

## How to add an Include File

### What is an include file?

Include files are like header files in C programming. They are used to insert any legitimate SPICE code into a simulation. You can include entire SPICE netlists, simulation stimuli, or spice models. The possibilities are endless.

The syntax for an include file is:

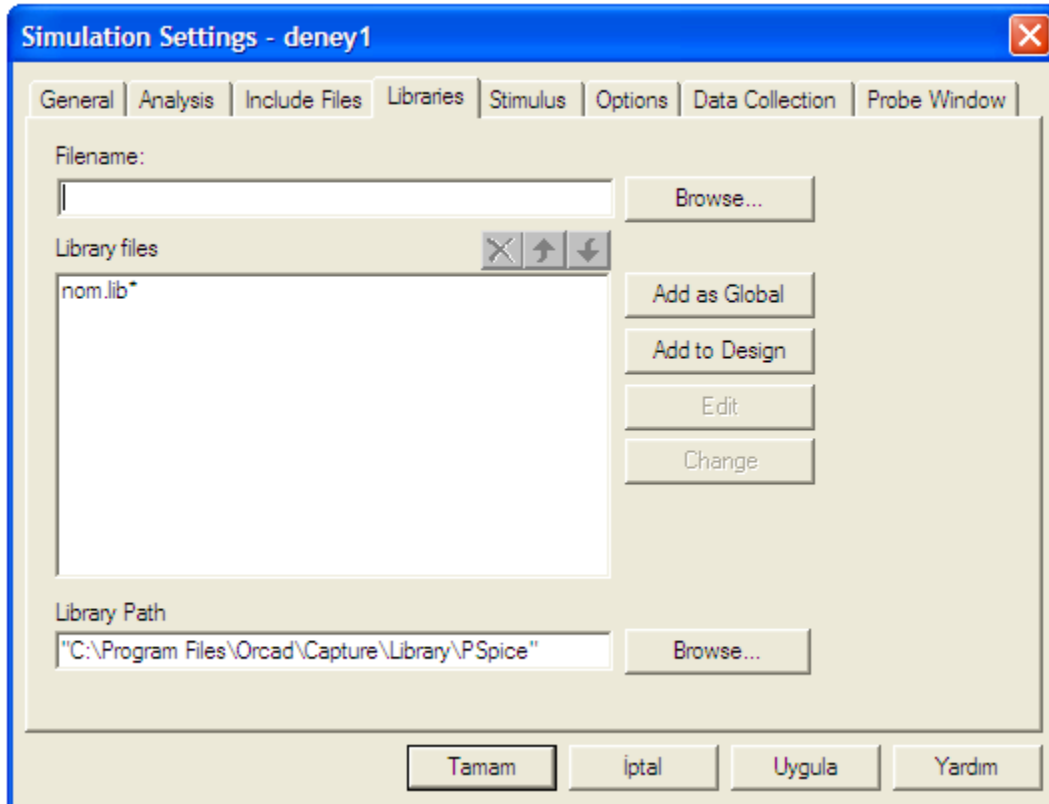
**.INC** "<filename>"

With this line the contents of the file "filename" are inserted into the SPICE deck

### How to actually add an include file

From the main menu: **PSPICE->New Simulation Profile**

(or edit simulation profile if you already have one)

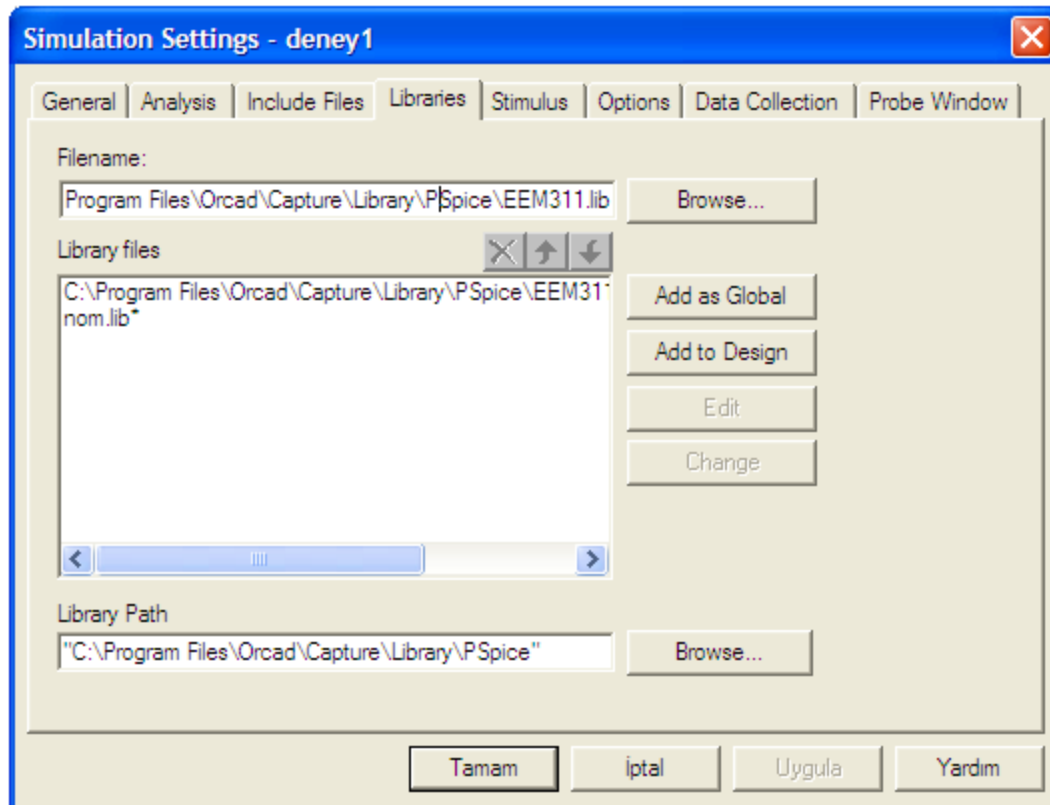


- On the menu above Tab to **Libraries**
- You will see the menu below
- Browse for the file that contains your models (ex. EEM311.lib)

## IMPORTANT

When you browse to add EEM311.lib **have it display all files or you will not see it**. It defaults to showing only files ending with .inc

- Hit <Add as Global>



## How to add an library

- 1) From the main menu: Place->Part
- 2) Hit <Add New library>
- 3) Browse to find the correct .olb file ex EEM311.olb – then add