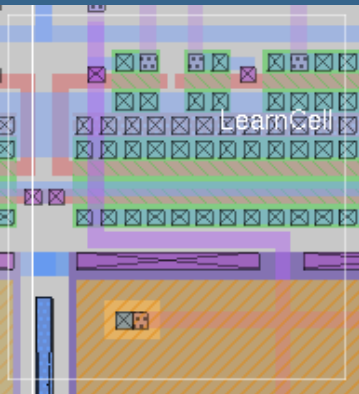


# Magic VLSI Layout Tool

Current distribution version 7.1



Magic is a venerable VLSI layout tool, written in the 1980's at Berkeley by John Ousterhout, now famous primarily for writing the scripting interpreter language Tcl. Due largely in part to its liberal Berkeley open-source license, magic has remained popular with universities and small companies. The open-source license has allowed VLSI engineers with a bent toward programming to implement clever ideas and help magic stay abreast of fabrication technology. However, it is the well thought-out core algorithms which lend to magic the greatest part of its popularity. Magic is widely cited as being the easiest tool to use for circuit layout, even for people who ultimately rely on commercial tools for their product design flow.

Magic version 7.1 is the official current released version of the program, a combined effort of the "Magic Development Team".

I am working on the development version 7.2, the main development effort being the incorporation of the Tcl/Tk interpreter into the program. For all downloads and other information, refer to the links below.

- [Magic 7.1](#)  
Information on the current released version of magic, including a link to the official magic home page at Cornell.
- [Magic 7.1 for Windows](#)  
Information on the Cygwin/Windows version of the current Magic release.
- [Magic 7.2](#)  
The BETA development version of magic. Download, plus list of features, things to do, etc.
- [Magic 7.3](#)  
The ALPHA development version of magic. Download, plus list of features, things to do, etc.
- [Documentation](#)  
Tutorials and manuals, white papers, and other related documentation in PDF format.
- [Magic Technology Files](#)  
Information on obtaining, installing, using, and writing magic technology files.
- [Magic 6.5.2](#)  
Made obsolete by version 7.1. However, the page contains some useful information about features which were added to this version, especially the OpenGL display option.
- [Magic Development](#)  
Development directions and Who's who on the development team.



Go to Tim's home page. . .

