

Add Rings

Basic **Advanced** Via Generation Mode Preview

Net(s): VDD VSS

Ring Type

☐ Core ring(s) contouring

Around core boundary ▾

☐ Exclude selected objects

☒ Block ring(s) around

Each block ▾

☐ User defined coordinates:

Core ring ▾

Ring Configuration

	Layer:	Width:	Spacing:	Offset:
Top:	METAL1(1) H ▾	1	0.5	0.5
Bottom:	METAL1(1) H ▾	1	0.5	0.5
Left:	METAL2(2) V ▾	1	0.5	0.5
Right:	METAL2(2) V ▾	1	0.5	0.5

☐ Offset: Center in channel

Update

OK

Apply

Defaults

Cancel

Help

Basic Advanced **Via Generation**

Custom Ring Sides/Extension

