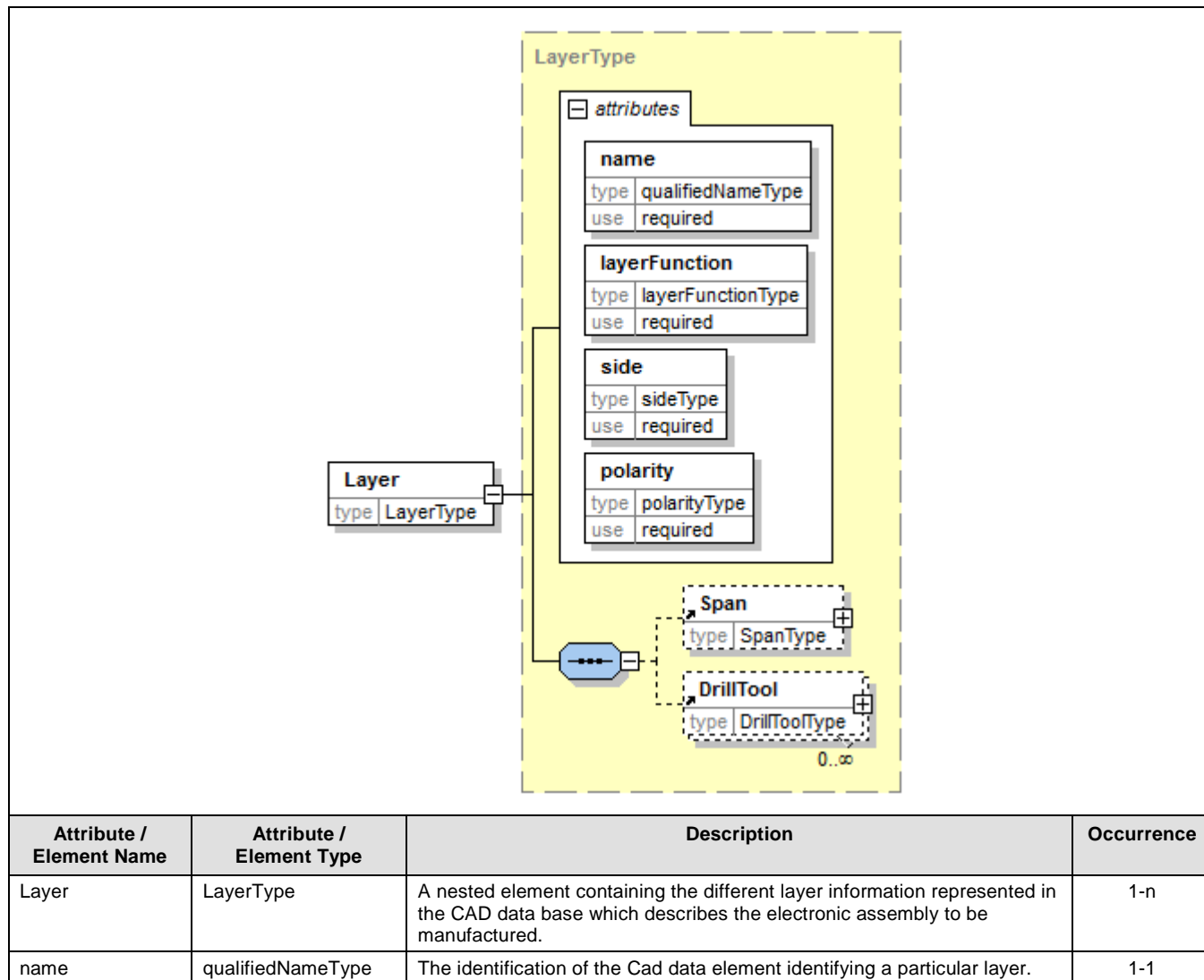
Layers, as the name implies, are sheets of two-dimensional data which, when laid on top of each other, create the Printed Circuit Assembly (unpopulated PCB and components or other related information). Some layers are physical layers that are laminated together to form the board. Other layers represent masks, films or phototools used to expose the board in a process that applies materials selectively on the outer layers of the boards. Some layers contain only drawings and annotations, which are not put physically on the board but can be used to further define it. These layers are organized in the IPC-2581 file by their specific type.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
CadData	CadDataType	A nested element containing the actual Cad data describing the printed board and printed board assembly characteristics.	1-1
Layer	LayerType	A nested element containing the different layer information represented in the CAD data base which describes the electronic assembly to be manufactured.	1-n
Stackup	StackupType	A nested element containing the construction information for the printed board.	0-1
Step	StepType	The <code>Step</code> element consists of multiple sub-elements each intended to help describe the different steps needed in the board fabrication, or assembling the electronic product.	1-n

8.2.1 Layer

The `Layer` element describes the characteristics of specific layers. The layers may be for the board or the assembly and may be individual characterization or those of the board fabrication panel and the arrangement of boards in the assembly pallet. There are also documentation, tooling and miscellaneous layers. The `layerFunction` helps to identify the purpose of the layer.



layerFunction	layerFunctionType	<p>The type of layer and its main use as established by the following:</p> <p>For MATERIAL use: COATINGCOND COATINGNONCOND DIELBASE DIELCORE DIELPREG DIELADHV SOLDERBUMP RESISTIVE CAPACITIVE EMBEDDED_COMPONENT SOLDERPASTE CONDFOIL CONDFILM</p> <p>For BOARD use: LEGEND SOLDERMASK CONDUCTOR PLANE SIGNAL MIXED PASTEMASK EMBEDDED_COMPONENT DRILL ROUTE CONDUCTIVE_ADHESIVE</p> <p>For PROCESS use: GLUE SOLDERBUMP HOLEFILL PROBE REWORK FIXTURE COATINGCOND COATINGNONCOND ASSEMBLY SILKSCREEN</p> <p>For DOCUMENTATION use: COURTYARD GRAPHIC DOCUMENT LANDPATTERN COMPONENT_TOP COMPONENT_BOTTOM BOARD_OUTLINE OTHER</p>	1-1
side	sideType	A fixed field parameter that defines the side of the layer. The fixed attribute is one of the following TOP BOTTOM BOTH INTERNAL ALL NONE	1-1
polarity	polarityType	Applies for layers of type signal, power/ground or mixed. In such layers, positive means that the layer features represent copper. NEGATIVE means that the layer features represent laminate. For example, on a negative power/ground layer, features represent clearances. All other layers should be defined as positive. POSITIVE is the default.	1-1
Span	SpanType	A nested element where the field may be added to layers of type drill and route that are either buried or blind. In such a case, it represents the start and end board layers between which drilling/routing is done. If the drill layer is going through the board, it is required not to include a span subsection.	0-1
DrillTool	DrillToolType	A nested element containing drill tool and tolerance data.	0-n

There is a close relationship between the `Layer` and `Step` elements of the 2581 format. The correlation exists between the `Step` elements and attributes and the `layerFunction` attribute of the particular layer.

In general, the `Step` elements and their respective attributes have a significant purpose. Since there may be many steps in a 2581 file, users usually identify the `step name` attribute as a method to group steps that relate to a particular purpose. The following are the recommended organizational structures:

BOARD for all the ‘important’ steps representing the graphics of the board itself.

BOARDPANEL for all the ‘important’ steps representing the graphics of the board panel itself.

ASSEMBLY for all the ‘important’ steps representing the graphics of the assembly itself.

ASSEMBLYPALLET for all the ‘important’ steps representing the graphics of the assembly pallet itself.

DOCUMENTATION for all the ‘important’ steps representing the documentation of the board or the assembly.

TOOLING for all the ‘important’ steps representing the tooling used on the board or the assembly.

COUPON for test coupons that are embedded in the design of the board or assembly.

MISCELLANEOUS, for all the remaining steps that do not have a home in any of the other context identification.

The purpose of a group of step elements should relate to the layer descriptions which are identified by their attributes that include the mandatory requirements of name, layerFunction, side, and polarity. Due to the layerRef attributes of several `Step` elements, the recommendations shown in Table 5 apply to good file management. Table 5 shows all possible combinations of the layerFunction attributes and

their potential characteristics. Table 5-1 indicates the recommendations of layer attributes to the Step elements that are intended to describe the board or board panel. Table 5-2 shows the recommendations related to assembly and assembly pallet. Table 5-3 shows the recommendations related to the coupon step elements. Step documentation, tooling, and miscellaneous element recommendations are shown in Table 5-4.

Table 5 Step Elements to Layer Attribute Recommendations

Step elements that describe:	Layer Attributes				
	name	layerFunction		side letters for reference only	Polarity numbers for reference only
All Possible Combinations	A unique name in a 2581 file	MATERIAL	COATINGCOND COATINGNONCOND DIELBASE DIELCORE DIELPREG DIELADHV SOLDERBUMP RESISTIVE CAPACITIVE EMBEDDED_COMPONENT SOLDERPASTE CONDFOIL CONDFILM	A_TOP B_BOTTOM C_BOTH D_INTERNAL E_ALL F_OTHER	1-POSITIVE 2 NEGATIVE
		BOARD	LEGEND SOLDERMASK CONDUCTOR PLANE SIGNAL MIXED PASTEMASK EMBEDDED_COMPONENT DRILL ROUTE CONDUCTIVE_ADHESIVE.	A_TOP B_BOTTOM C_BOTH D_INTERNAL E_ALL F_OTHER	1- POSITIVE 2-NEGATIVE
		PROCESS	GLUE SOLDERBUMP HOLEFILL PROBE REWORK FIXTURE COATINGCOND COATINGNONCOND ASSEMBLY SILKSCREEN	A_TOP B_BOTTOM C_BOTH D_INTERNAL E_ALL F_OTHER	1- POSITIVE 2-NEGATIVE
		DOCUMENTATION	COURTYARD GRAPHIC DOCUMENT LANDPATTERN COMPONENT_TOP COMPONENT_BOTTOM BOARD_OUTLINE OTHER	A_TOP B_BOTTOM C_BOTH D_INTERNAL E_ALL F_OTHER	1- POSITIVE 2-NEGATIVE

Table 5-1 Step Elements to Layer Attribute Recommendations for Board or Board Panel

Step elements that describe:	Layer Attributes				
	name	layerFunction		side letters for reference only	Polarity numbers for reference only
BOARD AND BOARD PANEL	A unique name in a 2581 file	MATERIAL	COATINGCOND	A B C D E	1
			COATINGNONCOND	A B C D E	1 2
			DIELBASE	A B C D	1 2
			DIELCORE	A B C D	1 2
			DIELPREG	D	1 2
			DIELADHV	A B C D	1
			SOLDERBUMP	A B C D	1 2
			RESISTIVE	D	1 2
			CAPACITIVE	D	1 2
			EMBEDDED_COMPONENT	D	1
			SOLDERPASTE	A B	1
			CONDFOIL	A B C D E	1 2
			CONDFILM	A B C D E	1 2
		BOARD	LEGEND.	A B C D	1 2
			SOLDERMASK	A B C	1 2
			CONDUCTOR	A B C D	1 2
			PLANE	A B C D	1 2
			SIGNAL	A B C D	1 2
			MIXED	A B C D	1 2
			PASTEMASK	A B C	1 2
			EMBEDDED_COMPONENT	D	1
			DRILL	A B C D E	1
			ROUTE	A B C D E	1 2
			CONDUCTIVE_ADHESIVE	A B C D	1
		PROCESS	GLUE	A B	1
			SOLDERBUMP	A B	1
			HOLEFILL	A B C	1
			PROBE	A B C	1
			REWORK	F	1
			FIXTURE	F	1
			COATINGCOND	A B C D E	1
			COATINGNONCOND	A B C D E	1 2
			ASSEMBLY	F	1
			SILKSCREEN	F	1 2
		DOCUMENTATION	COURTYARD	F	1
			GRAPHIC	A B C D E	1 2
			DOCUMENT	A B C D E	1
			LANDPATTERN	A B C D E	1
			COMPONENT_TOP	A	1
			COMPONENT_BOTTOM	B	1
			BOARD_OUTLINE	A B C D E	1
			OTHER	A B C D E	1

Table 5-2 Step Elements to Layer Attribute Recommendations for Assembly and AssemblyPallet

Step elements that describe:	Layer Attributes				
	name	layerFunction		Side letters for reference only	Polarity numbers for reference only
ASSEMBLY AND ASSEMBLY PALLET	A unique name in a 2581 file	MATERIAL	COATINGCONDMAT	A B C E	1
			COATINGNONCONDMAT	A B C E	1
			DIELADHV	A B C	1
			SOLDERBUMP	A B	1
			RESISTIVE	A B C	1
			CAPACITIVE	A B C	1
			SOLDERPASTE	A B C	1
		BOARD	PASTEMASK	A B C	1 2
			EMBEDDED COMPONENT	A B C	1 2
			CONDUCTIVE_ADHESIVE	A B C	1
			CONDUCTOR	A B C	1 2
			PLANE	A B C D	1 2
			SIGNAL	A B C D	1 2
			MIXED	A B C D	1 2
		PROCESS	GLUE	A B	1 2
			SOLDERBUMP	A B	1 2
			PROBE	A B C	1 2
			REWORK	F	1
			FIXTURE	F	1
			COATINGNONCOND	A B C D E	1 2
			ASSEMBLY.	A B C D E	1 2
		DOCUMENTATION	COURTYARD	A B C	1
			GRAPHIC	A B C D E	1 2
			DOCUMENT	A B C D E	1
			COMPONENT_TOP	A	1
			COMPONENT_BOTTOM	B	1
			BOARD_OUTLINE	C	1
			OTHER	A B C D E	1

Table 5-3 Step Element to Layer Attribute Recommendations for Coupon

Step elements that describe:	Layer Attributes				
	name	layerFunction		Side letters for reference only	Polarity numbers for reference only
COUPON	A unique name in a 2581 file	MATERIAL	COATINGCOND	A B C D E	1
			COATINGNONCOND	A B C D E	1 2
			DIELBASE	A B C D	1 2
			DIELCORE	A B C D	1 2
			DIELPREG	D	1 2
			DIELADHV	A B C D	1
			RESISTIVE	D	1 2
			CAPACITIVE	D	1 2
			CONDFOIL	A B C D E	1 2
			CONDFILM	A B C D E	1 2
			EMBEDDED_COMPONENT	D	1 2
		BOARD	LEGEND	A B C D	1 2
			SOLDERMASK	A B C	1 2
			CONDUCTOR	A B C D	1 2
			PLANE	A B C D	1 2
			SIGNAL	A B C D	1 2
			MIXED	A B C D	1 2
			EMBEDDED_COMPONENT	D	1
			DRILL	A B C D E	1
			ROUTE	A B C D E	1 2
		PROCESS	GLUE	A B	1
			SOLDERBUMP	A B	1
			HOLEFILL	A B C	1
			PROBE	A B C	1
			REWORK	F	1
			FIXTURE	F	1
			COATINGCOND	A B C D E	1
			COATINGNONCOND	A B C D E	1 2
			ASSEMBLY	F	1
		DOCUMENTATION	COURTYARD	F	1
			GRAPHIC	A B C D E	1 2
			DOCUMENT	A B C D E	1
			LANDPATTERN	A B C D E	1
			COMPONENT_TOP	A	1
			COMPONENT_BOTTOM	B	1
			BOARD_OUTLINE	E	1
			OTHER	A B C D E	1

Table 5-4 Step Purpose to Layer Restrictions for Documentation, Tooling and Miscellaneous

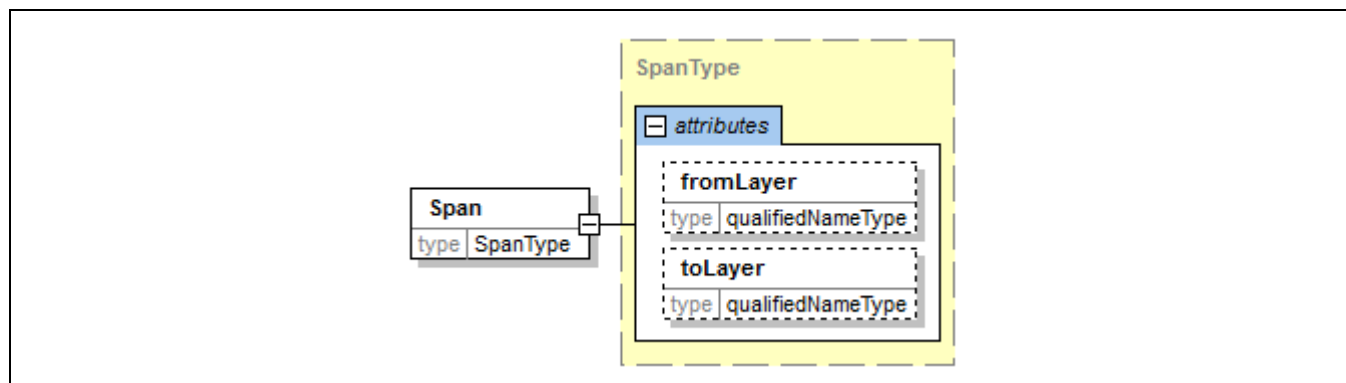
Step elements that describe:	Layer Attributes				
	name	layerFunction		Side letters for reference only	Polarity numbers for reference only
DOCUMENTATION	A unique name in a 2581 file	DOCUMENTATION	COURTYARD	A B C	1
			GRAPHIC	A B C D E	1 2
			DOCUMENT	A B C D E	1
			COMPONENT_TOP	A	1
			COMPONENT_BOTTOM	B	1
			BOARD_OUTLINE	E	1
			OTHER	A B C D E	1
TOOLING	A unique name in a 2581 file	PROCESS	GLUE	A B C	1 2
			SOLDERBUMP	A B	1 2
			PROBE	A B	1
			REWORK	A B C	1
			FIXTURE	F	1 2
			COATINGNONCOND	A B	1
MISCELLANEOUS	A unique name in a 2581 file	DOCUMENTATION	OTHER	A B C D E F	1

When combining steps that describe BOARD and COUPON information on the same PANEL, the layer construction **shall** be identical between those elements being instantiated on the same panel. They also refer to the layering so that it is consistent such that the top layer is identical for all steps referenced in the panel construction.

The viewer should always display the graphical features but store the layer polarity as an attribute.

8.2.1.1 Span

The *Span* element is relevant only for layers of type drill (holes drilled in the board) and rout (final cut around the outline of the board). The *span* defines the layers through which the drill/rout is done. *Span* **shall not** be used for holes that are drilled through the entire board; The *Span* element is used to define drilling for board construction subsets, or sequential lamination processes.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Span	SpanType	A nested element where the field may be added to layers of type drill and route that are either buried or blind. In such a case, it represents the start and end board layers between which drilling/routing is done. If the drill layer is going through the board, it is required not to include a span subsection.	0-1
fromLayer	qualifiedNameType	The identification of the starting layer where the drilling or routing information applies.	0-1
toLayer	qualifiedNameType	The identification of the ending layer where the drilling or routing information applies.	0-1

8.2.1.2 DrillTool

The **DrillTool** is the list of elements and their tolerances used in the drill and rout layers of the final printed board or printed board panel

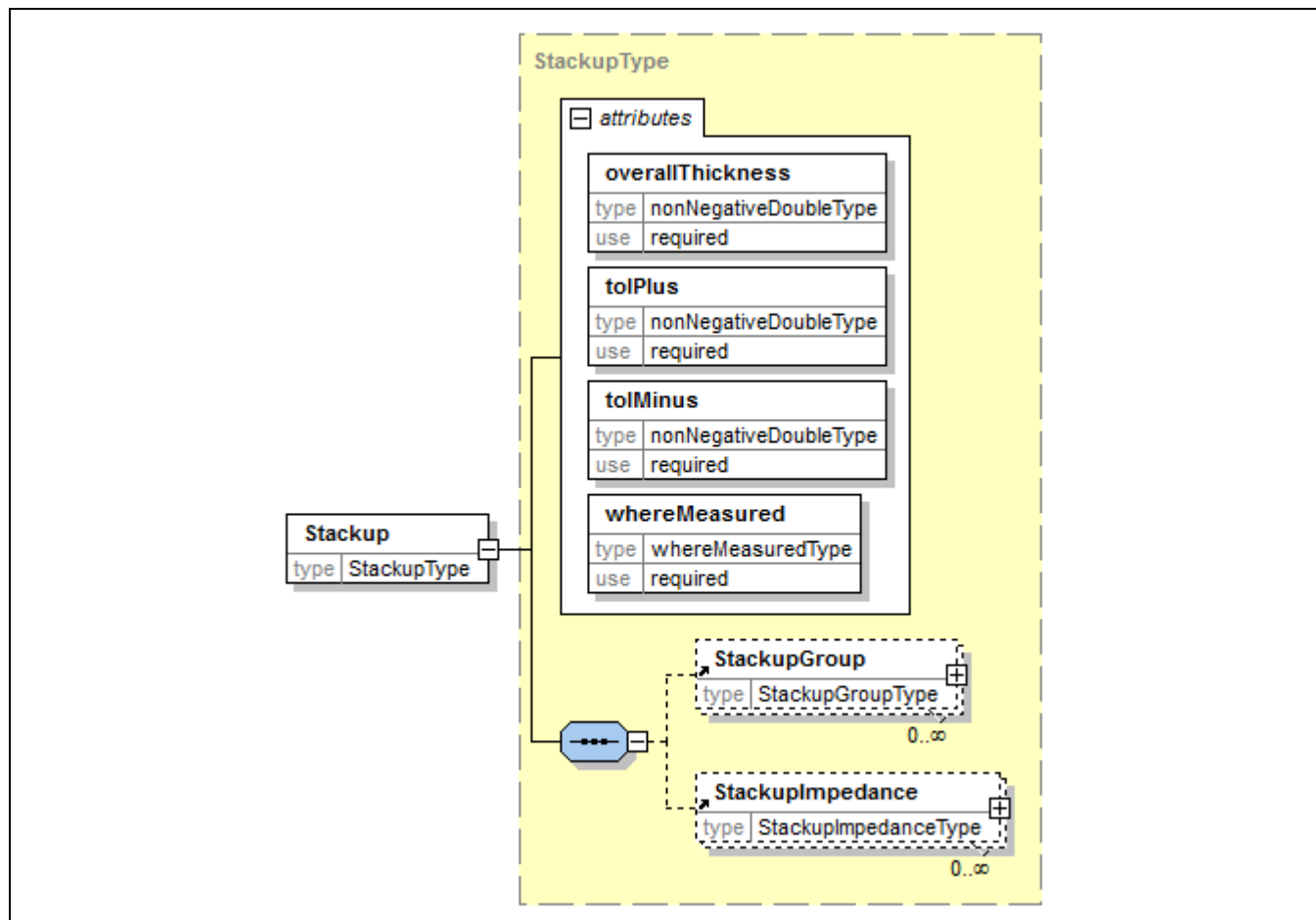
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
DrillTool	DrillToolType	A nested element containing drill tool and tolerance data.	0-n
id	string	A unique identifier assigned by the user to the drill or router bit.	1-1
type	drillType	An enumerated string that defines the type of drill. The applicable names are: CARBIDE ROUTER LASER FLATNOSE EXTENSION.	1-1
tolPlus	nonNegativeDouble Type	The permitted variation on the positive side of the nominal drill size.	1-1
tolMinus	nonNegativeDouble Type	The permitted variation on the negative side of the nominal drill size.	1-1
bitUnit	bitUnitType	The type of identification given to the drill or router bit as to its diameter and is an enumerated string. The applicable names are: FRACTION WIREGAUGE LETTER METRIC.	0-1
finishSize	nonNegativeDouble Type	A numerical range description of the finished hole or routing slot size.	1-1
drillSize	string	The size of the drill or router bit used to produce the holes or routing path. The information may be a drill number, or fraction depending on the size standardization of the fabricator.	1-1

Typically, a hole is drilled through the whole board, thus no `span` is defined. However, in more complex designs, a subset of the layers is drilled separately, and then laminated with the rest of the layers. The drills are then called blind or buried vias. Separate layers will contain the holes of these kinds and the `span` for these layers is set accordingly.

8.2.2 Stackup

The **Stackup** element represents the construction for the printed board. The **Stackup** element consists of several sub-elements that help to define various sections of the construction permitting the

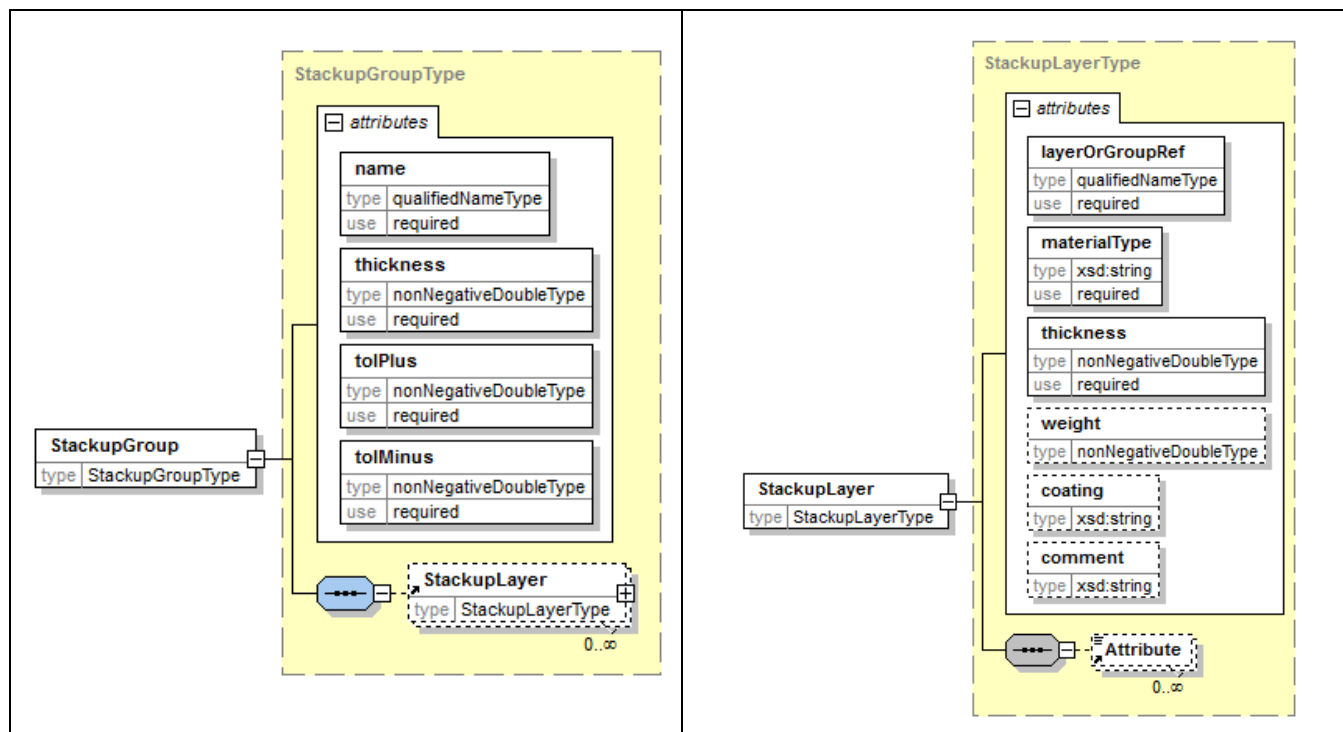
description of core material or prepreg definition. These are accomplished in the `StackupGroup` element.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Stackup	StackupType	A nested element containing the construction information for the printed board.	0-1
overallThickness	nonNegativeDoubleType	Describes the overall nominal thickness of the finished printed board including all plating and coatings.	1-1
tolPlus	nonNegativeDoubleType	The plus tolerance that may be applied to the nominal thickness to set the printed board upper control limit.	1-1
tolMinus	nonNegativeDoubleType	The minus tolerance that may be applied to the nominal thickness to set the printed board lower control limit.	1-1
whereMeasured	whereMeasuredType	An enumerated string that may be one of the following: LAMINATE METAL MASK OTHER that defines the location on the printed board, panel, or assembly where the overall thickness is to be measured.	1-1
StackupGroup	StackupGroupType	A nested element containing in formation of the printed board construction.	0-n
StackupImpedance	StackupImpedanceType	A nested element containing information on those areas that a sensitive to impedance matching and must therefore be controlled to achieve the desired results.	0-n

8.2.2.1 StackupGroup

The `StackupGroup` represents all the layers of the printed board and defines the order of their occurrence in the board construction. Individual layers may be identified as layer pairs. In this manner the user has the ability to define the characterization of the multilayer construction as well as preparing layer prelamination sequences. The order, however, must be in accordance with the description of the final board.



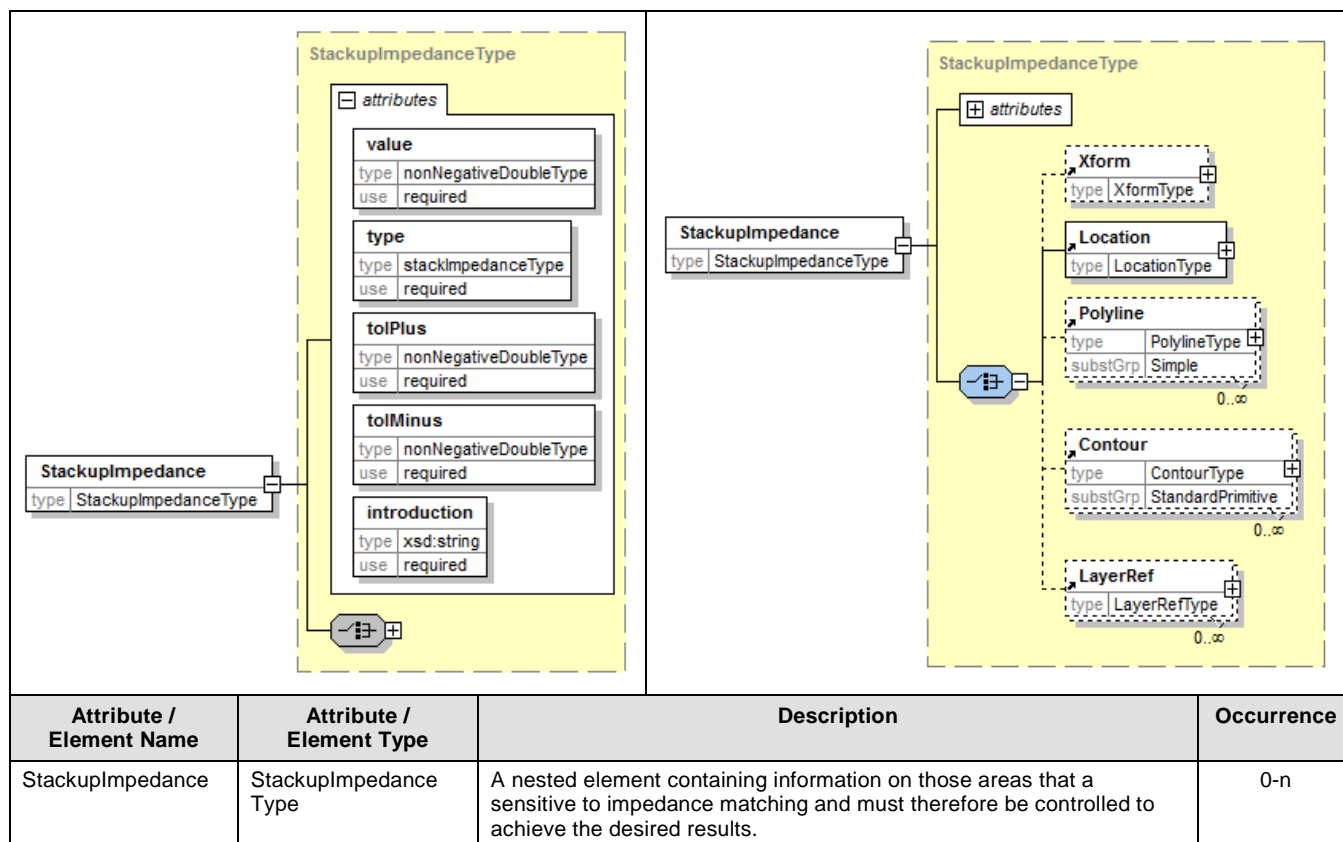
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
StackupGroup	StackupGroupType	A nested element containing in formation of the printed board construction.	0-n
name	qualifiedNameType	A unique name assigned to an individual or group of layers that make up the printed board. The name must be unique so that when a group becomes nested in the over all board it is referenced in the proper order of occurrence in the stackup.	1-1
thickness	nonNegativeDouble Type	The nominal thickness of the stackup group. If the stackup group represent the total board rather than a subset the thickness must match the information provided in the stackup element attributes.	1-1
tolPlus	nonNegativeDouble Type	The plus tolerance that may be applied to the nominal thickness to set the stackupGroup upper control limit.	1-1
tolMinus	nonNegativeDouble Type	The minus tolerance that may be applied to the nominal thickness to set the stackupGroup lower control limit.	1-1
StackupLayer	StackupLayerType	A nested element containing in all the layer formation as to how the printed board is constructed. If layer pairs are produced separately possibly containing buried vias they are defined as a separate group and then positioned in the appropriate order of their occurrence in the stackup. A relationship to the particular BOMItem should be established through use of the appropriate RefDes description provided in bomItem such as DB2 for a dielectric base material type. See Appendix C.	0-n
LayerOrGroupRef	qualifiedNameType	A reference to an individual layer or a group that has been previously identified. A single sheet of copper foil may be a named layer and would thus apply to the group, as would a layer pair of copper clad laminate purchased from a laminator.	1-1

materialType	string	Identification of the material in the stackup. The material may be conductive or nonconductive, film, adhesive, prepreg, copper foil or metal core.	1-1
thickness	nonNegativeDouble Type	The thickness of the particular material being defined. The thickness matches nominal thickness of a predefined StackupGroup.	1-1
weight	nonNegativeDouble Type	An optional attribute mostly used to define starting copper foil or metal cores which are measured in ounces.	0-1
coating	string	An optional attribute used to define special coating used in the stackup, such as adhesives, solder mask or selective conformal coating.	0-1
comment	string	An optional attribute used to provide any special instructions about the layering or stackup of a multilayer single-sided, or double-sided printed board.	0-1
Attribute	string	Additional instructions related to the stackup to provide information on material restrictions or specifications	0-n

8.2.2.2 StackupImpedance

The `StackupImpedance` element defines the circuits that have impedance control requirements. The elements and descriptions define those circuits contained in the design that must meet the requirements of impedance control. These characteristics are a function of the design intent and may not necessarily reflect the final characteristics of the conductor topology or stackup hierarchy identified in Layers and/or Step. The information reflects the original file creation and may be used to verify that the HistoryRecord is intact.

Since the details of the XML description reflects the design requirements the information may only be changed by the file owner.



value	nonNegativeDouble Type	The numeric value in Z ohms trying to be achieved for the circuit that is defined in the StackupImpedance element.	1-1
type	StackImpedanceType	The enumerated string that defines the type as being either MICROSTRIP DIFFERENTIAL_PAIR EMBEDDED_MICROSTRIP EDGE_COUPLED_STRIPLINE DECOUPLED_EMBEDDED_MICROSTRIP RAMBUS COPLANAR_WAVEGUIDE_MICROSTRIP COPLANAR_WAVEGUIDE_STRIPLINE EDGE_COUPLED_COPLANAR_WAVEGUIDE_STRIPLINE EDGE_COUPLED_COPLANAR_WAVEGUIDE_MICROSTRIP NONE that requires the impedance control.	1-1
tolPlus	nonNegativeDouble Type	The plus tolerance on the nominal number established as the value for the impedance circuitry.	1-1
tolMinus	nonNegativeDouble Type	The minus tolerance on the nominal number established as the value for the impedance circuitry.	1-1
introduction	string	The details required to identify the source and receptor of the signals that need the control and whether the construction is a Stripline, Embedded Stripline, microstrip, dual microstrip or some other configuration.	1-1
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined area that can be scaled, mirror imaged or rotated. See paragraph 3.3. The details provide where the impedance is critical	0-1
Location	LocationType	The image defined by Polyline or Contour or a pre-defined image is located to identify where the impedance applies. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate of the location to which the impedance applies	1-1
y	double	The y coordinate of the location to which the impedance applies	1-1
Polyline	PolylineType	A particular conductor that can be defined as a continuous circuit on a particular layer of reference where the conductor width or dielectric separation are part of the impedance calculations. The polyBegin and polyStep attributes are provided.	0-n
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polyline.	1-1
x	double	The X starting point of the first polyline line segment.	1-1
y	double	The Y starting point of the first polyline line segment.	1-1
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross.	2-n
LineDescGroup	ABSTRACT	A substitution group that specifies the LineWidth and LineEnd characteristics of the Line by reference to a predefined LineDesc or specified when the Polyline is instantiated.	1-1
Contour	ContourType	A sequence of connected edges that form a polygon. An edge can be straight or circular.	0-n
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon.	1-1
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1

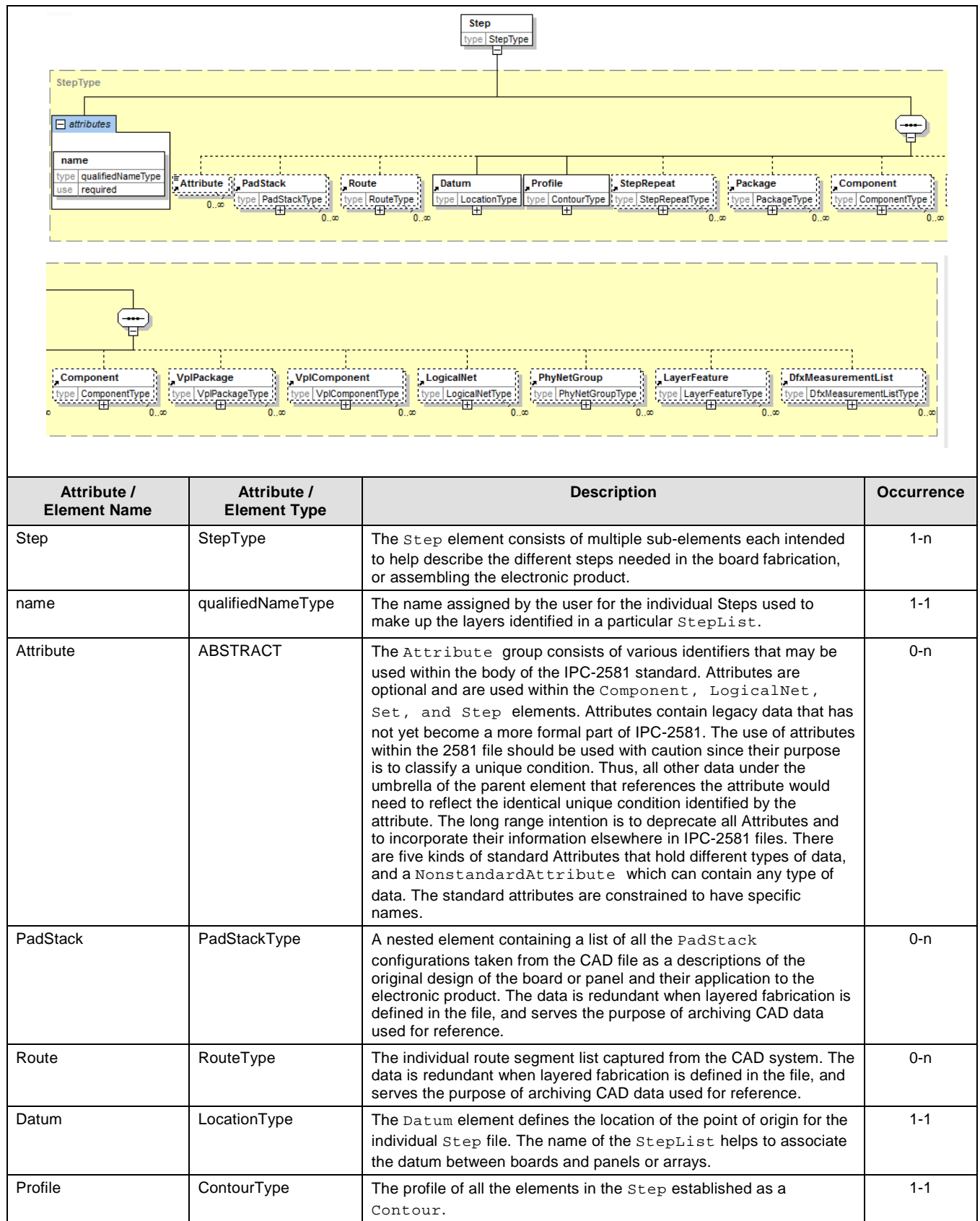
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
Cutout	CutoutType	A polygon closed shape whose edges do not cross, which adopts the coordinates of the original polygon, however represents the absence of material within the original polygon shape.	0-n
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
LayerRef	qualifiedNameType	A reference to the layer being described in the elements.	0-n

8.2.3 Step

The Step element represents a collection of layers, each with a profile that defines its outer shape. The basic step is the Printed Circuit Assembly (PCA), the unpopulated board or other related information (eg., documentation). In manufacturing, this basic step is often step and repeated (nested) inside a larger step (called array, or sub-panel). This array step can be further nested into another step; called a production panel. The Ecad element always contains at least one Step, but may contain several, some basic ones and others nesting previous steps.

The CAD Step tag can be repeated multiple times inside a job to represent several job Steps and their optional panelization. Each Step contains all the relevant information including Datum, Profile, StepRepeat, LayerAttribute, Package, Component, VplComponent, LogicalNet and LayerFeature.

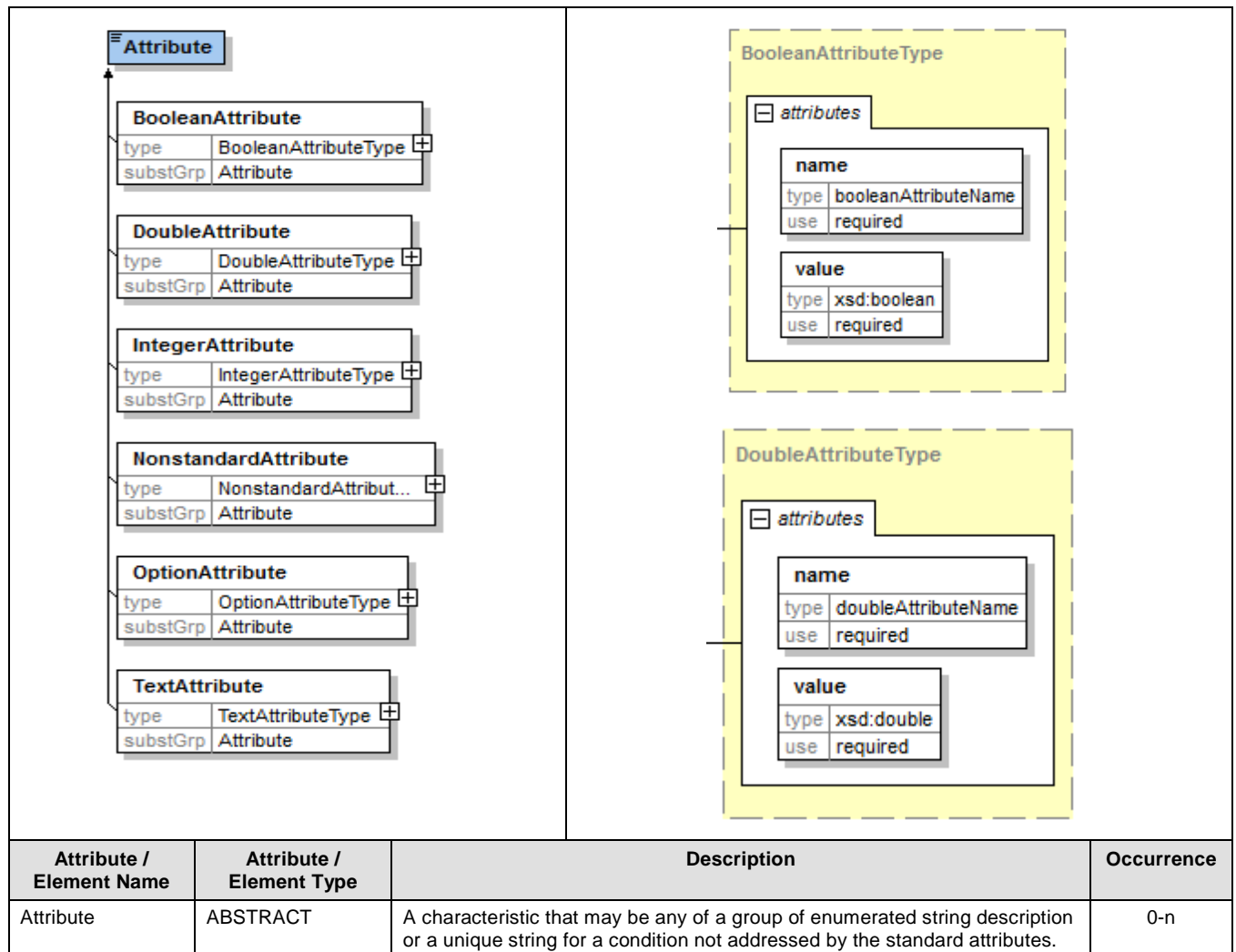
All steps inside an Ecad element share the exact same layer structure, since they are 'cut' from the same basic panel. Each layer, in the list of layers, exists in every step, although in each step it may contain different graphical information or be empty.



StepRepeat	StepRepeatType	A nested element list containing the Step and Repeat 8s that impact the information of the electronic product.	0-n
Package	PackageType	Generic component package descriptions for use by the Step file schemas.	0-n
Component	ComponentType	A nested element list of component descriptions and their application to the electronic product. Each component references a package style from the Package section.	0-n
VplPackage	VplPackageType	A nested element list of package types and CAD library descriptions and their application to the electronic product.	0-n
VplComponent	VplComponentType	A nested element list of component descriptions combined with any External Vendor Parts Library (EVPL) Database. Each component references a package style from the VplPackage section.	0-n
LogicalNet	LogicalNetType	A nested element list of logical net descriptions and their application to the electronic product.	0-n
PhyNetGroup	PhyNetGroupType	A nested element list of physical net descriptions and their application to the electronic product.	0-n
LayerFeature	LayerFeatureType	A nested element list of all the features associated with a specific layer and their application to the electronic product.	0-n
DfxMeasurementList	DfxMeasurementListType	A nested element list of the recommended modifications of the design features, indicating the measurements made of the physical conditions that might be considered as manufacturing improvements.	0-n

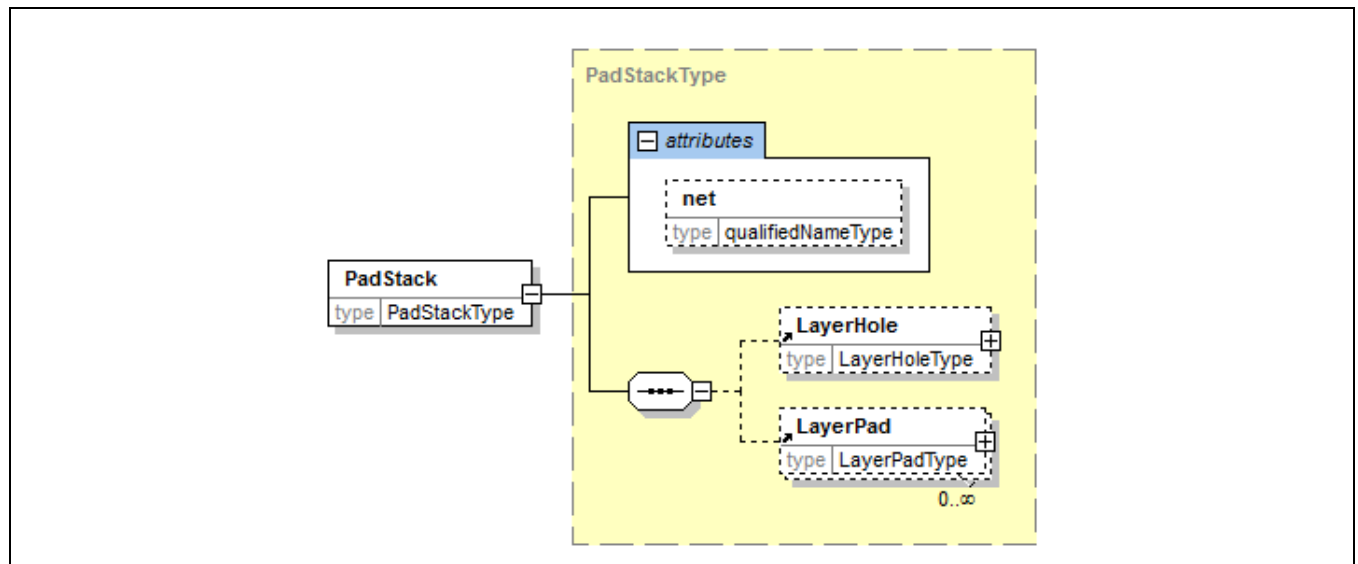
8.2.3.1 Attribute

The `Attribute` group consists of various conditions that may be used in association with the `Step`. There are five kinds of standard `Attribute` that hold different types of data, and a `NonstandardAttribute` which can contain any type of data. The standard attributes are constrained to have specific names. There may be from one to many occurrences each with a unique name within the `Step` named identified file.



8.2.3.2 PadStack

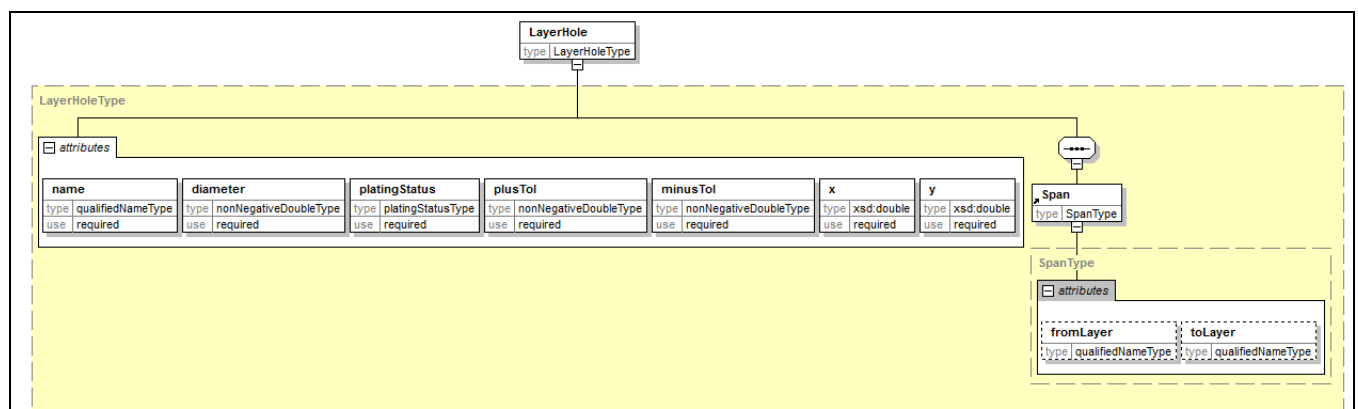
The **PadStack** element consists of multiple padstacks taken from the CAD system and is intended to preserve the data from the layout system. The information noted pertain to the **CadProperty** of which the padstack is a part. The relationship is identified by the **CadProperty** unique name and is the original design file from the CAD system. The data becomes redundant when the individual layered features are defined and is then for reference only.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
PadStack	PadStackType	A nested element containing a list of all the <code>PadStack</code> configurations taken from the CAD file as a descriptions of the original design of the board or panel and their application to the electronic product. The data is redundant when layered fabrication is defined in the file, and therefore is for reference only.	0-n
net	qualifiedNameType	The name attached to the electrical description of the conductive hole pattern.	0-1
LayerHole	layerHoleType	The hole description of the padstack including all its attributes.	0-1
LayerPad	layerPadType	A nested element defining the pad(s) that the hole traverses indicating location and layer reference for different pad sizes.	0-n

8.2.3.2.1 LayerHole

The `LayerHole` element associated with a padstack identifies the distance through which the hole transcends as a span between individual layers.

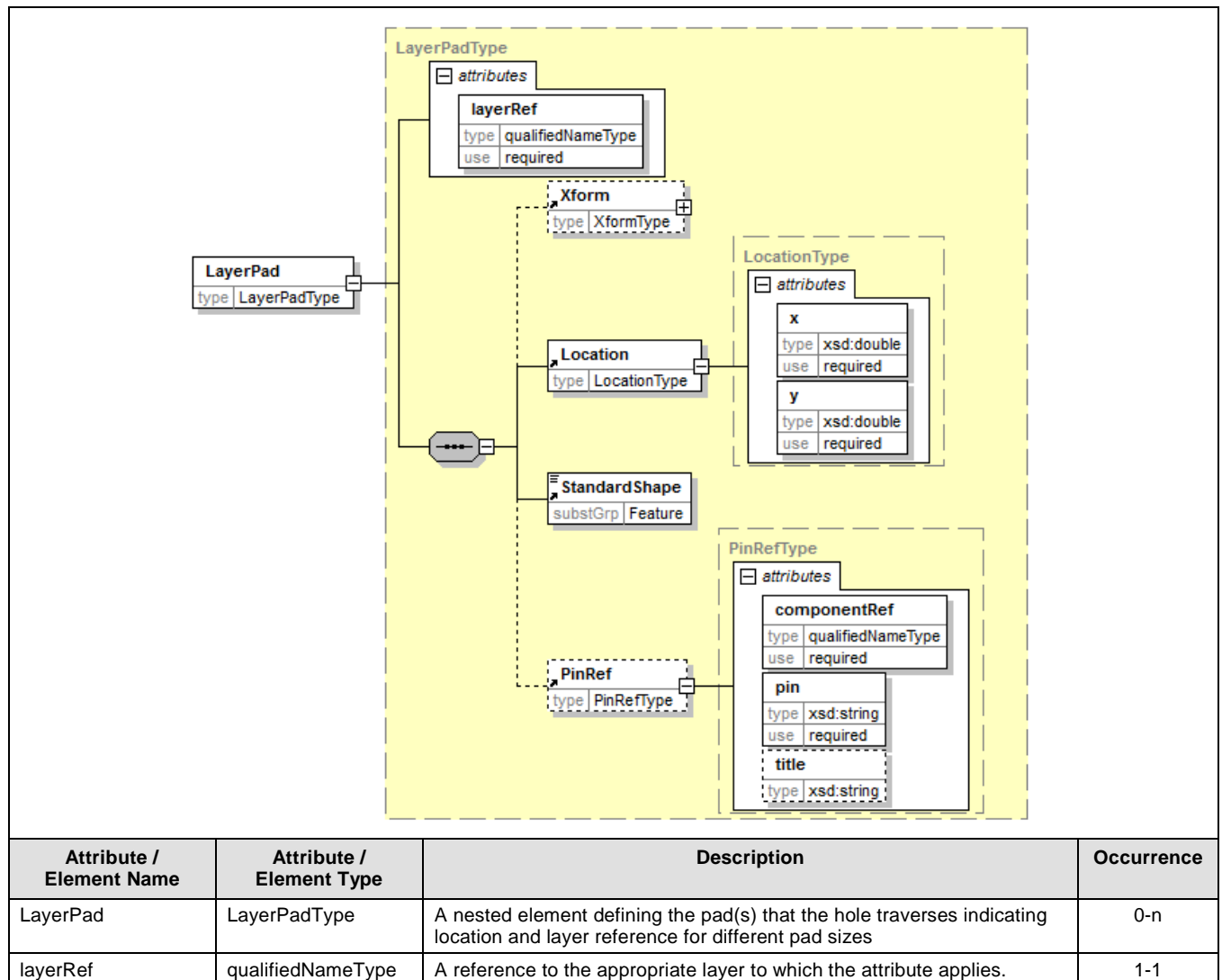


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
LayerHole	LayerHoleType	The hole description of the padstack including all its attributes.	0-1
name	qualifiedNameType	A unique identification of a particular hole.	1-1

diameter	nonNegativeDouble Type	The nominal diameter of the hole in the as-finished state.	1-1
platingStatus	platingStatusType	The type of hole defined as an enumerated string indicating PLATED NONPLATED VIA.	1-1
plusTol	nonNegativeDouble Type	The plus tolerance that defines the variation permitted from the nominal hole-diameter.	1-1
minusTol	nonNegativeDouble Type	The minus tolerance that defines the variation permitted from the nominal hole-diameter.	1-1
x	double	The x-location of the hole.	1-1
y	double	The y-location of the hole.	1-1
Span	SpanType	A nested element where the field may be added to layers of type drill and route that are either buried or blind. In such a case, it represents the start and end board layers between which drilling/routing is done. If the drill layer is going through the board, it is required not to be included in a span subsection.	1-1

8.2.3.2.2 LayerPad

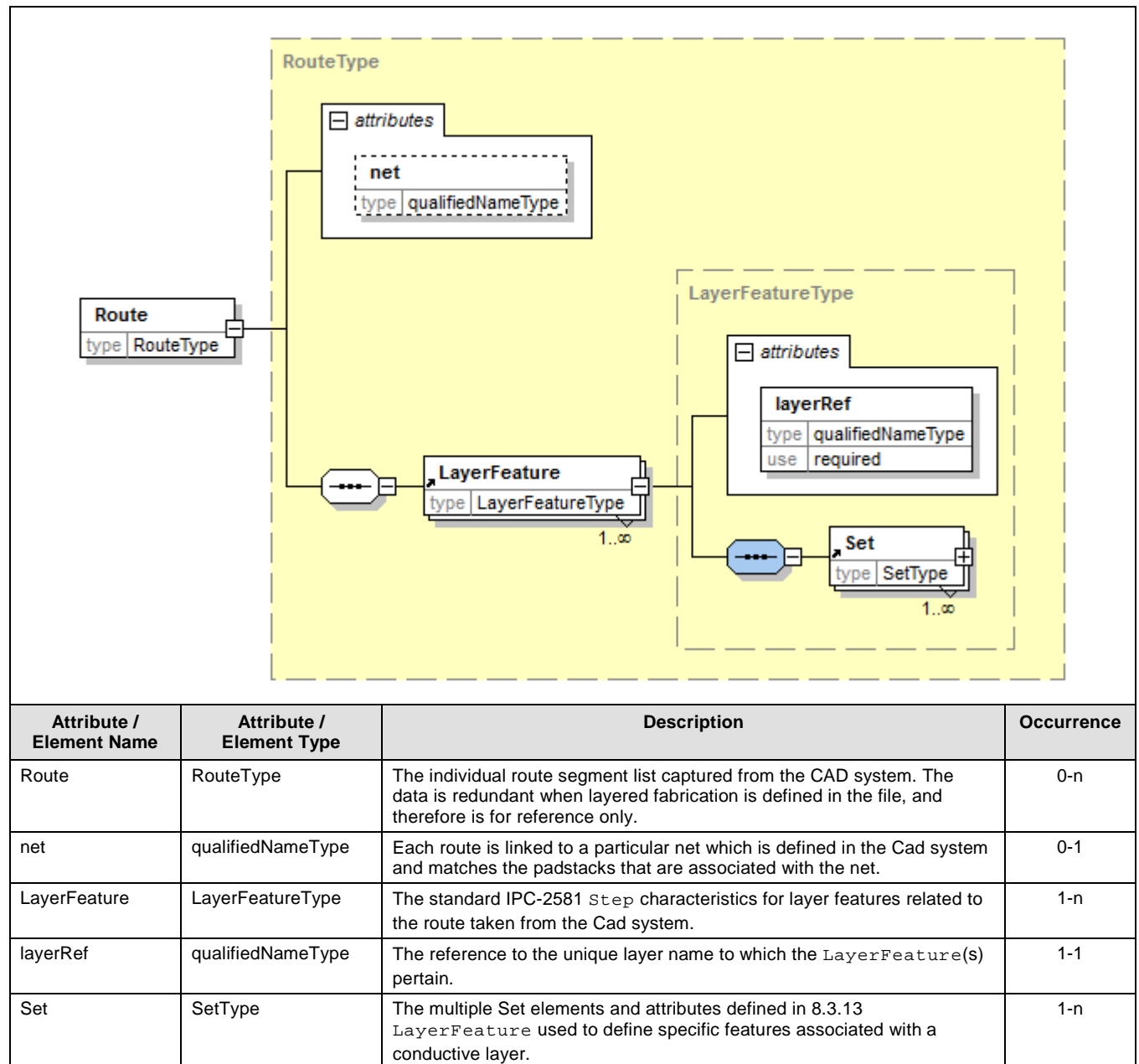
The `LayerPad` element is a group of specific graphic features that become part of the padstack with a description of the pin to which the padstack applies and the layer on which the individual pad is located.



Xform	XformType	An element that provides the ability to reset the point of origin of a predefined pad that can be scaled, mirror imaged or rotated. See paragraph 3.3	0-1
Location	LocationType	The location of the image defined by the <code>StandardShape</code> or a predefined <code>StandardShape</code> of the pad. The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The x coordinate of the location of the pad.	1-1
y	double	The y coordinate of the location of the pad.	1-1
StandardShape	ABSTRACT	A substitution group that may call for any <code>StandardPrimitive</code> , instantiated by describing their unique features or by referencing a predefined primitive contained in the <code>DictionaryStandard</code> .	1-1
PinRef	PinRefType	An individual <code>Pin</code> related to the place where a component attaches to the net. This description facilitates location of lands on the surface of the board or places where through-hole components are mounted.	1-n
componentRef	qualifiedNameType	The <code>qualifiedNameType</code> that identifies the reference designator used as the attribute <code>refDes</code> of the <code>Component</code> element in <code>Step</code> It is the reference to the component that is connected by the particular <code>Pin</code> and becomes a part of the electrical description of the net.	1-1
pin	string	An identification of the component pin that becomes a part of the electrical description.	1-1
title	string	An alternate method of relating the pin information providing characteristics of the component lead or termination description.	0-1

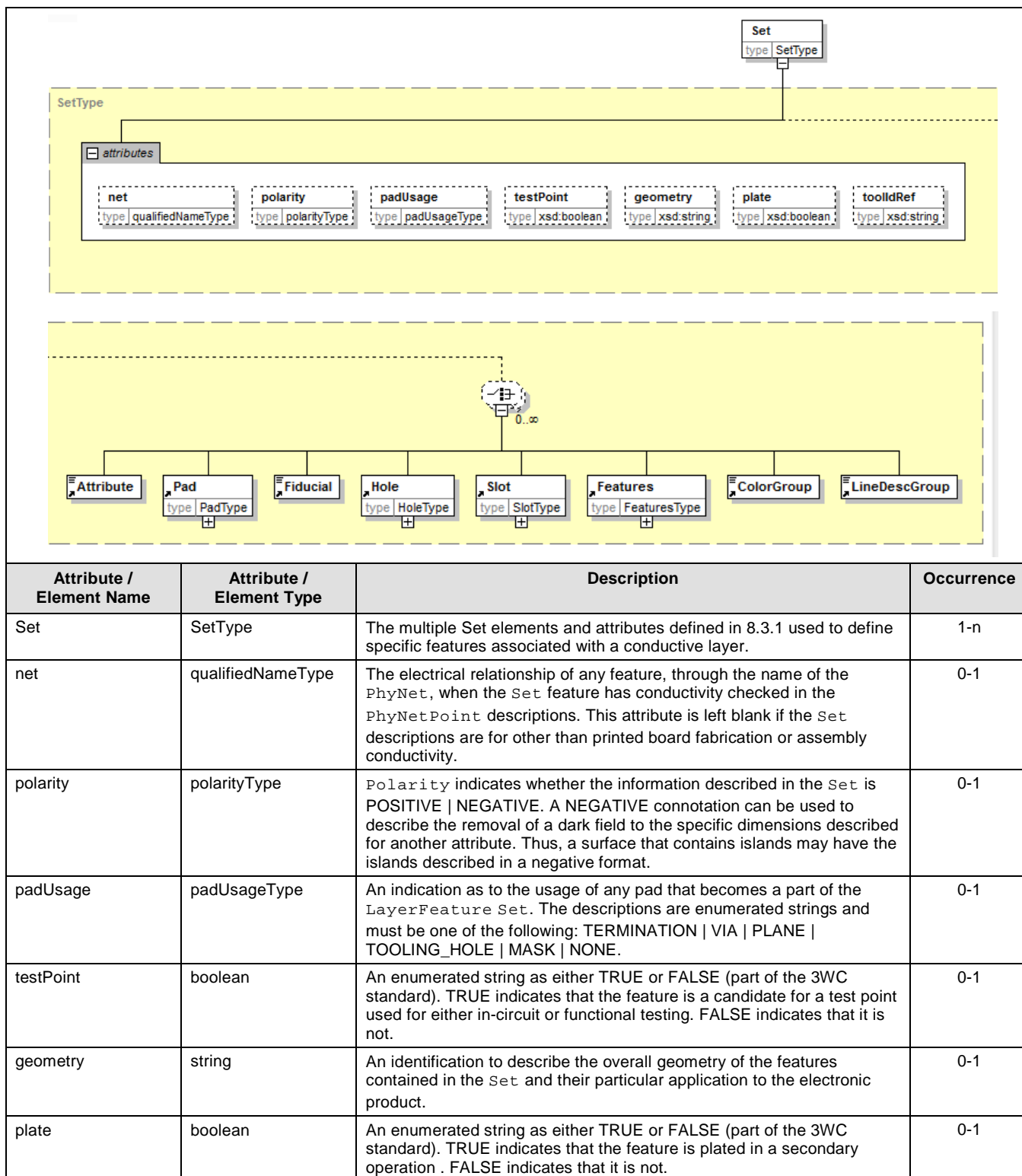
8.2.3.3 Route

The `Route` element consists of multiple routes taken from the CAD system and is intended to preserve the data from the layout system. Each `Route` is referenced to a particular `Net` and a layer on which the route or net occurs as taken from the CAD system. The data becomes redundant when the individual layered features are defined and is then for reference only. The `Route` element uses the same characteristics of the `Step` description as defined in the `LayerFeature` schema (see 8.3.13).



8.2.3.3.1 Set

A specific set of graphical descriptions for a particular set of graphical shapes. These shapes are applied defining the conductive pattern of the printed board.



toolIdRef	string	A reference to the <code>DrillTool</code> identification (id) defined in the <code>DrillTool</code> instance of the <code>Layer</code> section. This feature is used to associate the <code>drillSize</code> with features that are part of the <code>Set</code> .	0-1
Attribute	ABSTRACT	A substitution group that may be any of a group of enumerated string descriptions or a unique string for a condition not addressed by the standard attributes. The <code>Attribute</code> is associated with the <code>LayerFeature Set</code> .	0-n
Pad	PadType	A series of pads that are associated with the <code>LayerFeature Set</code> .	0-n
Fiducial	ABSTRACT	A substitution that consists of four elements that may be used to replace the fiducial element. When the <code>Fiducial</code> element is substituted it shall be by a <code>Global</code> , <code>Local</code> , <code>BadBoardMark</code> , or <code>GoodPanelMark</code> .	0-n
Hole	HoleType	A series of holes associated with the <code>LayerFeature Set</code> .	0-n
Slot	SlotType	A series of slots associated with the <code>LayerFeature Set</code> .	0-n
Features	FeaturesType	An embedded element that defines a substitution group of any predefined <code>StandardShape</code> or <code>UserShape</code> that may be instantiated as a part of the <code>LayerFeature Set</code> .	0-n
ColorGroup	ABSTRACT	A substitution group that permits assigning a particular color through instantiating the three basic colors or by providing a reference to a predefined <code>Color</code> in <code>DictionaryColor</code> .	0-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of a <code>Feature</code> that requires that description. If a predefined feature is instantiated the presents of a <code>LineDescGroup</code> will override the previously defined <code>LineDesc</code> .	0-n

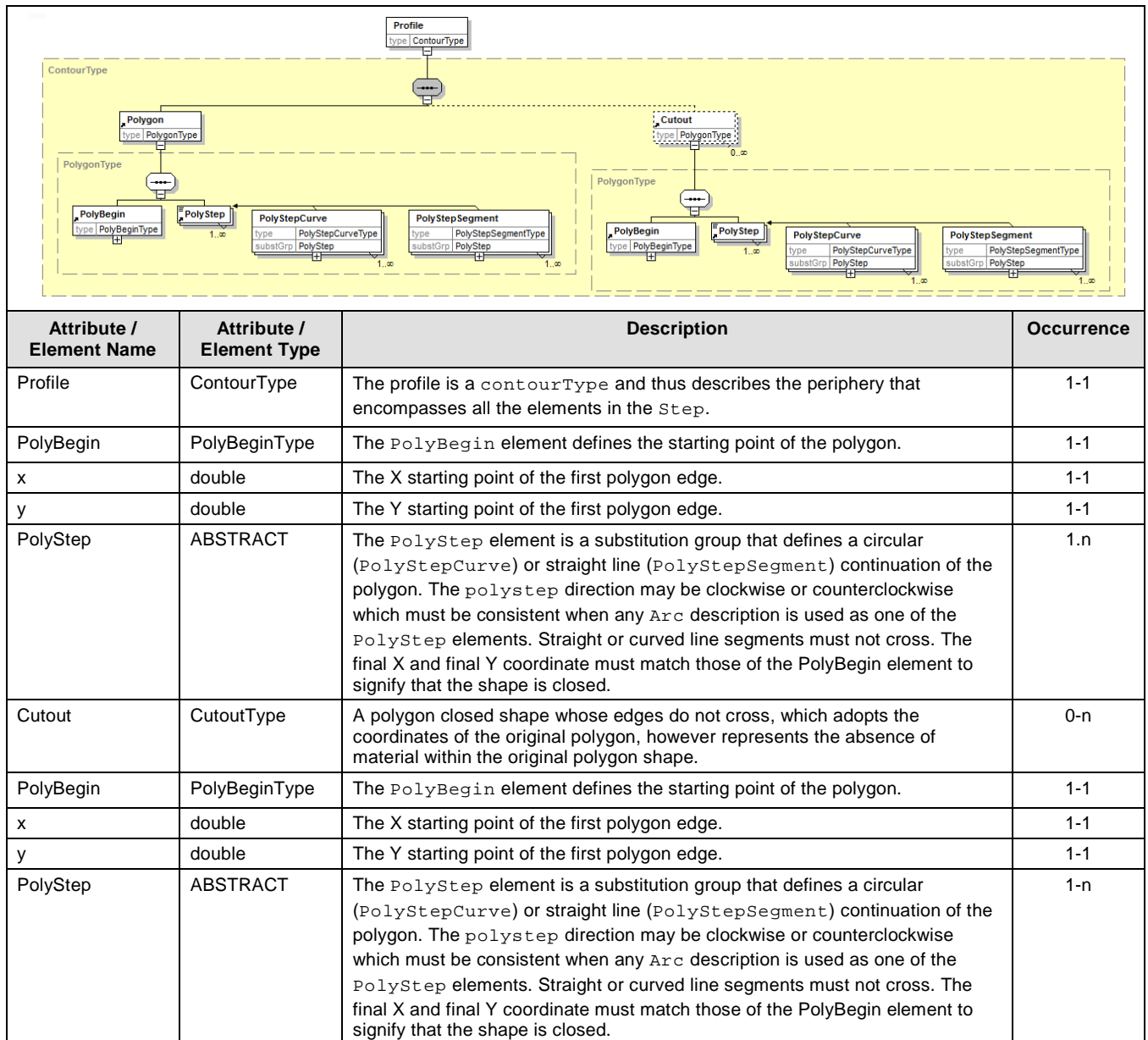
8.2.3.4 Datum

The `Datum` element of the `Step` schema (`StepType/Datum`) defines the location of the point of origin for the individual `Step` file. The unique name of the `Step` helps to associate the datum between boards and panels or pallets.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Datum	LocationType	A nested element containing the datum origin for the overall <code>Step</code> .	1-1
x	double	The X location of the datum.	1-1
y	double	The Y location of the datum.	1-1

8.2.3.5 Profile

The `Profile` element of the `Step` schema (`StepTypeProfile`) defines the exact periphery of the board or assembly and therefore all the characteristics of the `Step` element.



```

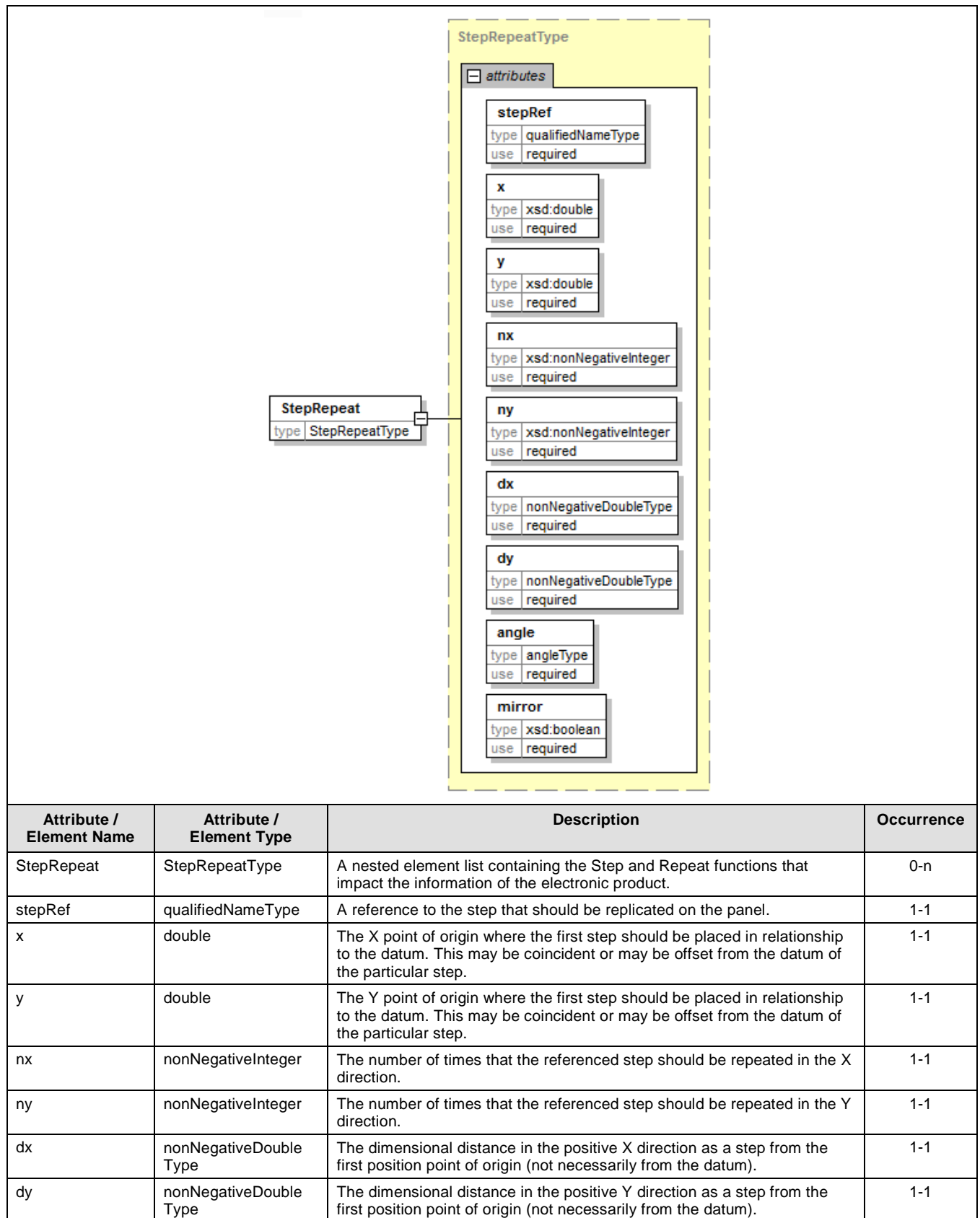
<Step name = "KarensSingleBoard">
  <Datum x = "10.00" y = "10.00"/>
  <Profile>
    <Polygon>
      <PolyBegin x = "0.00" y = "10.00"/>
      <PolyStepSegment x = "0.00" y = "90.00"/>
      <PolyStepCurve x = "10.00" y = "100.00" centerX = "10.00" centerY = "90.00" clockwise = "TRUE"/>
      <PolyStepSegment x = "200.00" y = "100.00"/>
      <PolyStepSegment x = "200.00" y = "50.00"/>
      <PolyStepSegment x = "150.00" y = "50.00"/>
      <PolyStepSegment x = "150.00" y = "0.00"/>
      <PolyStepSegment x = "10.00" y = "0.00"/>
      <PolyStepCurve x = "0.00" y = "10.00" centerX = "10.00" centerY = "10.00" clockwise = "TRUE"/>
    </Polygon>
  </Profile>
</Step>

```

8.2.3.6 StepRepeat

The `StepRepeat` element provides information for steps representing panels or assembly pallets. Coupons may also use this feature to step the coupon description on the borders of the panel. The layer descriptions of any `Board` and `Coupon` combined in a `Panel` description must be of the same construction. The attribute `stepRef` is restricted in the XML schema to the unique name of the `Step` element referenced.

If the features of a `StepRepeat` function become unique due to different characteristics such as one `Step` is at 90 degrees while the next `Step` is at 180 degrees two separate `stepRepeat` elements are required.



angle	angleType	A unique angle to allow rotation of the <code>StepRepeat</code> image description where "0°" is as defined with the angle descriptions being counterclockwise (i.e., 45° 90°) from the horizontal zero angle.	1-1
mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	1-1
<pre> <Step name = "KarensAssemblyPanel"> <Datum x = "0.00" y = "0.00"/> <Profile> <Polygon> <PolyBegin x = "0.00" y = "0.00"/> <PolyStepSegment x = "0.00" y = "427.00"/> <PolyStepSegment x = "260.00" y = "427.00"/> <PolyStepSegment x = "260.00" y = "0.00"/> <PolyStepSegment x = "0.00" y = "0.00"/> </Polygon> </Profile> <StepRepeat stepRef = "KarensSingleBoard" x = "110.00" y = "20.00" nx = "1" ny = "1" dx = "120.00" dy = "207.00" angle = "90.00" mirror = "FALSE"/> <LayerFeature layerRef = "1-Top Signal"> <Set polarity = "POSITIVE"> <GlobalFiducial> <Location x = "250.00" y = "10.00"/> <Circle diameter = "1.00"/> </GlobalFiducial> <GlobalFiducial> <Location x = "250.00" y = "417.00"/> <Circle diameter = "1.00"/> </GlobalFiducial> <GlobalFiducial> <Location x = "10.00" y = "10.00"/> <Circle diameter = "1.00"/> </GlobalFiducial> <BadBoardMark> <Location x = "190.00" y = "5.00"/> <Circle diameter = "1.50"/> </BadBoardMark> <BadBoardMark> <Location x = "70.00" y = "5.00"/> <Circle diameter = "1.00"/> </BadBoardMark> <BadBoardMark> <Location x = "190.00" y = "213.00"/> <Circle diameter = "1.00"/> </BadBoardMark> <BadBoardMark> <Location x = "70.00" y = "213.00"/> <Circle diameter = "1.00"/> </BadBoardMark> <GoodPanelMark> <Location x = "250.00" y = "213.00"/> <Donut shape = "ROUND" outerDiameter = "1.50" innerDiameter = "0.80"/> </GoodPanelMark> </Set> </LayerFeature> </Step> </pre>			

The following are examples of the step and repeat functions

The following are 6 Panelization use cases that the IPC-2580 series must consider in its output. The number in the dark green area refers to a Design (in the last example, there are 4 unique Designs placed within a Panel).

8.2.3.6.1 Single

A single Design is placed in a Panel.



Figure 8 Single Design within a Panel

Requires one StepRepeat element that positions the design on the panel at the appropriate X-Y location.

8.2.3.6.2 Single Array

Step and repeat produces a matrix of steps. The size of the matrix is n_x+1 in the x direction, and n_y+1 in the y direction.

One Design is placed in the same orientation throughout the panel, based on a single row X column matrix.

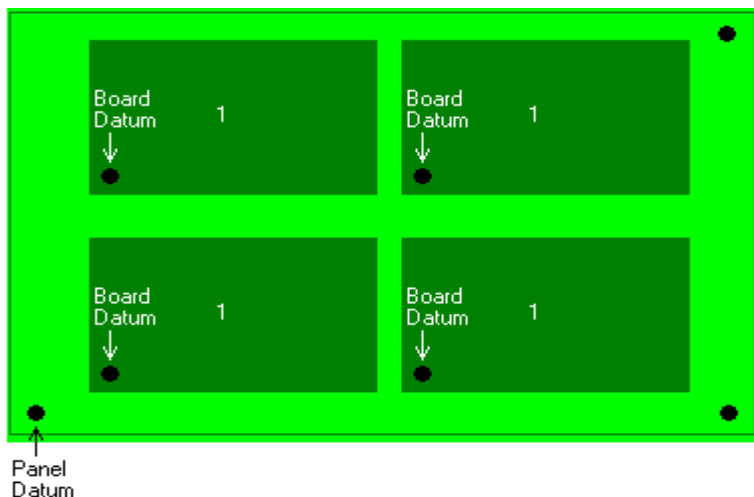


Figure 9 Design Arrayed based on one R x C matrix within a Panel

Requires one StepRepeat element that positions the design on the panel at the appropriate X-Y location. The design is stepped once in the X direction and once in the Y direction. (The upper right hand corner design is automatically created as part of the X-Y step and repeat matrix.)

8.2.3.6.3 Double Array

A single design, but arrayed in two distinct row X column matrices. This panelization method is to use the maximum area of the PCB fabricator's raw panel stock.



Figure 10 Design Arrayed based on two R x C matrices within a Panel

Requires two StepRepeat elements, one positions the design on the panel at the appropriate X-Y location. The design is then stepped once in the X direction and three times in the Y direction. The second Step Repeat element orients the design on a 90° angle. This new orientation is then positioned on the panel at the appropriate X-Y location, and stepped zero in the X direction and once in the Y direction.

8.2.3.6.4 Tiled

This example is to place a pair of single designs 180° out of phase with each other.

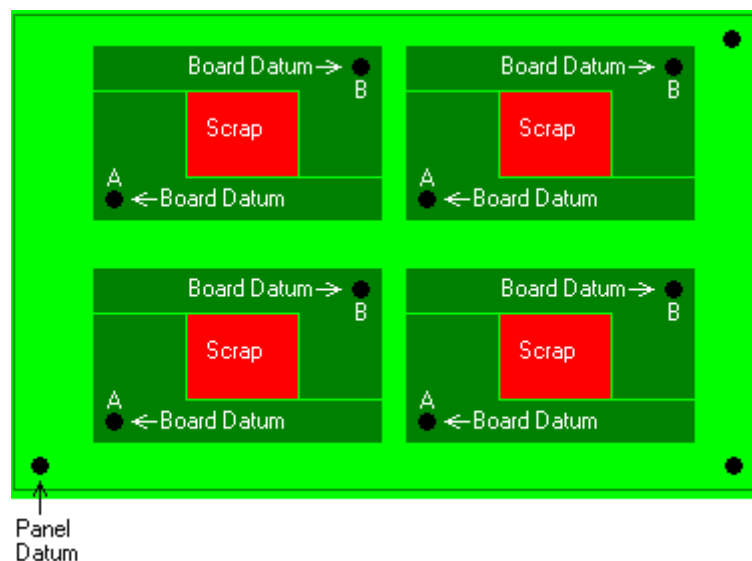


Figure 11 Design tiled as pairs within a Panel

Requires two StepRepeat elements, where one positions the design on the panel at the appropriate X-Y location. This design is then stepped once in the X direction and once in the Y direction. The second Step Repeat element rotates the design 180°, and then positions the new orientation on the panel at the appropriate X-Y location. This reoriented design is then stepped once in the X direction and once in the Y direction. An appropriate X-Y location may be in the lower left portion of the panel with a positive X-Y step or in the upper right corner of the panel with a negative X-Y step.

8.2.3.6.5 Flipped

“Flip” board pairing. This methodology is recent. The most important concern is that the board must be a symmetrical stackup, which means that the layer stackup must be verified to allow this type of panelization.



Figure 12 Design flipped as a pair within a Panel

Requires two StepRepeat elements, one positions the design on the panel at the appropriate X-Y location. The second Step Repeat element identifies the design as a mirrorImage, which is then positioned on the panel at the appropriate X-Y location. There is no StepRepeat description necessary as the designs are both uniquely positioned.

8.2.3.6.6 Multiple Designs

The most important consideration with placing multiple designs (each number represents a unique design) within one panel is that all designs need to have been created within the same layer stackup. The advantage is that an entire product can be assembled/tested all at once. The disadvantage is that if one board of the panel has a problem (either with part availability or performance), this can lead to several additional scheduling/building/etc. problems as well.

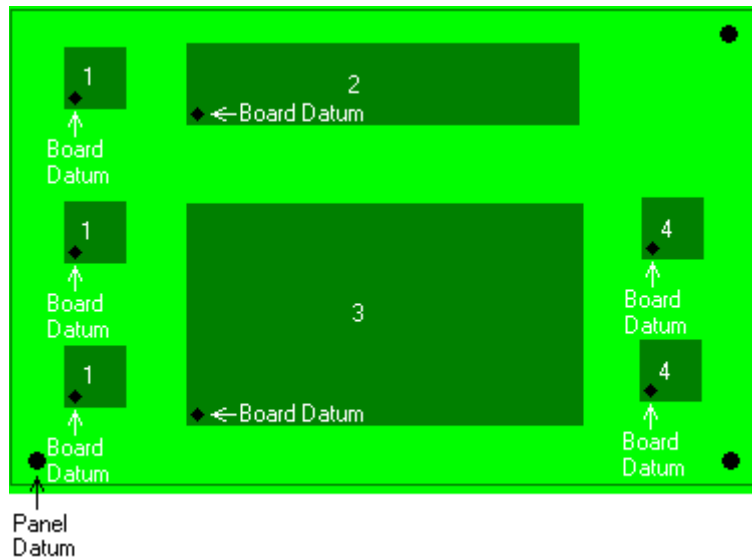


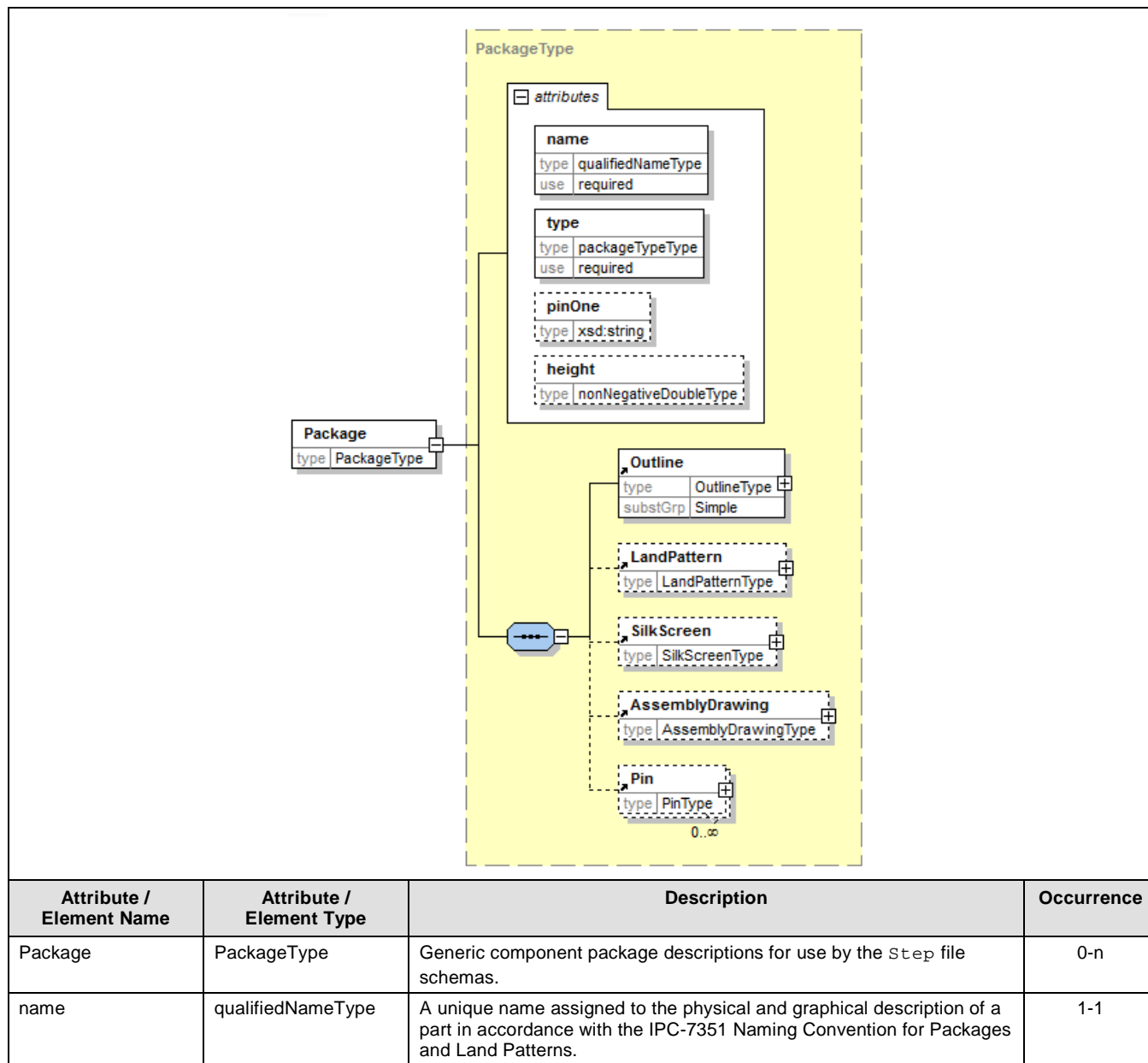
Figure 13 Multiple Designs placed within a Panel

The panel requires four StepRepeat elements. Design 1 is positioned on the panel at the appropriate X-Y location, and is then stepped zero times in the X direction and twice in the Y direction. Design 2 references a different Step and is positioned on the panel at the appropriate X-Y location. Design 3 references a different Step and is positioned on the panel at the appropriate X-Y location. Neither design 2 or 3 requires any stepRepeat information. The fourth Step Repeat element identifies design 4 is also a different Step which is positioned on the panel at the appropriate X-Y location, and stepped zero times in the X direction and once in the Y direction.

See Appendix B for an example of an XML instance file.

8.2.3.7 Package

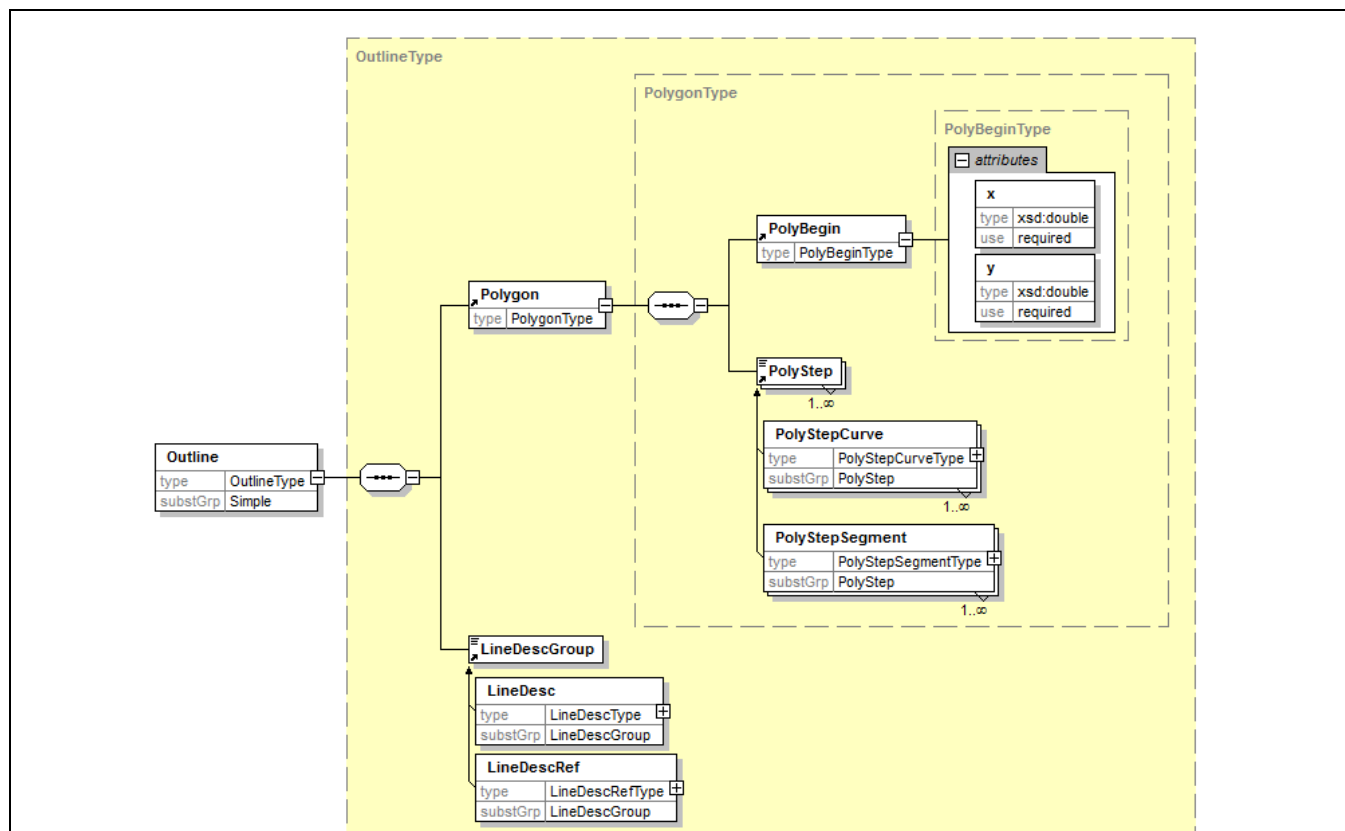
The `Package` element descriptions define the package shape (`Outline`), library descriptions including land patterns, silk screen information, assembly drawing details, and pin identification. The `Package` element defines all the physical description of all the packages used by the `Component` element inside the `Step`. The names assigned to the package should be consistent with the naming convention established in IPC-7350 series of parts and land pattern descriptions. (See Appendix A)



type	PackageTypeType	A specific body construction indicated as an enumerated string using one of the following naming conventions: AXIAL_LEADED BARE_DIE CERAMIC_BGA CERAMIC_DIP CERAMIC_FLATPACK CERAMIC_QUAD_FLATPACK CERAMIC_SIP CHIP CHIP_SCALE CHOKE_SWITCH_SM COIL CONNECTOR_SM CONNECTOR_TH EMBEDDED FLIPCHIP HERMETIC_HYBRID LEADLESS_CERAMIC_CHIP_CARRIER MCM MELF FINEPITCH_BGA MOLDED NETWORK PGA PLASTIC_BGA PLASTIC_CHIP_CARRIER PLASTIC_DIP PLASTIC_SIP POWER_TRANSISTOR RADIAL_LEADED RECTANGULAR_QUAD_FLATPACK RELAY_SM RELAY_TH SOD123 SOIC SOJ SOPIC SOT143 SOT23 SOT52 SOT89 SQUARE_QUAD_FLATPACK SSOIC SWITCH_TH TANTALUM TO_TYPE TRANSFORMER TRIMPOT_SM TRIMPOT_TH OTHER	1-1
pinOne	string	A description of Pin one of the part in accordance with its relationship to the original orientation as stored. Pin one moves with the change in orientation.	0-1
height	double	A description of the component height in terms of the mounting surface to the highest protrusion of the Package. The units are in the Units set by the Cadheader.	0-1
Outline	OutlineType	A nested element that defines the physical outline of the part as seen from the top, related to the graphical image that appears on the assembly. Includes body and pin profiles if applicable. The outline is an enclosed polygon type.	1-1
LandPattern	LandPatternType	A nested element that defines the surface land pattern consisting of Lands in a particular pattern that matches the footprint of the component outline. The point of origin of the LandPattern and Outline are identical.	0-1
SilkScreen	SilkScreenType	A nested element that defines the symbolization and legend required to be placed on the board for the particular package. Includes location of the reference designator or other Text. The point of origin of the image is the same as the origin of the LandPattern and Outline.	0-1
AssemblyDrawing	AssemblyDrawing Type	A nested element that defines the graphics required for the assembly drawing. The images relate to the component body outline and any text needed. The point of origin for the assembly drawing is the same as the images of the Outline, LandPattern, and SilkScreen schema.	0-1
Pin	PinType	A nested element that defines the pin relationship of all the pins that are a part of the package style related to the land pattern description.	0-n

8.2.3.7.1 Outline

A nested element that defines the physical outlines of the part related to the graphical image that appears on the assembly. The Outline includes the body of the part, the Pin element and the Pin element includes the Pin profiles. These are combined to describe the component.

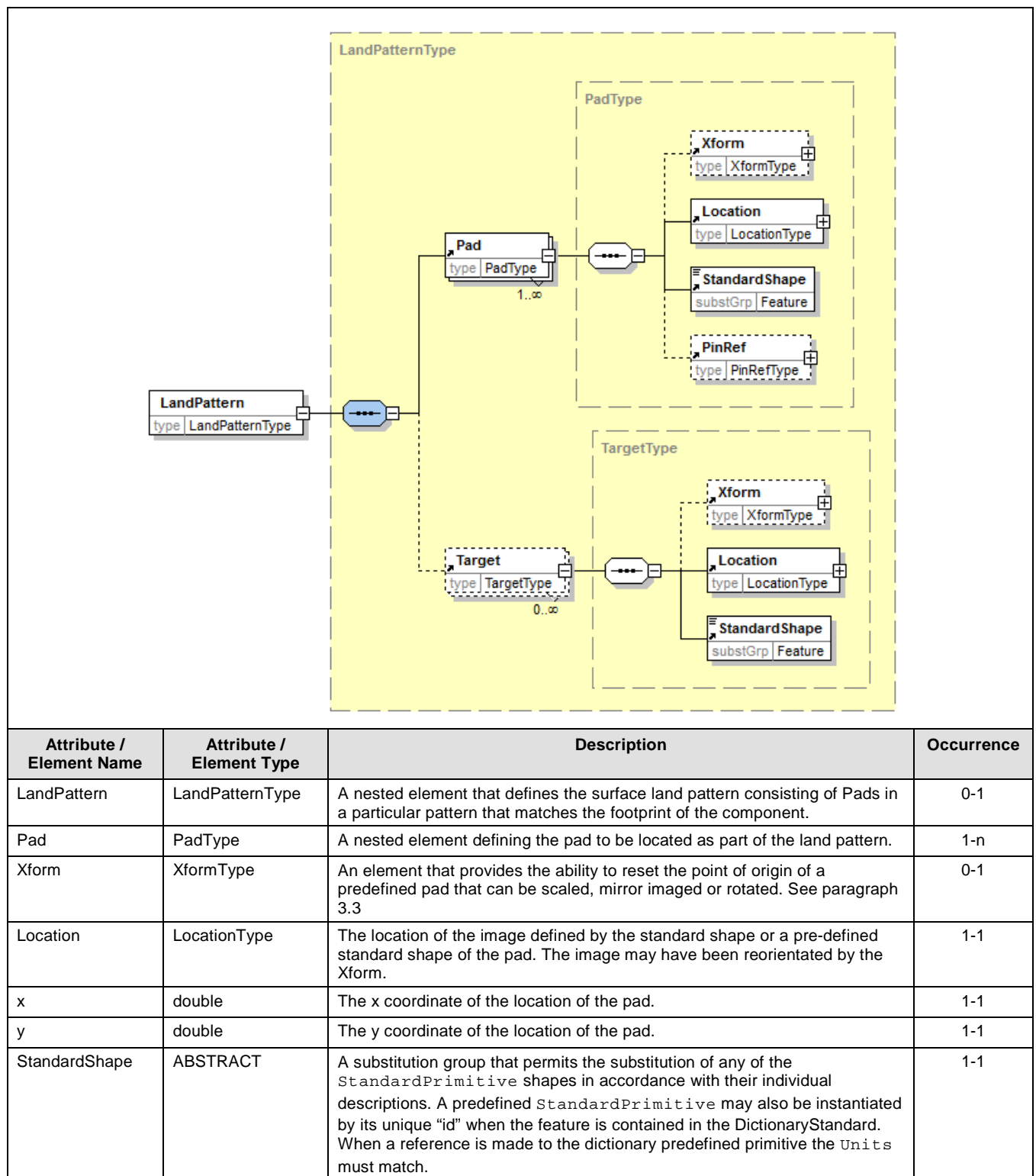


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Outline	OutlineType	A nested element that defines the physical outlines of the part viewed from the top, related to the graphical image that appears on the assembly. Includes the body only. Pin profiles are defined by the Pin element. The Outline is an enclosed polygon type.	1-1
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon.	1-1
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
LineDescGroup	ABSTRACT	A substitution group that specifies the LineWidth and LineEnd characteristics of the Outline. The LineDesc may also have been predefined in the DictionaryLineDesc and instantiated from the dictionary.	1-1

8.2.3.7.2 LandPattern

The LandPattern element consists of those characteristics that define the pattern to which surface mount components are attached. The embedded elements include both the Pad description and the

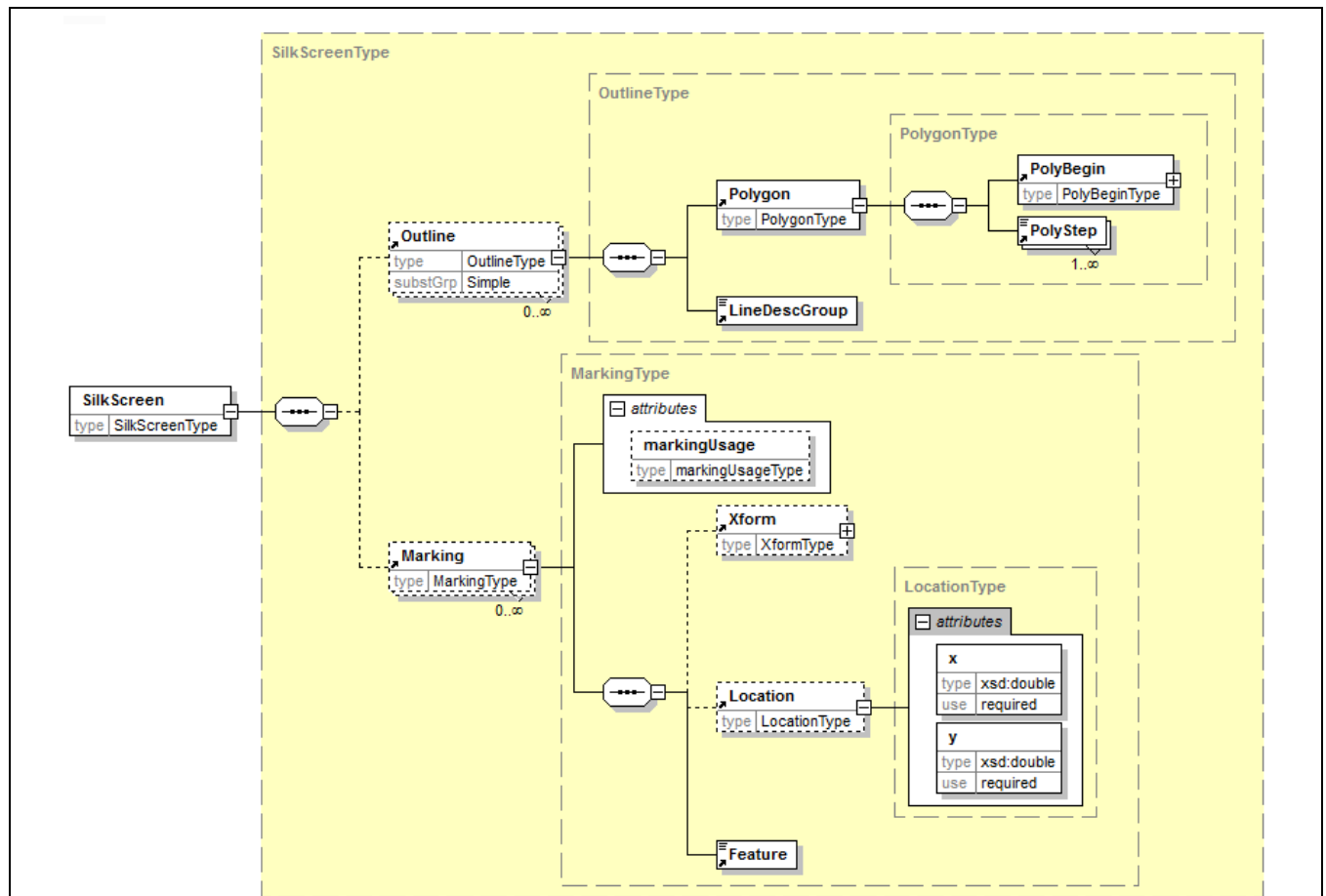
potential for providing a target, usually indicating `pinOne`. Land pattern descriptions should be used wherever a relationship to component pins needs to be established. This information is redundant when layers for component attachment are defined.



PinRef	PinRefType	An individual <code>Pin</code> related to the place where a component attaches to the net. This description facilitates location of lands on the surface of the board or places where through-hole components are mounted.	1-n
Target	TargetType	A nested element defining the target to be located as part of the land pattern.	0-n
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined target that can be scaled, mirror imaged or rotated. See paragraph 3.3	0-1
Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the target. The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The x coordinate of the location of the target.	1-1
y	double	The y coordinate of the location of the target.	1-1
StandardShape	ABSTRACT	A substitution group that permits the substitution of any of the <code>StandardPrimitive</code> shapes in accordance with their individual descriptions. A predefined <code>StandardPrimitive</code> may also be instantiated by its unique "id" when the feature is contained in the <code>DictionaryStandard</code> . When a reference is made to the dictionary predefined primitive the <code>Units</code> must match.	1-1

8.2.3.7.3 SilkScreen

The `SilkScreen` element defines the symbolization and legend required to be placed on the board for the particular package. The `SilkScreen` descriptions include location of the reference designator or other `Text`. The point of origin of the image is the same as the origin of the `LandPattern` and `Outline`.

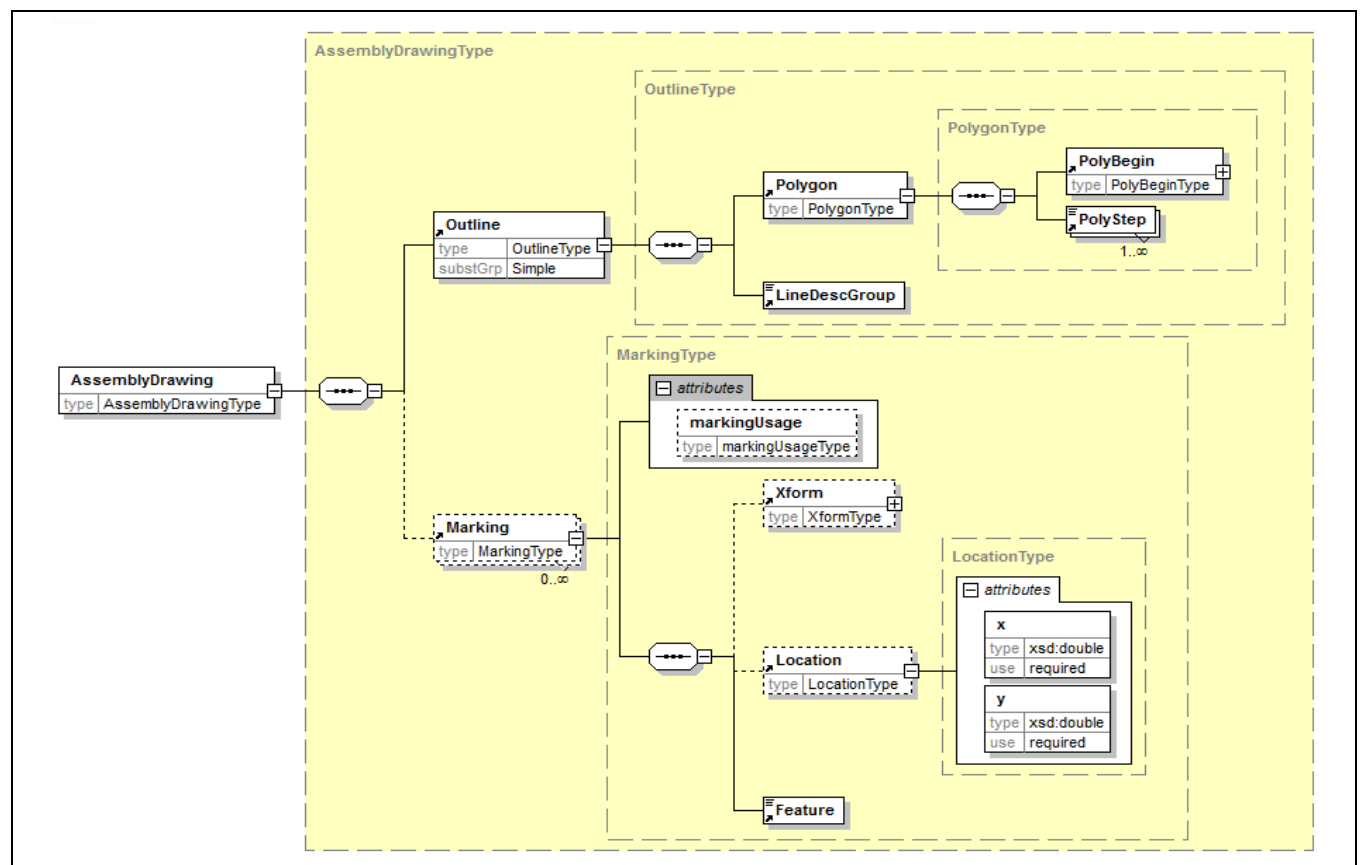


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
SilkScreen	SilkScreenType	A nested element that defines the symbolization and legend required to be placed on the board for the particular package. Includes location of the reference designator or other Text. The point of origin of the image is the same as the origin of the LandPattern and Outline.	0-1
Outline	OutlineType	A nested element that defines the outlines of the part related to the graphical image that appears on the board. The outline is an enclosed polygon type.	0-n
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon.	1-1
PolyBegin	PolyBeginType	The PolyBegin element defines the starting point of the polygon.	1-1
PolyStep	ABSTRACT	The PolyStep element is a substitution group that defines a circular (PolyStepCurve) or straight line (PolyStepSegment) continuation of the polygon. The polystep direction may be clockwise or counterclockwise which must be consistent when any Arc description is used as one of the PolyStep elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the PolyBegin element to signify that the shape is closed.	1-n
LineDescGroup	ABSTRACT	A substitution group that specifies the LineWidth and LineEnd characteristics of the Outline. The LineDesc may also have been predefined in the DictionaryLineDesc and instantiated from the dictionary.	1-1
Marking	markingType	A nested element that defines the characteristics of the feature being instantiated as a part of the SilkScreen	0-n

markingUsage	markingUsageType	An indication as to the usage of any marking that becomes a part of the SilkScreen. The descriptions are enumerated strings and must be one of the following: REFDES PARTNAME TARGET POLARITY_MARKING ATTRIBUTE_GRAPHICS PIN_ONE NONE>	1-1
Xform	XformType	An element that provides the ability to reset the point of origin of the marking , then scale, mirror image or rotate the marking feature after it has been placed at an X and Y location.	0-1
Location	LocationType	The location of the image defined by the feature or a pre-defined feature. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate of the location of the feature.	1-1
y	double	The y coordinate of the location of the feature.	1-1
Feature	ABSTRACT	A substitution group that permits the substitution of any of the StandardShape, StandardPrimitive, or UserPrimitive shape in accordance with their individual descriptions. A predefined StandardPrimitive, or UserPrimitive may also be instantiated by its unique "id" when the feature is contained in the DictionaryStandard or DictionaryUser. When a reference is made to either of the dictionaries the predefined primitive Units must match with the Units of the file.	0-n

8.2.3.7.4 AssemblyDrawing

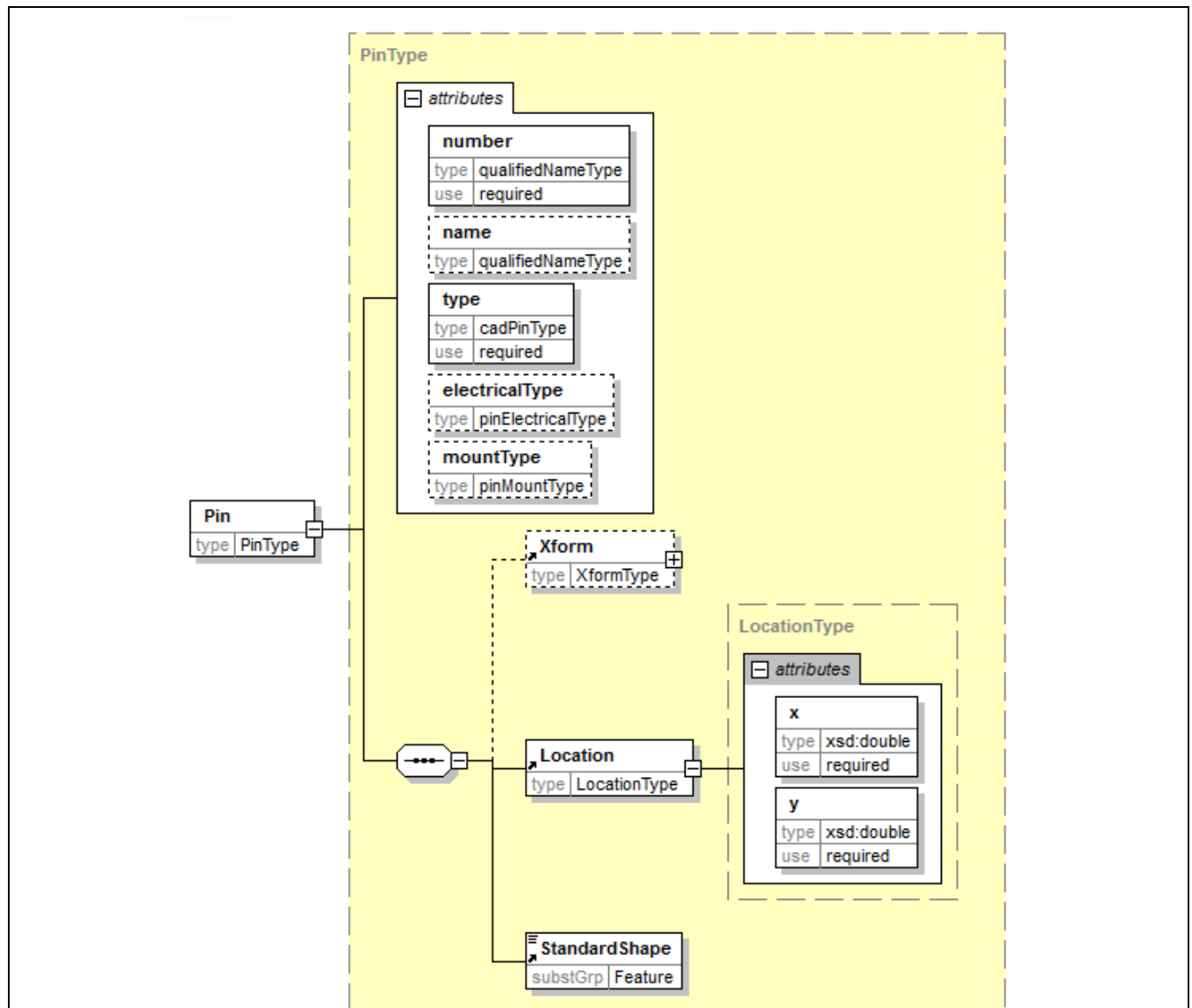
The `AssemblyDrawing` element reuses the same embedded elements and attributes as defined for the `SilkScreen` characteristics. The construction schemas are repeated to aid the reader in interpretation of the library structure.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
AssemblyDrawing	AssemblyDrawing Type	A nested element that defines the graphics required for the assembly drawing. The images relate to the component body outline and any text needed. The point of origin for the assembly drawing is the same as the images of the outline, land pattern, and silk screen schema.	0-1
Outline	OutlineType	A nested element that defines the outlines of the part related to the graphical image that appears on the board. The <code>Outline</code> is an enclosed polygon type.	0-1
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon	1-1
PolyBegin	PolyBeginType	The <code>PolyBegin</code> element defines the starting point of the polygon.	1-1
PolyStep	ABSTRACT	The <code>PolyStep</code> element is a substitution group that defines a circular (<code>PolyStepCurve</code>) or straight line (<code>PolyStepSegment</code>) continuation of the polygon. The <code>polystep</code> direction may be clockwise or counterclockwise which must be consistent when any <code>Arc</code> description is used as one of the <code>PolyStep</code> elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the <code>PolyBegin</code> element to signify that the shape is closed.	1-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of the <code>Outline</code> . The <code>LineDesc</code> may also have been predefined in the <code>DictionaryLineDesc</code> and instantiated from the dictionary.	1-1
Marking	markingType	A nested element that defines the characteristics of the feature being instantiated as a part of the <code>AssemblyDrawing</code>	0-n
markingUsage	markingUsageType	An indication as to the usage of any marking that becomes a part of the <code>AssemblyDrawing</code> . The descriptions are enumerated strings and must be one of the following: <code>REFDES</code> <code>PARTNAME</code> <code>TARGET</code> <code>POLARITY_MARKING</code> <code>ATTRIBUTE_GRAPHICS</code> <code>PIN_ONE</code> <code>NONE</code> .	1-1
Xform	XformType	An element that provides the ability to reset the point of origin of the marking, then scale, mirror image or rotate the marking feature after it has been placed at an X and Y location.	0-1
Location	LocationType	The location of the image defined by the <code>feature</code> or a pre-defined feature. The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The x coordinate of the location of the target.	1-1
y	double	The y coordinate of the location of the target.	1-1
Feature	ABSTRACT	A substitution group that permits the substitution of any of the <code>StandardShape</code> , <code>StandardPrimitive</code> , or <code>UserPrimitive</code> shape in accordance with their individual descriptions. A predefined <code>StandardPrimitive</code> , or <code>UserPrimitive</code> may also be instantiated by its unique "id" when the feature is contained in the <code>DictionaryStandard</code> or <code>DictionaryUser</code> . When a reference is made to either of the dictionaries the predefined primitive Units must match with the Units of the file.	0-n

8.2.3.7.5 Pin

The `Pin` element represents a set of `Pin` characteristics that are attached to each component package. Each `Pin` has a `number`, `name`, `type`, `electricalType` and `mountType`. Each `Pin` also contains its relative location and outline.

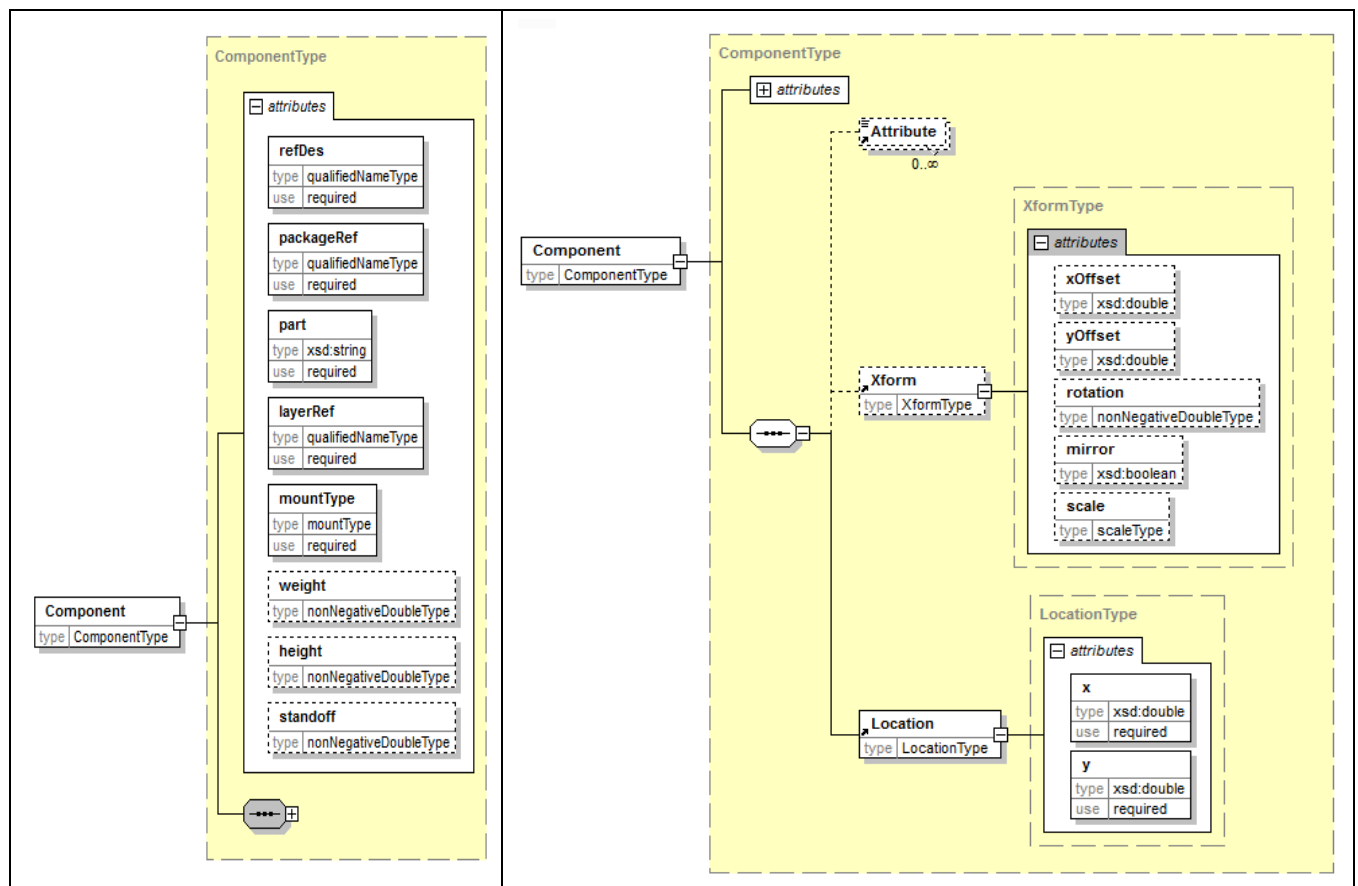


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Pin	PinType	A nested element that defines the pin relationship of all the pins that are a part of the package style related to the land pattern description.	0-n
number	qualifiedNameType	An alphanumeric indicator identified as the pin number which is unique within the 2581 file and is established by the netlist	1-1
name	qualifiedNameType	A unique name assigned by the user to describe the Pin at a particular location.	0-1
type	cadPinType	An enumerated string that defines the type of Pin as being one of the following: THRU BLIND SURFACE.	1-1
electricalType	pinElectricalType	The electrical type enumerated string that defines the Pin as one of three possible conditions. These are: ELECTRICAL MECHANICAL UNDEFINED.	0-1
mountType	pinMountType	An enumerated string that defines the mounting characteristics of the Pins and may be any one of the following: SURFACE_MOUNT_PIN SURFACE_MOUNT_PAD THROUGH_HOLE_PIN THROUGH_HOLE_HOLE PRESSFIT NONBOARD HOLE UNDEFINED	0-1

Xform	XformType	An element that provides the ability to reset the point of origin of the graphic outline pin shape, then scale, mirror image or rotate the shape it has been placed at an X and Y location. See paragraph 3.3	0-1
Location	LocationType	The location of the image defined by the pin shape or a pre-defined standard shape of the Pin. The image may have been reorientated by the Xform.	1-1
x	double	The X location of the Pin defined by its centroid.	1-1
y	double	The Y location of the Pin defined by its centroid.	1-1
StandardShape	ABSTRACT	A substitution group that permits the substitution of any of the StandardPrimitive shapes in accordance with their individual descriptions. A predefined StandardPrimitive may also be instantiated by its unique "id" when the feature is contained in the DictionaryStandard. When a reference is made to the dictionary predefined primitive the Units must match.	1-1

8.2.3.8 Component

The **Component** section contains all the **Component** elements that were read from the originating CAD system and were captured in the **Component** element descriptions.

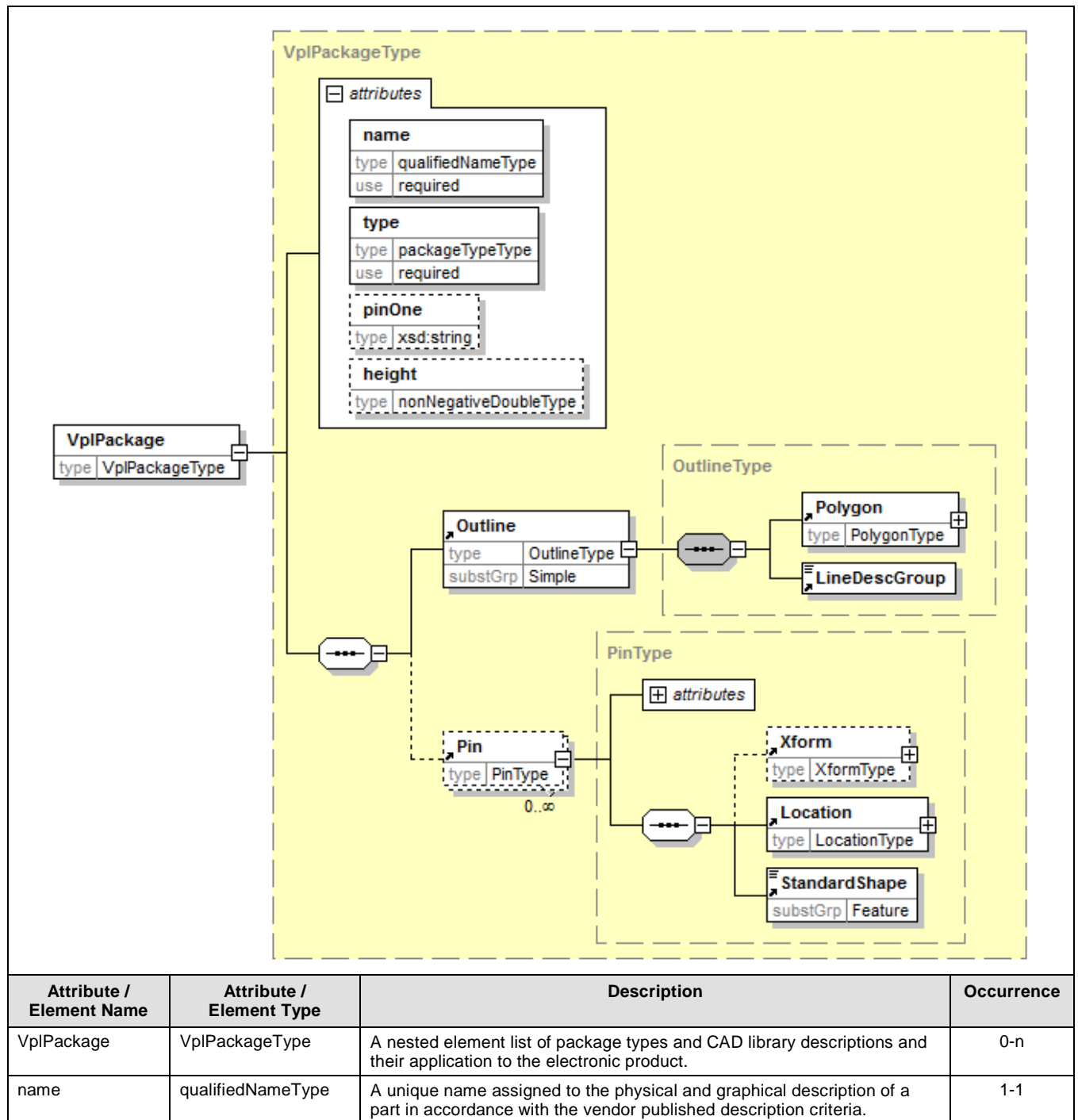


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Component	ComponentType	A nested element list of component descriptions and their application to the electronic product.	0-n
refDes	qualifiedNameType	A unique name assigned to the particular component.	1-1
packageRef	qualifiedNameType	A reference to the package Type used to house the component.	1-1

part	string	A part description of the part or its electrical/mechanical characteristics.	1-1
layerRef	qualifiedNameType	The reference to a specific layer element, by its "name" attribute. The layer referenced is where the component or component image should be located. The reference is usually a surface layer, however it may be an internal layer for embedded component attachment.	1-1
mountType	mountType	The mount type as defined by an enumerated string which may be one of the following: SMT THMT OTHER. This attribute can be used to modify the Package description i.e., a through-hole mount modified to be surface mounted.	1-1
weight	nonNegativeDoubleType	The weight of the particular component in grams.	0-1
height	nonNegativeDoubleType	The height that the top protrusion of the component body is above the surface of the printed board in units assigned in the CadHeader.	0-1
standoff	nonNegativeDoubleType	The standoff clearance between the body and the printed board in units assigned in the CadHeader.	0-1
Attribute	ABSTRACT	A substitution group that may be any of a group of enumerated string descriptions or a unique string for a condition not addressed by the standard attributes. The Attribute is associated with the Component description.	0-n
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined area that can be scaled, mirror imaged or rotated. The image may also be located by the Xform. See paragraph 3.3.	1-1
Location	LocationType	The location of the component defined by the packageRef or a predefined standard shape of the Package. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
y	double	The y coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1

8.2.3.9 VplPackage

The `VplPackage` element represents information for each component as a new package description that may differ from the original EDA package, thus affecting the shape or the location of the components on the electronic assembly. The details of the `VplPackage` descriptions contain data regarding other possible matching packages for each component. It should be noted that only one package could be set as chosen for a particular component.



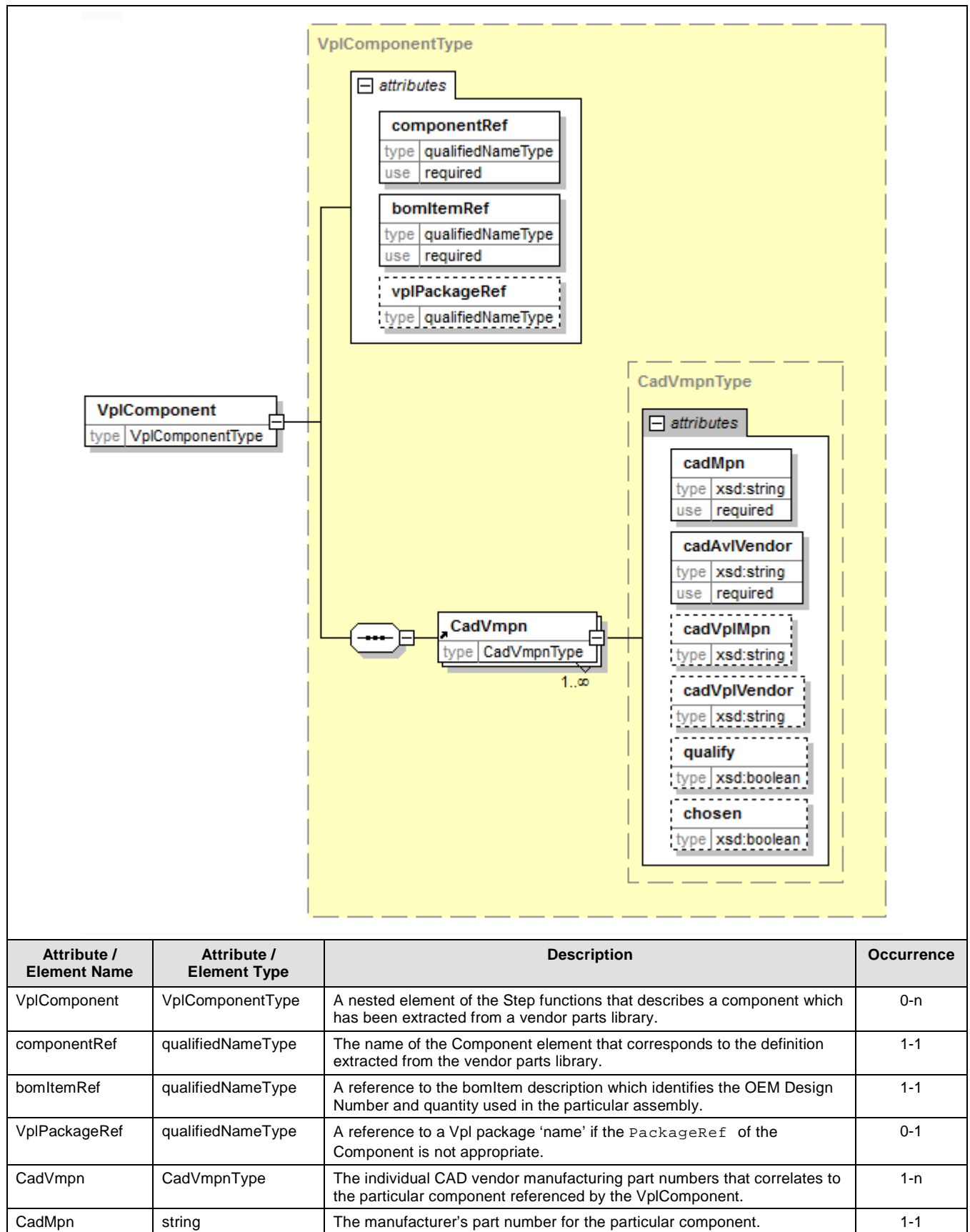
type	PackageTypeType	A specific body construction indicated as an enumerated string using one of the following naming conventions. AXIAL_LEADED BARE_DIE CERAMIC_BGA CERAMIC_DIP CERAMIC_FLATPACK CERAMIC_QUAD_FLATPACK CERAMIC_SIP CHIP CHIP_SCALE CHOKE_SWITCH_SM COIL CONNECTOR_SM CONNECTOR_TH EMBEDDED FLIPCHIP HERMETIC_HYBRID LEADLESS_CERAMIC_CHIP_CARRIER MCM MELF FINEPITCH_BGA MOLDED NETWORK PGA PLASTIC_BGA PLASTIC_CHIP_CARRIER PLASTIC_DIP PLASTIC_SIP POWER_TRANSISTOR RADIAL_LEADED RECTANGULAR_QUAD_FLATPACK RELAY_SM RELAY_TH SOD123 SOIC SOJ SOPIC SOT143 SOT23 SOT52 SOT89 SQUARE_QUAD_FLATPACK SSOIC SWITCH_TH TANTALUM TO_TYPE TRANSFORMER TRIMPOT_SM TRIMPOT_TH OTHER	1-1
pinOne	string	A description of Pin one of the part in accordance with its relationship to original orientation as stored. Pin one moves with the change in orientation.	0-1
height	nonNegativeDouble Type	A description of the component height in terms of the mounting surface to the highest protrusion of the <code>VplPackage</code> . The units are in the <code>Units</code> set by the <code>Cadheader</code> .	0-1
Outline	PolygonType	A nested element that defines the physical outlines of the part related to the graphical image that appears on the assembly. Includes body and pin profiles if applicable. The outline is an enclosed polygon type.	1-1
Polygon	PolygonType	A closed shape whose edges do not cross, the coordinates of which are defined relative to the local coordinate system of the polygon.	1-1
PolyBegin	PolyBeginType	The <code>PolyBegin</code> element defines the starting point of the polygon.	1-1
x	double	The X starting point of the first polygon edge.	1-1
y	double	The Y starting point of the first polygon edge.	1-1
PolyStep	ABSTRACT	The <code>PolyStep</code> element is a substitution group that defines a circular (<code>PolyStepCurve</code>) or straight line (<code>PolyStepSegment</code>) continuation of the polygon. The <code>polystep</code> direction may be clockwise or counterclockwise which must be consistent when any <code>Arc</code> description is used as one of the <code>PolyStep</code> elements. Straight or curved line segments must not cross. The final X and final Y coordinate must match those of the <code>PolyBegin</code> element to signify that the shape is closed.	1-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of the <code>Outline</code> . The <code>LineDesc</code> may also have been predefined in the <code>DictionaryLineDesc</code> and instantiated from the dictionary.	1-1
Pin	PinType	A nested element that defines the parameters of all the pins that are a part of the <code>VplPackage</code> style.	0-n
number	nonNegativeDouble Type	A specific number for the Pin being described.	1-1
name	qualifiedNameType	A unique name assigned by the user to describe the Pin at a particular location.	1-1
type	cadPinType	An enumerated string that defines the type of Pin as being one of the following: THRU BLIND SURFACE.	1-1
electricalType	pinElectricalType	The electrical type enumerated string that defines the Pin as one of three possible conditions. These are: ELECTRICAL MECHANICAL UNDEFINED.	0-1
mountType	pinMountType	An enumerated string that defines the mounting characteristics of the Pins and may be any one of the following: SMT THMT OTHER.	0-1
Xform	XformType	An element that provides the ability to reset the point of origin of the graphic outline <code>Pin</code> shape, then scale, mirror image or rotate the shape it has been placed at an X and Y location. See paragraph 3.3	0-1

Location	LocationType	The location of the image defined by the <code>Outline</code> or a pre-defined outline shape of the <code>Pin</code> . The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The X location of the <code>Pin</code> defined by its centroid.	1-1
y	double	The Y location of the <code>Pin</code> defined by its centroid.	1-1
StandardShape	ABSTRACT	A substitution group that permits the substitution of any of the <code>StandardPrimitive</code> shapes in accordance with their individual descriptions. A predefined <code>StandardPrimitive</code> may also be instantiated by its unique "id" when the feature is contained in the <code>DictionaryStandard</code> . When a reference is made to the dictionary predefined primitive the <code>Units</code> must match.	1-1

8.2.3.10 VplComponent

The `VplComponent` element consists of several Vendor Part Library (VPL) component descriptions. This information becomes part of the `Step` where components are overlaid with information that is originated from the users BOM/AVL files, combined with any External Vendor Parts Library (EVPL) Database. It presents the original EDA data (i.e. the data as it was read from an EDA database), after it was processed with a CAM tool's Assembly Merge (Bom Merge, Library Merge and Board Merge) function.

The `cadAvlMpn` and the `cadAvlVendor` attributes contain the MPN and Vendor values as they were read from the user BOM/AVL file, while the `VplMpn` and the `VplVendor` attributes contain these values as they were set from the EVPL Database.

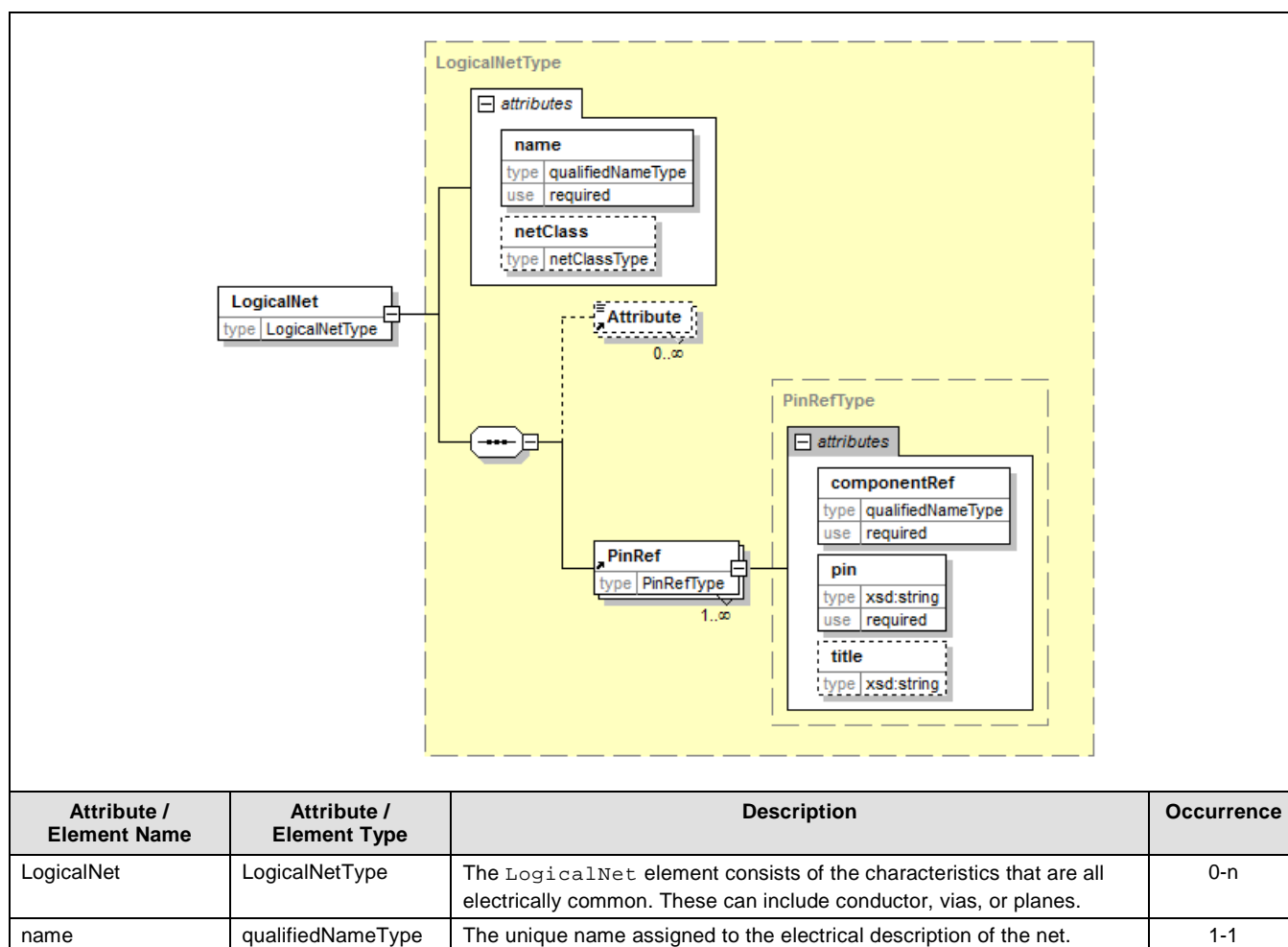


cadAvlVendor	string	The name of the approved supplier of the part.	1-1
cadVplMpn	string	The vendor part library description and manufacturer's part number.	0-1
cadVplVendor	string	The name of the approved supplier of the part as noted in the vendor part library.	0-1
qualify	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the vendor part has been qualified; FALSE indicates that it has not been qualified. If the attribute is not present the qualification is unknown.	1-1
chosen	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the vendor part has been chosen; FALSE indicates that it has not been chosen. If the attribute is not present the fact that the vendor part has been chosen is unknown.	1-1

8.2.3.11 LogicalNet

The **LogicalNet** section is a list of **LogicalNet** elements, each with a name and a group of component/pin location(s). It enables the labeling of each pin with the net to which it belongs. The **PhyNetGroupList** is another representation of a netlist, using physical board locations instead of logical pins.

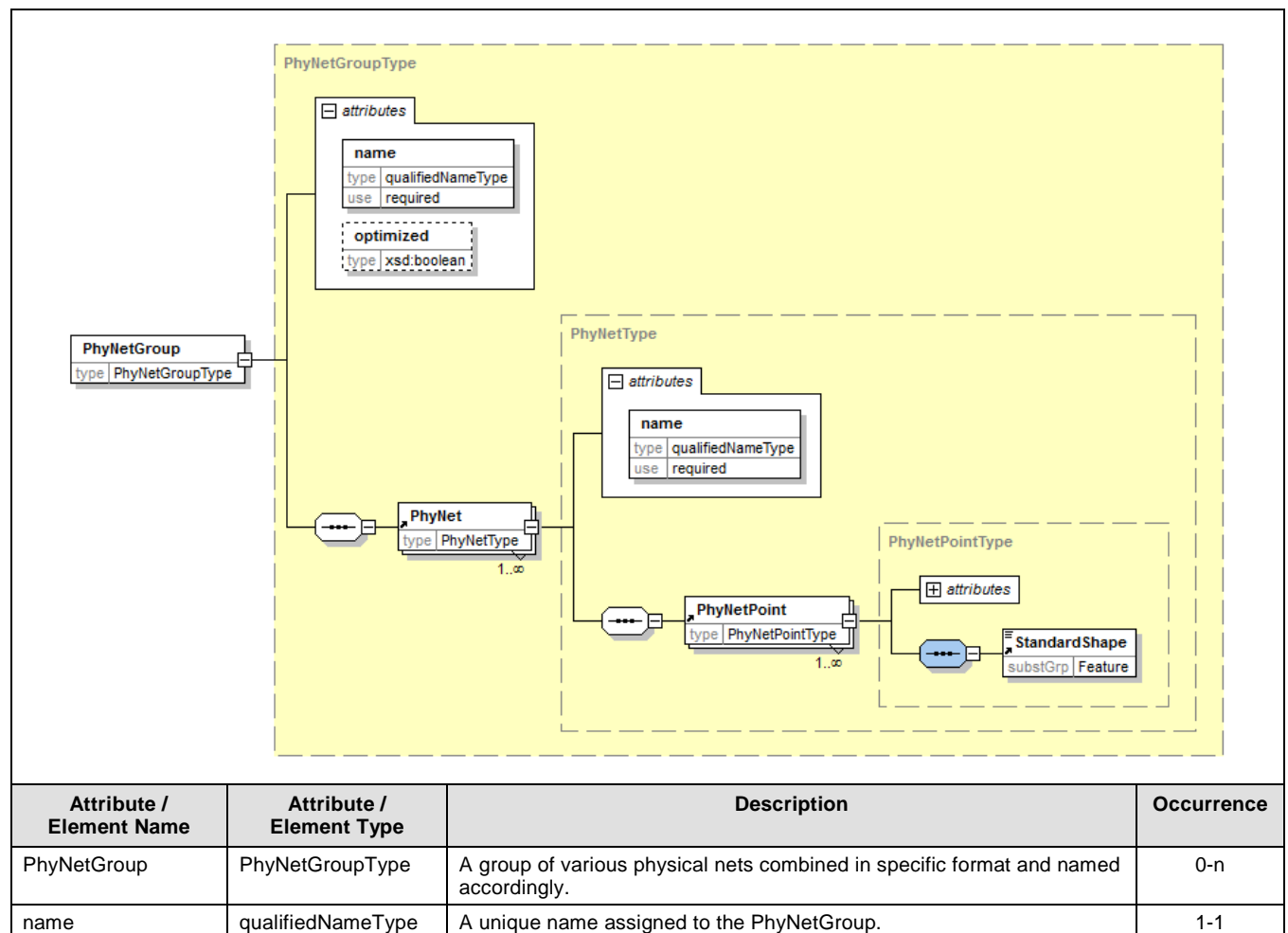
LogicalNet elements read from the CAD system in the form of component pins connectivity. Each **LogicalNet** contains the net name and a set of **LogicalNetPin**. Each **LogicalNetPin** points to a pin on a component.



netClass	netClassType	An enumerated string identifying one of the following net class types CLK FIXED GROUND SIGNAL POWER UNUSED	0-1
Attribute	ABSTRACT	A substitution group that may be any of a group of enumerated string descriptions or a unique string for a condition not addressed by the standard attributes. The <i>Attribute</i> is associated with the <i>LogicalNet</i> .	0-n
PinRef	PinRefType	An individual <i>Pin</i> related to the place where a component attaches to the net. This description facilitates location of lands on the surface of the board or places where through-hole components are mounted.	1-n
componentRef	qualifiedNameType	The <i>qualifiedNameType</i> that identifies the reference designator used as the attribute <i>refDes</i> of the <i>Component</i> element in <i>Step</i> . It is the reference to the component that is connected by the particular <i>Pin</i> and becomes a part of the electrical description of the net.	1-1
pin	string	An identification of the component pin that becomes a part of the electrical description.	1-1
title	string	An alternate method of relating the pin information providing characteristics of the component lead or termination description.	0-1

8.2.3.12 PhyNetGroup

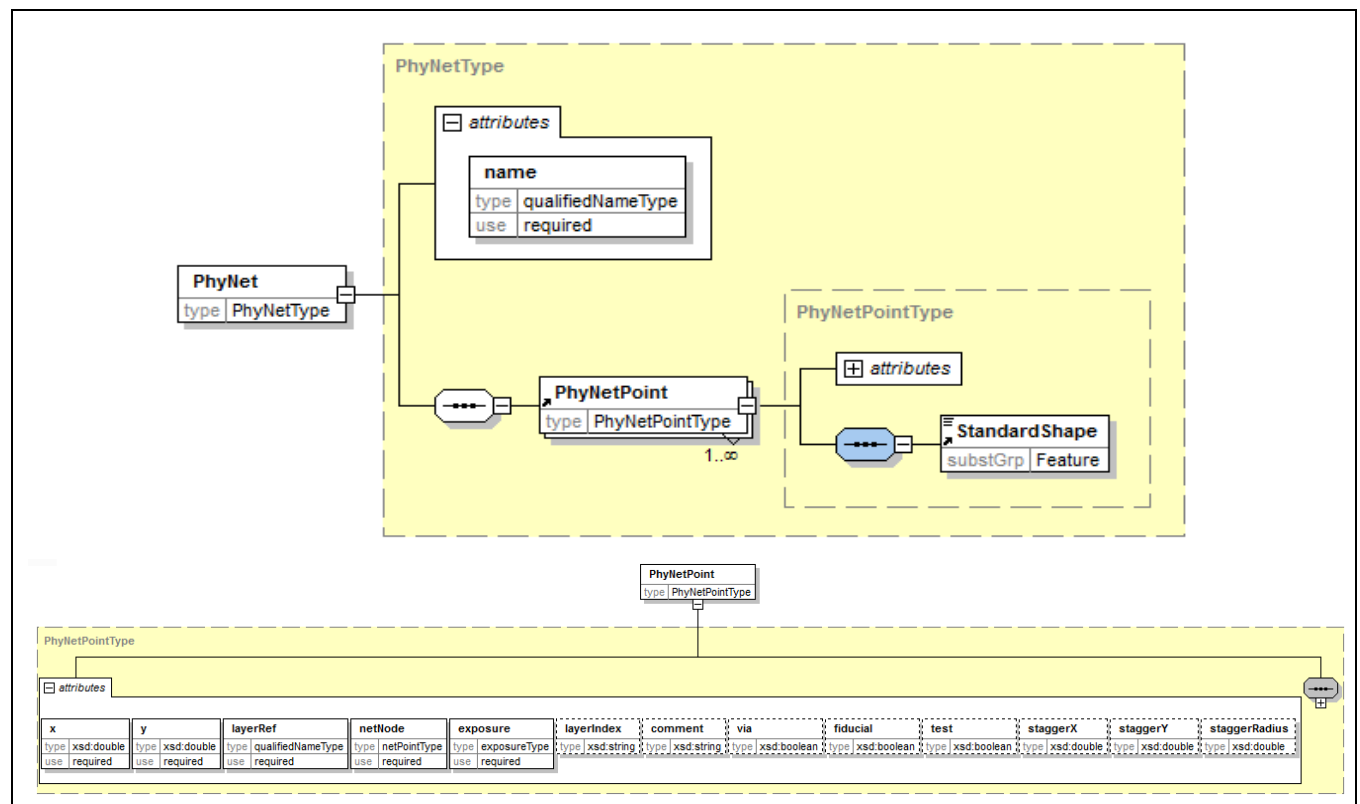
The *PhyNetGroup* element consists various physical electrical connections. The group of nets may be combined from individual layers and submitted to a netlist analyzer or read from netlist files. Each *PhyNetGroup*, contains a set of one to many physical nets (*PhyNets*).



optimized	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the <code>PhyNetGroup</code> has been optimized by combining all <code>PhyNets</code> into a convenient description under the <code>PhyNetGroup</code> element; FALSE indicates that the <code>PhyNetGroup</code> has not been optimized. If the attribute is not present the optimization condition is unknown.	1-1
PhyNet	PhyNetType	An embedded element that provides all the characteristics of a <code>PhyNet</code> describing the characteristics needed to interconnect components in the electronic product.	1-n
name	qualifiedNameType	A unique name assigned to a specific <code>PhyNet</code> .	1-1
PhyNetPoint	PhyNetPointType	An embedded element that provides the details for the <code>PhyNet</code> location and characteristics.	1-n

8.2.3.12.1 PhyNet

The `PhyNet` element consists of one to many points that are essentially the nodes for the physical description of all the conductive elements that become a part of the `Net` on a particular surface of the board. The `PhyNetPoint` is only available on either top or bottom, unless the concepts are used for embedded passive description.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
PhyNet	PhyNetType	An embedded element that provides all the characteristics of a <code>PhyNet</code> describing the characteristics needed to interconnect components in the electronic product.	1-n
name	qualifiedNameType	A unique name assigned to the <code>PhyNet</code> .	1-1
PhyNetPoint	PhyNetPointType	An embedded element that provides the details for the <code>PhyNet</code> location and characteristics.	1-n

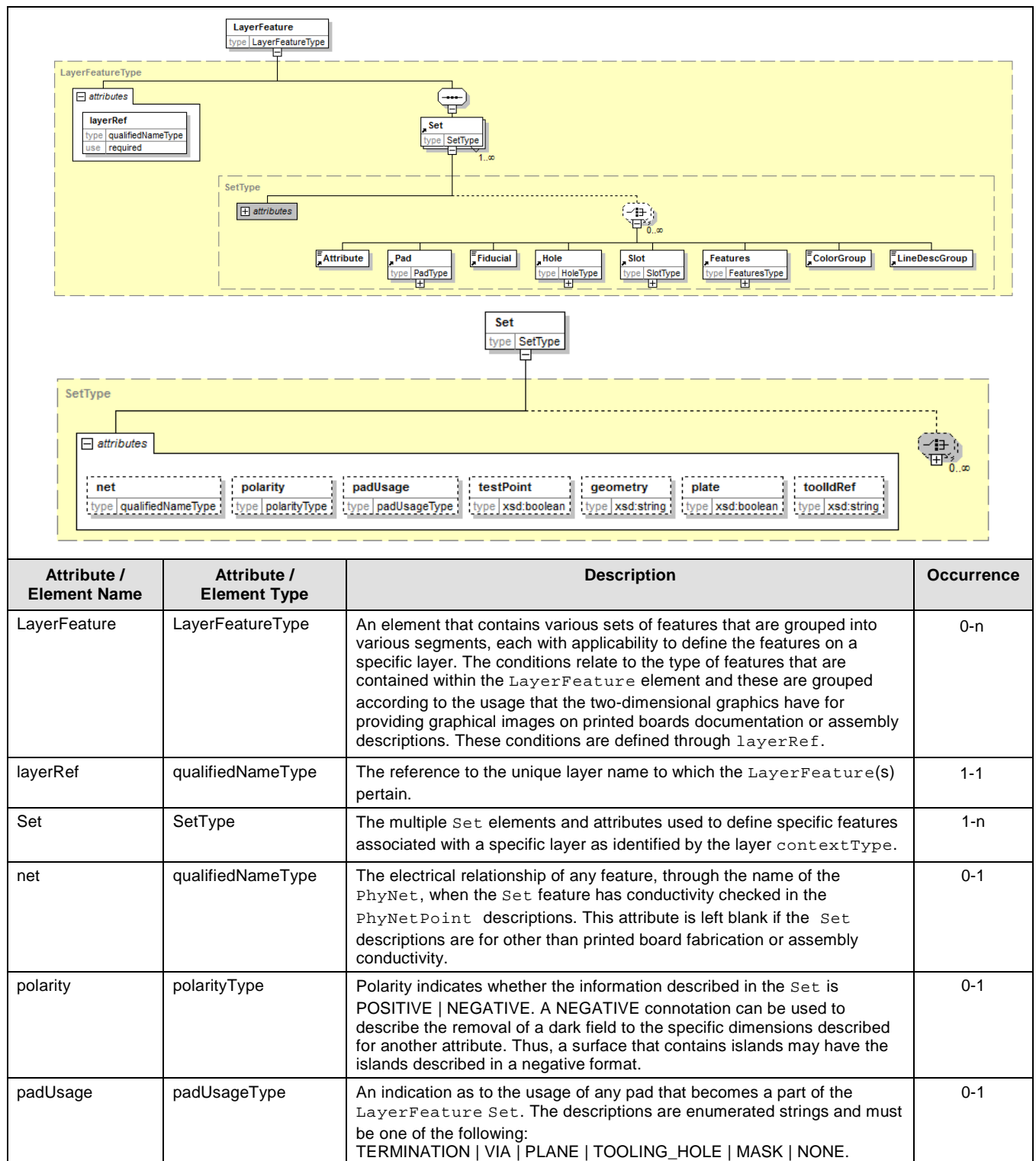
x	double	The x-location for the <code>PhyNetPoint</code> .	1-1
y	double	The y-location for the <code>PhyNetPoint</code> .	1-1
layerRef	qualifiedNameType	The reference to the layer to which the physical net pertains as identified by the layer name including defining a reference to an internal layer for embedded component net relationships.	1-1
netNode	NetPointType	A <code>NetPointType</code> may be one of END MIDDLE to indicate where the <code>PhyNet</code> should be probed defining the end of the Net or a conductor at midpoint.	1-1
exposure	exposureType	The exposure attribute indicates whether the <code>NetPoint</code> is accessible for probing. The enumerated strings consist of: EXPOSED COVERED_PRIMARY COVERED_SECONDARY COVERED	1-1
layerIndex	string	An identification related to inner layer testing prior to multilayer lamination.	0-1
comment	string	Any comment pertaining to the probing of <code>PhyNetPoints</code> .	0-1
via	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the <code>via</code> is being used as the probe point; FALSE indicates that the <code>via</code> is not available. If the attribute is not present the <code>via</code> probing condition is unknown.	0-1
fiducial	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the <code>fiducial</code> is being used as the probe point; FALSE indicates that the <code>fiducial</code> is not available. If the attribute is not present the <code>fiducial</code> probing condition is unknown	0-1
test	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the <code>PhyNetPoint</code> is part of the test sequence allowing for full nodal access, partial nodal access, or functional testing; FALSE indicates that the <code>PhyNetPoint</code> is not part of the test sequence. If the attribute is not present the test condition is unknown.	0-1
staggerX	double	An X dimension that differs from the original X of the <code>PhyNetPoint</code> to indicate a probing location that varies from that specific point.	0-1
staggerY	double	A y-dimension that differs from the original x of the <code>PhyNetPoint</code> to indicate a probing location that varies from that specific point.	0-1
staggerRadius	double	A numerical value that indicates a radius taken from the original x-y point description in the direction of an open conductor that may be probed at its center.	0-1
StandardShape	ABSTRACT	A substitution group that permits the substitution of any of the <code>StandardPrimitive</code> shapes in accordance with their individual descriptions. A predefined <code>StandardPrimitive</code> may also be instantiated by its unique "id" when the feature is contained in the <code>DictionaryStandard</code> . When a reference is made to the dictionary predefined primitive the Units must match.	1-1

8.2.3.13 LayerFeature

The `LayerFeature` element contains all the physical features located on all layers. These features reference `StandardPrimitive` or `UserPrimitive` under the substitution group identification of `StandardShape` or `UserShape`. All shapes may be identified through a reference to predefined primitives contained in `DictionaryStandard` or `DictionaryUser`. Shapes may also be instantiated in the file by substitution of the `Feature` element with the shape name. All characteristics of any shape must be present when the substitution takes place.

An individual `LayerFeature` can be thought of as artwork and these two-dimensional descriptions become the main body of the `Step` data. The information is contained in `LayerFeature` elements and includes several different elements, each corresponding to a layer defined earlier in the `Layer` element.

The **Set** element defines modal attributes (attributes are in effect for all subsequent graphics contained in the set until changed). The only one important characteristic for the set graphic is the **polarity** attribute that can be POSITIVE (draw) or NEGATIVE (erase). The existence of negative features is the reason for the importance of the order.



testPoint	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE indicates that the feature is a candidate for a <code>testPoint</code> used for either in-circuit or functional testing. FALSE indicates that it is not.	0-1
geometry	string	An identification to describe the overall geometry of the features contained in the <code>Set</code> and their particular application to the electronic product.	0-1
plate	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE indicates that the feature is plated in a secondary operation. FALSE indicates that it is not.	0-1
toolIdRef	string	A reference to the <code>DrillTool</code> identification (<code>id</code>) defined in the <code>DrillTool</code> instance of the <code>Layer</code> section. This feature is used to associate the <code>toolSize</code> with features that are part of the <code>Set</code> .	0-1
Attribute	ABSTRACT	A substitution group that may be any of a group of enumerated string descriptions or a unique string for a condition not addressed by the standard attributes. The <code>Attribute</code> is associated with the <code>LayerFeature Set</code> .	0-n
Pad	PadType	A series of pads that are associated with the <code>LayerFeature Set</code> .	0-n
Fiducial	ABSTRACT	A substitution that consists of three elements that may be used to replace the <code>Fiducial</code> element. When the <code>Fiducial</code> element is substituted it shall be by a <code>GlobalFiducial</code> , <code>GoodPanelMark</code> , <code>LocalFiducial</code> or <code>BadBoardMark</code> .	0-n
Hole	HoleType	A series of holes associated with the <code>LayerFeature Set</code> .	0-n
Slot	SlotType	A series of slots associated with the <code>LayerFeature Set</code> .	0-n
Features	FeaturesType	An embedded element that defines a substitution group of any predefined <code>StandardShape</code> or <code>UserShape</code> that may be instantiated as a part of the <code>LayerFeature Set</code> .	0-n
ColorGroup	ABSTRACT	A substitution group that permits assigning a particular color through instantiating the three basic colors or by providing a reference to a predefined <code>Color</code> in <code>DictionaryColor</code> .	0-n
LineDescGroup	ABSTRACT	A substitution group that specifies the <code>LineWidth</code> and <code>LineEnd</code> characteristics of a <code>Feature</code> that requires that description. If a predefined feature is instantiated the presents of a <code>LineDescGroup</code> will override the previously defined <code>LineDesc</code> .	0-n

```

<Step name = "KarensFabricationPanel">
  <Datum x = "0.00" y = "0.00"/>
  <Profile>
    <Polygon>
      <PolyBegin x = "-305.00" y = "-230.00"/>
      <PolyStepSegment x = "-305.00" y = "230.00"/>
      <PolyStepSegment x = "305.00" y = "230.00"/>
      <PolyStepSegment x = "305.00" y = "-230.00"/>
      <PolyStepSegment x = "-305.00" y = "-230.00"/>
    </Polygon>
  </Profile>
  <LayerFeature layerRef = "KarensMultilayer">
    <Set>
      <Slot name = "Tooling Slots" platingStatus = "NONPLATED" plusTol = "0.02" minusTol = "0.00">
        <Outline>
          <Polygon>
            <PolyBegin x = "1.59" y = "209.29"/>
            <PolyStepSegment x = "1.59" y = "210.71"/>
            <PolyStepCurve x = "-1.59" y = "210.71" centerX = "0.00" centerY = "210.71"/>
            <PolyStepSegment x = "-1.59" y = "209.29"/>
            <PolyStepCurve x = "1.59" y = "209.29" centerX = "0.00" centerY = "209.29"/>
          </Polygon>
        </Outline>
        <Outline>
          <Polygon>
            <PolyBegin x = "1.59" y = "-209.29"/>
            <PolyStepSegment x = "1.59" y = "-210.71"/>
            <PolyStepCurve x = "-1.59" y = "-210.71" centerX = "0.00" centerY = "-210.71" clockwise = "TRUE"/>
            <PolyStepSegment x = "-1.59" y = "-209.29"/>
            <PolyStepCurve x = "1.59" y = "-209.29" centerX = "0.00" centerY = "-209.29" clockwise = "TRUE"/>
          </Polygon>
        </Outline>
        <Outline>
          <Polygon>
            <PolyBegin x = "289.29" y = "1.59"/>
            <PolyStepSegment x = "290.71" y = "1.59"/>
            <PolyStepCurve x = "290.71" y = "-1.59" centerX = "290.71" centerY = "0.00" clockwise = "TRUE"/>
            <PolyStepSegment x = "289.29" y = "-1.59"/>
            <PolyStepCurve x = "289.29" y = "1.59" centerX = "289.29" centerY = "0.00" clockwise = "TRUE"/>
          </Polygon>
        </Outline>
        <Outline>
          <Polygon>
            <PolyBegin x = "-289.29" y = "1.59"/>
            <PolyStepSegment x = "-290.71" y = "1.59"/>
            <PolyStepCurve x = "-290.71" y = "-1.59" centerX = "-290.71" centerY = "0.00"/>
            <PolyStepSegment x = "-1.59" y = "-289.29"/>
            <PolyStepCurve x = "-289.29" y = "1.59" centerX = "-289.29" centerY = "0.00"/>
          </Polygon>
        </Outline>
      </Slot>
      <LineDesc lineEnd = "NONE" lineWidth = "0.00"/>
    </Set>
  </LayerFeature>

```

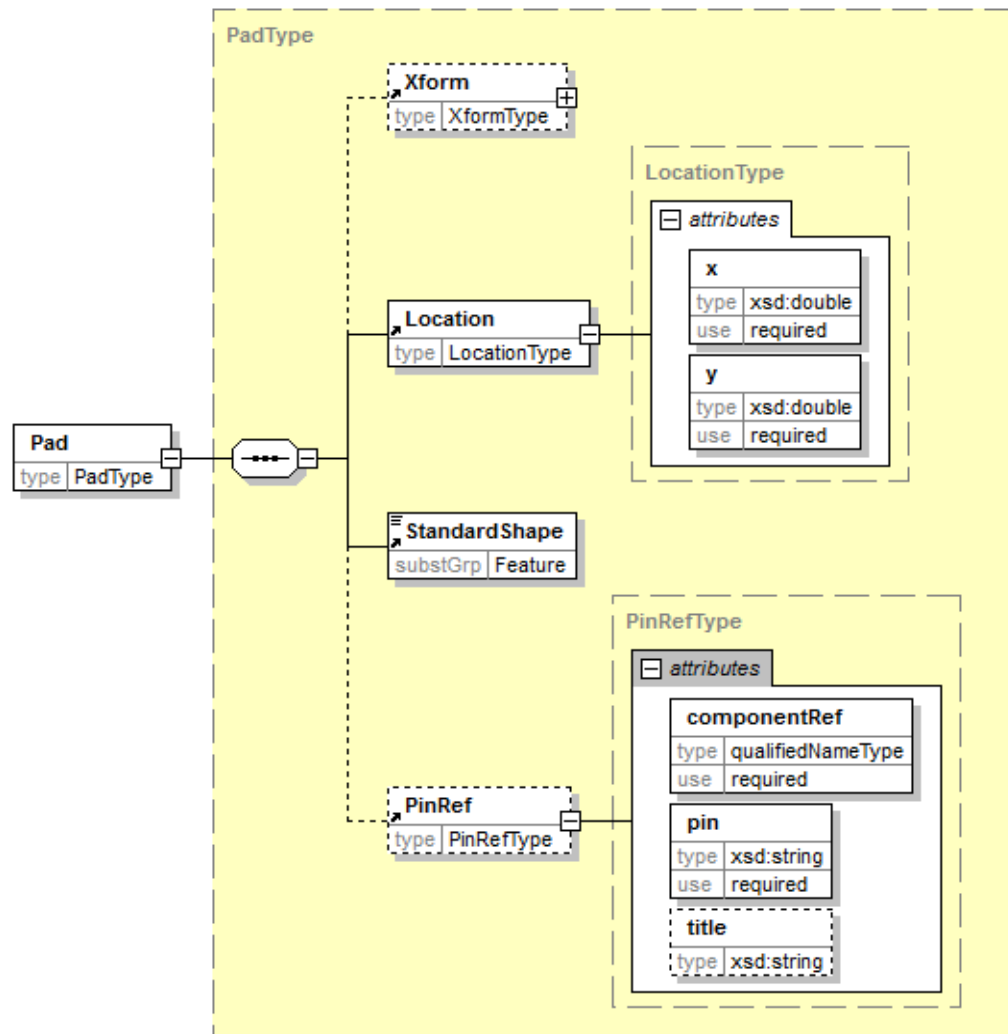
8.2.3.13.1 Attribute

The `Attribute` element consists of any attributes that pertain to any of the elements in a particular `Set`. There may be from one to many unique `Attribute` occurrences within each `Set`. Any `Attribute` description may be one standard enumerated string attributes or a unique description established by the user of the file.

<div> <div>Attribute</div> <div> <div>BooleanAttribute</div> <div> <div>type</div> <div>BooleanAttributeType</div> <div>substGrp</div> <div>Attribute</div> </div> </div> <div> <div>DoubleAttribute</div> <div> <div>type</div> <div>DoubleAttributeType</div> <div>substGrp</div> <div>Attribute</div> </div> </div> <div> <div>IntegerAttribute</div> <div> <div>type</div> <div>IntegerAttributeType</div> <div>substGrp</div> <div>Attribute</div> </div> </div> <div> <div>NonstandardAttribute</div> <div> <div>type</div> <div>NonstandardAttribute...</div> <div>substGrp</div> <div>Attribute</div> </div> </div> <div> <div>OptionAttribute</div> <div> <div>type</div> <div>OptionAttributeType</div> <div>substGrp</div> <div>Attribute</div> </div> </div> <div> <div>TextAttribute</div> <div> <div>type</div> <div>TextAttributeType</div> <div>substGrp</div> <div>Attribute</div> </div> </div> </div>			
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Attribute	ABSTRACT	A substitution group that may be any of a group of enumerated string descriptions or a unique string for a condition not addressed by the standard attributes. The <code>Attribute</code> is associated with the <code>LayerFeature Set</code> .	0-n

8.2.3.13.2 Pad

The `Pad` element represents an individual pad. Pads are features with a center (x, y), a standard primitive shape either pre-defined in the `DictionaryStandard`, or instantiated at the time the `Set` is defined. The `Pad` may be changed through the `Xform` element (located, rotated, mirrored or scaled). Rotation is any number of degrees, although 90° multiples is the usual angle; positive rotation is always counter-clockwise as viewed from the board TOP (primary side). When `mirror` is set to `MIRROR` it indicates that all x dimensions are set to $a-x$ value. For scaling the `Pad`, all x and y dimensions of a `geometry` are multiplied by the `scale` attribute. The scale factor does not apply to angular values. The `Pad` may have an appropriate `pin` attribute.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Pad	PadType	A series of pads associated with the LayerFeature Set .	0-n
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined area that can be scaled, mirror imaged or rotated. The image may also be located by the Xform . See paragraph 3.3.	0-1
xOffset	double	The xOffset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
yOffset	double	The yOffset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
rotation	nonNegativeDouble Type	Defines the rotation of a shape about the local origin in degrees. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side). Degree accuracy is expressed as a two place decimal i.e., 45.15; 62.34	0-1
mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	0-1

scale	scaleType	An attribute that defines a “double” dimension whose minExclusiveValue=0.0 representing the multiplication factor of all x and y dimensions. The scale factor does not apply to angular values.	0-1
Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the pad. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
y	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
StandardShape	ABSTRACT	A substitution group that may call for any StandardPrimitive, instantiated by describing their unique features or by referencing a predefined primitive contained in the DictionaryStandard.	1-1
PinRef	PinRefType	An individual Pin related to the place where a component attaches to the net. This description facilitates location of lands on the surface of the board or places where through-hole components are mounted.	1-n
componentRef	qualifiedNameType	The qualifiedNameType that identifies the reference designator used as the attribute refDes of the Component element in Step It is the reference to the component that is connected by the particular Pin and becomes a part of the electrical description of the net.	1-1
pin	string	An identification of the component pin that becomes a part of the electrical description.	1-1
title	string	An alternate method of relating the pin information providing characteristics of the component lead or termination description.	0-1

8.2.3.13.3 Fiducial

A specific set of fiducials used by the board fabricator to distinguish between those boards, in a panel, that passed inspection or electrical test, and those that did not pass.

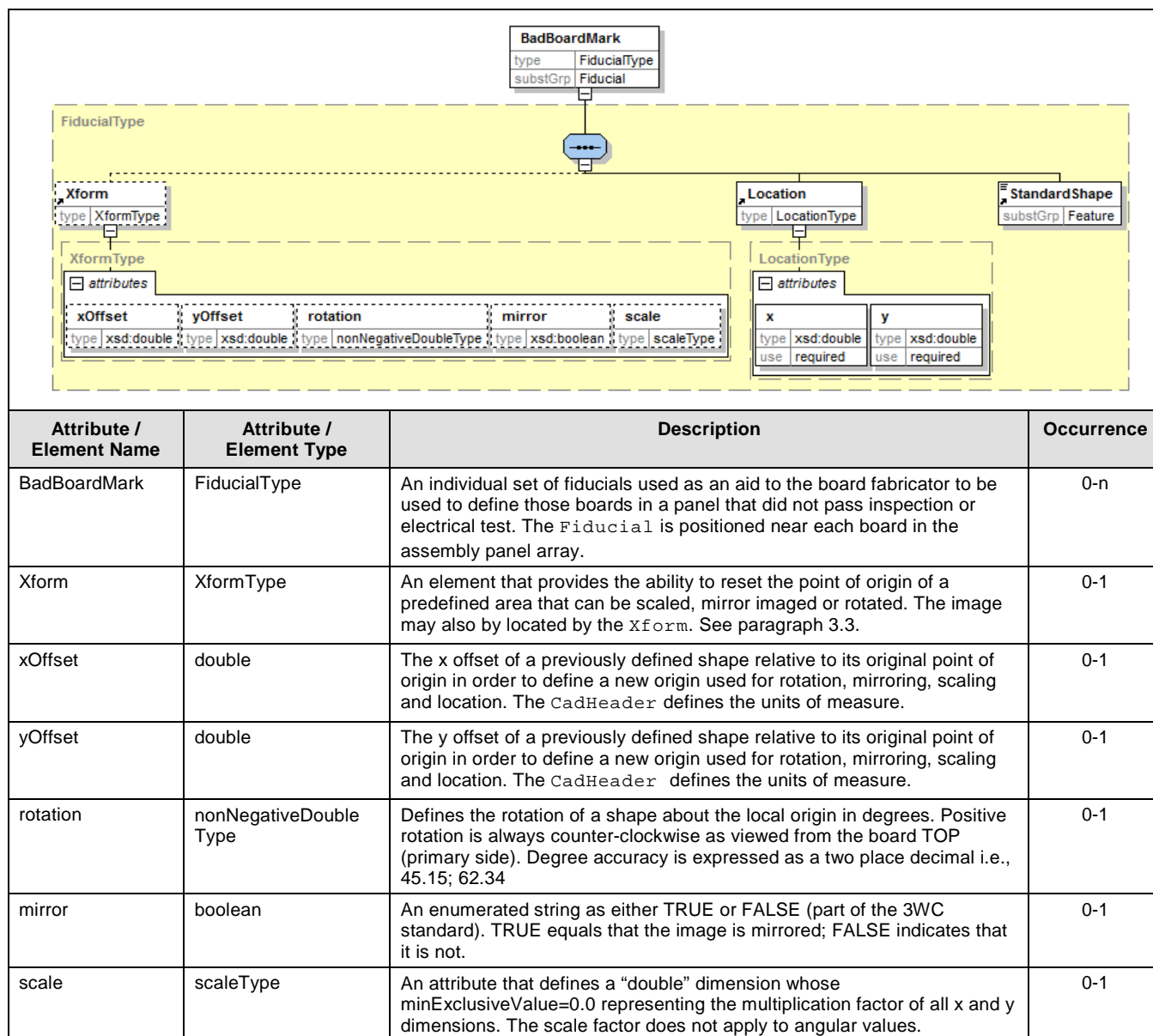
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
BadBoardMark	FiducialType	A specific set of fiducials used by the board fabricator to distinguish between those boards, in a panel, that passed inspection or electrical test, and those that did not pass. The Fiducial is positioned near each board in the assembly panel array.	0-n
GlobalFiducial	FiducialType	An individual Set of fiducials used in the description and arrangement of features on a board, assembly, or panel. This symbol is also used as a good board mark	0-n
GoodPanelMark	FiducialType	A single Standard Shape used to define a panel where all boards on the panel are good. The fiducial is positioned once on the panel and enables reduction in inspection time.	0-n
LocalFiducial	FiducialType	An individual Set of fiducials used in the description and arrangement of features on a board, assembly, or panel which represent component location positioning.	0-n

- **BadBoardMark**

The **BadBoardMark** element provides a list of images intended to represent a symbol known as a fiducial which works with equipment vision systems to identify whether the board in the array is good or not. The determination is usually made by the board fabricator and he covers the fiducial (**BadBoardMark**) to indicate that the board should not be assembled with components.

These images are usually described in the form of a **StandardShape** and may appear on any **Layer** as a **LayerFeature**. The **BadBoardMark** may also be identified as a separate **Set**, thus arranging all of the **BadBoardMark** elements that identify good and bad boards on an assembly array, or manufacturing panel.

If treated individually, **BadBoardMark** elements may appear multiple times within the **LayerFeature Set**.

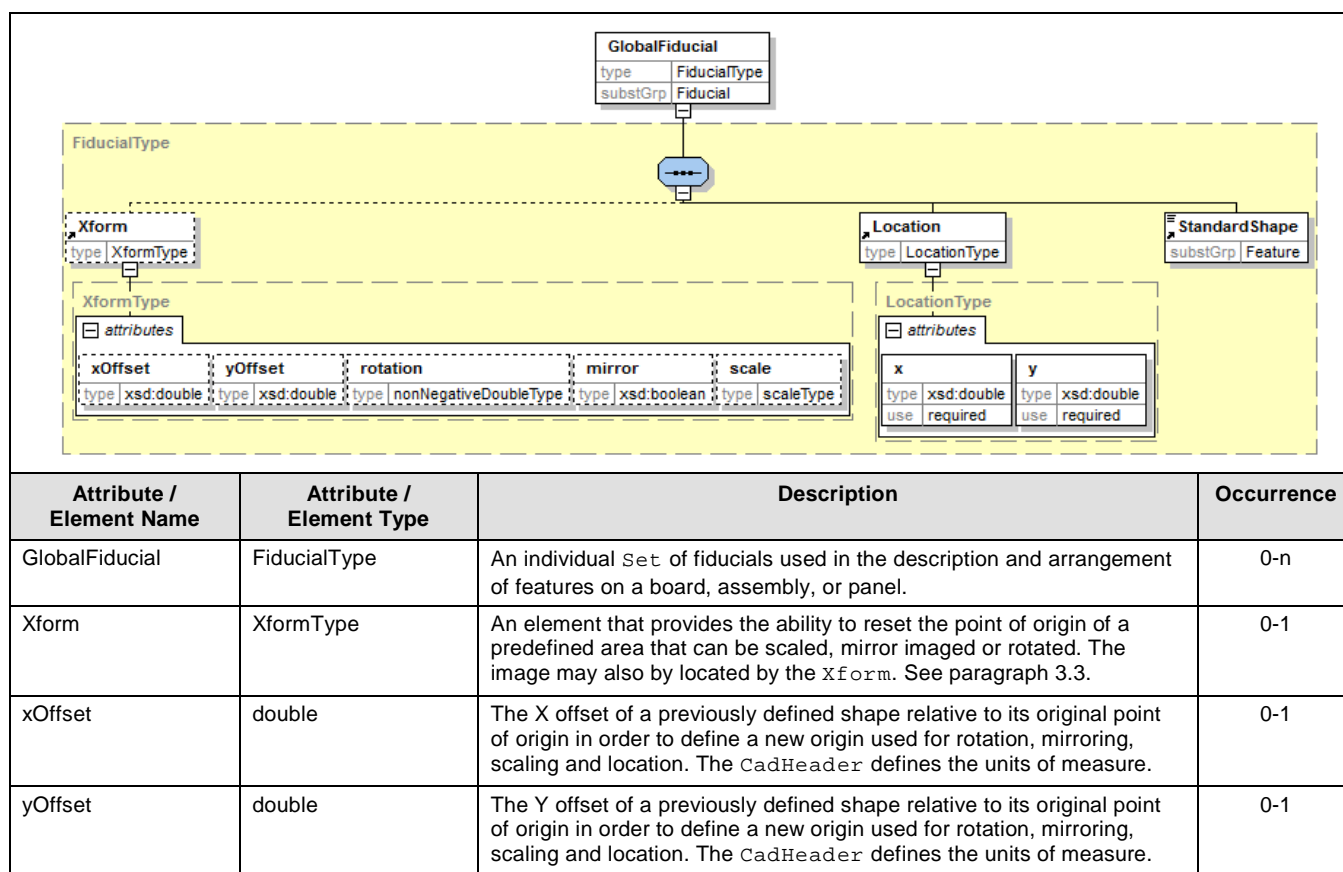


Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the fiducial. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
y	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
StandardShape	ABSTRACT	A substitution group that may call for any StandardPrimitive, instantiated by describing their unique features or by referencing a predefined primitive contained in the DictionaryStandard.	1-1

• GlobalFiducial

The `GlobalFiducial` element provides a list of images intended to represent a symbol known as a fiducial which works with assembly equipment vision systems to improve the positioning of the board or panel. These images are described in the form of a `StandardShape` and may appear on any `Layer` as a `LayerFeature`. The `GlobalFiducial` may also be identified as a separate `Set`, thus arranging all of the fiducials that position boards, assemblies, and assembly arrays in a panel format are considered in one `LayerFeature Set`.

If treated individually, `GlobalFiducial` may appear multiple times within the `LayerFeature Set`.

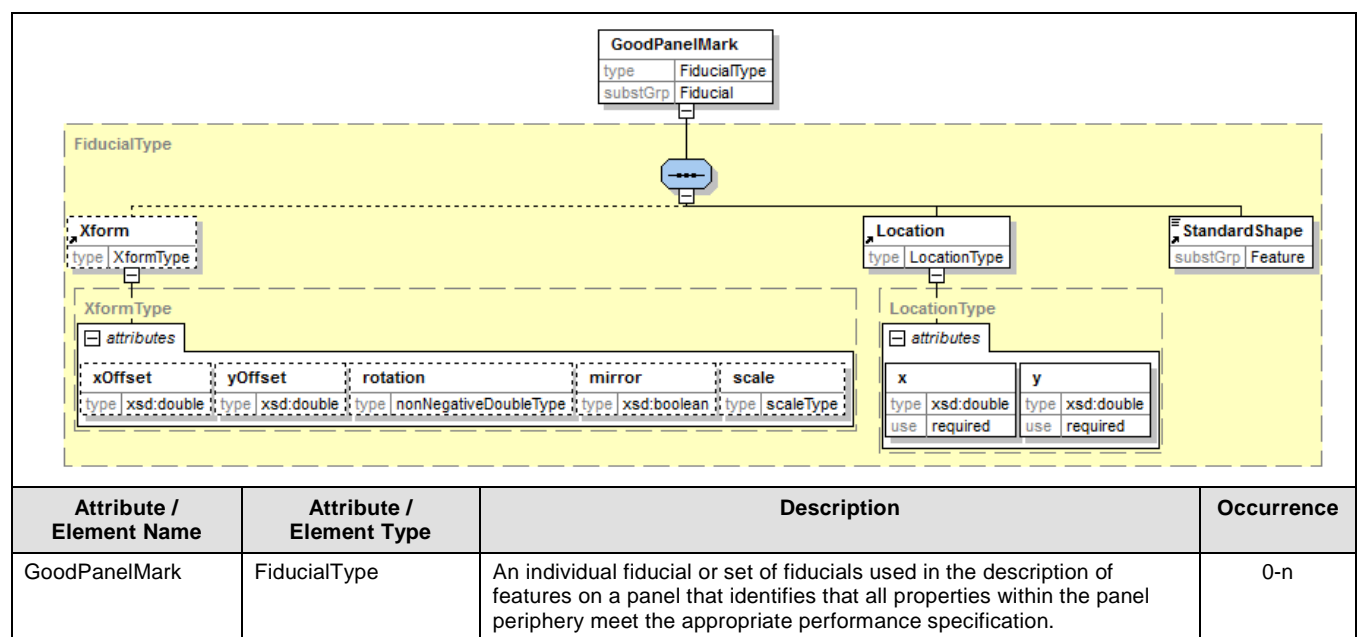


rotation	nonNegativeDouble Type	Defines the rotation of a shape about the local origin in degrees. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side). Degree accuracy is expressed as a two place decimal i.e., 45.15; 62.34	0-1
mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	0-1
scale	scaleType	An attribute that defines a "double" dimension whose minExclusiveValue=0.0 representing the multiplication factor of all x and y dimensions. The scale factor does not apply to angular values.	0-1
Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the fiducial. The image may have been reorientated by the Xform.	1-1
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
y	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
StandardShape	ABSTRACT	A substitution group that may call for any StandardPrimitive, instantiated by describing their unique features or by referencing a predefined primitive contained in the DictionaryStandard.	1-1

- **GoodPanelMark**

The `GoodPanelMark` element provides a single image intended to represent a symbol known as a fiducial which works with equipment vision systems to identify that all the boards in an array are good. The determination is usually made by the board fabricator. He makes sure that the `GoodPanelMark` fiducial is clearly visible to avoid having to check to see if there are any bad boards.

These images are usually described in the form of a `StandardShape` and may appear on any `Layer` as a `LayerFeature`.

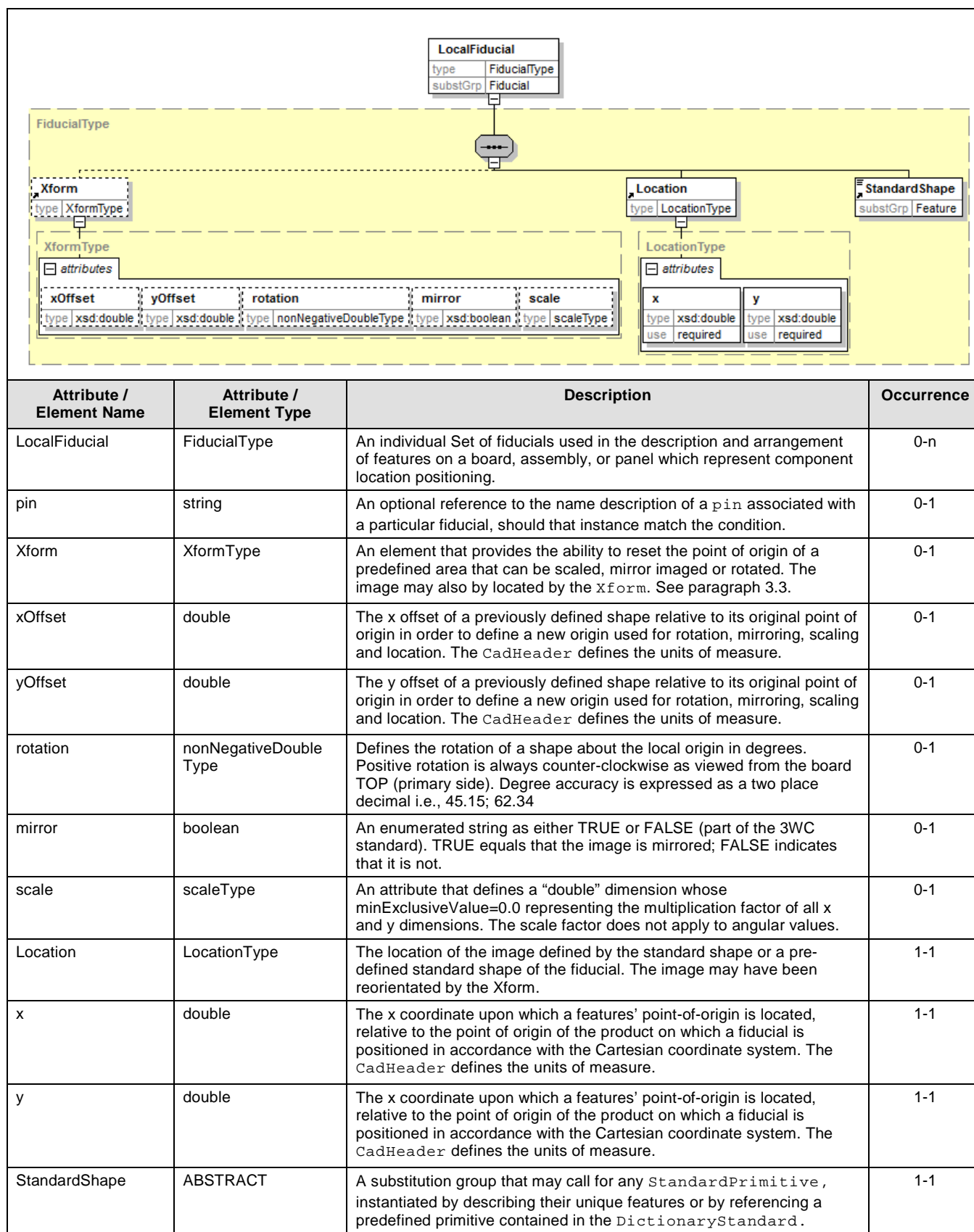


Xform	XformType	An element that provides the ability to reset the point of origin of a predefined area that can be scaled, mirror imaged or rotated. The image may also be located by the <code>Xform</code> . See paragraph 3.3.	0-1
xOffset	double	The X offset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The <code>CadHeader</code> defines the units of measure.	0-1
yOffset	double	The Y offset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The <code>CadHeader</code> defines the units of measure.	0-1
rotation	nonNegativeDoubleType	Defines the rotation of a shape about the local origin in degrees. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side). Degree accuracy is expressed as a two place decimal i.e., 45.15; 62.34	0-1
mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	0-1
scale	scaleType	An attribute that defines a “double” dimension whose <code>minExclusiveValue=0.0</code> representing the multiplication factor of all x and y dimensions. The scale factor does not apply to angular values.	0-1
Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the fiducial. The image may have been reorientated by the <code>Xform</code> .	1-1
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The <code>CadHeader</code> defines the units of measure.	1-1
y	double	The y coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a fiducial is positioned in accordance with the Cartesian coordinate system. The <code>CadHeader</code> defines the units of measure.	1-1
StandardShape	ABSTRACT	A substitution group that may call for any <code>StandardPrimitive</code> , instantiated by describing their unique features or by referencing a predefined primitive contained in the <code>DictionaryStandard</code> .	1-1

- **LocalFiducial**

The `LocalFiducial` element provides a list of images intended to represent a symbol known as a fiducial which works with specific components that require the additional precision of assembly equipment vision systems to improve the positioning of the component during the assembly operation. These images are usually described in the form of a `StandardShape` and may appear on any `Layer` as a `LayerFeature`. The `LocalFiducial` may also be identified as a separate `Set`, thus arranging all of the fiducials that position components or other specific features on a board, assembly array, or manufacturing panel.

If treated individually, the `LocalFiducial` may appear multiple times within the `LayerFeature Set`.



8.2.3.13.4 Hole

The `Hole` element describes the characteristics of a particular hole, including naming the hole description with a unique name that may be reused. The main purpose of including hole in the `Set` means that specific information can be described as all the particular holes in one set of data. In this instance, the `layerRef` of `LayerFeature` is to the `Layer/Stackup` element which describes the `overallThickness` for those holes that go entirely through the board. For those holes that are buried or blind vias, the appropriate `Stackup` reference **shall** be used as a part of the `layerRef` of the `LayerFeature` descriptions of holes. This concept permits a replacement of the `Drill` file that usually accompanies a data transfer transaction.

The `Hole` element can occur multiple times within the `LayerFeature` element.

<div> <div>Hole</div> <div>type: HoleType</div> </div>				<div> <div>HoleType</div> <div>attributes</div> </div>			
name	diameter	platingStatus	plusTol	minusTol	x	y	
type: qualifiedNameType	type: nonNegativeDoubleType	type: platingStatusType	type: nonNegativeDoubleType	type: nonNegativeDoubleType	type: xsd:double	type: xsd:double	
use: required	use: required	use: required	use: required	use: required	use: required	use: required	

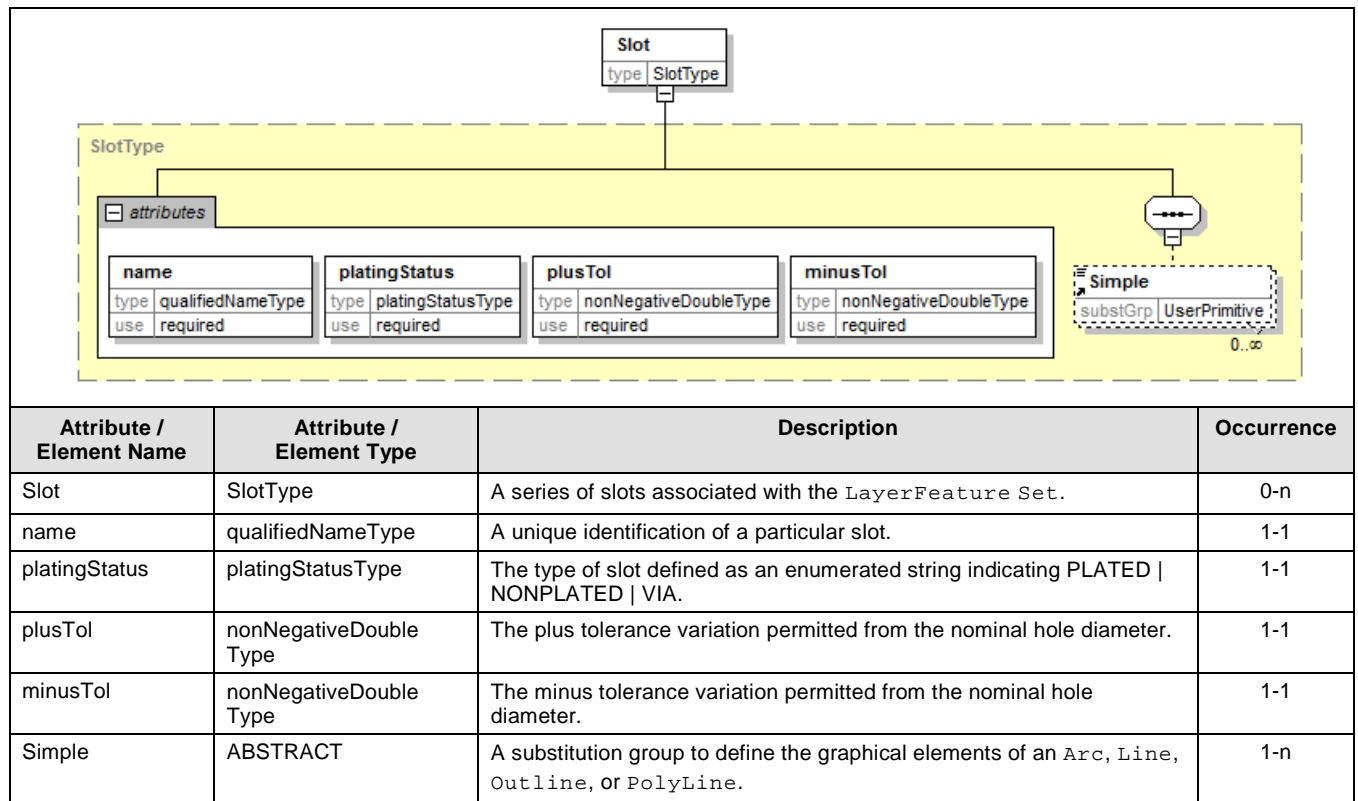
Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Hole	HoleType	A series of holes associated with the <code>LayerFeature Set</code> .	0-n
name	qualifiedNameType	A unique identification of a particular hole.	1-1
diameter	nonNegativeDoubleType	The nominal diameter of the hole in the as-finished state.	1-1
platingStatus	platingStatusType	The type of hole defined as an enumerated string indicating PLATED NONPLATED VIA.	1-1
plusTol	nonNegativeDoubleType	The plus tolerance variation permitted from the nominal hole diameter.	1-1
minusTol	nonNegativeDoubleType	The minus tolerance variation permitted from the nominal hole diameter.	1-1
x	double	The x-location of the hole.	1-1
y	double	The y-location of the hole.	1-1

8.2.3.13.5 Slot

The `Slot` element describes the characteristics of a particular slot, including naming the slot description with a unique name that may be reused. The main purpose of including slot in the `Set` means that specific information can be described for all the particular slots in one set of data.

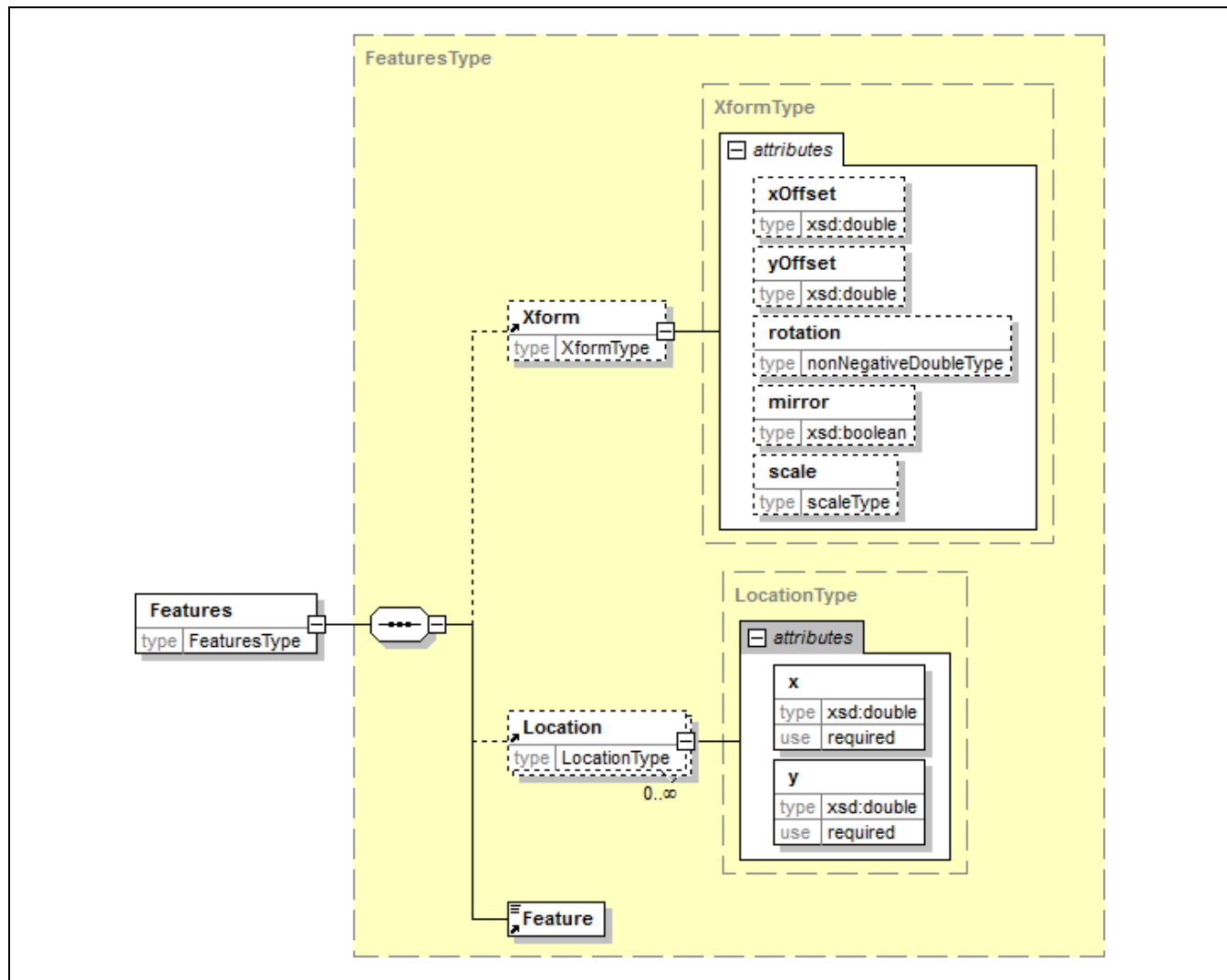
The `layerRef` of `LayerFeature` is to the appropriate layers that contain the slot. A `Layer` name may also be assigned to the total board through the `Layer Span` function; this can describe the `overallThickness` for those slots that go entirely through the board. For those slots that are partially cut into the board, the appropriate `Stackup` reference **shall** be used as a part of the `layerRef` of the `LayerFeature` descriptions of slots.

The `Slot` element can occur multiple times within the `LayerFeature` element. The graphical elements of `Line`, `Polyline`, `Arc`, and `Polygon` are used as substitution groups under the `Simple` primitive descriptions and are used to describe the characteristics of any particular `Slot`. There may be zero to many occurrences of these graphics.



8.2.3.13.6 Features

An embedded element that defines a substitution group, whose characteristics are used to identify any StandardShape or UserShape. The description may come from a predefined stored element contained in DictionaryStandard or DictionaryUser or instantiated at the time a feature is described.

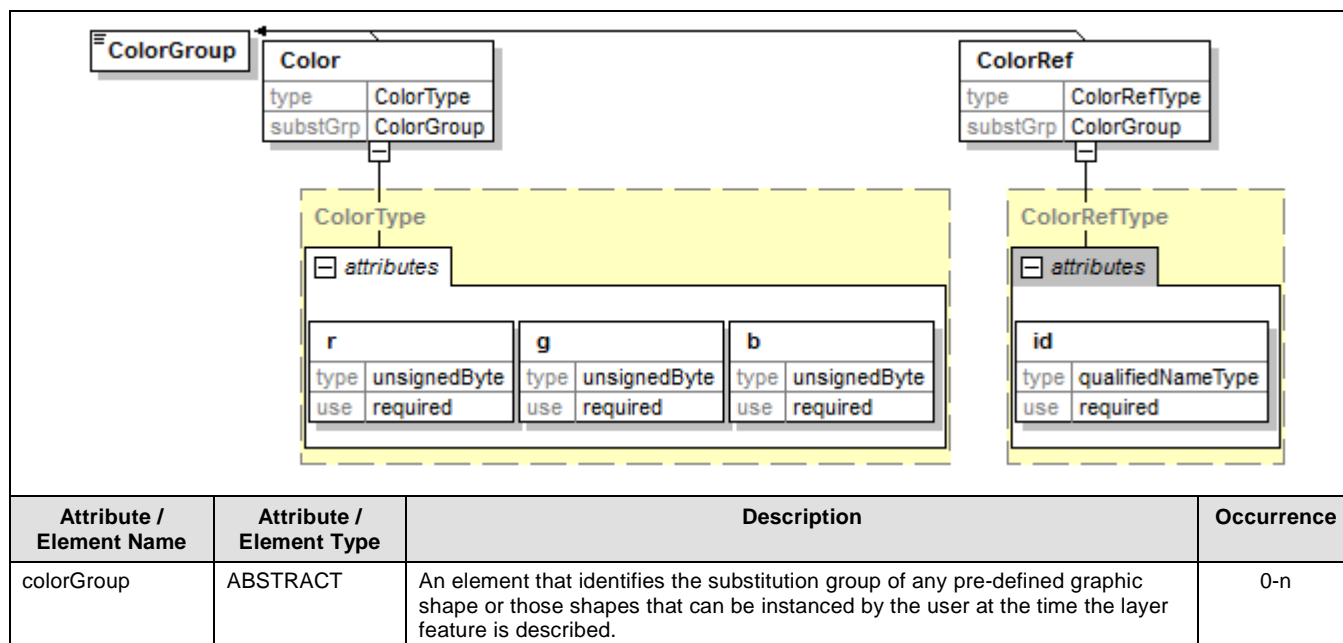


Attribute / Element Name	Attribute / Element Type	Description	Occurrence
Features	FeaturesType	An embedded element that defines a substitution group of any predefined StandardShape or UserShape that may be instantiated as a part of the LayerFeature Set .	0-n
Xform	XformType	An element that provides the ability to reset the point of origin of a predefined area that can be scaled, mirror imaged or rotated. The image may also be located by the Xform . See paragraph 3.3.	0-1
xOffset	double	The xOffset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
yOffset	double	The yOffset of a previously defined shape relative to its original point of origin in order to define a new origin used for rotation, mirroring, scaling and location. The CadHeader defines the units of measure.	0-1
rotation	nonNegativeDouble Type	Defines the rotation of a shape about the local origin in degrees. Positive rotation is always counter-clockwise as viewed from the board TOP (primary side). Degree accuracy is expressed as a two place decimal i.e., 45.15; 62.34	0-1

mirror	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the image is mirrored; FALSE indicates that it is not.	0-1
scale	scaleType	An attribute that defines a "double" dimension whose minExclusiveValue=0.0 representing the multiplication factor of all x and y dimensions. The scale factor does not apply to angular values.	0-1
Location	LocationType	The location of the image defined by the standard shape or a pre-defined standard shape of the pad. The image may have been reorientated by the Xform.	0-n
x	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
y	double	The x coordinate upon which a features' point-of-origin is located, relative to the point of origin of the product on which a component is positioned in accordance with the Cartesian coordinate system. The CadHeader defines the units of measure.	1-1
Feature	ABSTRACT	An element that identifies the substitution group of any pre-defined StandardShape or UserShape that can be instantiated by the user at the time the layer feature is described.	0-n

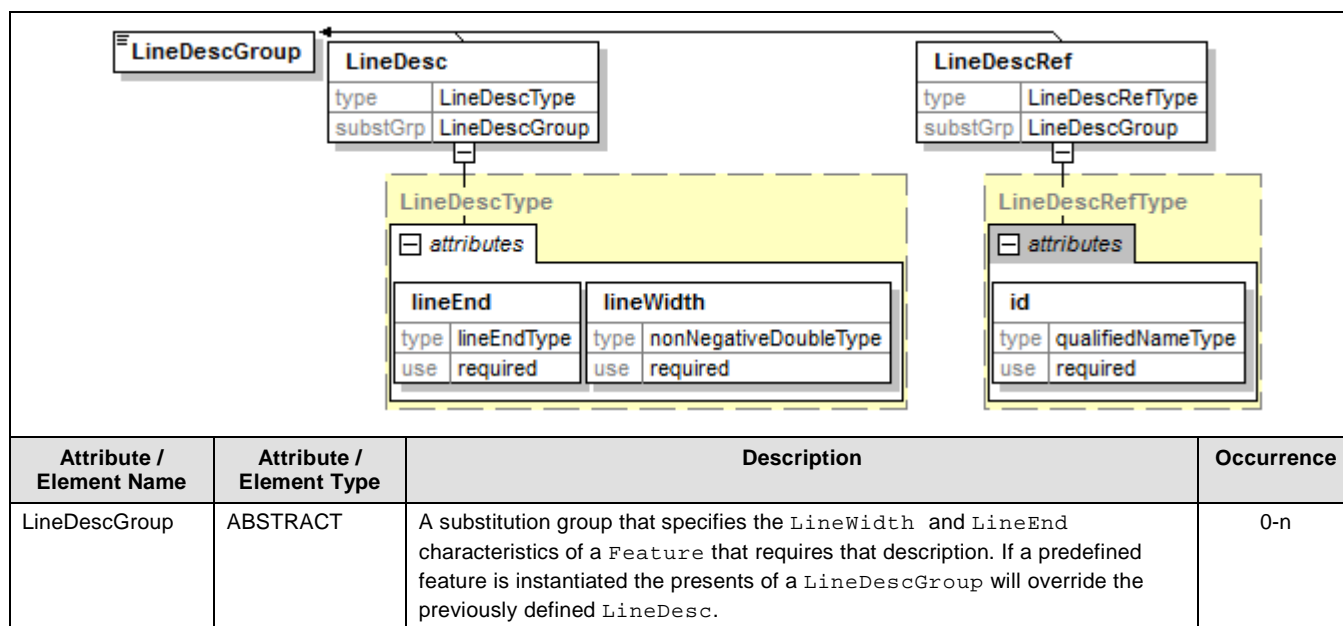
8.2.3.13.7 ColorGroup

A substitution group characteristic used to identify any color required for the set. The description may come from a predefined stored element contained in DictionaryColor or instantiated at the time a feature is described.



8.2.3.13.8 LineDescGroup

A substitution group characteristic used to identify line description information. The description may come from a predefined stored element contained in DictionaryLineDesc or instantiated at the time a feature is described.

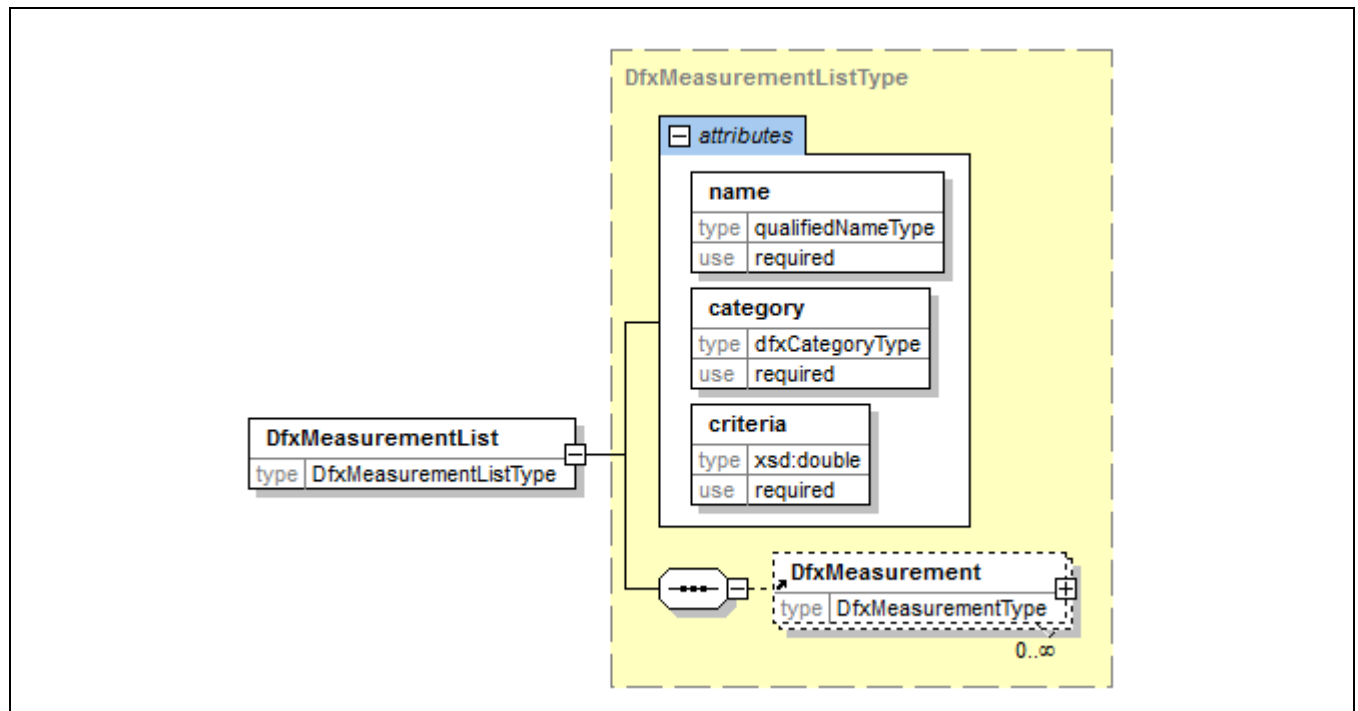


8.2.4 DfxMeasurementList

Many design and manufacturing tools have the ability to analyze the details of a data file and make a determination as to whether all the design rules have been met or if the parts are manufacturable within the capability of the board fabricator or assembler. The results of these analyses need to be retained so that future users of the data contained in the IPC-2581 file are aware of the improvements or risks which are apparent within the manufacturing domain.

The `DfxMeasurementList` element consists of a variety of measurements identified as `DfxMeasurement`. Each of these lists is identified separately so that the design for manufacturing analysis can be grouped according to their particular characteristic. The granularity of this grouping is dependent on the desire of the designer, fabricator, or assembler to capture the details of the Dfx analysis.

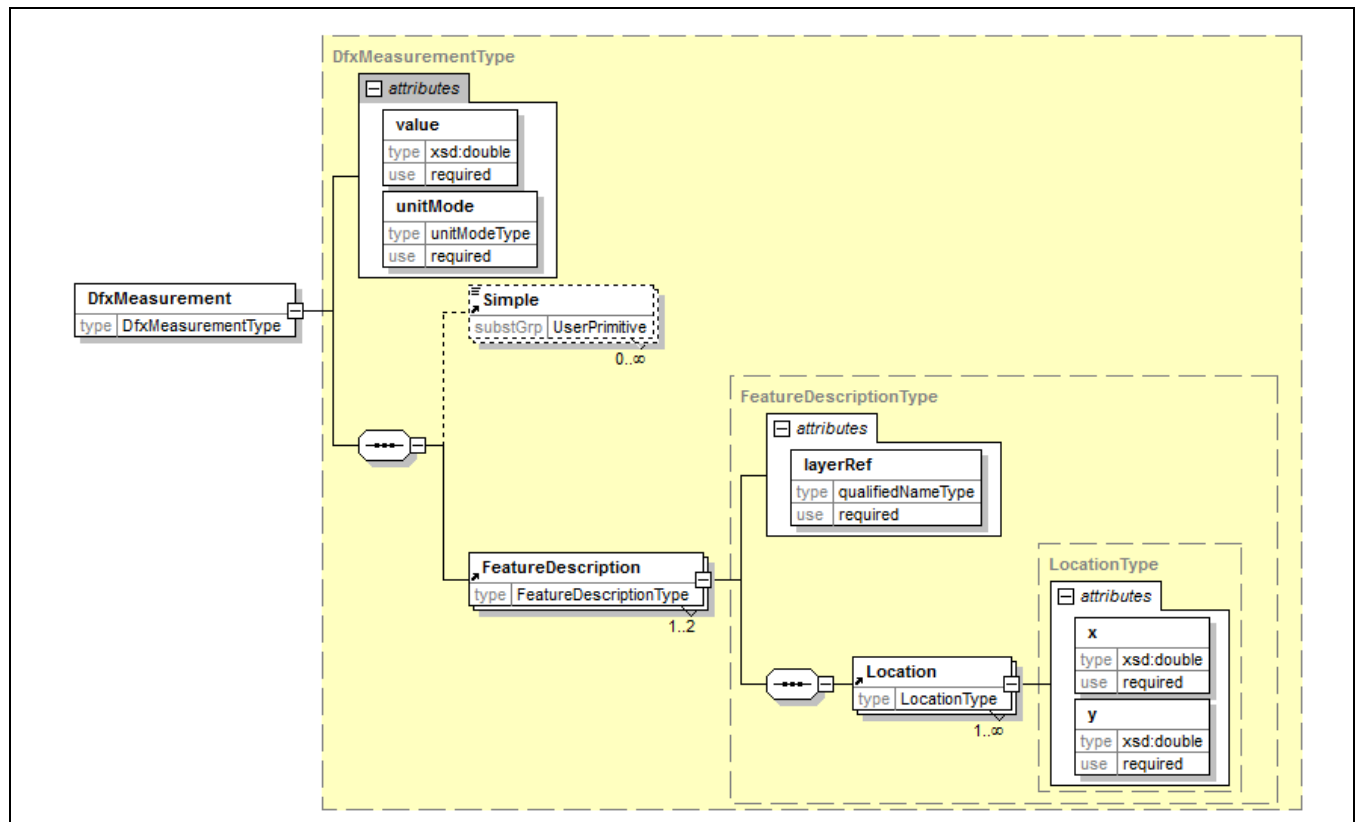
Just as there may be several `DfxMeasurementList` elements each list may contain many measurements (`DfxMeasurement`) that are described in order to indicate where the conditions afford a risk or need improvement.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
DfxMeasurementList	DfxMeasurementList Type	An element consisting of a list of all the measurements made in the design for manufacturing analysis grouped in a specific category or criteria description.	1-n
name	qualifiedNameType	A unique name assigned to the DfxMeasurementList .	1-1
category	dfxCATEGORYType	A unique description defined by the user which relates to the products contained in the particular IPC-2581 file intended to provide identification for the group of the DfxMeasurement characteristics. The category type is an enumerated string that may be any of the following groupings COMPONENT BOARD FAB ASSEMBLY TESTING DATA QUALITY	1-1
criteria	double	The design criteria used in evaluating the measurement characteristics in order to determine whether the design as supplied by the user meets the manufacturing criteria.	1-1
DfxMeasurement	DfxMeasurementType	An embedded element that provides the specific details of the measurements that are made on individual layers or product to determine design for manufacturing characteristics.	1-n

8.2.4.1 DfxMeasurement

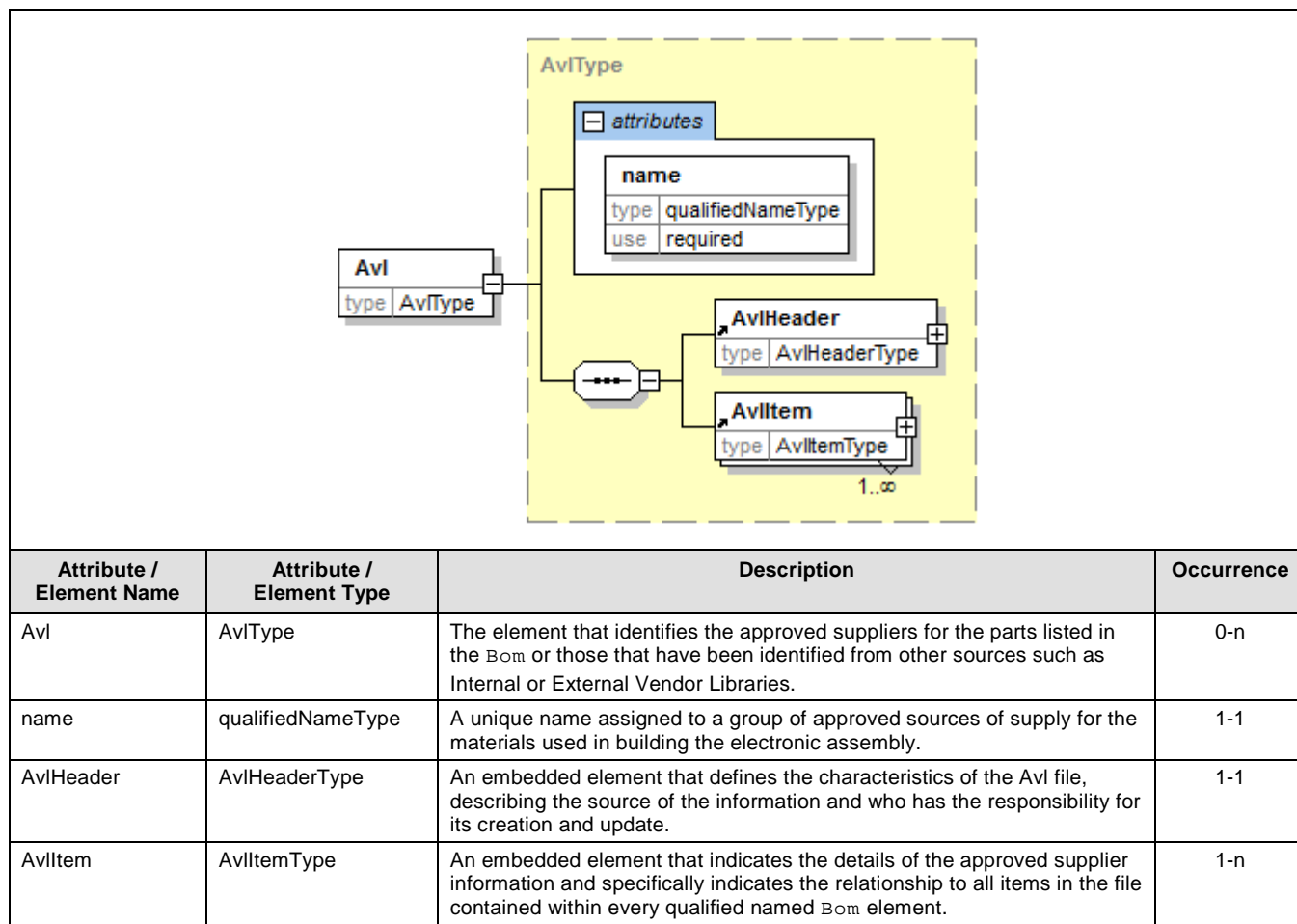
The **DfxMeasurement** element consists of various measurements that are related to a particular characteristic of the product. The **DfxMeasurement**'s are made on individual layers or product to determine design for manufacturing characteristics.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
DfxMeasurement	DfxMeasurement Type	An embedded element that provides the specific details of the measurements that are made on individual layers or product to determine design for manufacturing characteristics.	1-n
value	double	The specific value assigned to the DfmResults based on the manufacturing analysis of the design file.	1-1
unitMode	unitModeType	The mode of measurement depending on the characteristic being evaluated, indicated as an enumerated string using: DISTANCE AREA RESISTANCE CAPACITANCE IMPEDANCE PERCENTAGE SIZE NONE	1-1
Simple	ABSTRACT	A substitution group of either an Arc, Line, Outline, or Polyline used to define the characteristics of the Dfx measurement	0-1
FeatureDescription	FeatureDescription Type	A nested element that can be 1 or 2 feature descriptions related to the definitions used in the Simple graphic descriptions. The second FeatureDescription may be either a solution or a second feature that is in conflict with the first feature.	1-2
layerRef	qualifiedNameType	A reference to the specific layer in the Ecad layer section that pertains to the specifics of the DfxMeasurement.	1-1
Location	LocationType	The location of the image defined by the standard feature, user feature or simple graphic where the DFX measurement is applicable	0-n
x	double	The x coordinate where the DfxMeasurement is made relative to the point of origin of the product. The CadHeader defines the units of measure.	1-1
y	double	The y coordinate where the DfxMeasurement is made relative to the point of origin of the product. The CadHeader defines the units of measure.	1-1

9 APPROVED VENDOR LIST (AVL)

The `Avl` element contains the list of matching manufacturer's part numbers (MPNs) and vendor information of certain component part number's (CPN). Although there are several Bill of Materials (Bom's) there is only one approved vendor list except that the information is segmented by names of the files.



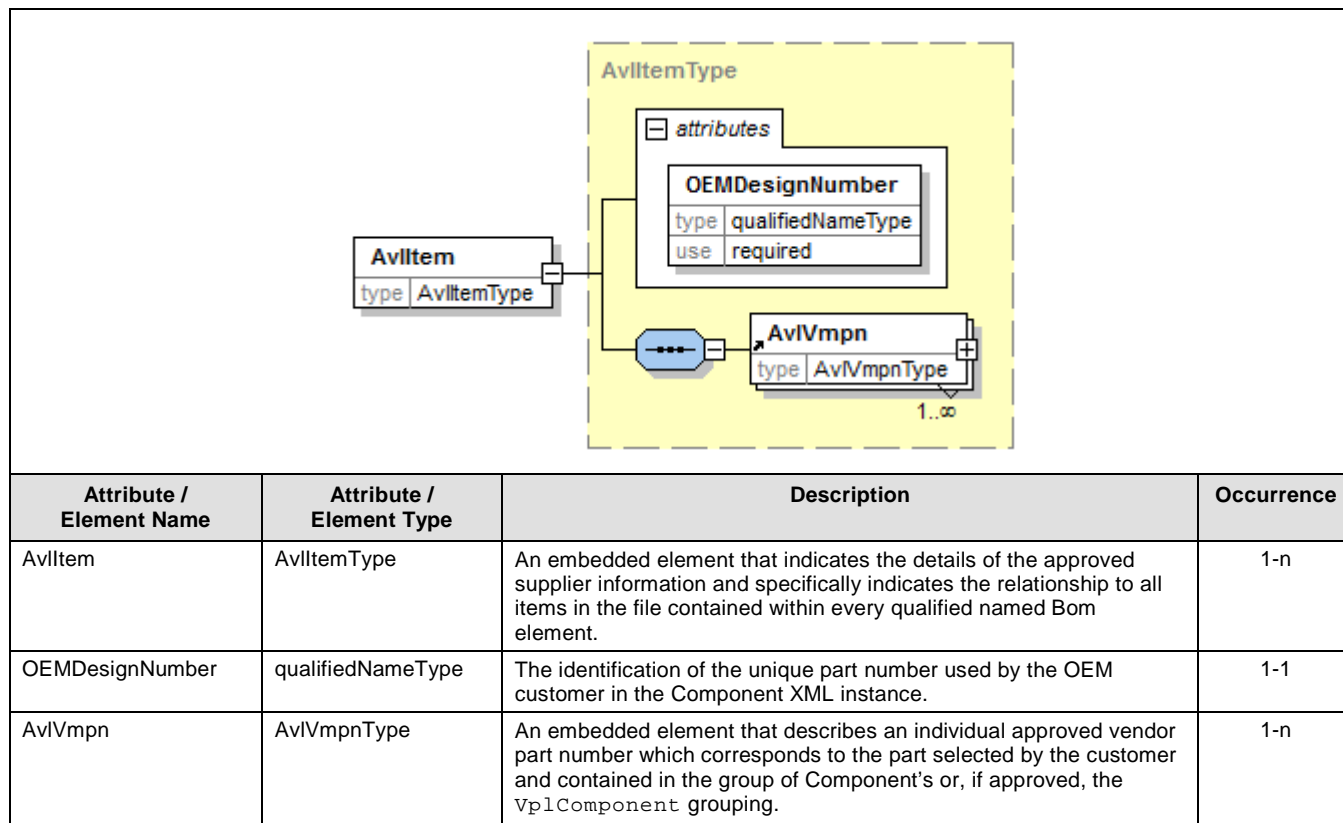
9.1 AvlHeader

The `AvlHeader` element defines the characteristics of the Avl information contained in the specific Avl file. Its occurrence is related to the name associated with the Avl file and may have different source information based on the purpose of the specific Avl. The `dateTime` attribute is used to keep account of changes that may take place in updating the information in the Avl file.

Attribute / Element Name	Attribute / Element Type	Description	Occurrence
AvlHeader	AvlHeaderType	An embedded element that defines the characteristics of the Avl file, describing the source of the information and who has the responsibility for its creation and update.	1-1
title	string	A unique title provided to the AvlHeader that distinguishes the schema instance from the AvlDataHeader.	1-1
source	string	The source of the information contained in the Avl file. If multiple sources exist they shall be so indicated with the relationship to the Avl data identified.	1-1
author	string	The individual responsible for the header creation and update. If the responsibility changes the information for this attribute must also change. It is required the person and their enterprise be contained in the LogisticHeader instances and the string name be identical to the id of the Person instance.	1-1
datetime	dateTime	The date and time that the header was created or modified.	1-1
version	positiveInteger	A positive number that defines the revision level of the AvlHeader.	1-1
comment	string	Any comment to assist in the interpretation of the Avl data.	0-1
modRef	modRefType	A reference to the mode intended for the file transfer. An enumerated string consisting of: FULL ASSEMBLY FABRICATION DESIGN TEST	0-1

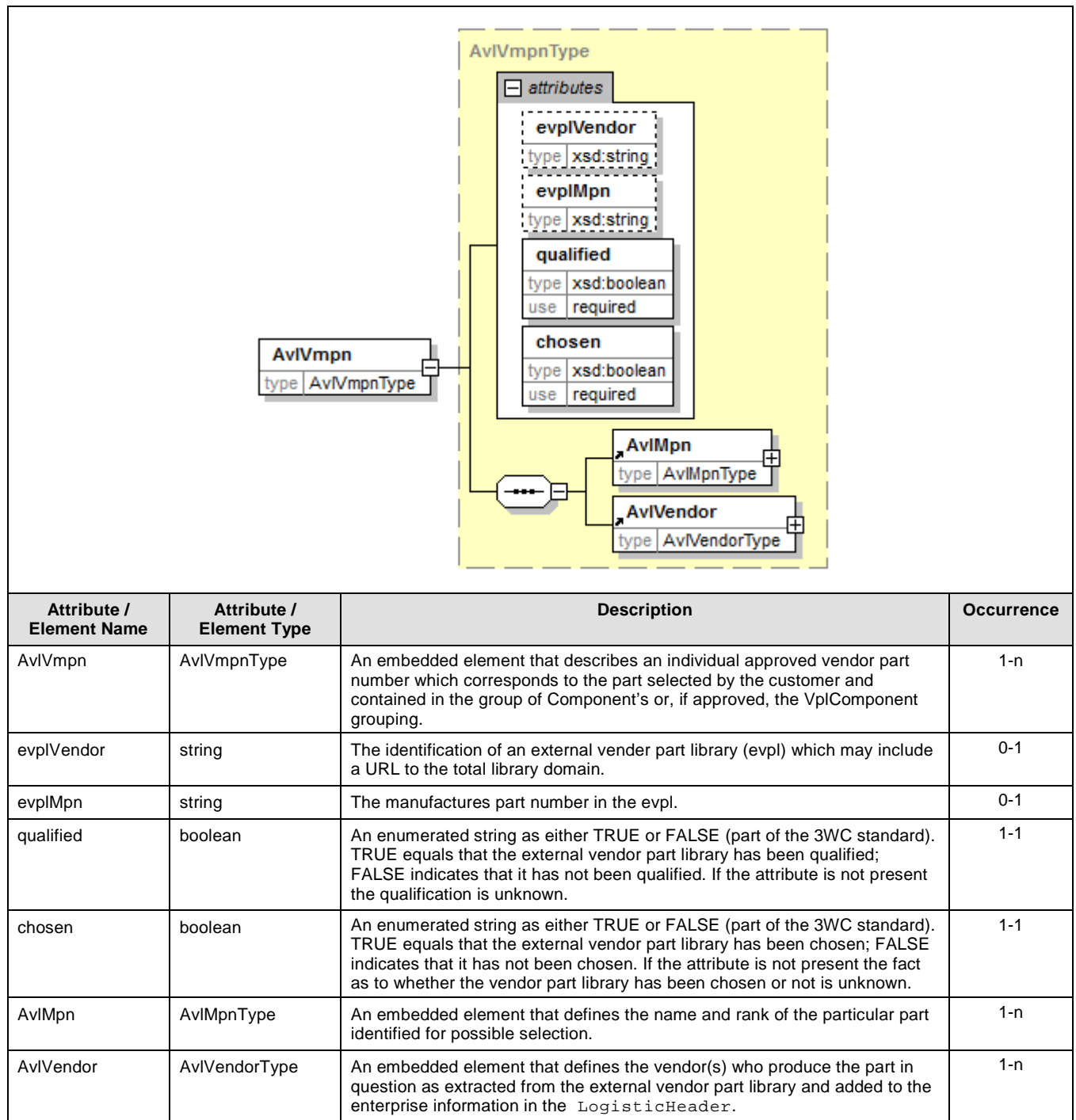
9.2 AvlItem

The `AvlItem` element consists of specific approved vendor information related the Bom data items and the part numbers (`OEMDesignNumber`) specified by the originator of the IPC-2581 file. Each `AvlItem` instance starts with its own `AvlDataHeader` in order to establish the relationship with the appropriate Bom. The grouping of `AvlItem`'s provides the information on the individual relationship to vendor manufacturing part numbers (`AvlVmpnList`).



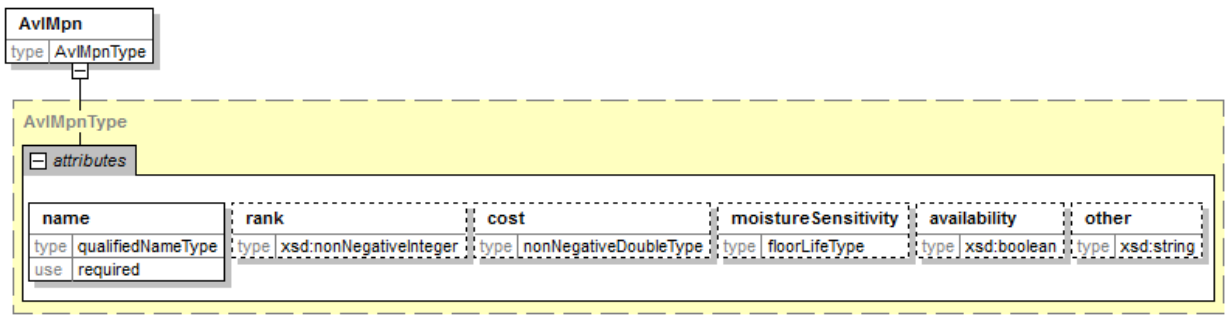
9.2.1 AvlVmpn

The `AvlVmpn` element represents the approved vendor part number substitution that might be implemented as an alternate to the `OEMDesignNumber` supplied by the user. The details of the information may be extracted from an external vendor part library, and if this technique is used the attributes of "qualified" and "chosen" must be included in the file.



9.2.1.1 AvlMpn

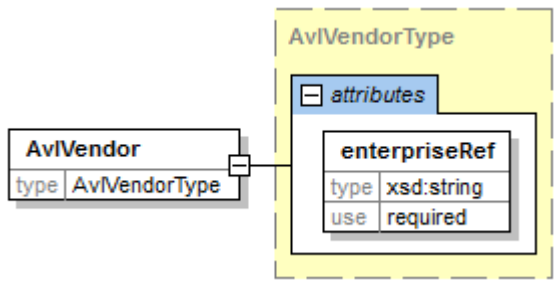
The `AvlMpn` element defines the name and ranking of the particular approved vendor part. Information is provided that identifies the characteristics of the substitution part in order to help the selection process.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
AvIMpn	AvIMpnType	An embedded element that defines the name and rank of the particular part identified for possible selection.	1-n
name	qualifiedNameType	The name of the part being suggested as an appropriate substitution	1-1
rank	nonNegativeInteger	The appropriateness of the part for its ability to serve as the same form fit and function of the original part identified as the OEMDesignNumber. The number 1 is the best ranking.	0-1
cost	nonNegativeDouble Type	The cost of the part when purchased in a reasonable quantity	0-1
moistureSensitivity	floorLifeType	An identification of the parts' ability to resist moisture penetration. It is an enumerated string that matches the requirements of J-STD-020 and is one of the following: UNLIMITED 1_YEAR 4_WEEKS 168_HOURS 72_HOURS 48_HOURS 24_HOURS BAKE	0-1
availability	boolean	An enumerated string as either TRUE or FALSE (part of the 3WC standard). TRUE equals that the part is readily available; FALSE indicates that it is not. If the attribute is not present the fact as to the parts availability is unknown.	0-1
other	string	Any other information pertinent to the information about the manufacturers part number	0-1

9.2.1.2 AvIVendor

The AvIVendor element is the linkage back to the Enterprise information defining the location of the part manufacturer, distributor or other source.



Attribute / Element Name	Attribute / Element Type	Description	Occurrence
AvIVendor	AvIVendorType	An embedded element that defines the vendor(s) who produce the part in question as extracted from the external vendor part library and added to the enterprise information in the LogisticHeader.	1-n
enterpriseRef	string	A reference to the Enterprise id attribute identifying the company that is able to deliver the required part. The information must be available in the LogisticHeader	1-1

10 GLOSSARY

Name or Acronym	Description	Reference Name
IPC2581	Top level data structure	ODB++(X) / IPC-2511B
Avl	Approved Vendor List	ODX_AVL
Bom	Bill of Material	ODX_BOM
Ecad	Computer-Aided design information	ODX_CAD
Contents	Information about contents of the file	ODX_CONTENTS
HistoryRef	Information about order and supply data	ODX_HISTORY_REC
LogisticHeader	File change information	ODX_LOGISTICS_HEADER
VplComponent	CAD parts library	CAD_VPL_COMPONENTS
VplComponentList	EDA Component after assembly merge	CAD_VPL_COMPONENTS LIST
CadVmpnList	CAD manufacturer part number list	CAD_VMPN_LIST
CadVmpn	CAD manufacturer part number list	CAD_VMPN
CadVplVendor	CAD component vendor	CAD VPL VENDOR
Header	Header	ODX_HEADER
AblVmpnList	Manufacturer part number list	AVL_VMPN_LIST
AvlVmpn	Manufacturer Part Number	AVL_VMPN
AvlVendor	Vendor	AVL_VENDOR

10.1 Process flow Descriptions

The detail shown in Figure 14 indicates the flow of data between design and manufacturing. Terminology may change as each domain performs their particular function, so the flow highlights the naming convention as the physical item moves through various steps in the process.

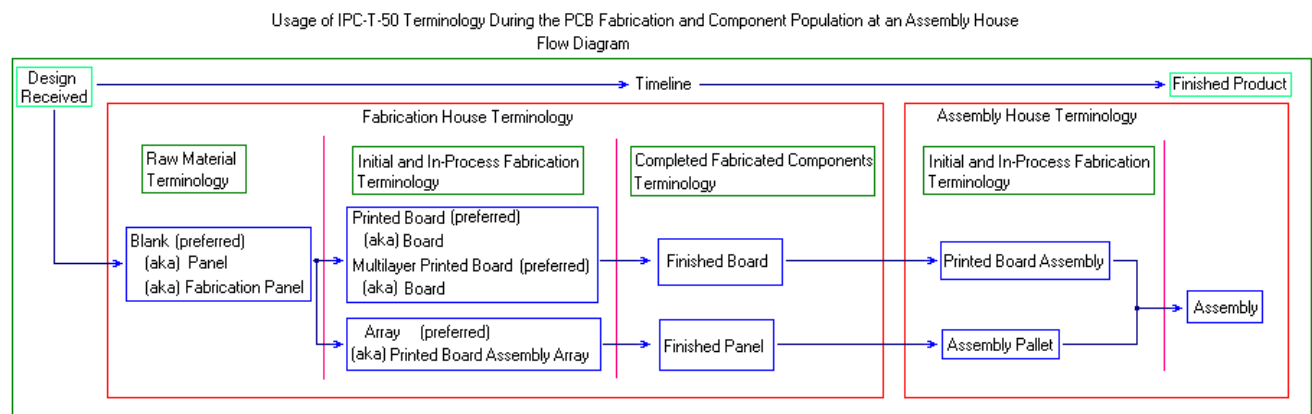


Figure 14 Electronic printed board design, through fabrication, assembly and test process data flow

10.2 Terms and Definitions

The definition of all terms **shall** be in accordance with IPC-T-50 and the following. An asterisk (*) by the term indicates that it is a reproduction from IPC-T-50 and is provided to assist the reader in interpretation of this standard. The order of the terms is related to the 2581 process flow shown in 10.1

Blank * **41.1339**

An unprocessed or partially processed piece of base material or metal-clad base material which has been cut from a sheet or panel, that has the rough dimensions of a printed board. (See also "Panel.")

Panel **41.1463**

A rectangular sheet of base material or metal-clad material of predetermined size that is used for the processing of one or more printed boards and, when required, one or more test coupons. (See also "Blank.")

Fabrication Panel

A rectangular sheet of base material or metal-clad material of predetermined size that is used by a printed board manufacturer for the processing of one or more printed boards and, when required, one or more test coupons. (See also "Blank.")

Board * **60.0118**

see "Printed Board," and "Multilayer Printed Board."

Printed Board (PB) * **60.1485**

The general term for completely processed printed circuit and printed wiring configurations. (This includes single-sided, double-sided and multilayer boards with rigid, flexible, and rigid-flex base materials.)

Multilayer Printed Board * **60.1227**

The general term for a printed board that consist of rigid or flexible insulation materials and three or more alternate printed wiring and/or printed circuit layers that have been bonded together and electrically interconnected.

Finished Board

see "Printed Board"

Finished Panel

A rectangular sheet of base material or metal-clad material of predetermined size that is used for the processing of one or more printed board designs and, when required, one or more test coupons which is extracted from the fabrication panel to deliver to the customer or to the next level of fabrication. (see Assembly Pallet)

Assembly* **80.1327**

A number of parts, subassemblies or combinations thereof joined together. (Note: This term can be used in conjunction with other terms listed herein, e.g., "Printed Board Assembly")

Printed Board Assembly* **80.0911**

The generic term for an assembly that uses a printed board for component mounting and interconnecting purposes.

Array* **22.0049**

A group of elements or circuits arranged in rows and columns on a base material.

Printed Board Assembly Array

A group of assemblies, all of the same design, arranged in rows and columns on a panel.

Assembly Pallet

The generic term for the assembly that uses a finished panel, as delivered from the board fabricator, of the same or different designs, for element and circuit component mounting and attachment to the board interconnections layers. The board arrangement on the pallet may be random or in the form of an array; the pallet may also include coupons for testing.

10.3 Enumerated strings of 2581

The following enumerations exist for 2581 data restrictions. The terms used in the started are intended to relate to the definitions shown in 10.2.

BOARD | BOARDPANEL | ASSEMBLY | ASSEMBLYPALLET | COUPON

11 REFERENCE INFORMATION

The following sections define reference documents that are useful in clarifying the products or process of the industry or provide additional insight into the subject of data modeling or released information models.

11.1 IPC (1)

IPC-T-50	<i>Terms and Definitions</i>
IPC-D-310	<i>Guidelines for Artwork Generation and Measurement Techniques for Printed Circuits</i>
IPC-D-325	<i>Documentation Requirements for Printed Boards, Assemblies and Support Drawings</i>
IPC-2220 series	<i>Design Standard for Printed Boards and Printed Board Assemblies</i>
IPC-2501	<i>Definition for Web-Based Exchange of XML Data</i>
IPC-2510	<i>Implementation of Product Manufacturing Description Data and Transfer Methodology</i>
IPC-2571	<i>Generic Requirements for Electronics Manufacturing Supply Chain Communication – Product Data eXchange (PDX)</i>
IPC-2576	<i>Sectional Requirements for Electronics Manufacturing Supply Chain Communication of As-Built Product Data – Product Data eXchange (PDX)</i>
IPC-2578	<i>Sectional Requirements for Supply Chain Communication of Bill of Material and Product Design Configuration Data - Product Data eXchange (PDX)?</i>
IPC-2611	<i>Generic Requirements for Electronic Product Documentation</i>
IPC-2614	<i>Sectional Requirements for Board Fabrication Documentation</i>
IPC-2615	<i>Printed Board Dimensions and Tolerances</i>
IPC-4101	<i>Specification for Base Materials for Rigid Board and Multilayer Printed Boards</i>
IPC-4103	<i>Specification for Base Materials for High Speed/ High Frequency Applications</i>
IPC-4104	<i>Specification for High Density Interconnect (HDI) and Microvia Materials</i>
IPC-7351	<i>Requirements for Design of Land Patterns</i>

11.2 American National Standards Institute (2)

ANSI X3/TR-1-77	<i>American National Dictionary for Information Processing</i>
ANSI X3.12	<i>Subroutine Record Format Standardization</i>
ANSI Y14.5	<i>Dimensioning and Tolerancing for Engineering Drawing</i>
ANSI Y32.1	<i>Logic Diagram Standards</i>

ANSI Y32.16 *Electrical and Electrical Reference Designators*

ANSI Z210.1 *Metric Practice Guide (ASTM 380-72)*

11.3 Department of Defense (3)

DoD-STD-100 *Engineering Drawings*

11.4 Electronic Industries Association (4)

EDIF 4 0 0 *Electronic Data Interchange Format*

11.5 International Organization for Standards (ISO)

ISO STEP Documentation:

ISO 10303-AP210 *Electronic Assembly, Interconnect, and Packaging Design*

ISO 10303-AP212 *Electrotechnical Design & Installation*

AP220 *Process Planning, Manufacturing, and Assembly of Layered Electronic Products*

AP221 *Process Plant Functional Data & Schematic Representation*

Appendix A

IPC-7351 Naming Convention for Land Patterns

Surface Mount Land Patterns

Component, CategoryLand Pattern Name

Amplifiers	AMP _ Mfr.'s Part Number
Ball Grid Array's, Inch Based (1.27mm / 0.05" Pitch)	BGA127P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (1.50mm Pitch)	BGA150P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (1.00mm Pitch)	BGA100P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (0.80mm Pitch)	BGA80P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (0.75mm Pitch)	BGA75P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (0.65mm Pitch)	BGA65P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's, Metric Based (0.50mm Pitch)	BGA50P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Ball Grid Array's w/Staggered Pins (1.27mm Pitch)	SBGA127P + Number of Pin Columns X Number of Pin Rows - Pin Qty
Batteries	BAT _ Mfr.'s Part Number
Capacitors, Chip	CAPC + Body Size in Metric
Capacitors, Tantalum	CAPT + Body Size in Metric
Capacitors, Aluminum Electrolytic	CAPAE + Diameter + W Height + H
Capacitors, Variable	CAPV _Mfr.'s Part Number
Capacitor Network, Chip	CAPN _Mfr.'s Part Number
Capacitors, Miscellaneous	CAP _Mfr.'s Part Number
Ceramic Flat Packages	CFP127P + Lead Span Nominal - Pin Qty
Column Grid Array's	CGA + Number of Pin Columns X Number of Pin Rows - Pin Qty
Crystals	XTAL _Mfr.'s Part Number
Diodes, Molded	DIOSMA, B & C
Diodes, MELF	DIOMELF + Body Size in Metric
Diodes, Miscellaneous	DIO _Mfr.'s Part Number
Diodes, Bridge Rectifiers	DIOB _Mfr.'s Part Number
Ferrite Beads	FB _Mfr.'s Part Number
Fiducials	FID + Pad Size X Soldermask Size in Metric
Filters	FIL _Mfr.'s Part Number
Fuses	FUSE _Mfr.'s Part Number
Fuse, Resettable	FUSER _Mfr.'s Part Number
Inductors, Chip	INDC + Body Size in Metric
Inductors, Molded	INDM + Body Size in Metric
Inductors, Precision Wire Wound	INDP + Body Size in Metric
Inductors, Miscellaneous	IND _Mfr.'s Part Number
Inductor Networks, Chip	INDN _Mfr.'s Part Number
Keypad	KEYPAD _Mfr.'s Part Number
LEDs	LED _Mfr.'s Part Number
LEDs, Chip	LED + Body Size in Metric
Liquid Crystal Display	LCD _Mfr.'s Part Number
Microphones	MIC _Mfr.'s Part Number
Opto Isolators	OPTO _Mfr.'s Part Number
Oscillators	OSC _Mfr.'s Part Number
Plastic Leaded Chip Carriers Square	PLCC - Pin Qty
Plastic Leaded Chip Carriers Rectangular	PLCCR - Pin Qty
Plastic Leaded Chip Carrier Sockets Square	PLCCS - Pin Qty
Plastic Leaded Chip Carrier Sockets Rectangular	PLCCRS - Pin Qty
Plastic Quad Flat Packages, 0.635mm Pitch, Pin 1 Side	PQFPS - Pin Qty
Plastic Quad Flat Packages, 0.635mm Pitch, Pin 1 Center	PQFPC - Pin Qty
Bumper Quad Flat Packages, 0.635mm Pitch, Pin 1 Side	BQFPS - Pin Qty
Bumper Quad Flat Packages, 0.635mm Pitch, Pin 1 Center	BQFPC - Pin Qty
Quad Flat Packages, 1.00mm Pitch	QFP100P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Quad Flat Packages, 0.80mm Pitch	QFP80P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Quad Flat Packages, 0.65mm Pitch	QFP65P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Shrink Quad Flat Packages, 0.50mm Pitch	SQFP50P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Shrink Quad Flat Packages, 0.40mm Pitch	SQFP40P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Shrink Quad Flat Packages, 0.30mm Pitch	SQFP30P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Thin Quad Flat Packages, 0.80mm Pitch, Height ≤ 1.60mm	TQFP80P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Thin Quad Flat Packages, 0.65mm Pitch, Height ≤ 1.60mm	TQFP65P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Thin Quad Flat Packages, 0.50mm Pitch, Height ≤ 1.60mm	TSQFP50P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Thin Quad Flat Packages, 0.40mm Pitch, Height ≤ 1.60mm	TSQFP40P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Thin Quad Flat Packages, 0.30mm Pitch, Height ≤ 1.60mm	TSQFP30P + Lead Span L1 X Lead Span L2 Nominal - Pin Qty
Ceramic Quad Flat Packages, 1.27mm Pitch	CQFP127P + Lead Span Nominal - Pin Qty
Ceramic Quad Flat Packages, 0.80mm Pitch	CQFP80P + Lead Span Nominal - Pin Qty

Ceramic Quad Flat Packages, 0.635mm Pitch **CQFP635P** + Lead Span Nominal - Pin Qty

Surface Mount Land Patterns (continued)

Component, Category

Land Pattern Name

Quad Flat No Lead Packages 0.80mm Pitch	QFN80P - Body Width X Body Length in Metric - Pin Qty
Quad Flat No Lead Packages 0.65mm Pitch	QFN65P - Body Width X Body Length in Metric - Pin Qty
Quad Flat No Lead Packages 0.50mm Pitch	QFN50P - Body Width X Body Length in Metric - Pin Qty
Quad Flat No Lead Packages 0.40mm Pitch	QFN40P - Body Width X Body Length in Metric - Pin Qty
Quad Leadless Ceramic Chip Carriers	LCC - Pin Qty
Relays	RELAY - Mfr.'s Part Number
Resistors, Chip	RESC + Body Size in Metric
Resistors, Molded	RESM + Body Size in Metric
Resistor, MELF	RESMELF + Body Size in Metric
Resistor Networks, Chip	RESN - Mfr.'s Part Number
Small Outline IC, J-Leaded 300, 350, 400, 450 mil Body Width (Pitch 1.27mm)	SOJ + Body Width in mils - Pin Qty
Small Outline Integrated Circuit, 1.27mm Pitch (Standard 50 mil Pitch SOIC's)	SOIC127P + Lead Span Nominal - Pin Qty
Small Outline Packages, 1.27mm Pitch (Non-Standard 50 mil Pitch SOIC's)	SOP127P + Lead Span Nominal - Pin Qty
Small Outline Packages, 1.00mm Pitch	SOP100P + Lead Span Nominal - Pin Qty
Small Outline Packages, 0.80mm Pitch	SOP80P + Lead Span Nominal - Pin Qty
Small Outline Packages, 0.65mm Pitch	SOP65P + Lead Span Nominal - Pin Qty
Small Outline Packages, 0.635mm Pitch	SOP635P + Lead Span Nominal - Pin Qty
Shrink Small Outline Packages, 0.50mm Pitch	SSOP50P + Lead Span Nominal - Pin Qty
Shrink Small Outline Packages, 0.40mm Pitch	SSOP40P + Lead Span Nominal - Pin Qty
Shrink Small Outline Packages, 0.30mm Pitch	SSOP30P + Lead Span Nominal - Pin Qty
Thin Small Outline Packages, Height is ≤ 1.60 mm, 1.27mm Pitch	TSOP127P + Lead Span Nominal - Pin Qty
Thin Small Outline Packages, Height is ≤ 1.60 mm, 1.00mm Pitch	TSOP100P + Lead Span Nominal - Pin Qty
Thin Small Outline Packages, Height is ≤ 1.60 mm, 0.80mm Pitch	TSOP80P + Lead Span Nominal - Pin Qty
Thin Small Outline Packages, Height is ≤ 1.60 mm, 0.65mm Pitch	TSOP65P + Lead Span Nominal - Pin Qty
Thin Shrink Small Outline Packages, Height is ≤ 1.60 mm, 0.55mm Pitch	TSSOP55P + Lead Span Nominal - Pin Qty
Thin Shrink Small Outline Packages, Height is ≤ 1.60 mm, 0.50mm Pitch	TSSOP50P + Lead Span Nominal - Pin Qty
Thin Shrink Small Outline Packages, Height is ≤ 1.60 mm, 0.40mm Pitch	TSSOP40P + Lead Span Nominal - Pin Qty
Thin Shrink Small Outline Packages, Thin (Height is ≤ 1.60 mm) 0.30mm Pitch	TSSOP30P + Lead Span Nominal - Pin Qty
SOD123	DIOSOD123
SOT23 Three Pin Package	SOT23-3
SOT23 Five Pin Package	SOT23-5
SOT23 Six Pin Package	SOT23-6
SOT23 Eight Pin Package	SOT23-8
SOT89	SOT89
SOT143	SOT143
SOT143 Reverse	SOT143R
SOT223 Four Total Pins (Includes GND Tab)	SOT223-4
SOT223 Five Total Pins (Includes GND Tab)	SOT223-5
SOT223 Six Total Pins (Includes GND Tab)	SOT223-6
SOT323	SOT323
SOT353	SOT353
SOT363	SOT363
SOT404	SOT404
Speakers	SPKR - Mfr.'s Part Number
Switches	SW - Mfr.'s Part Number
Test Points, Round	TP + Pad Size in Metric (1 place left of decimal and 2 places right of decimal, Example TP100 = 1.00mm)
Test Points, Square	TPS + Pad Size in Metric (1 place left of decimal and 2 places right of decimal)
Test Points, Rectangle	TP + Pad Length X Pad Width in Metric (1 place left of decimal and 2 places right of decimal)
Thermistors	THERM - Mfr.'s Part Number
TO236	TO236
TO252	TO252
TO263 (Includes GND Tab)	TO263 - Pin Qty
Transducers (IRDA's)	XDCR - Mfr.'s Part Number
Transient Voltage Suppressors	TVS + Body Size in Metric
Transient Voltage Suppressors, Polarized	TVSP + Body Size in Metric
Transistor Outlines, Custom	TRANS - Mfr.'s Part Number
Transformers	XFMR - Mfr.'s Part Number
Trimmers & Potentiometers	TRIM - Mfr.'s Part Number
Tuners	TUNER - Mfr.'s Part Number
Varistors	VAR - Mfr.'s Part Number
Voltage Controlled Oscillators	VCO - Mfr.'s Part Number
Voltage Regulators, Custom	VREG - Mfr.'s Part Number

Through Hole Land Patterns

<u>Component, Category</u>	<u>Land Pattern Name</u>
Amplifiers	AMP _Mfr.'s Part Number
Batteries	BAT _Mfr.'s Part Number
Bridge Rectifiers	DI0B _Mfr.'s Part Number
Capacitors, Non Polarized Axial	CAPA + Pin Spacing - Body Length X Body Diameter in Metric
Capacitors, Non Polarized Radial, Round	CAPR + Pin Spacing - Body Diameter X Component Height in Metric
Capacitors, Non Polarized Radial, Oval	CAPR + Pin Spacing - Body Width X Body Length X Component Height in Metric
Capacitors, Polarized Axial	CAPPA + Pin Spacing - Body Length X Body Diameter in Metric
Capacitor, Polarized Radial	CAPPR + Pin Spacing - Body Diameter X Component Height in Metric
Converters	CONV _Mfr.'s Part Number
Crystals	XTAL _Mfr.'s Part Number
Diodes, JEDEC Standard	DO - JEDEC Part Number
Diodes, Miscellaneous	DIO _Mfr.'s Part Number
Dual-In-Line Packages	DIP + Pin Qty + Pin Span in MILS
Dual-In-Line Sockets	DIPS + Pin Qty + Pin Span in MILS
Ferrite Beads	FB _Mfr.'s Part Number
Filters	FIL _Mfr.'s Part Number
Fuses	FUSE _Mfr.'s Part Number
Fuses, Resettable	FUSER _Mfr.'s Part Number
Headers, .100" Pin Centers	HDR + Number of Rows X Number of pins per Row
Heat Sinks	HSINK _Mfr.'s Part Number
Inductors	IND _Mfr.'s Part Number
Jumpers, Wire	JUMP + Distance between Pads in Metric
LED's	LED _Mfr.'s Part Number
Liquid Crystal Display	LCD _Mfr.'s Part Number
Microphones	MIC _Mfr.'s Part Number
Mounting Holes Nonplated	MTG + Hole Size in Metric
Mounting Holes Plated	MTG + Hole Size_Pad Size in Metric
Mounting Holes Plated with 8 Vias	MTG + Hole Size_Pad Size in Metric - VIA
MOV	MOV _Mfr.'s Part Number
Opto Isolators	OPTO _Mfr.'s Part Number
Oscillators	OSC _Mfr.'s Part Number
PAD	PAD + Pad Size X Hole Size in Metric + H
Photo Detectors	PHODET _Mfr.'s Part Number
Pin Grid Array's	PGA + Number of Pin Rows X Number of Pin Columns - Pin Qty
Regulators	REG _Mfr.'s Part Number
Relays	RELAY _Mfr.'s Part Number
Resistors, Axial Leads	RES + Pad Spacing - Body Length X Body Diameter in Metric
Resistor Networks	SIP + Pin Qty
Shield, off the shelf	SHIELD _Mfr.'s Part Number
Shield, Custom	SHIELD + Body Length X Body Width in Metric
Speakers	SPKR _Mfr.'s Part Number
Stiffeners	STIF _Mfr.'s Part Number
Switches	SW _Mfr.'s Part Number
Test Points, Round	TP + Pad Size X Hole Size in Metric + H
Test Points, Square	TPS + Pad Size X Hole Size in Metric + H
Test Points, Top Pad & Bottom Pad are Different Size	TP + Top Pad X Bottom Pad X Hole Size in Metric + H
Thermistors	THERM _Mfr.'s Part Number
Transducers (IRDA's)	XDCR _Mfr.'s Part Number
Transient Voltage Suppressors	TVS + Mfr.'s Part Number
Transient Voltage Suppressors, Polarized	TVSP + Mfr.'s Part Number
Transistor Outlines, Standard	TO - JEDEC Number
Transistor Outlines, Custom	TRANS _Mfr.'s Part Number
Transformers	XFMR _Mfr.'s Part Number
Trimmers & Potentiometers	TRIM _Mfr.'s Part Number
Tuners	TUNER _Mfr.'s Part Number
Varistors	VAR _Mfr.'s Part Number
Voltage Controlled Oscillator	VCO _Mfr.'s Part Number
Voltage Regulators	TO - JEDEC Number

Connector Land Patterns

<u>Library Name</u>	<u>Land Pattern Name</u>
AMP™	Series Number – Pin Qty
BERG™	Part Number
CUI-STACK	Part Number
HIROSE™	Part Number
JST™	Part Number
KYCON™	Part Number
MOLEX™	Series Number – Pin Qty
SAMTEC™	Part Number
SWITCHCRAFT™	Part Number
CONNECTORS (Miscellaneous Connector Libraries)	
3M™	3M_Part Number
AMPHENOL™	AMPHENOL_Part Number
AVX™	AVX_Part Number
ITT CANNON™	ITT_Part Number
JWT™	JWT_Part Number
PHOENIX™	PHOENIX_Part Number
SIEMENS™	SIEMENS_Part Number
SPEEDTECH™	SPEEDTECH_Part Number
STEWART™	STEWART_Part Number
YAMAICHI™	YAMAICHI_Part Number

SYNTAX EXPLANATIONS:

The + (plus sign) stands for “in addition to” (no space between the prefix and the body size)

The _ (under score) is the separator between the Prefix and the Mfr Part Number.

The - (dash) is used to separate the pin qty.

The X (capital letter X) is used instead of the word “by” to separate two numbers such as height X width like “Quad Packages”.

Connector Series Number:

In these libraries such as AMP & MOLEX the “Series Number” is used and the pin qty. Molex Example: **90663-60**

The other connector libraries will just contain the manufacturer's part number. We did a study and could not find any overlapping manufacture part numbers for 20 different connector manufacturers, so it's safe to use it.

SUFFIXES For Every Common SMT Land Pattern to Describe Environment Use (This is the last character in every name)

Note: This excludes the BGA and QFN families as they only come in Nominal Environment Condition.

- **M** Most Material Condition (Level A)
- **N** Nominal Material Condition (Level B)
- **L** Least Material Condition (Level C)

SUFFIXES for Alternate Components that do not follow the JEDEC, EIA or IEC Standard

- **A** Alternate Component (used primarily for SOP & QFP when Component Tolerance or Height is different)
- **B** Second Alternate Component

SUFFIXES for JEDEC and EIA Standard parts that have several alternate packages

- **AA, AB, AC** JEDEC or EIA Component Identifier (Used primarily on Chip Resistors, Inductors and Capacitors)

SUFFIXES for Through Hole Mounting Holes

VIA Vias (Mounting Holes with 8 vias)

Surface Mount Land Patterns

IPC-735* Component Family Breakdown:

IPC-7351 = IEC 61188-5-1, Generic requirements - Attachment (land/joint) considerations – **General Description**

IPC-7352 = IEC 61188-5-2, Sectional requirements - Attachment (land/joint) considerations – **Discrete Components**

IPC-7353 = IEC 61188-5-3, Sectional requirements - Attachment (land/joint) considerations – **Gull-wing leads, two sides (SOP)**

IPC-7354 = IEC 61188-5-4, Sectional requirements - Attachment (land/joint) considerations – **J leads, two sides (SOJ)**

IPC-7355 = IEC 61188-5-5, Sectional requirements - Attachment (land/joint) considerations – **Gull-wing leads, four sides (QFP)**

IPC-7356 = IEC 61188-5-6, Sectional requirements - Attachment (land/joint) considerations – **J leads, four sides (PLCC)**

IPC-7357 = IEC 61188-5-7, Sectional requirements - Attachment (land/joint) considerations – **Post leads, two sides (DIP)**

IPC-7358 = IEC 61188-5-8, Sectional requirements - Attachment (land/joint) considerations – **Area Array Components (BGA)**

IPC-7359 = NO IEC Document, Sectional requirements - Attachment (land/joint) considerations – **No Lead Components (LCC)**

Component Zero Rotations Pin 1 Location:

- 1) Chip Capacitors, Resistors and Inductors (RES, CAP and IND) – **Pin 1 (Positive Pin) on Left**
- 2) Molded Inductors (INDM), Resistors (RESM) and Tantalum Capacitors (CAPT) – **Pin 1 (Positive Pin) on Left**
- 3) Precision Wire-wound Inductors (INDP) – **Pin 1 (Positive Pin) on Left**
- 4) MELF Diodes – **Pin 1 (Cathode) on Left**
- 5) Aluminum Electrolytic Capacitors (CAPAE) – **Pin 1 (Positive) on Left**
- 6) SOT Devices (SOT23, SOT23-5, SOT223, SOT89, SOT143, etc.) – **Pin 1 Upper Left**
- 7) TO252 & TO263 (DPAK Type) Devices – **Pin 1 Upper Left**
- 8) Small Outline Gullwing ICs (SOIC, SOP, TSOP, SSOP, TSSOP) – **Pin 1 Upper Left**
- 9) Ceramic Flat Packs (CFP) – **Pin 1 Upper Left**
- 10) Small Outline J Lead ICs (SOJ) – **Pin 1 Upper Left**
- 11) Quad Flat Pack ICs (PQFP, SQFP) – **Pin 1 Upper Left**
- 12) Ceramic Quad Flat Packs (CQFP) – **Pin 1 Upper Left**
- 13) Bumper Quad Flat Pack ICs (BQFP Pin 1 Center) – **Pin 1 Top Center**
- 14) Plastic Leaded Chip Carriers (PLCC) – **Pin 1 Top Center**
- 15) Leadless Chip Carriers (LCC) – **Pin 1 Top Center**
- 16) Quad Flat No-Lead ICs (QFN) QFNS, QFN RV, QFN RH – **Pin 1 Upper Left**
- 17) Ball Grid Arrays (BGA) – **Pin A1 Upper Left**

Appendix B

Panel Instance File

The following is the XML instance file for the panel shown in the illustration below.

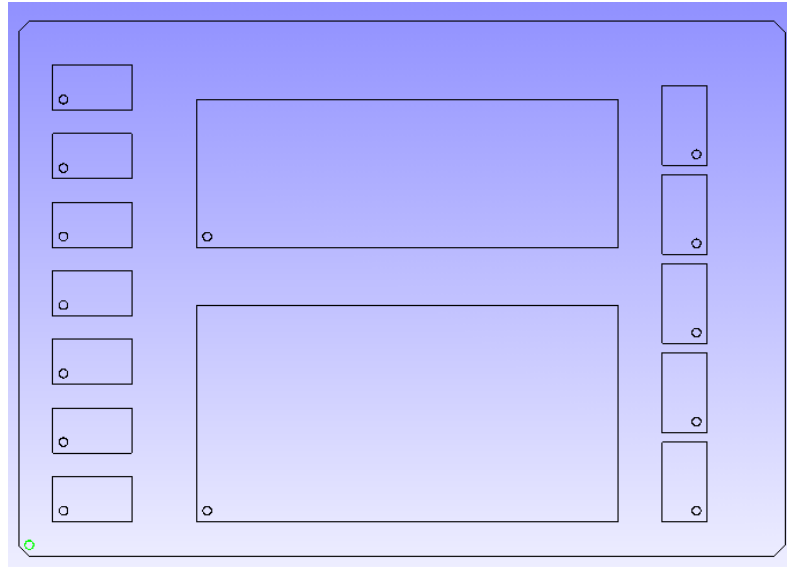


Figure B1 Multiple board designs and coupon panel

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Appendix C

Potential Reference Designator Assignment for Non Electrical Items

Characteristic	Reference Designator	Comments
COATINGCOND	CC	
COATINGNONCOND	CN	
DIELBASE	DB	
DIELCORE	DC	
DIELPREG	DP	
DIELADHV	DA	
SOLDERBUMP	SB	
RESISTIVE	RS	
CAPACITIVE	CA	
EMBEDDED_COMPONENT	EC	
SOLDERPASTE	SP	
CONDFOIL	CF	
LEGEND	LG	
SOLDERMASK	SM	
CONDUCTOR	CD	
POWER_GROUND	PG	
PASTEMASK	PM	
DRILL	DT	
ROUTE	RT	
CONDUCTIVE_ADHESIVE.	CA	
GLUE	GL	
HOLEFILL	HF	
PROBE	PT	
REWORK	RW	
FIXTURE	FX	
ASSEMBLY	AS	
SILKSCREEN	SS	
COURTYARD	CY	
GRAPHIC	GR	
DOCUMENT	DO	
LANDPATTERN	LP	
CONDFILM	CM	
COMPONENT_TOP	CT	
COMPONENT_BOTTOM	CB	
BOARD_OUTLINE	BO	
OTHER	OR	