

#### **Arrays**

Chop an existing array of instances

#### **Buses**

Adding bits to a bus

Adding connecting vias and trimming the metal tails, between two intersecting buses

Adjusting bus metals

Aligning bus ends; to vias, to shapes, to a drawn line

Breaking a bus into two buses

Changing bus metal layers

**Connecting Buses** 

Connecting buses using minimum area at corners, river routing

Connecting metal buses, with a metal pattern that equalizes the metal lengths

Connecting two buses with any angle metal

Continuing a bus route

Continuing a bus route, using V-Editor Bus Continue

Create a bus where the metals automatically via up/down over existing metal

Creating a bridge in a metal bus that allows perpendicular metal to cross

Creating a bus route

Creating a bus that optimizes for metal direction, R, C, and RC

Creating a detour in an existing bus

Creating a matched bus

Creating a shielded bus

Creating a twisted bus, with shielding

Creating a via wall shield around a bus

Creating bus metals with alternating via directions at the corners

Creating bus metals with fan out/in

Creating bus metals with staggered inline vias

Creating note labels along the bus metals

Denting (creating a 45 degree angle) the corners of bus metals

Evenly distributing bus metals (spacings) between existing shapes

Evenly distributing bus metals (spacings) in a given area

Moving bus metals

Rounding bus metal corners

Stretching bus metals

Swap the position of two bit lines and the associated vias

Tapping into an existing bus



#### **Calculations and measurements**

Calculate area and perimeter for selected objects

Calculate area and perimeter for single object

Calculate net resistance for a complex net, rSolver

Calculate net resistance for a simple net

Measure and display the linear distance across an object or objects

### **Connecting metal to devices**

Connecting source/drains to a backbone metal

Covering device source/drain with vias and metals

Creating poly and metal connections to device gates

#### **Density checking**

Density checking in a polygonal region

Density checking in a rectangular region

Density checking in a region defined by coordinates

Density checking in a selected region

#### **Device placement**

Edit/change devices in an existing matched pattern placement

Place devices in a matched pattern

## **Dummy fill**

Creating dummy fill

Creating dummy fill in a defined area

Creating dummy fill in a selected region

Creating dummy fill run sets

Creating dummy fill under a specified layer

Creating dummy fill, using a fill cell

Creating matched dummy fill

Creating simple dummy fill, with a minimum of setup

#### Labels

Creating a mask label

Creating a voltage label

Creating an instance label

Creating and placing labels

Recreating labels for selected pins

Renaming pins/labels



#### Layer handling/viewing

Create and edit layer lists

Get/view layers under a point, defined by the cursor

Get/view layers under cell view

Get/view layers under selected objects

Get/view layers within a rectangular region

### Metal paths, and path segments (wires)

Aligning the starting/ending path/path segment to center

Continuing metal path/path segments

Converting a non-orthogonal path (i.e. 45 degree angle) to a polygon, on grid

Creating a path/path segment that automatically vias up/down over existing metal

Creating a path/path segment that optimizes for metal direction, R, C, and RC

Creating matched metal path/path segments

Creating metal paths/path segments

Creating note labels along the path/path segment

Snap the path to the center between two nearby shapes

### **Multi-Part Paths and rings**

Changing selected MPPs

Creating a ring around existing shapes, instances

Creating a ring, guardring

Creating an MPP

Reshaping an MPP/ring

#### Nets

Clearing a net highlight

Extracting a net, through all levels of hierarchy

Highlighting a net, through all levels of hierarchy

Selecting a net, through all levels of hierarchy

#### Pins

Aligning pins to a prBoundary

Aligning pins to a shape edge

Automatically placing all selected pins

Automatically placing pins on selected shapes or instances

Changing pin layer

Changing pin size

Check the pins/nets on an inductor

Cover all pins with drawing purpose metal

Cover selected pins with drawing purpose metal



Creating pins from all selected labels

Creating pins from coordinates in an info file

Distributing pins within a range

Expanding pins to cover a complete shape

Labeling pins

Promote pins from a lower level instance, to a higher level of hierarchy

Re-creating labels for selected pins

Rename a pin/label

Setting the orientation for pin labels

#### Selection

Change partial selection to full selection, for one selection event

Controlled selection of bus metals and vias

Select a bus by drawing a box that intersects the bus

Select an object with a single click

### Shapes

Convert a conic shape to a shape with orthogonal (Manhattan) edges

Converting from a path to a path segment (wire)

Converting from a path to a Polygon

Converting from a polygon to a path segment (wire)

Converting from a polygon to a path

Copying shapes from a background view to the current view

Copy selected shapes any number of times

Cover an entire net with a shape on the same, or another, layer

Cover selected objects with shapes on the same, or another, layer

Cover the shape on one layer with a shape on the same, or another, layer

Create a spiral shape

Create shapes based on user defined formulas/equations

Creating (Growing) shapes from an existing shape

Creating (Growing) shapes from an existing shape, specifying the sides



Creating arc shapes

Fill in holes in an existing shape

Fix off-grid shapes

Fix the minimum area of a rectangle

Flip shapes/objects within a bounding box

Remove (cut out) shapes over an existing shape, on the same layer

#### Slotted metal

Converting a path to a slotted path

Copying slot holes from one metal layer to another

Creating a metal mesh bus

Creating a slotted metal path

Modifying the default slotting rules

#### **Track routing**

Connecting metals across transition regions

Creating track routing

Filling track metal overlaps with vias

Fill track metal overlaps with vias, on the same nets, within a rectangular region

Push bus metals to the track patterns

Viewing track patterns

#### Vias

Align a via array to a metal edge

Change the via cut class

Creating via cut patterns

Creating via variants

Creating vias and via arrays

Draw a polygonal via array

Draw a rectangular via array

**Editing vias** 

Fill all from and to layers with vias, in a rectangular area

Fill metal overlaps with vias, by clicking on overlap; auto detect from and to layers

Fill metal overlaps with vias, by clicking on overlap; from and to metals defined

Fill metal overlaps with vias, on same VXL net, within a rectangular region

Fill vias in a selected region

Setting via parameters

Stretching via arrays

Stretching via enclosures



### **Viewing**

Syncing the window views for two similar cells

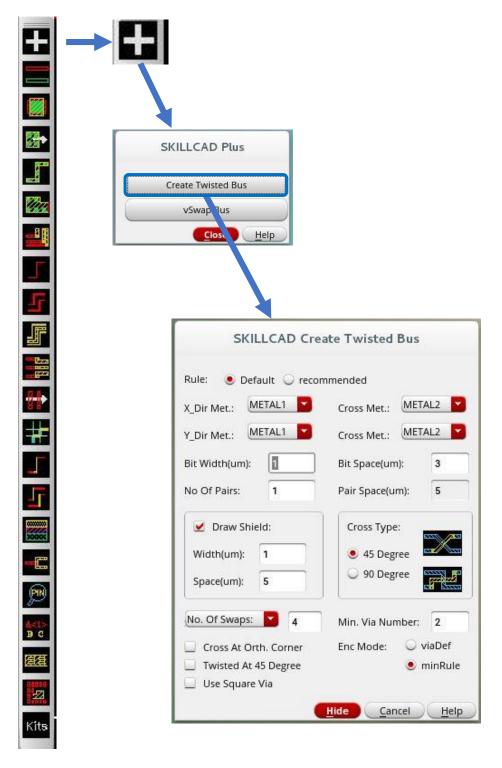
Viewing a cell, with superimposed metals from all placements of the cell

Viewing circuit data, using layer lists to filter the layers (Layer Handler)





# **SKILLCAD Plus, Create Twisted Bus**





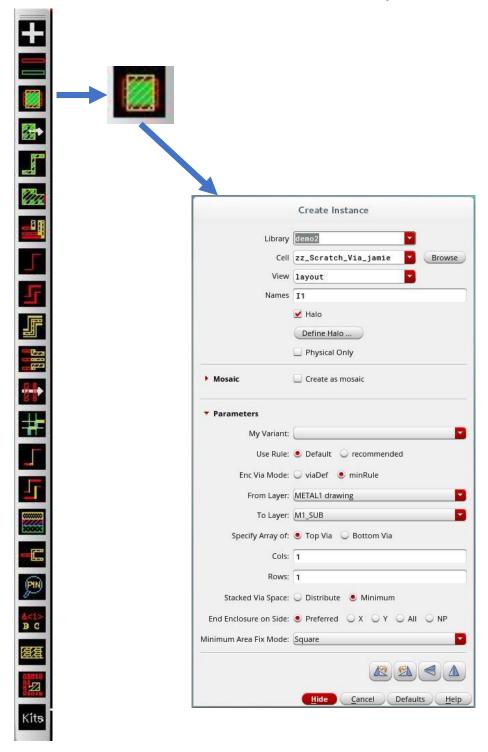




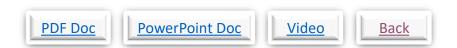




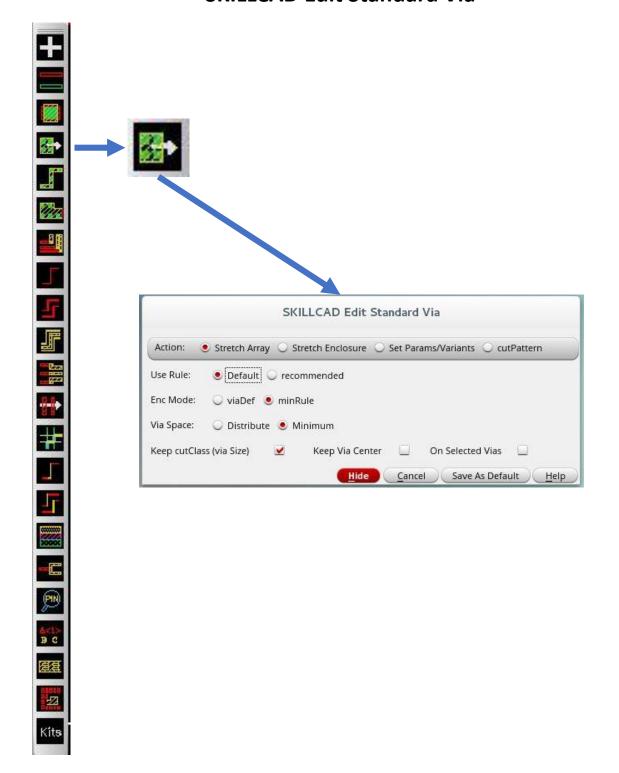
# **SKILLCAD Create Vias, Instances**







### **SKILLCAD Edit Standard Via**





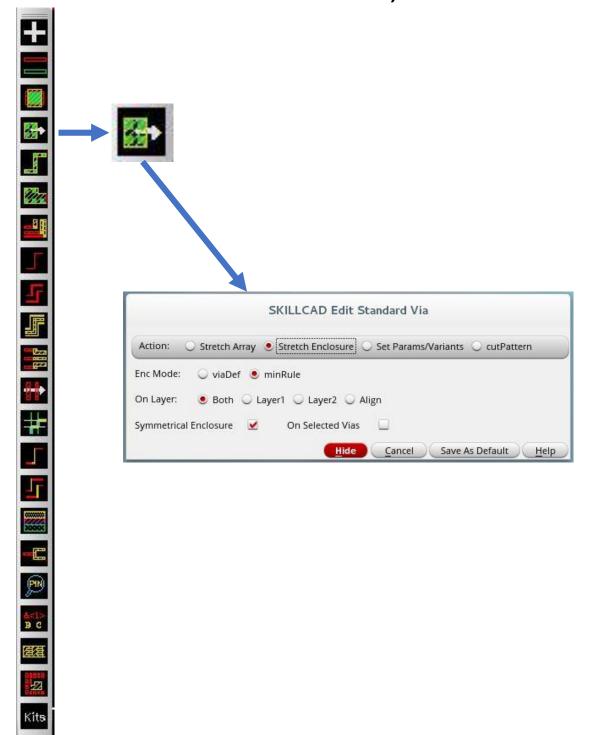








## **SKILLCAD Edit Standard Via, Stretch Enclosure**





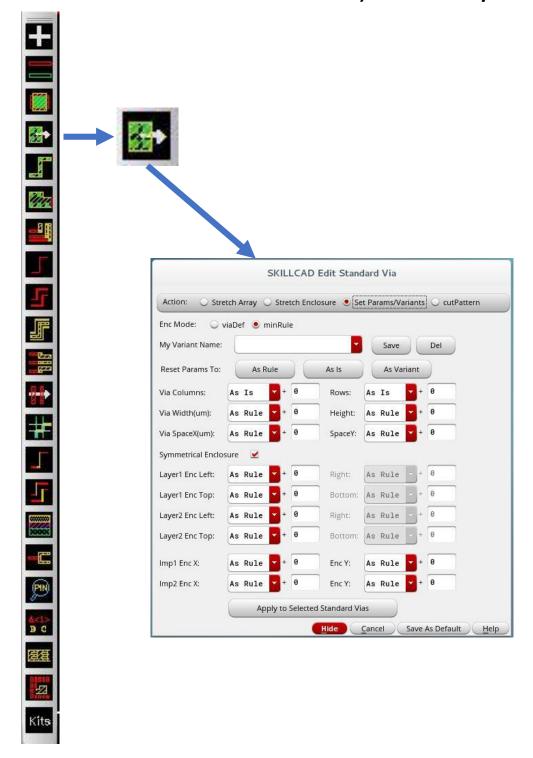








# **SKILLCAD Edit Standard Via, Set Params/Variants**





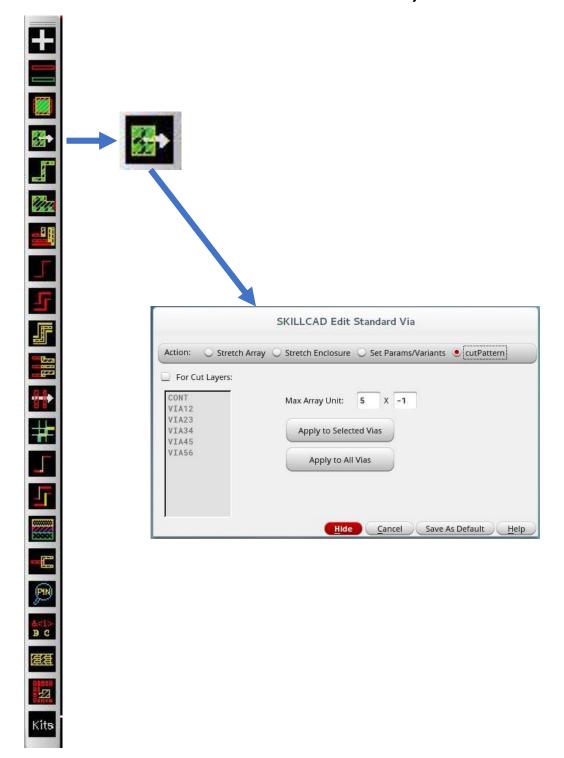








# **SKILLCAD Edit Standard Via, Cut Patterns**





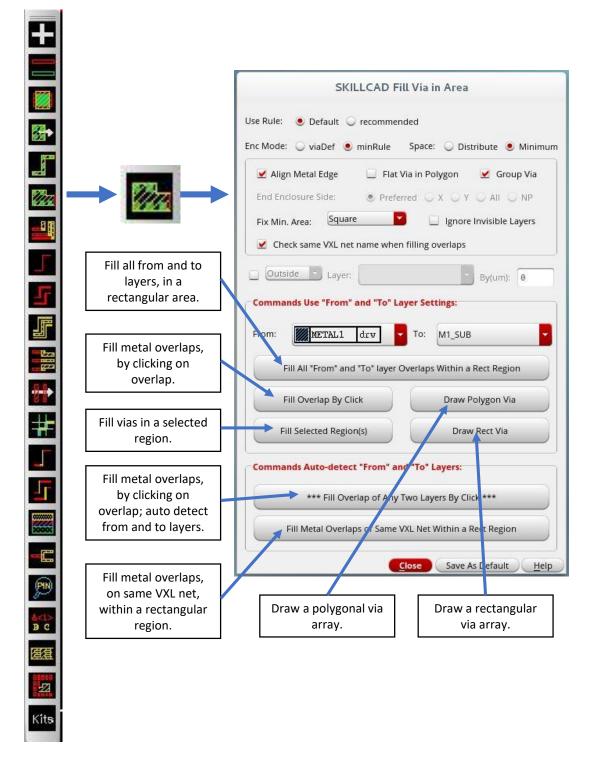








### **SKILLCAD Fill Via**





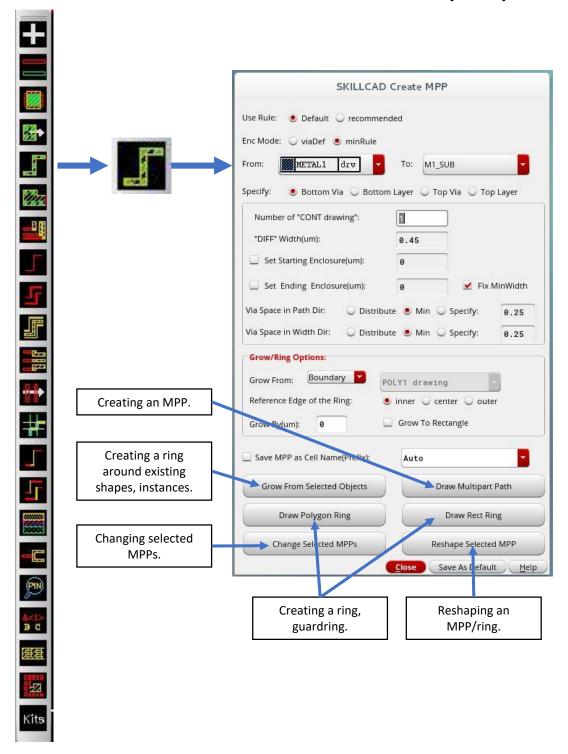








## **SKILLCAD Create Multi-Part Path (MPP)**





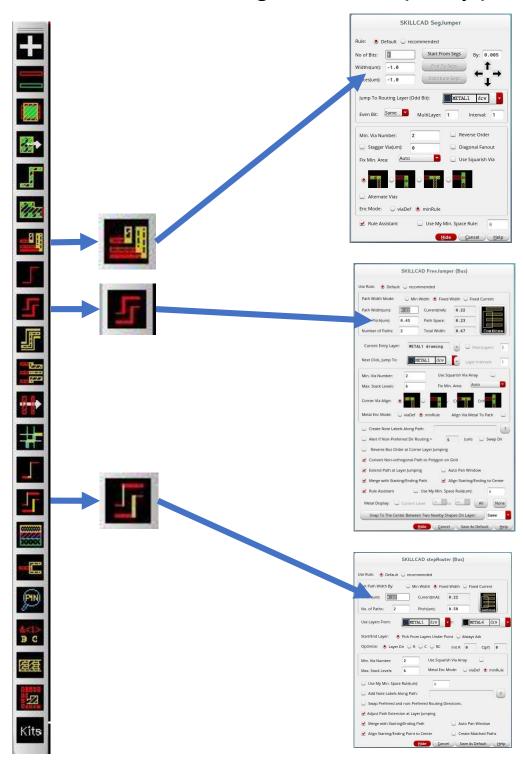








# SKILLCAD Creating a Metal Bus, (3 Ways)





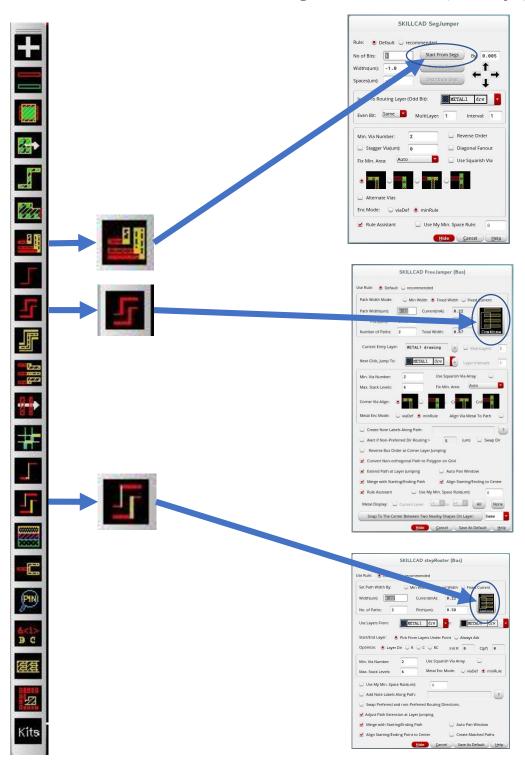








# SKILLCAD Continuing a Metal Bus, (3 Ways)





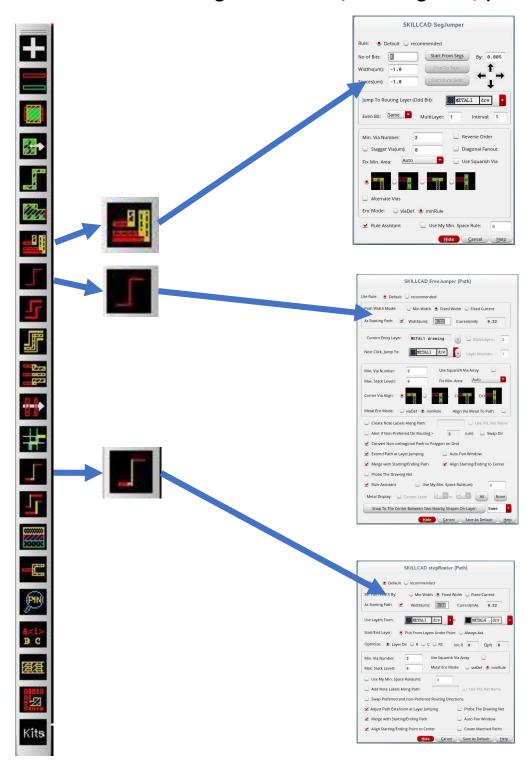








## SKILLCAD Creating a Metal Path/Path Segment, (3 Ways)





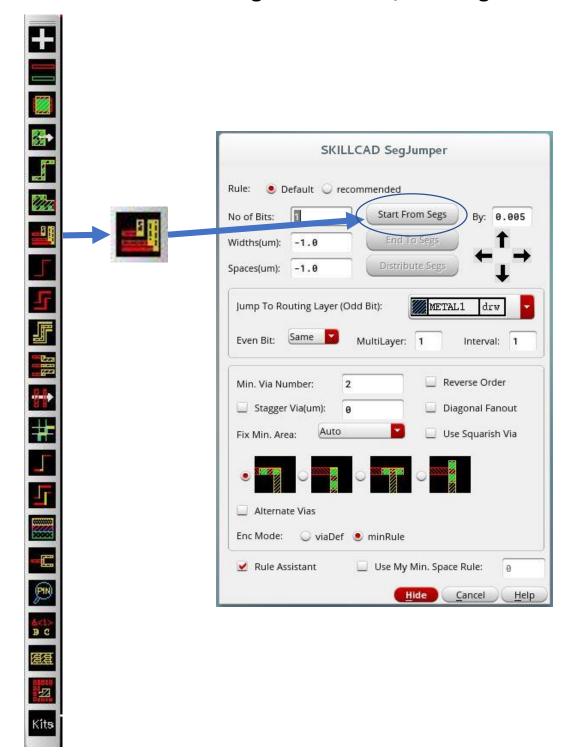




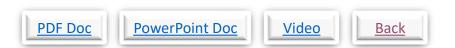




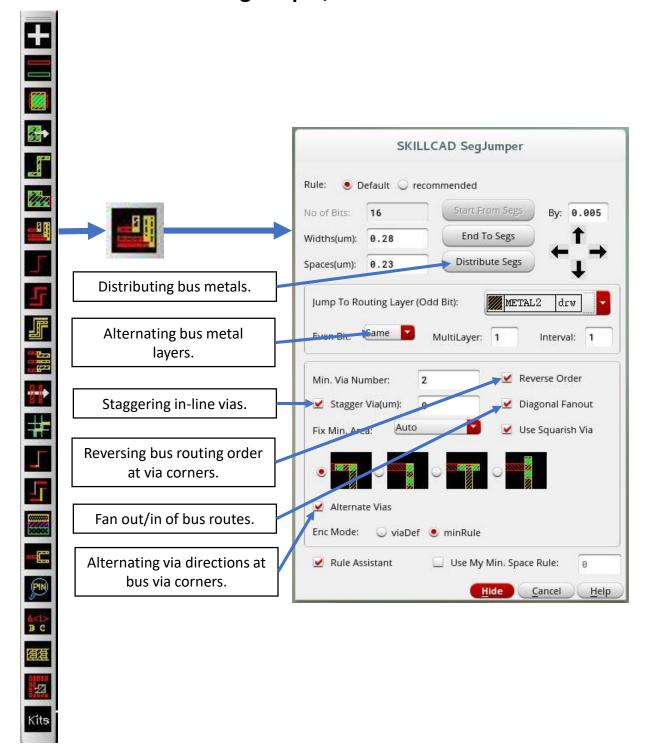
# **SKILLCAD Continuing a Metal Path/Path Segment**







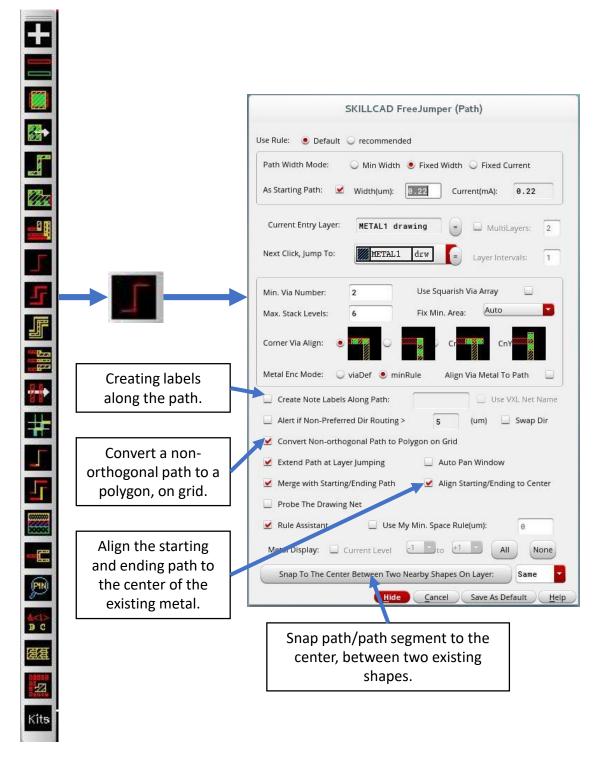
## **SKILLCAD SegJumper, Various Functions**







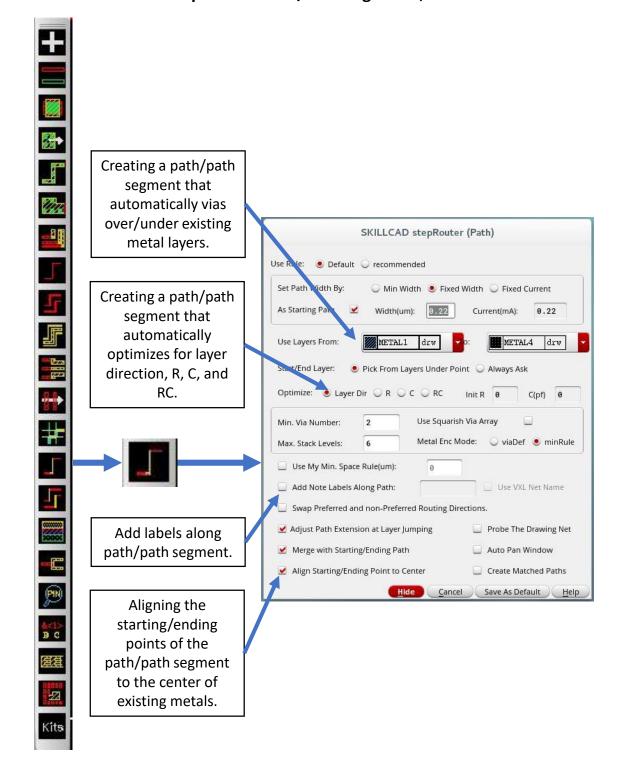
## **SKILLCAD Path/Path Segments, Various Functions**







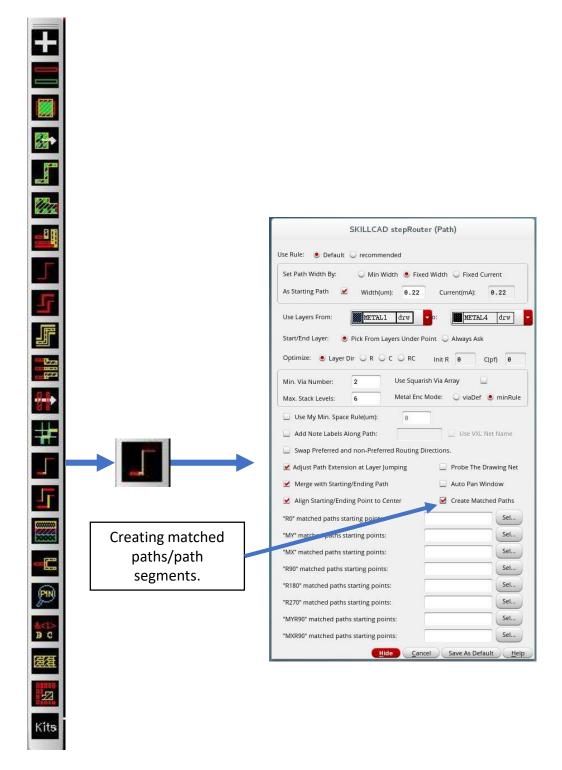
### **SKILLCAD Step Router Path/Path Segments, Various Functions**







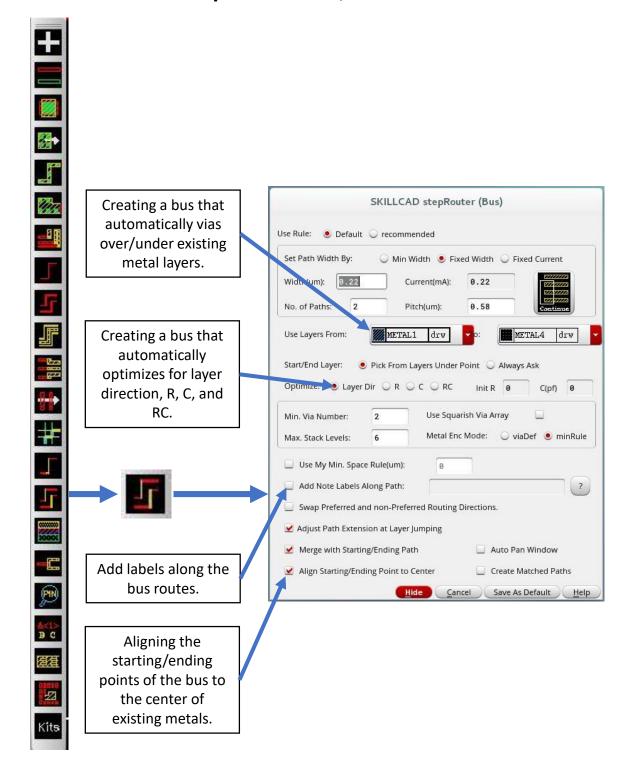
### **SKILLCAD Step Router Path/Path Segments, Matched Paths**







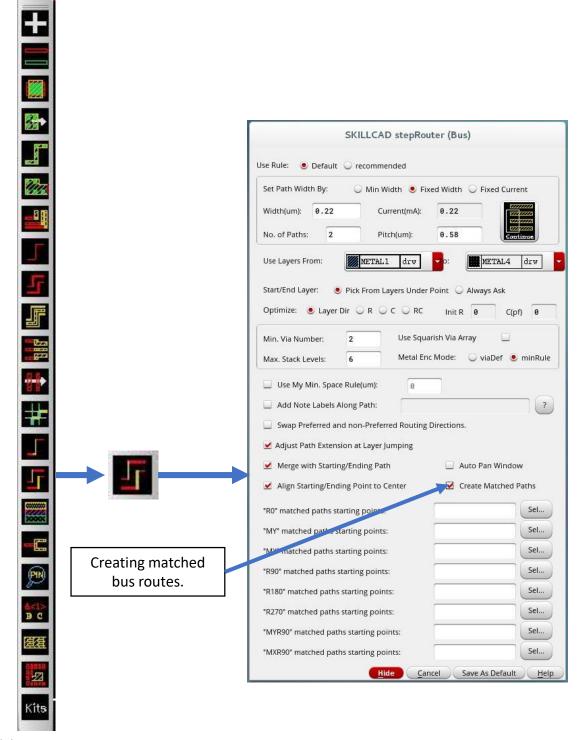
## **SKILLCAD Step Router Bus, Various Functions**







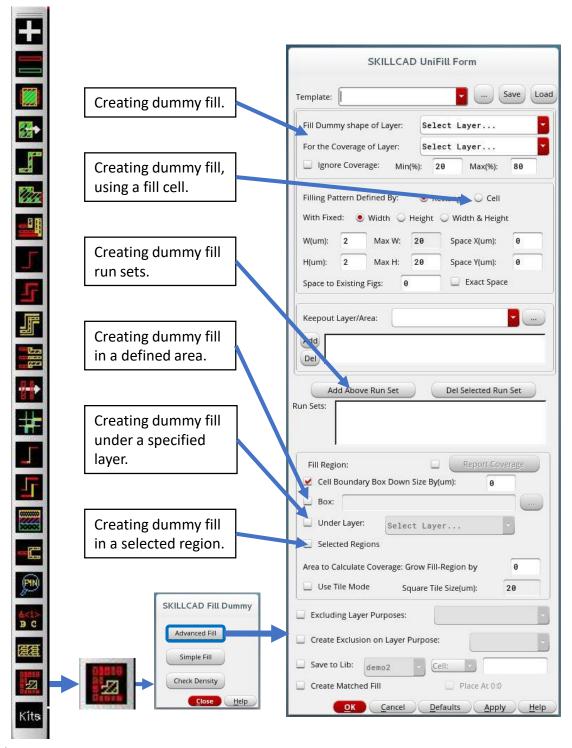
## **SKILLCAD Step Router Bus, Matched Bus**







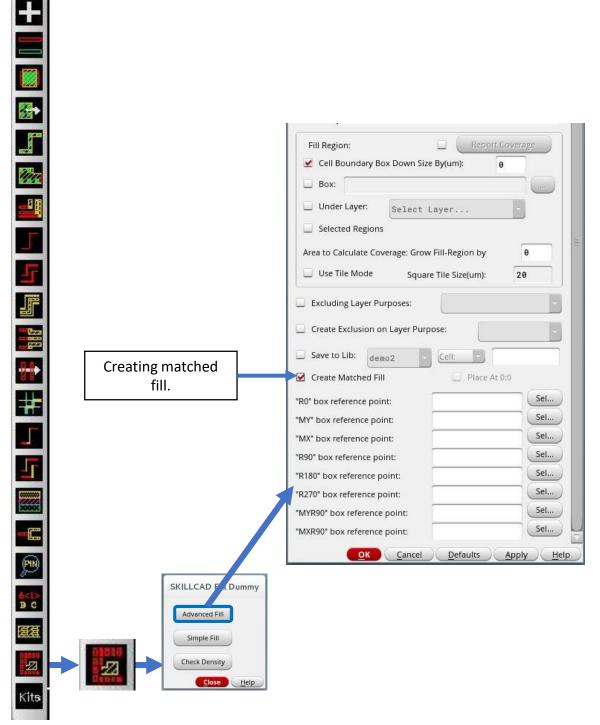
### **SKILLCAD Advanced Fill**







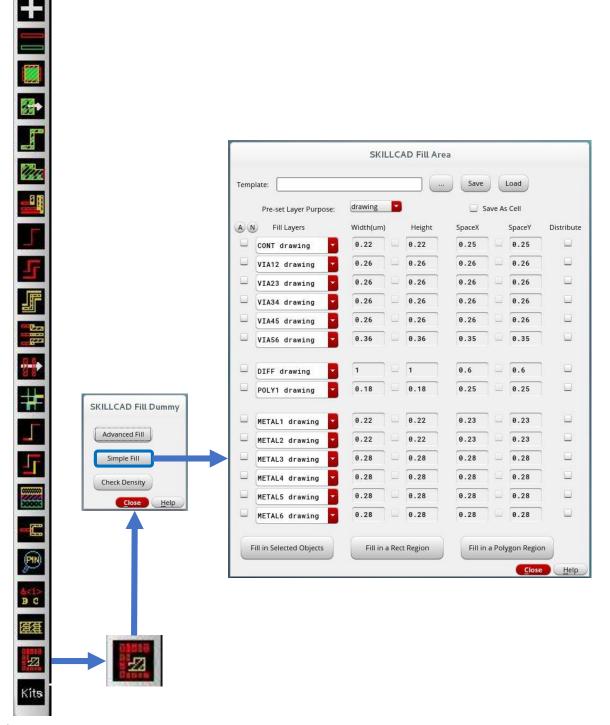
# **SKILLCAD Advanced Fill, Matched Fill**







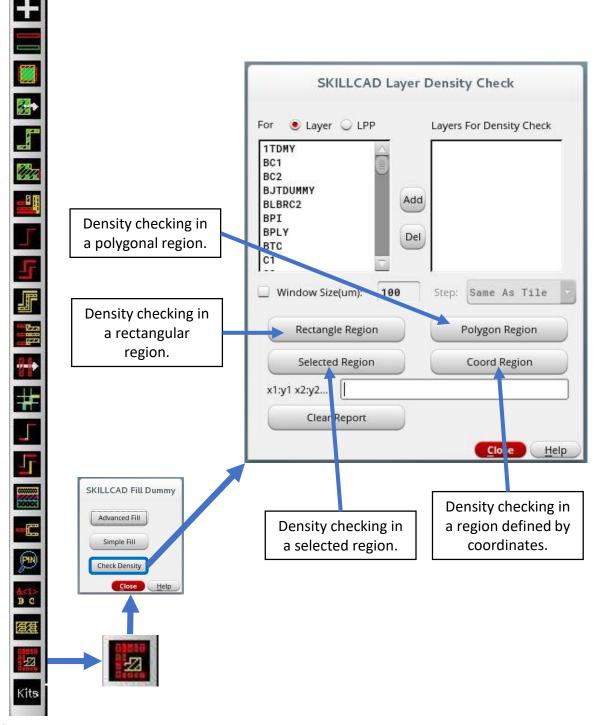
## **SKILLCAD Simple Fill**







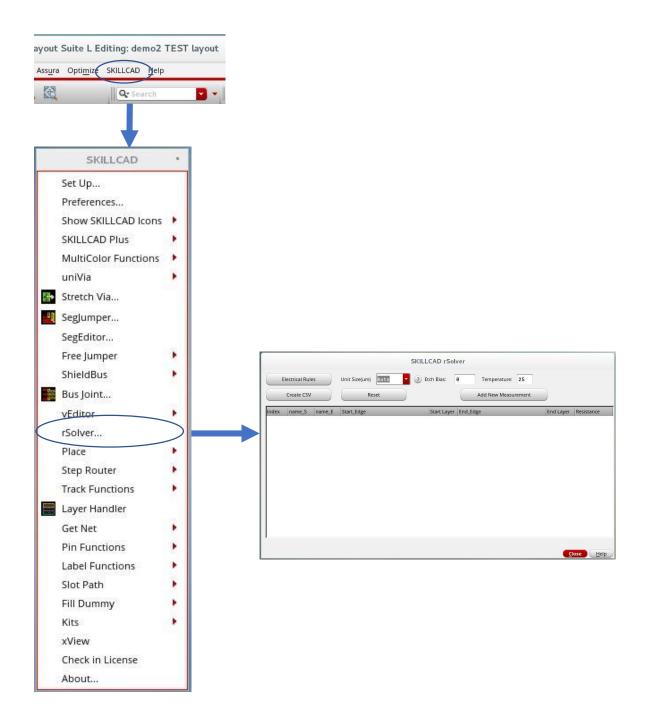
## **SKILLCAD Layer Density Check**







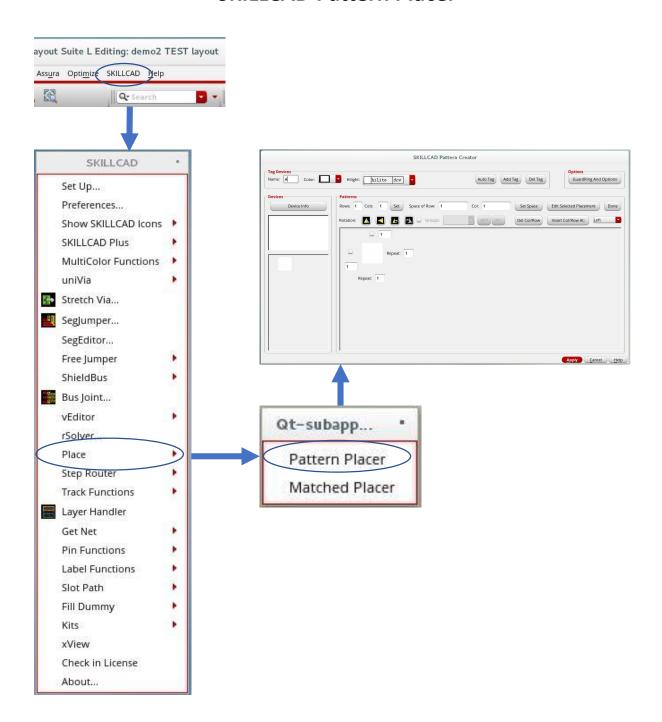
### **SKILLCAD rSolver**







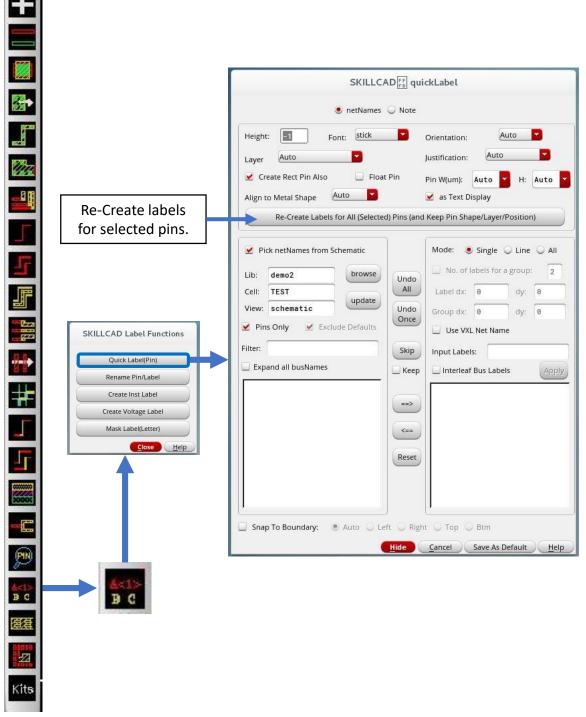
### **SKILLCAD Pattern Placer**







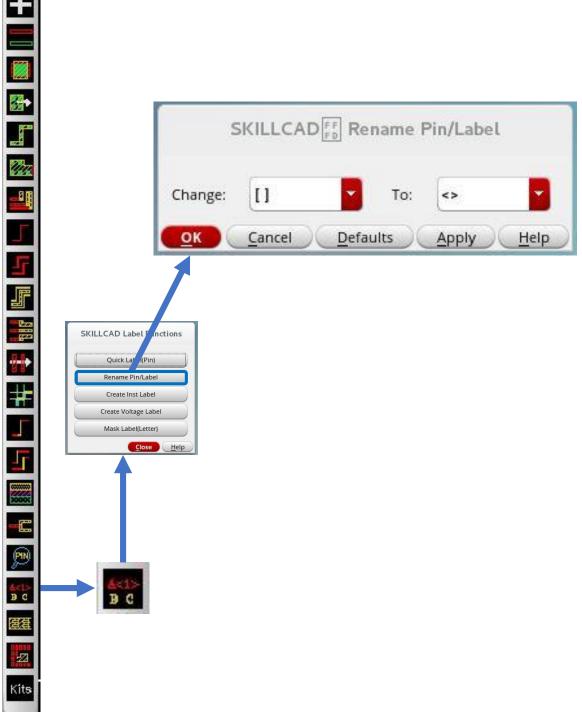
## **SKILLCAD Quick Label**







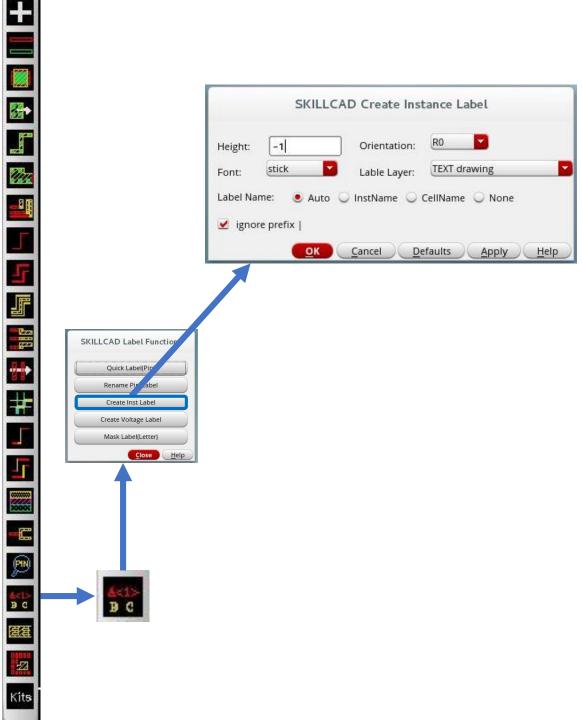
# **SKILLCAD Rename Pin/Label**







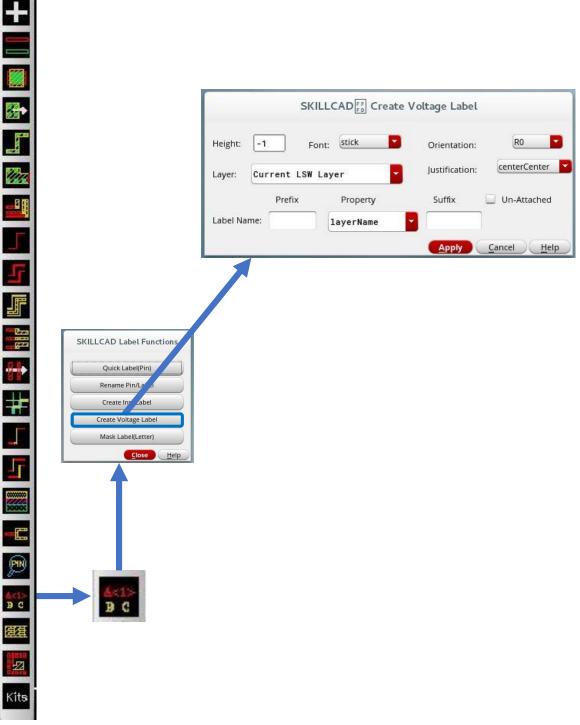
## **SKILLCAD Create Instance Labels**







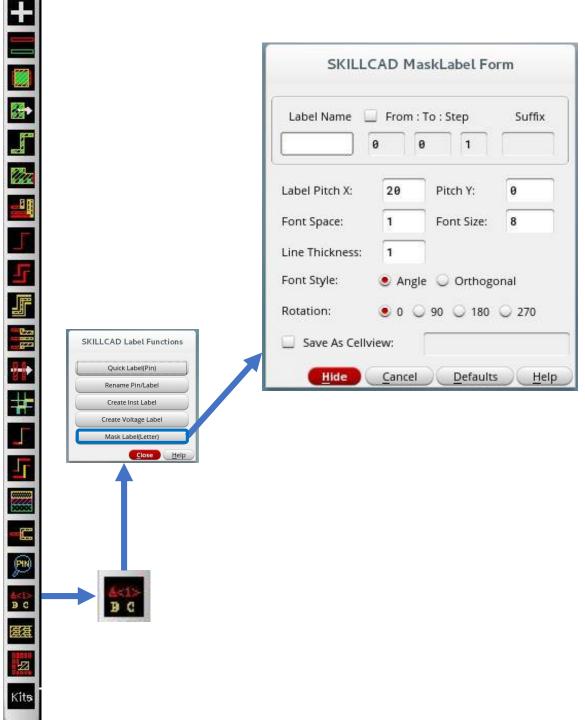
# **SKILLCAD Create Voltage Labels**







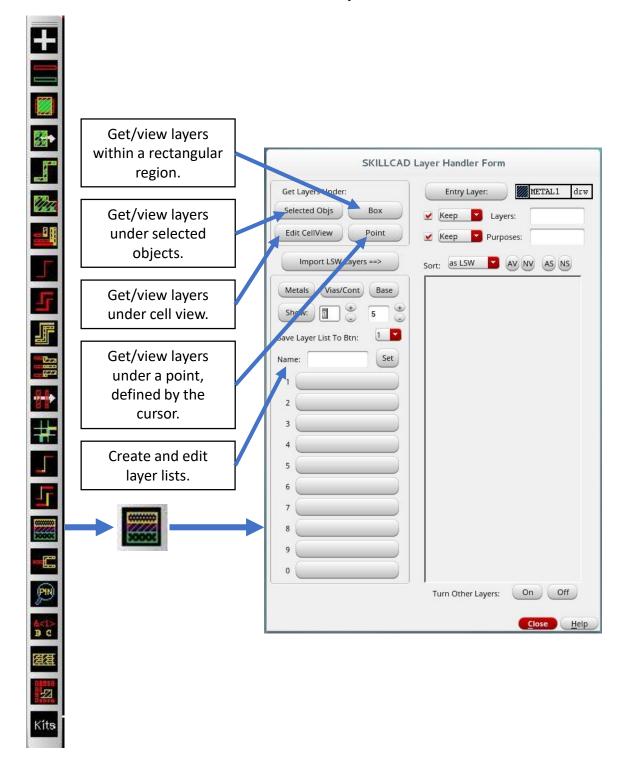
### **SKILLCAD Create Mask Labels**







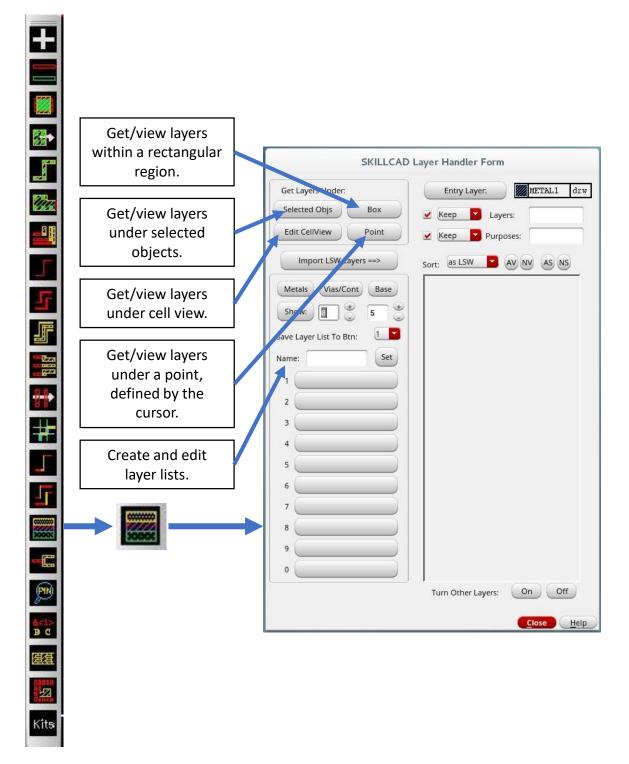
### **SKILLCAD Layer Handler**







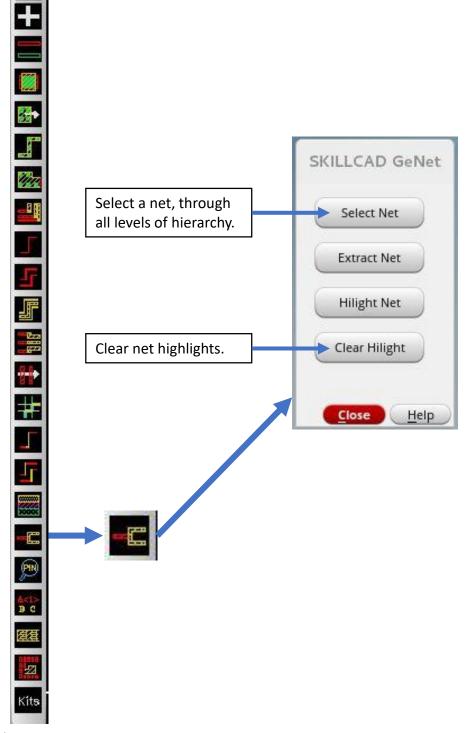
#### **SKILLCAD Layer Handler**







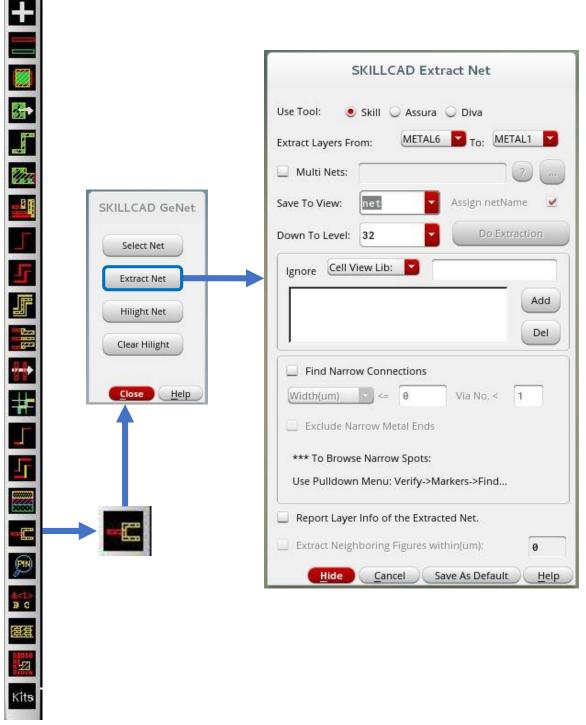
## **SKILLCAD Select Net, Clear Net Highlight**







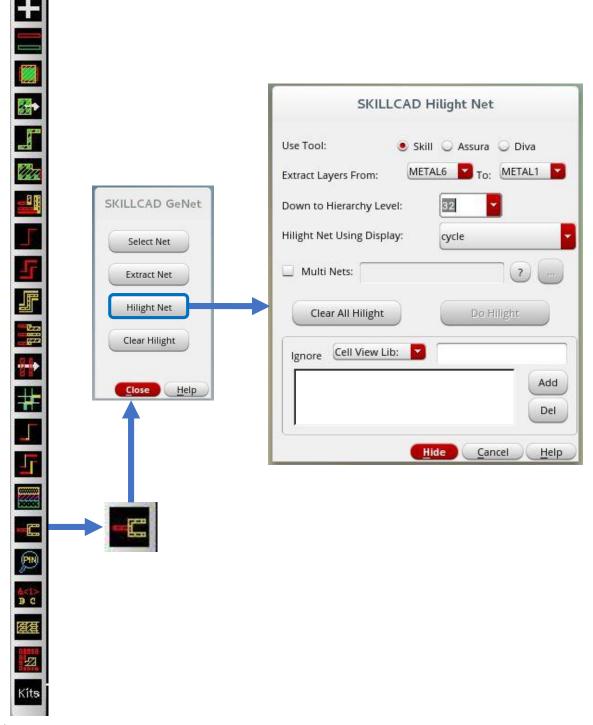
# **SKILLCAD Extracting a Net**







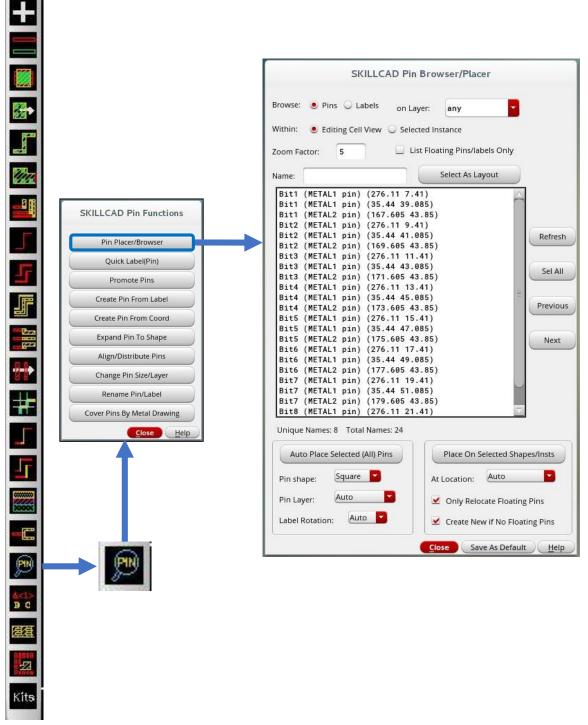
## **SKILLCAD Highlighting a Net**







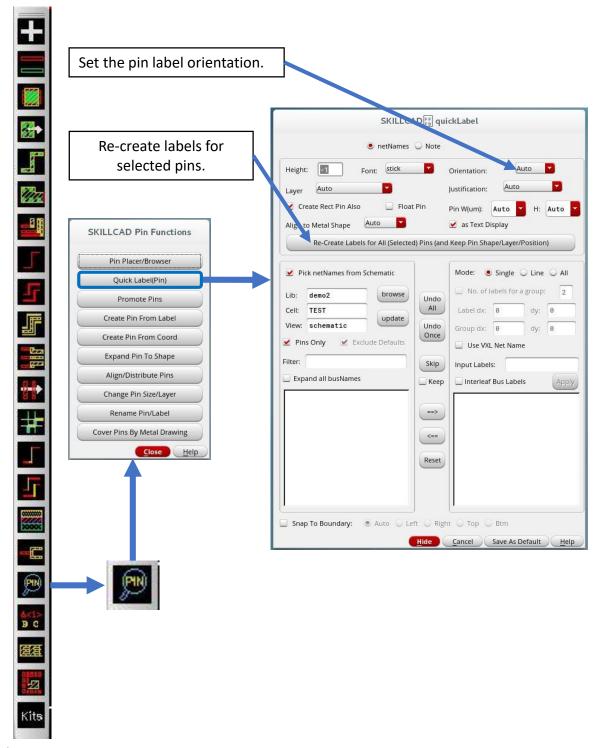
#### **SKILLCAD Pin Placer/Browser**







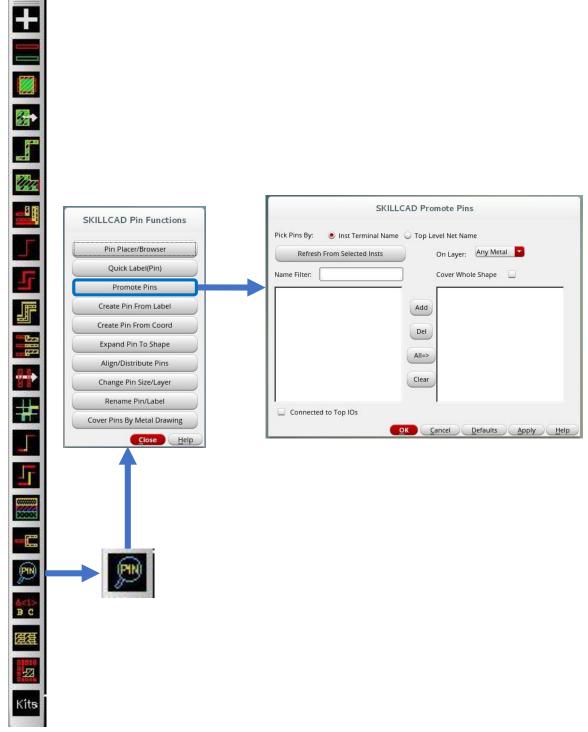
#### **SKILLCAD Pin Label**







#### **SKILLCAD Promote Pins**







#### **SKILLCAD Create Pin From Label**







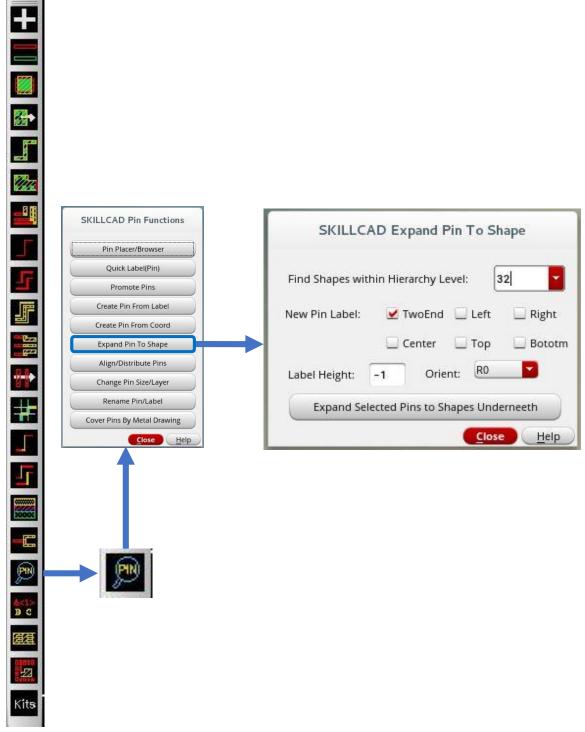
#### **SKILLCAD Create Pin From Coordinates**







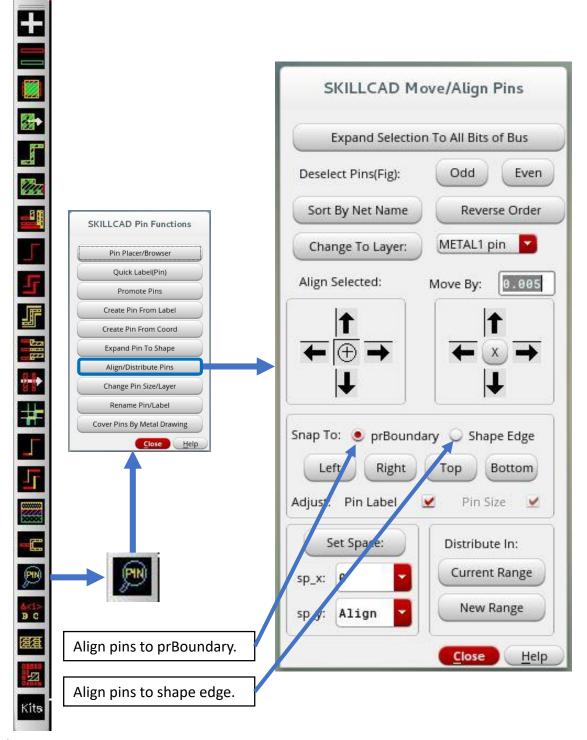
## **SKILLCAD Expand Pin To Shape**



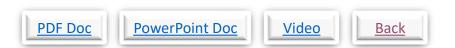




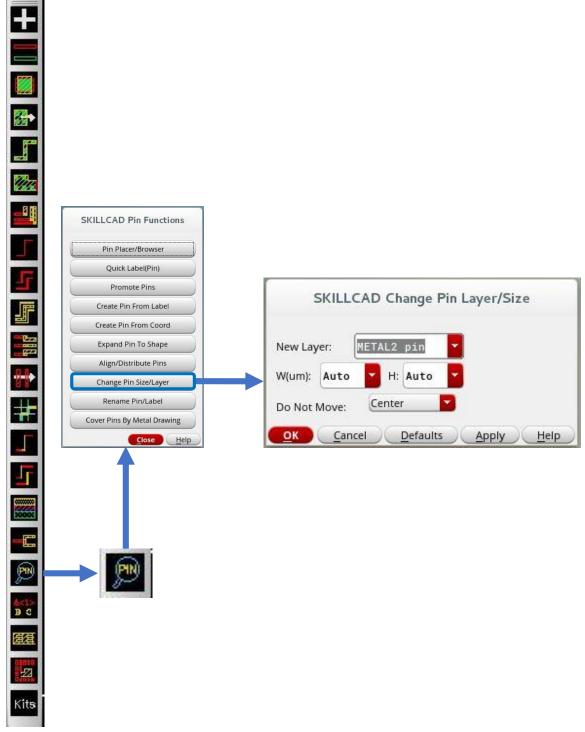
## **SKILLCAD Align/Distribute Pins**



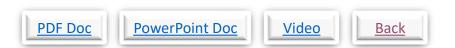




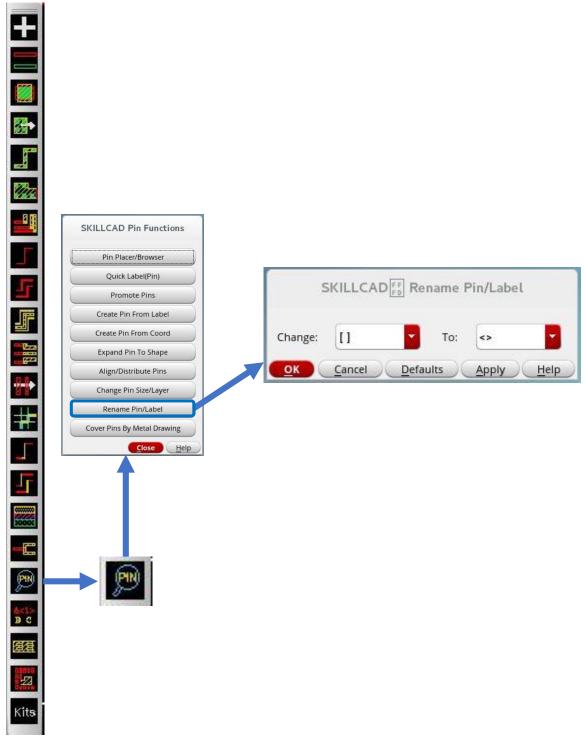
## **SKILLCAD Change Pin Layer/Size**







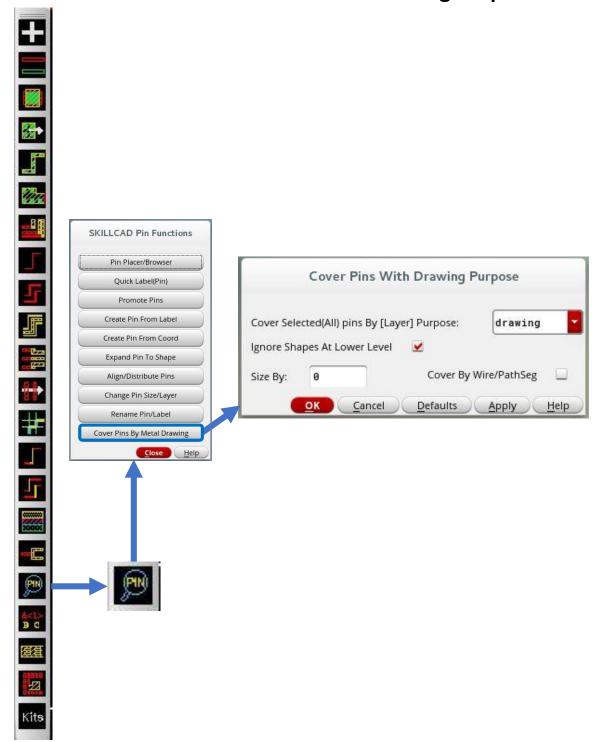
## **SKILLCAD Rename Pin/Label**







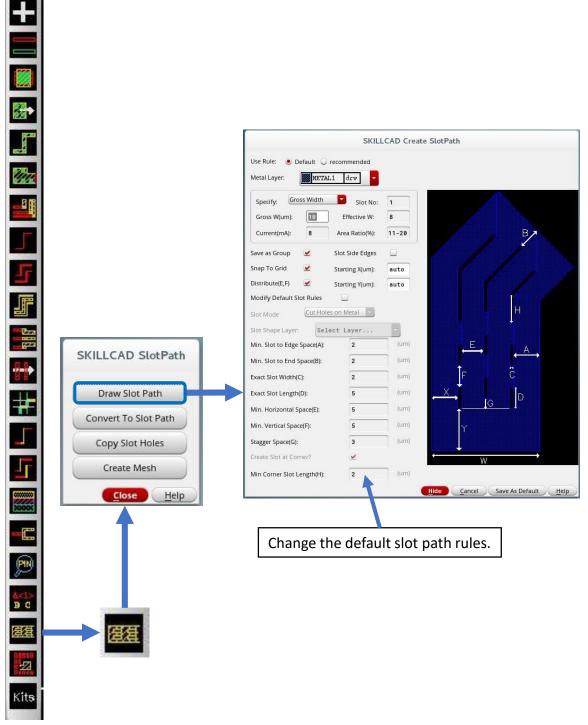
## **SKILLCAD Cover Pins With Drawing Purpose**







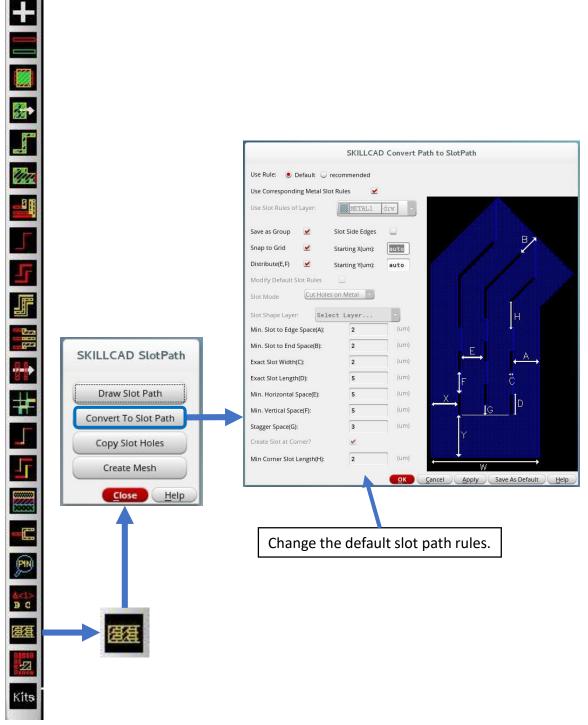
## **SKILLCAD Creating A Slotted Path**







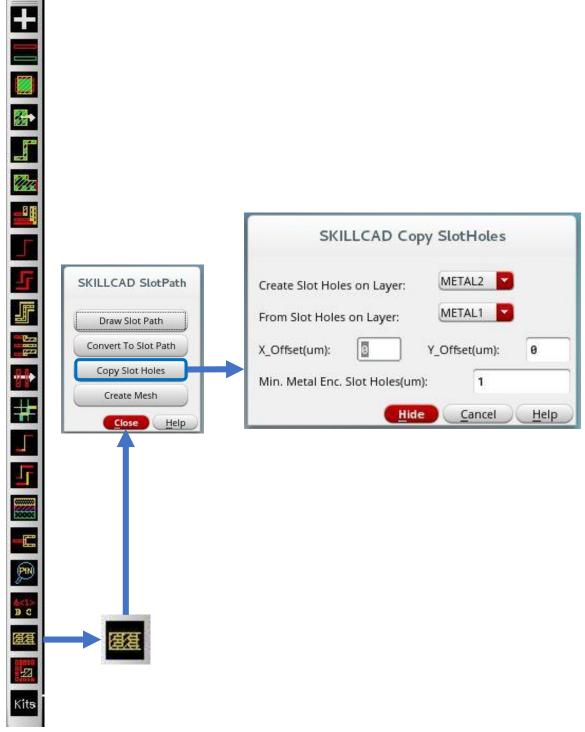
#### SKILLCAD Convert A Path To A Slotted Path







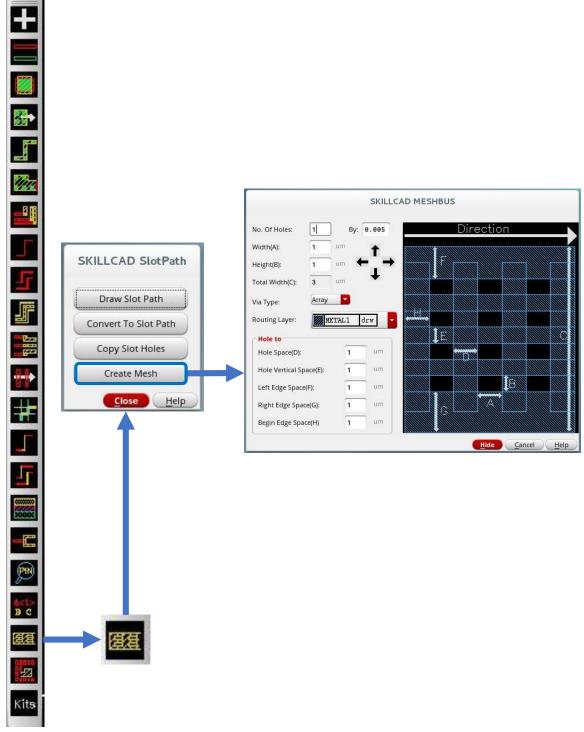
## **SKILLCAD Copy Slot Holes**







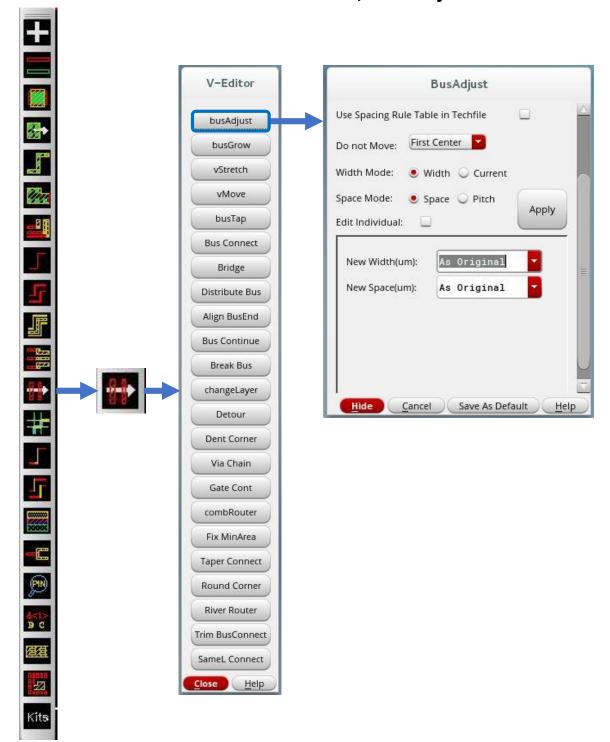
## **SKILLCAD Creating A Metal Mesh**







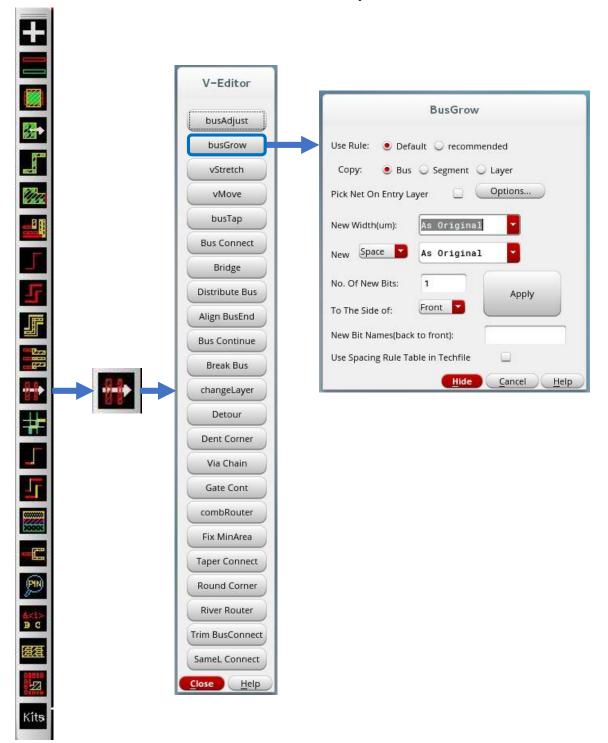
# **SKILLCAD V-Editor, Bus Adjust**







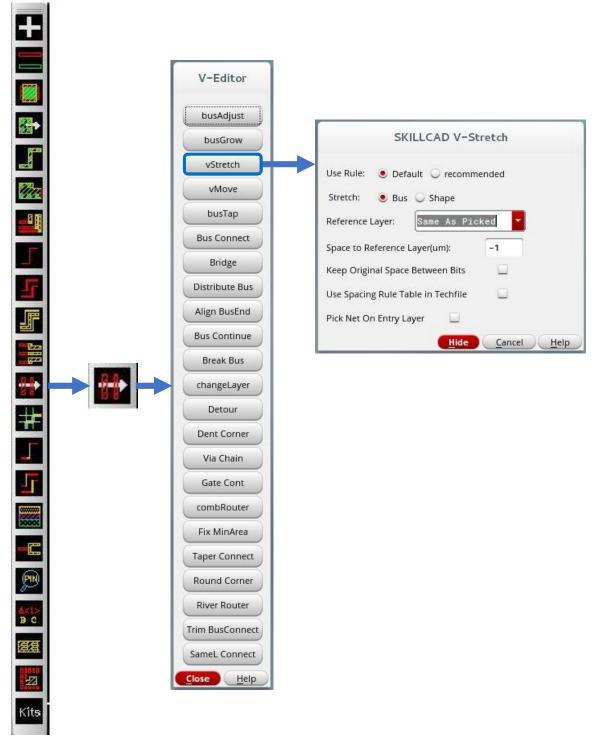
# **SKILLCAD V-Editor, Bus Grow**







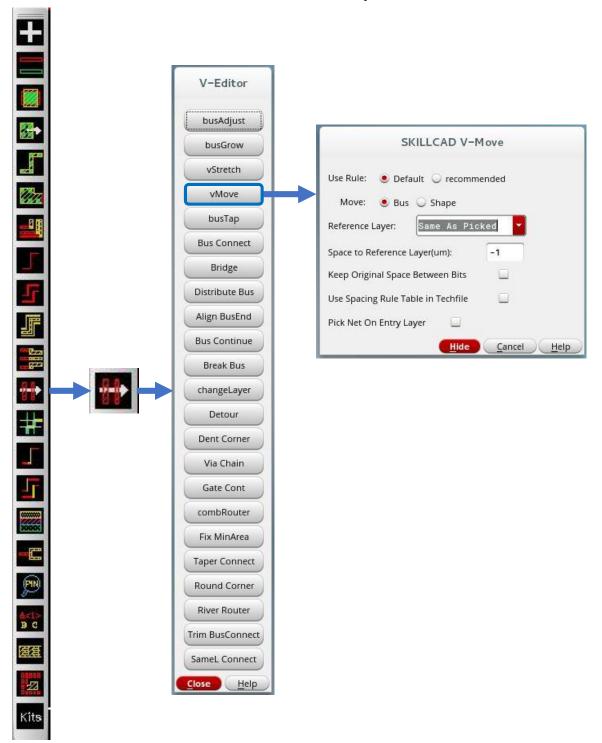
## **SKILLCAD V-Editor, V-Stretch**







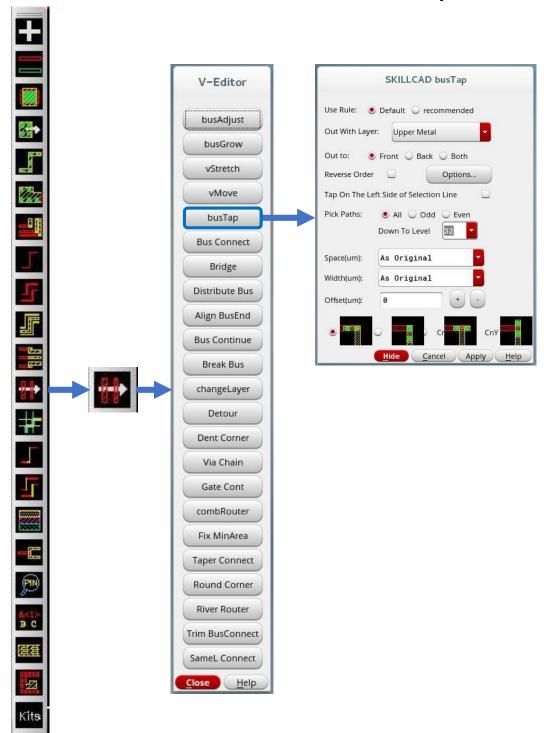
## **SKILLCAD V-Editor, V-Move**







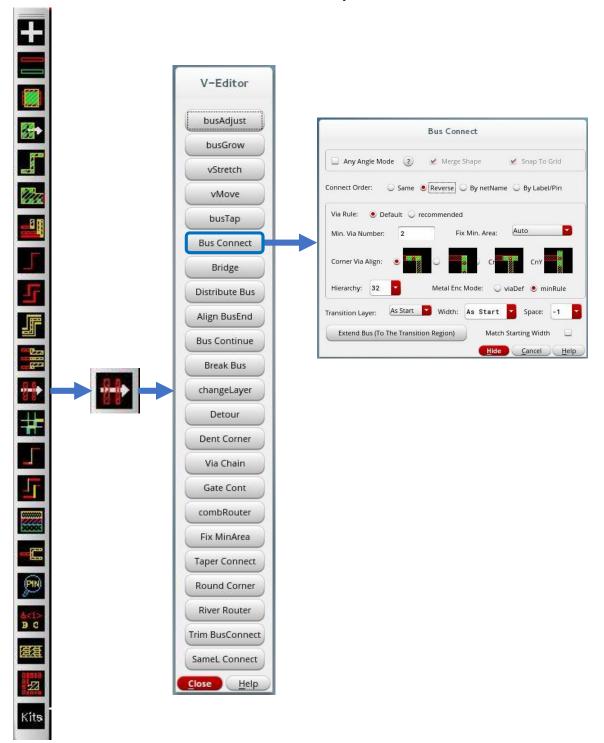
## **SKILLCAD V-Editor, Bus Tap**







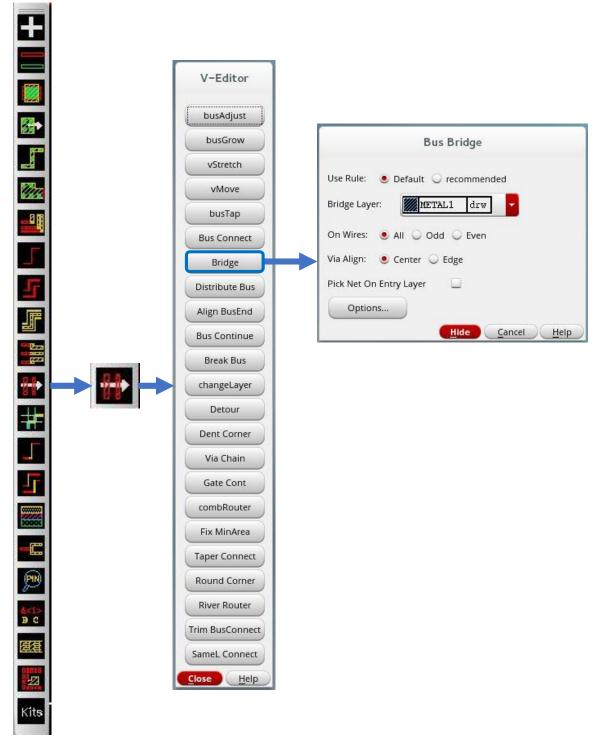
# **SKILLCAD V-Editor, Bus Connect**







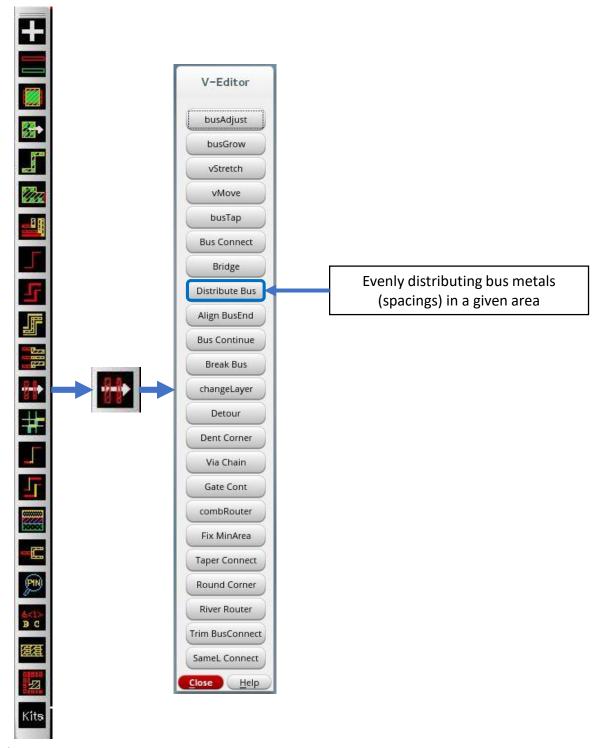
## **SKILLCAD V-Editor, Bus Bridge**







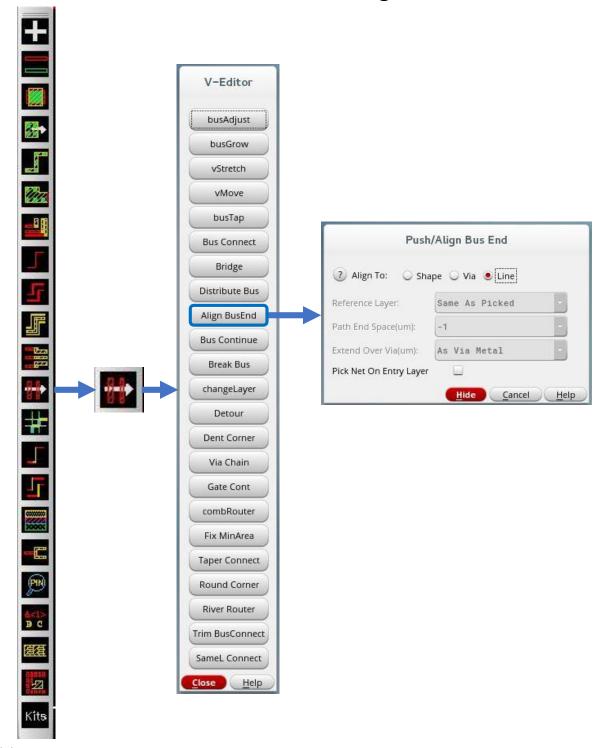
## **SKILLCAD V-Editor, Distribute Bus**







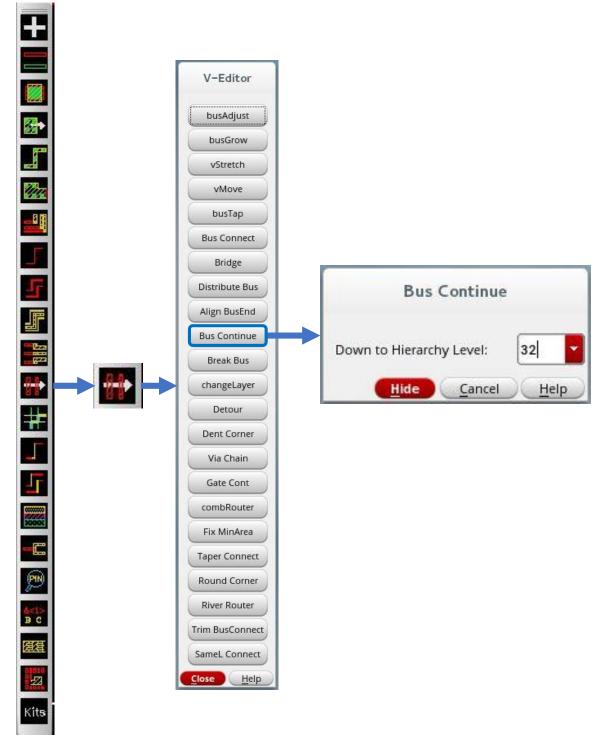
## **SKILLCAD V-Editor, Align Bus End**







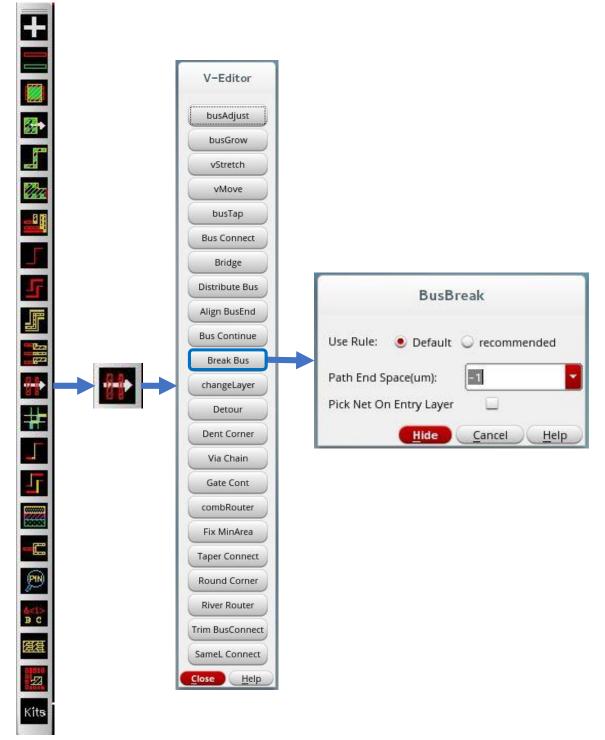
## **SKILLCAD V-Editor, Bus Continue**







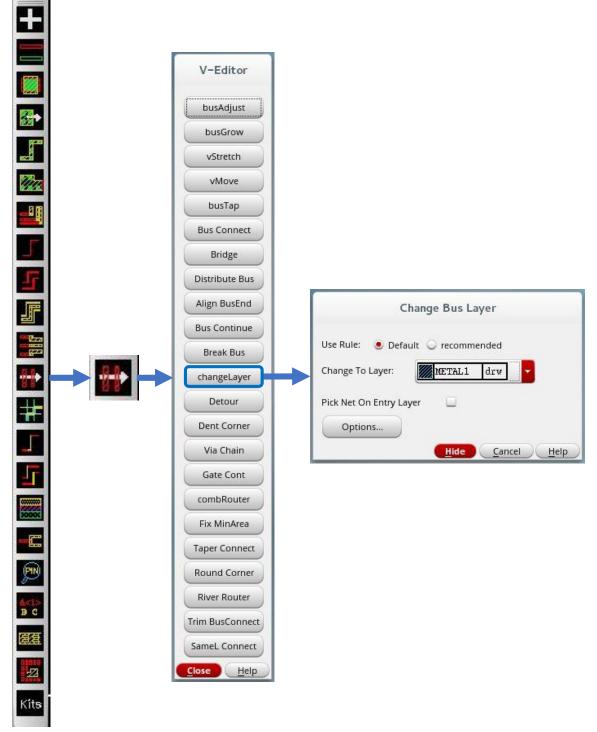
## **SKILLCAD V-Editor, Break Bus**







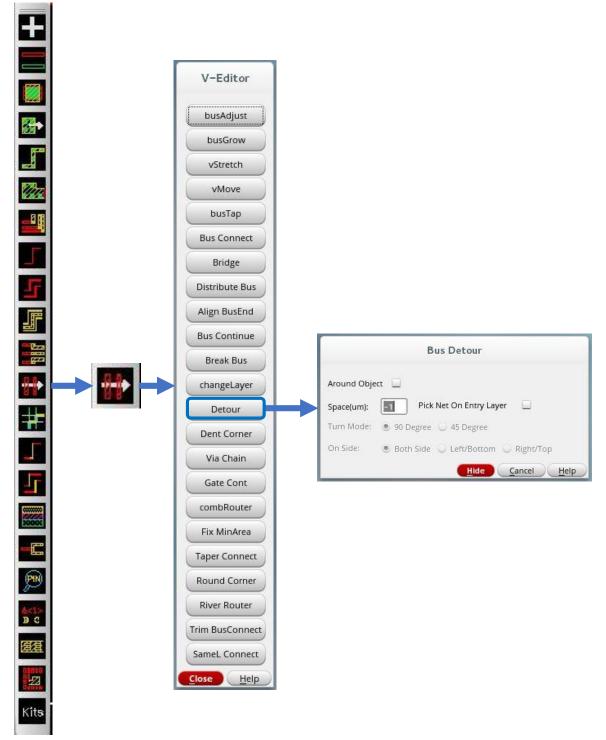
## **SKILLCAD V-Editor, Change Bus Layer**







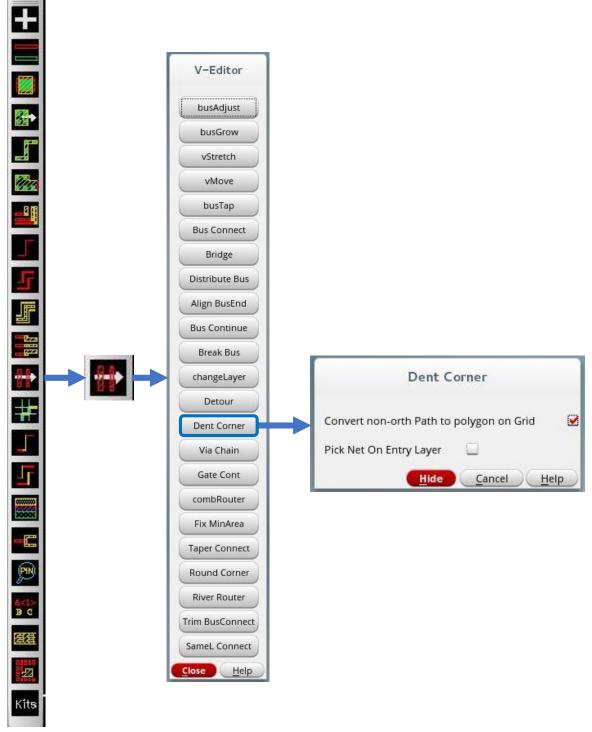
## **SKILLCAD V-Editor, Bus Detour**



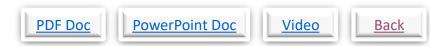




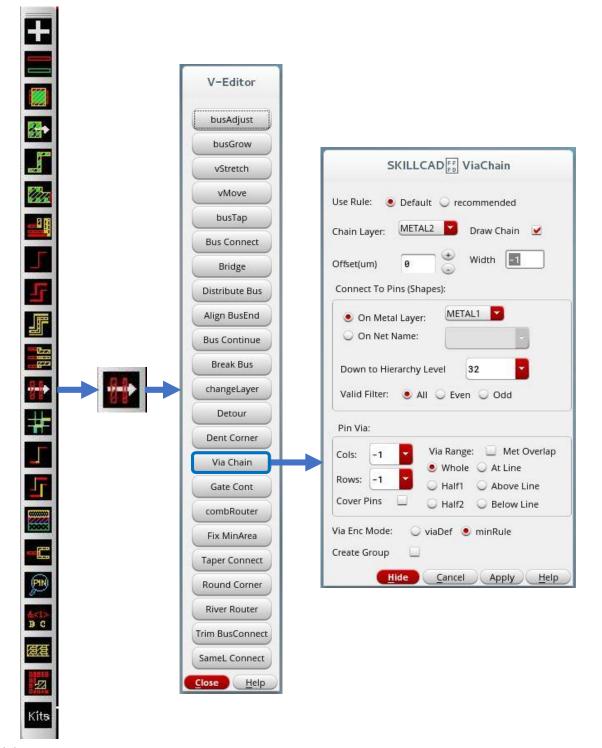
## **SKILLCAD V-Editor, Dent Corner**



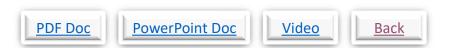




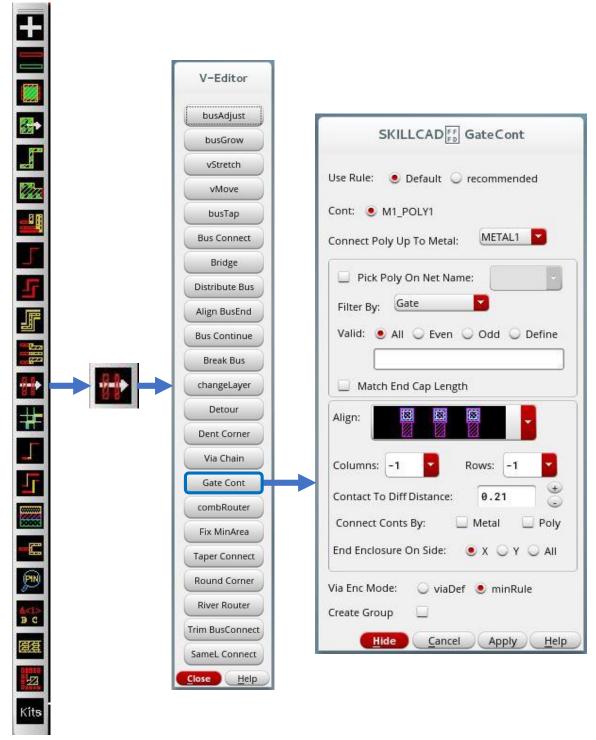
#### **SKILLCAD V-Editor, Via Chain**



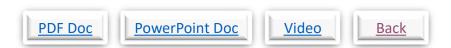




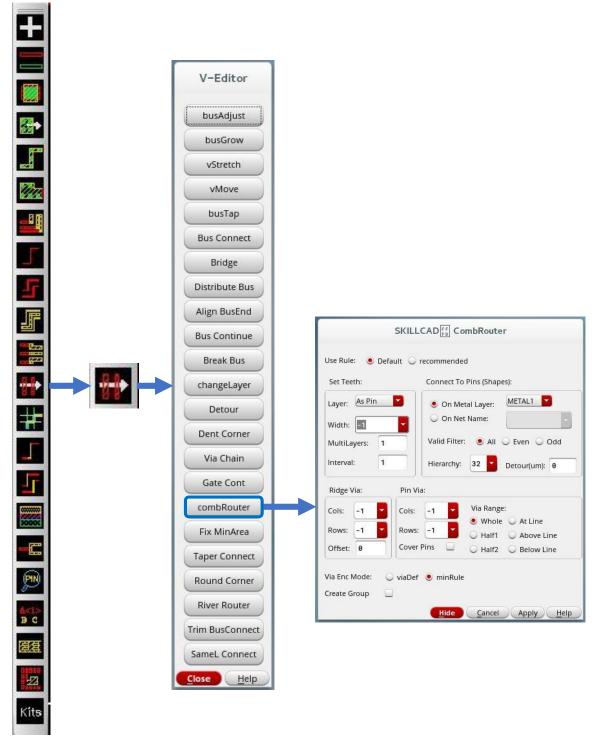
#### SKILLCAD V-Editor, Gate Contact







## **SKILLCAD V-Editor, Comb Router**





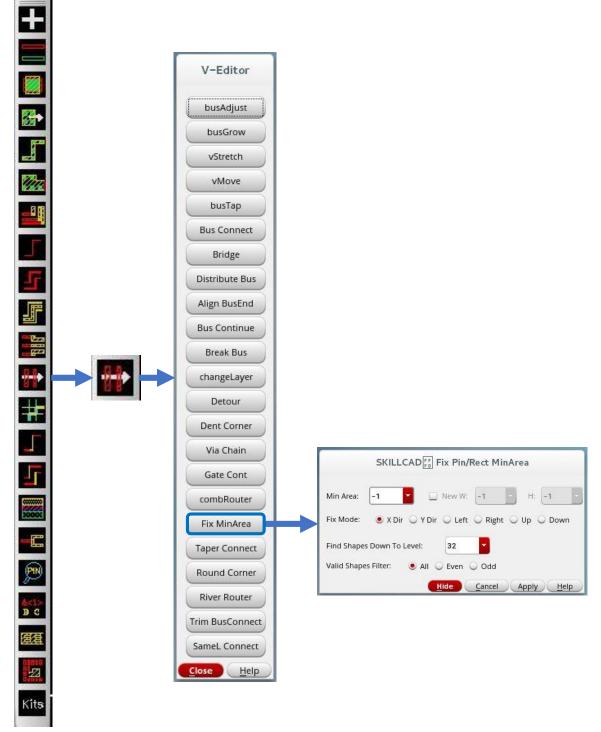








## **SKILLCAD V-Editor, Fix Minimum Area**





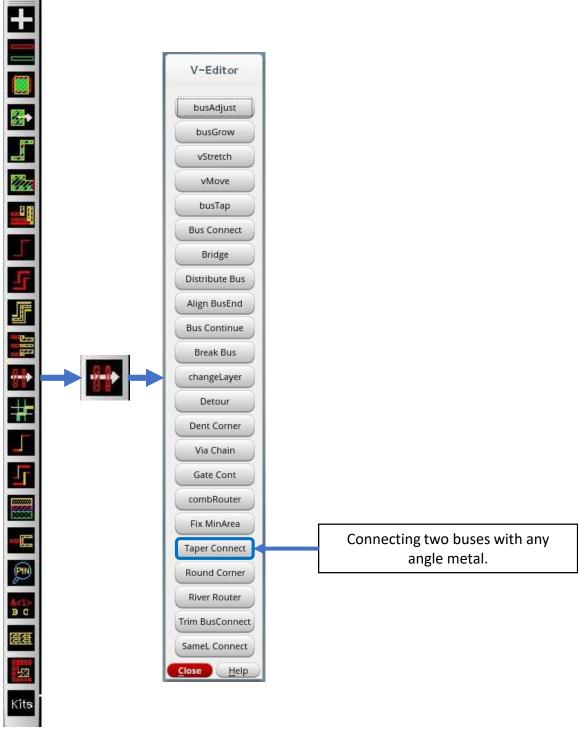






<u>Back</u>

## **SKILLCAD V-Editor, Taper Connect**





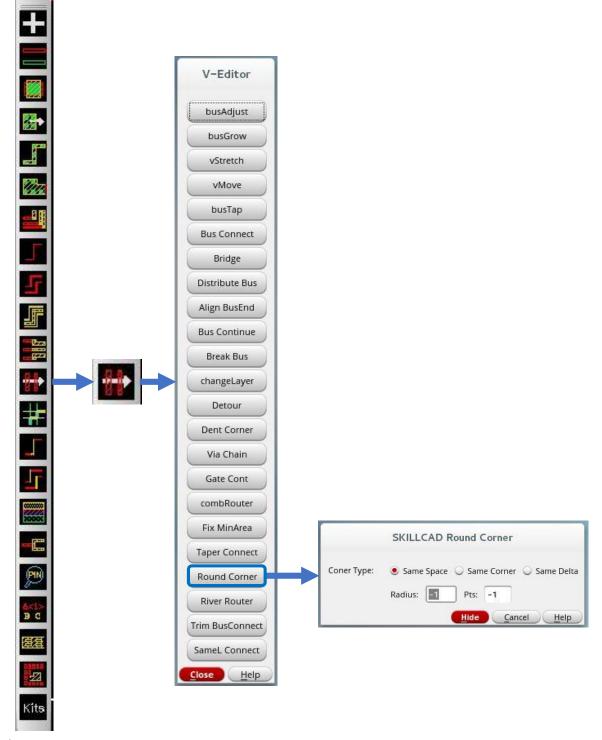








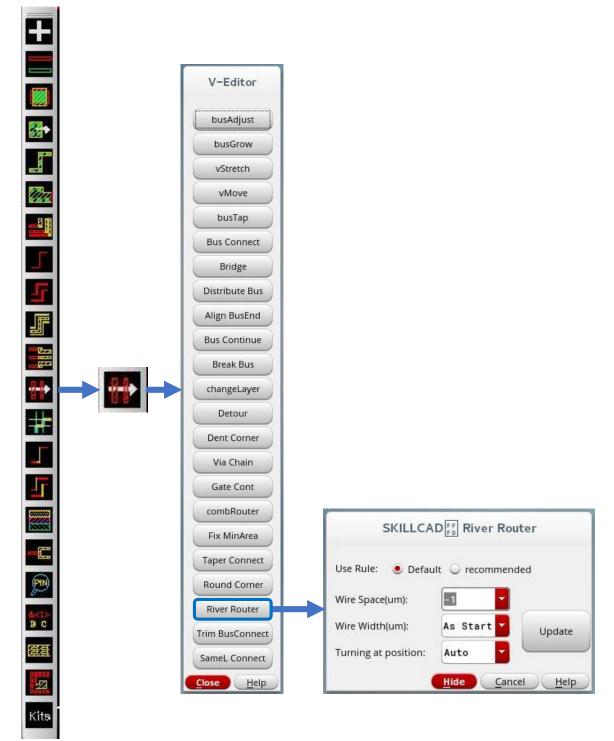
## **SKILLCAD V-Editor, Round Corner**







## **SKILLCAD V-Editor, River Router**





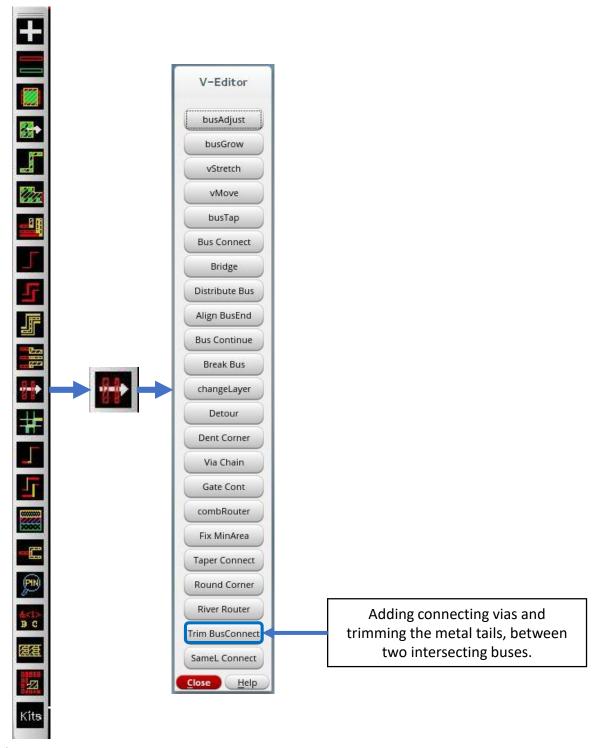








### **SKILLCAD V-Editor, Trim Bus Connect**





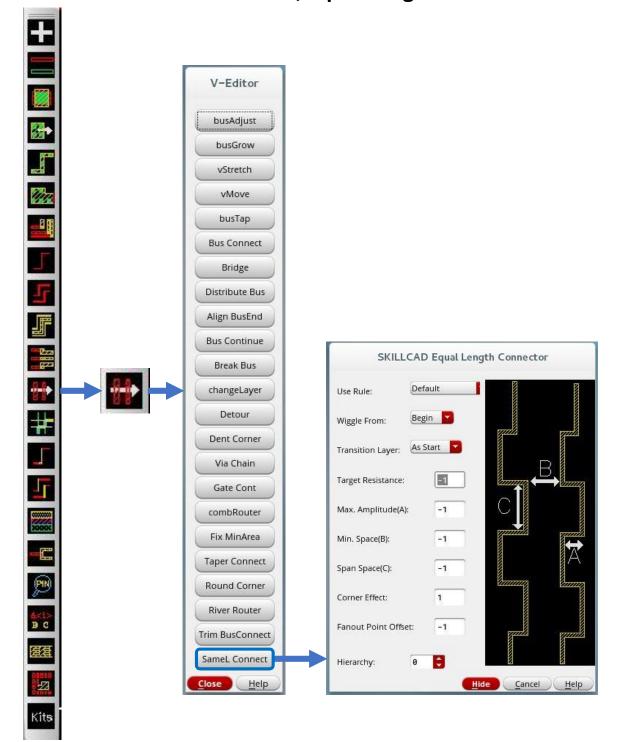








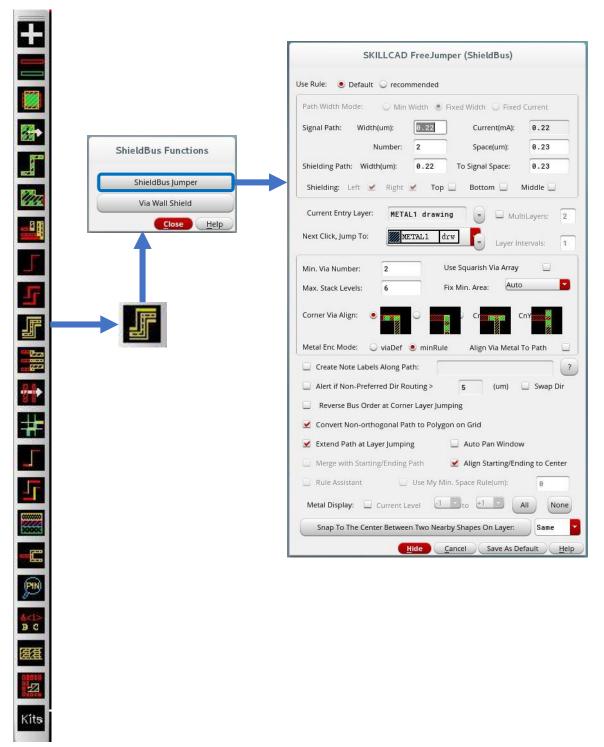
## **SKILLCAD V-Editor, Equal Length Connector**







#### **SKILLCAD Create A Shielded Bus**







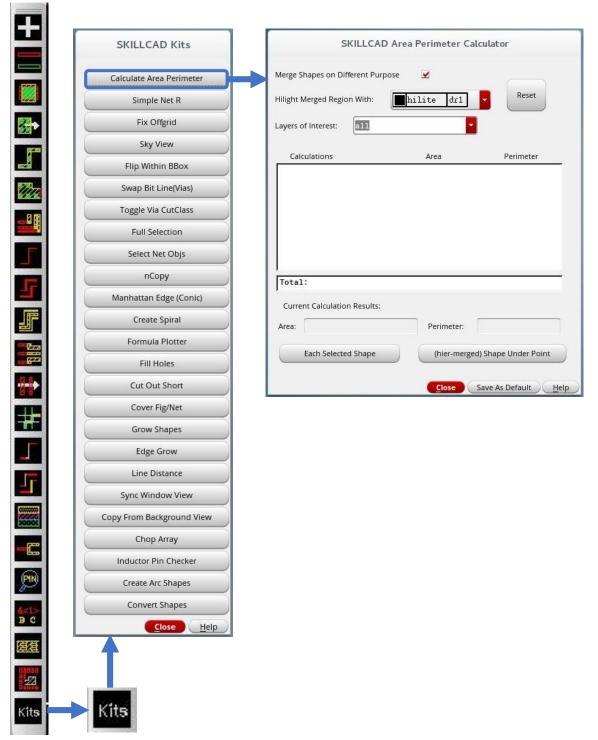
#### **SKILLCAD Create A Via Wall Shield**







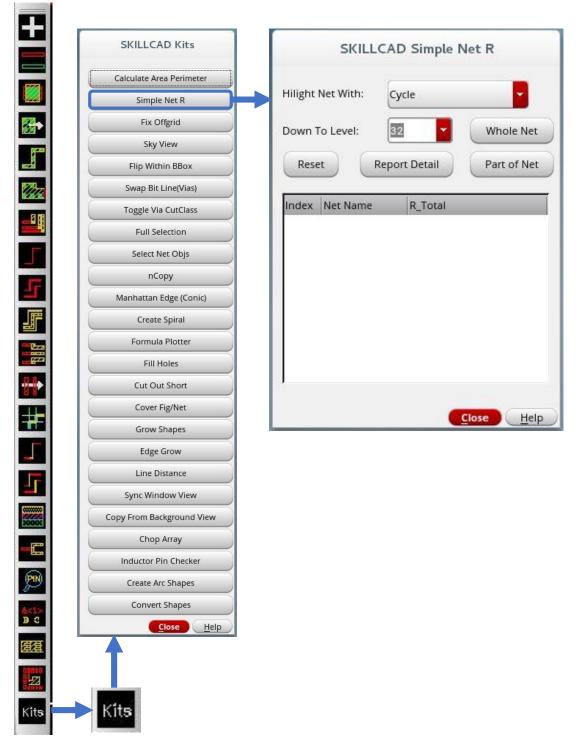
## **SKILLCAD Kits, Area/Perimeter Calculator**







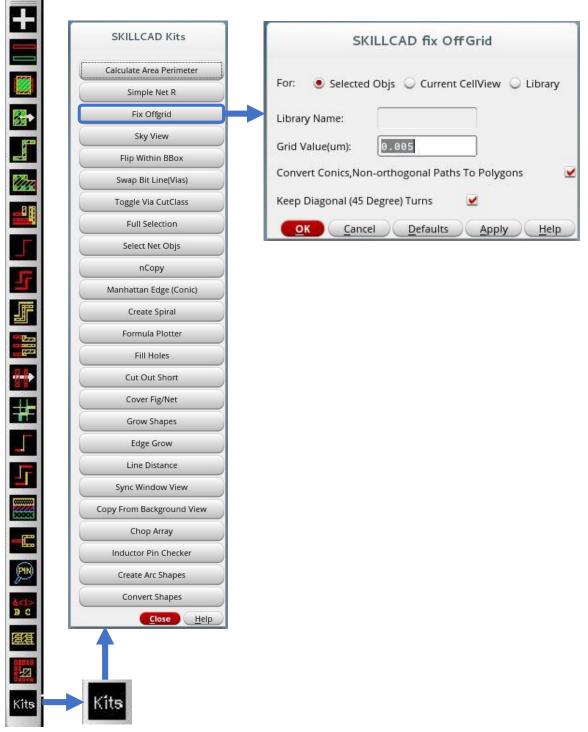
# **SKILLCAD Kits, Simple Net Resistance**







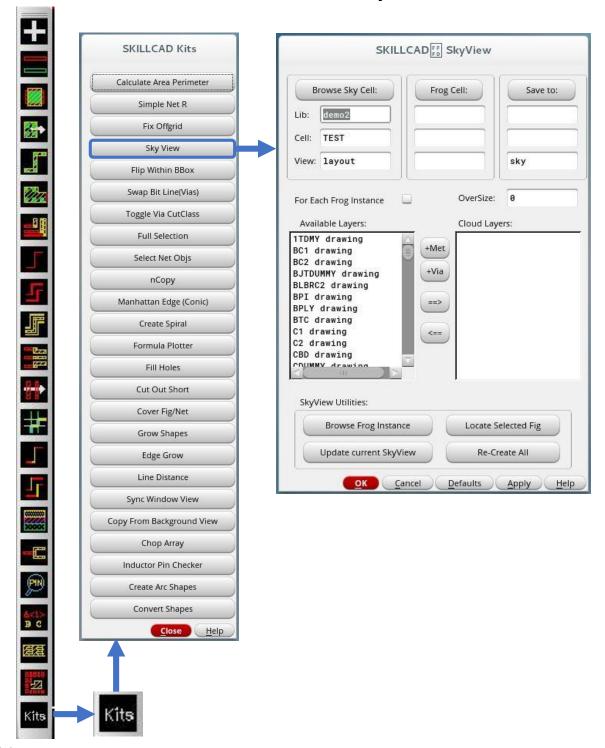
### SKILLCAD Kits, Fix Off Grid







### **SKILLCAD Kits, Sky View**







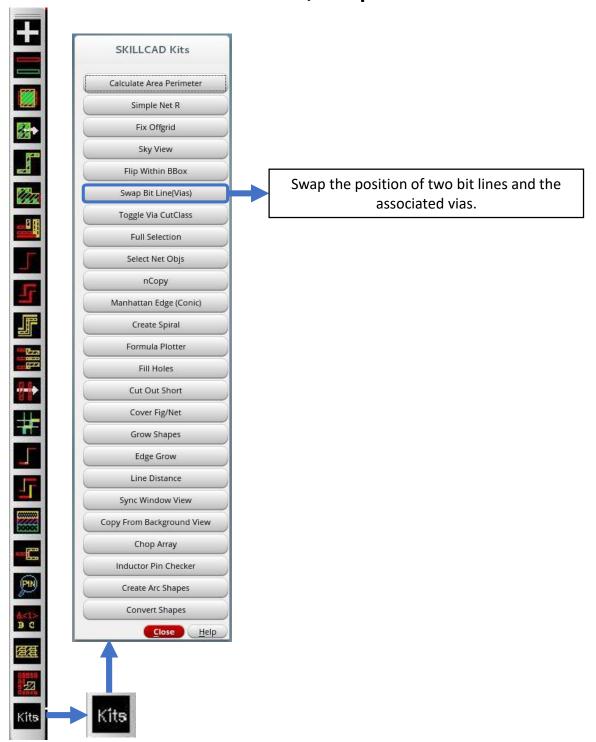
# **SKILLCAD Kits, Flip Within A Bounding Box**







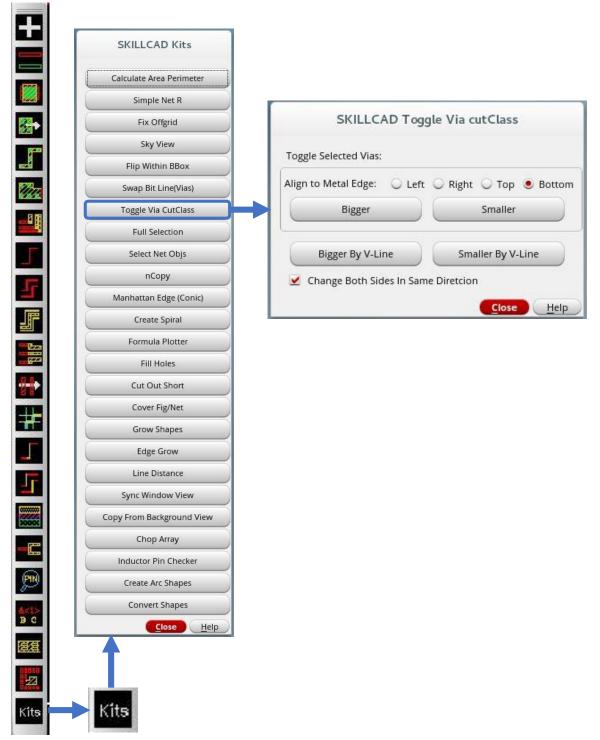
### **SKILLCAD Kits, Swap Bit Lines**







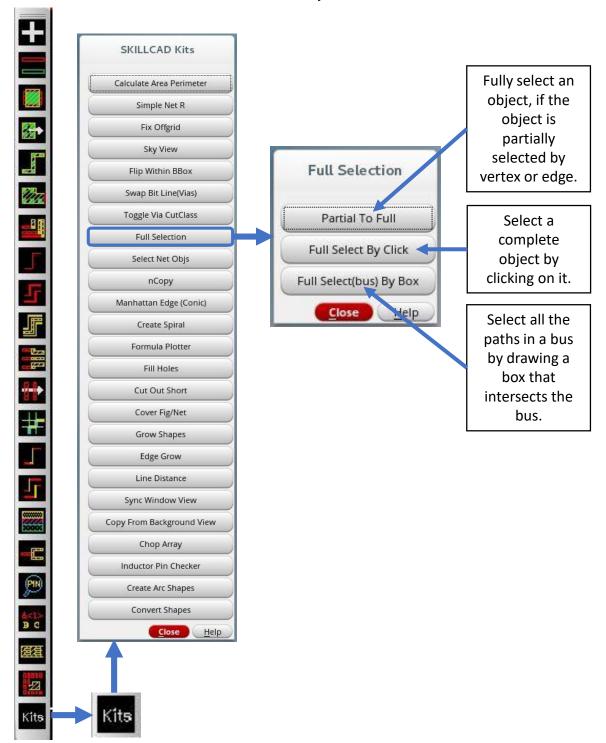
## **SKILLCAD Kits, Toggle Via Cut Class**







#### **SKILLCAD Kits, Full Selection**







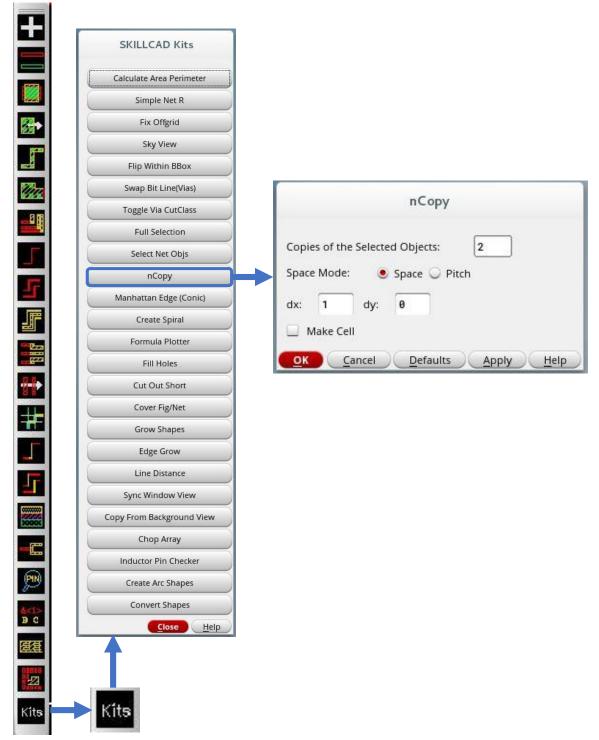
### **SKILLCAD Kits, Select Objects On Nets**







## **SKILLCAD Kits, Making Multiple Copies**







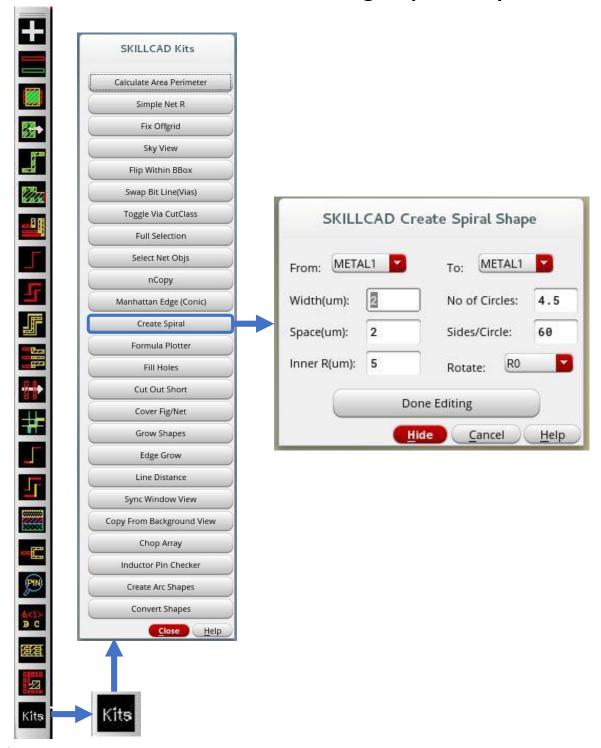
## SKILLCAD Kits, Creating A Manhattan Edge Shape







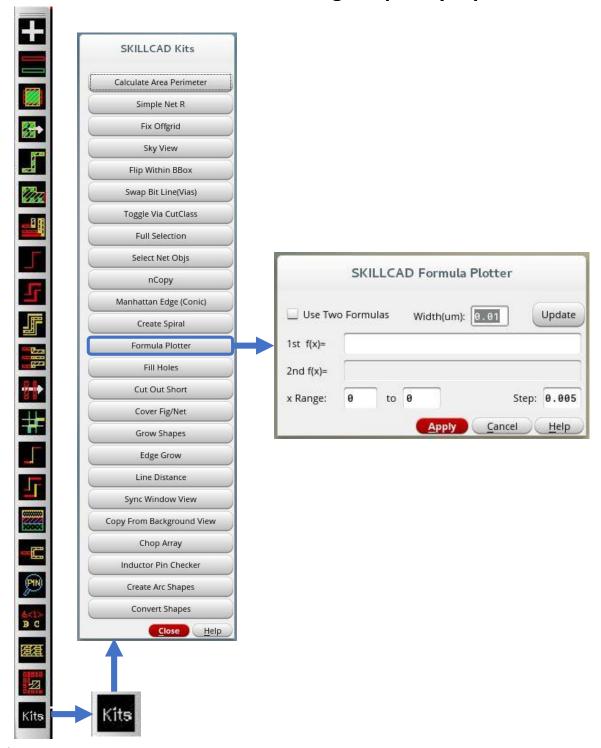
### **SKILLCAD Kits, Creating A Spiral Shape**







## **SKILLCAD Kits, Creating Shapes By Equations**







## **SKILLCAD Kits, Filling Holes In Shapes**







## **SKILLCAD Kits, Cutting Out Overlapping Shapes**







### **SKILLCAD Kits, Cover Mask Shapes**





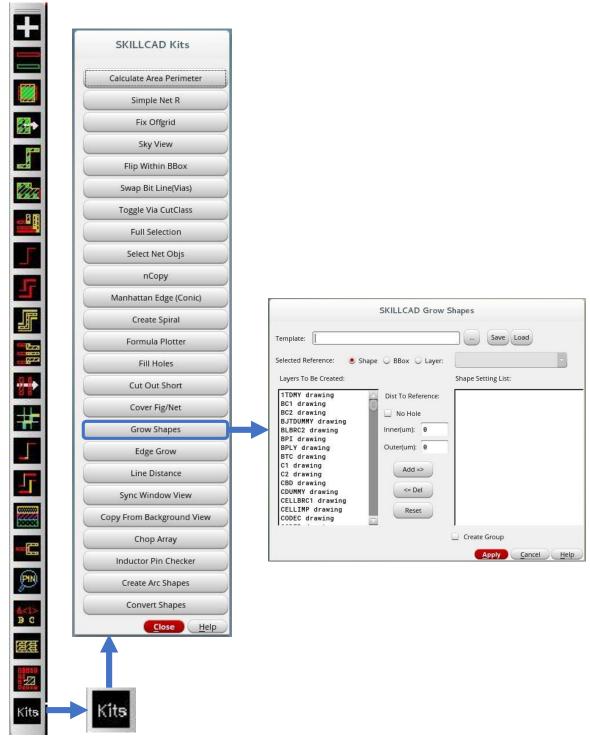




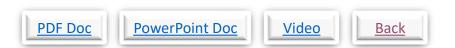




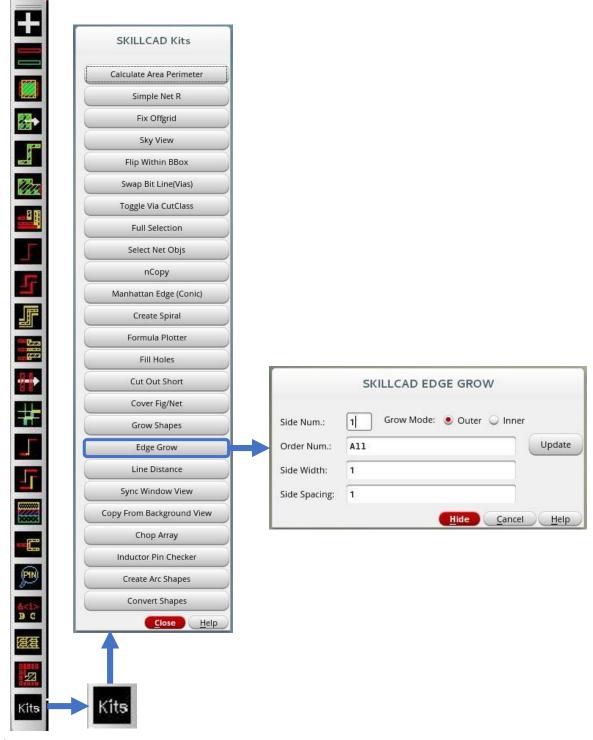
### **SKILLCAD Kits, Growing Shapes From Existing Shapes**







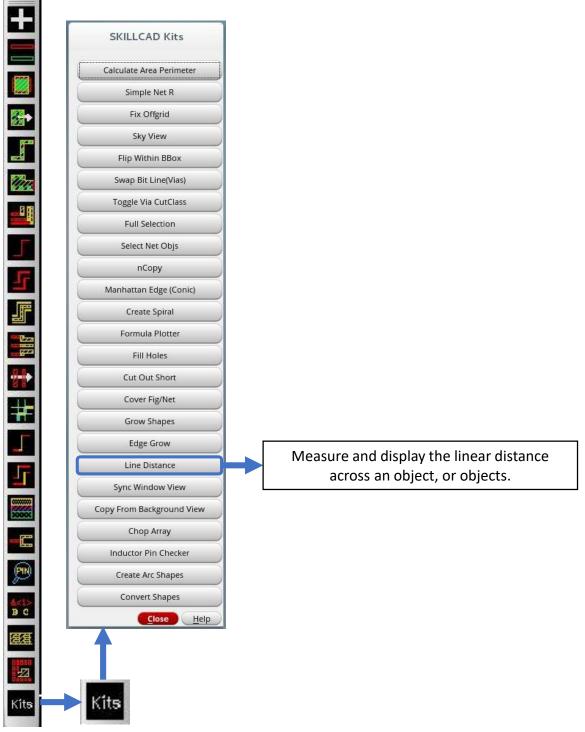
### **SKILLCAD Kits, Growing Shapes From Existing Edges**







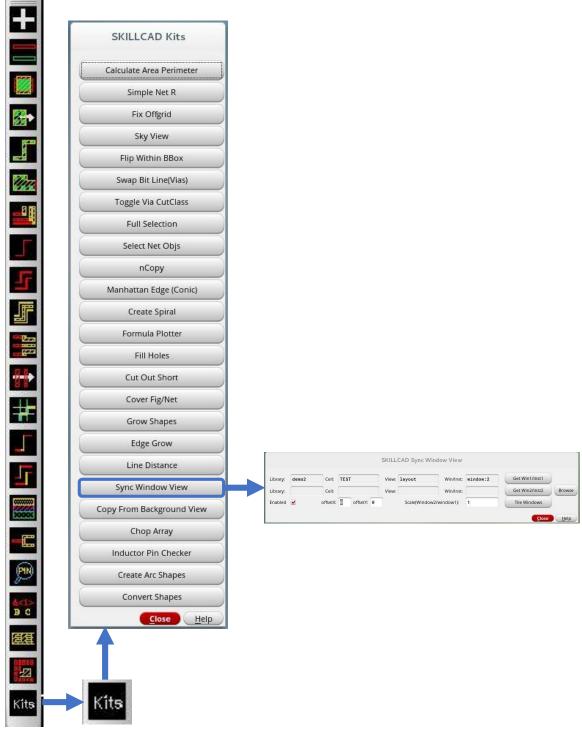
### **SKILLCAD Kits, Measuring Linear Distance**







#### **SKILLCAD Kits, Syncing Window Views**







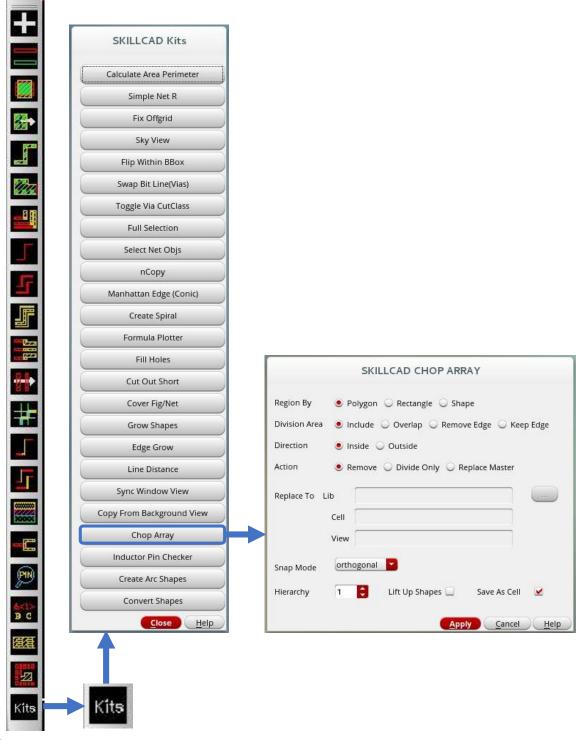
#### SKILLCAD Kits, Copying From A Background View







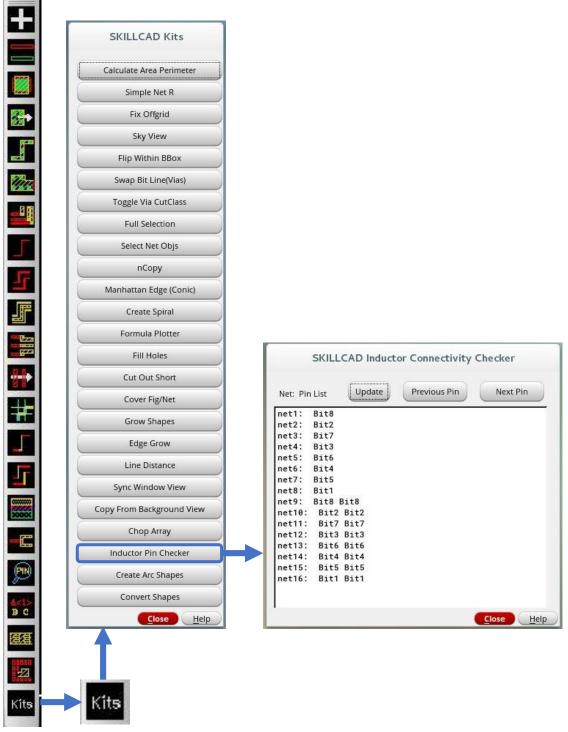
#### **SKILLCAD Kits, Chopping An Existing Array**







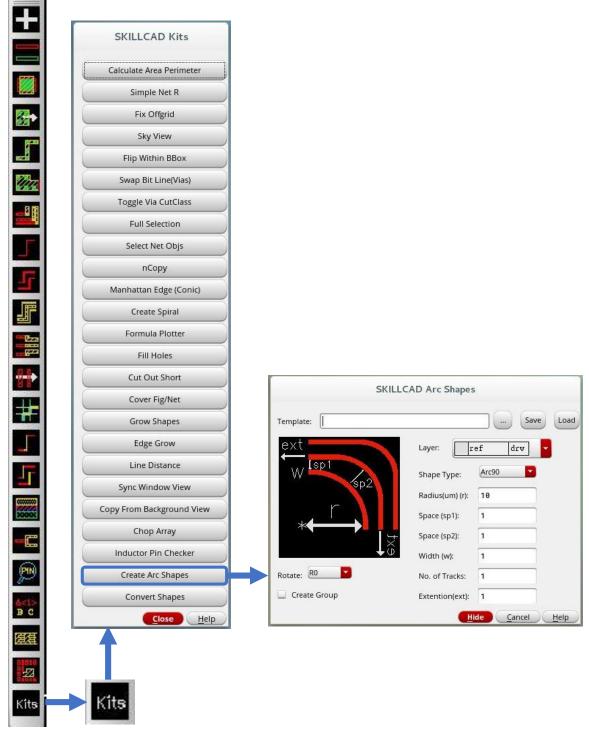
#### **SKILLCAD Kits, Checking Inductor Connectivity**







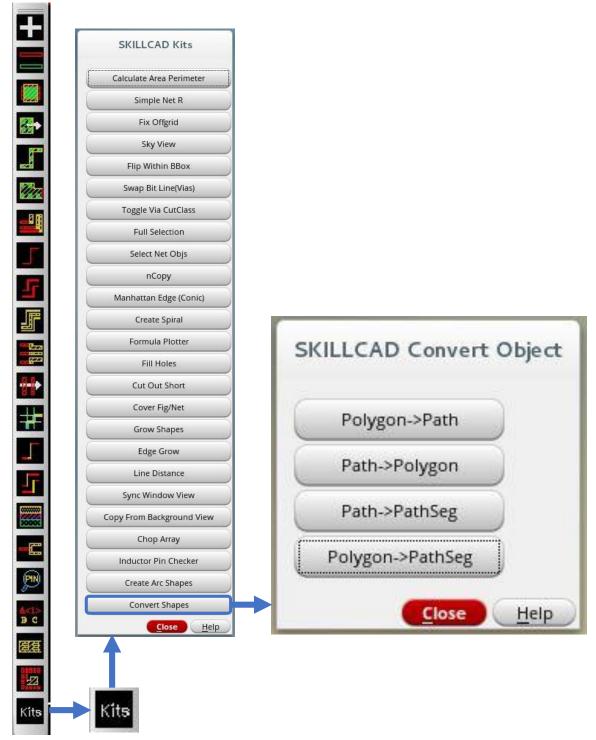
#### **SKILLCAD Kits, Creating Arc Shapes**







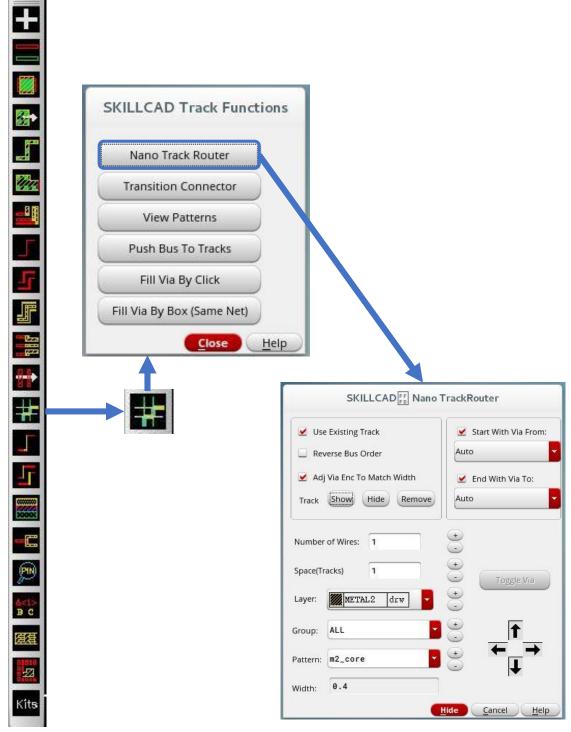
#### **SKILLCAD Kits, Converting Objects**







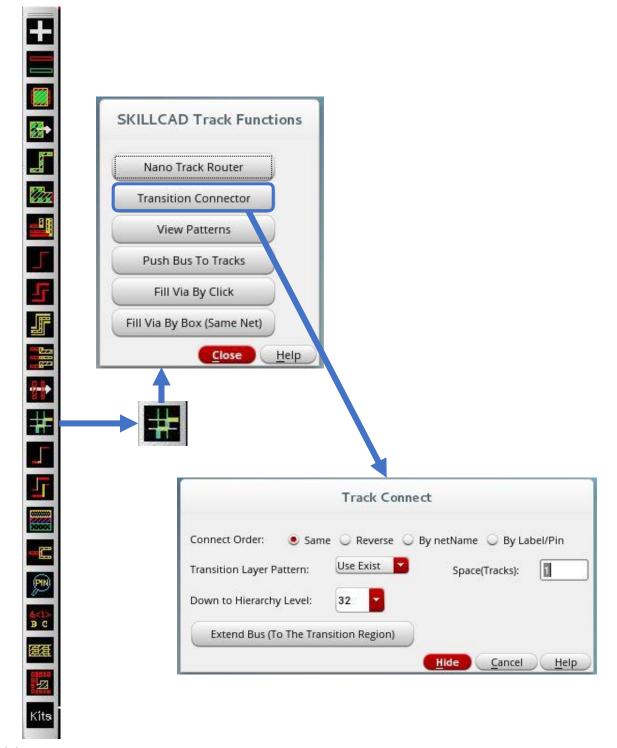
#### **SKILLCAD Track Functions**







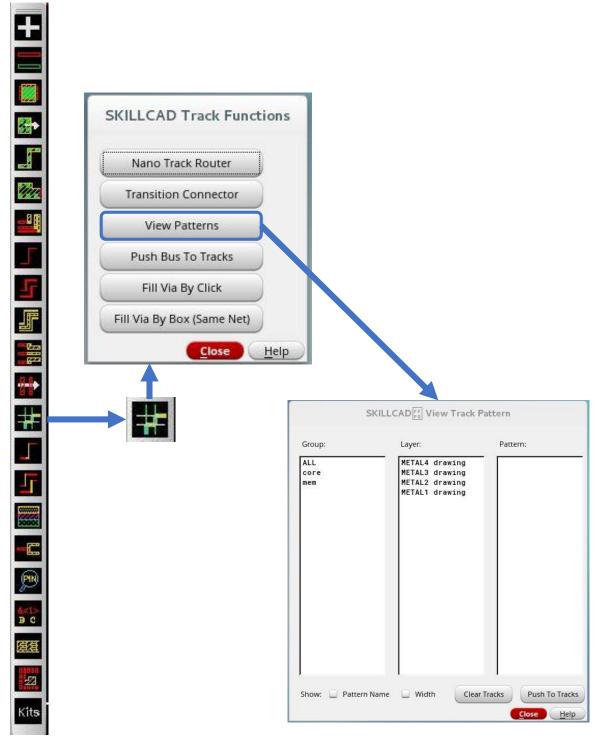
#### **SKILLCAD Track Transition Connector**







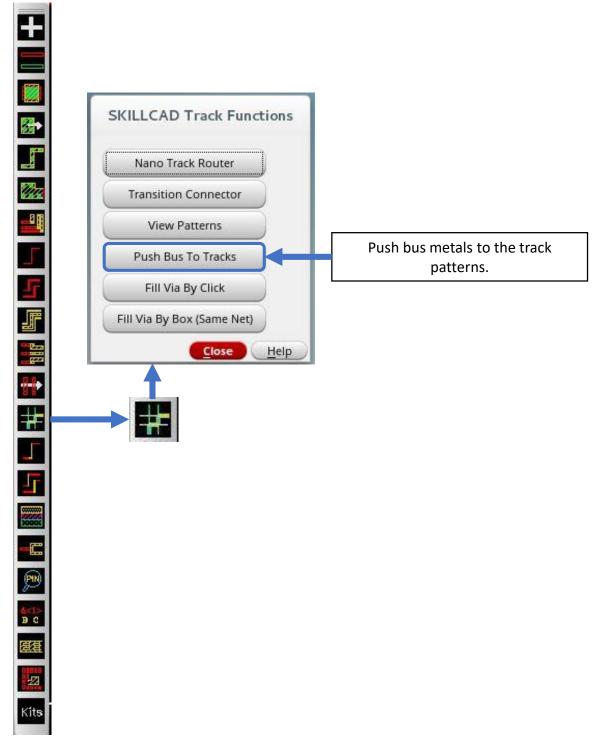
#### **SKILLCAD View Track Patterns**







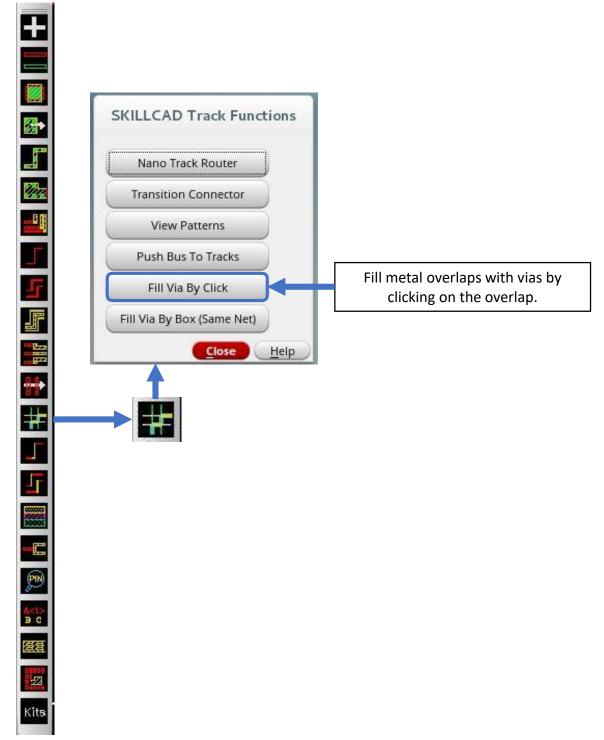
### **SKILLCAD Pushing Bus Metals To The Track Patterns**



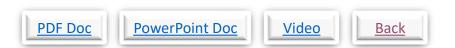




### **SKILLCAD Click To Fill Metal Overlaps With Vias**







# **SKILLCAD Fill Metal Overlaps On Same Net, With Vias**

