

```

{ "name" : "DMOS" ,
  "class" : "Gds::GdsPatternTransistor",
  "yoffset": -0.5,
  "widthoffset" : -1,
  "fillCoordinatesFromStrings" : [
    [ "OD",
      "-----xxxx",
      "----xCxC-----xCxC",
      "----xxxx-----xxxx",
      "----xCxC-----xCxC",
      "-----xxxx"
    ],
    [ "PO",
      "-mmmmmmmmmmmm-----",
      "-----",
      "-mmmmmmmmmmmmCxC-----",
      "-----",
      "-mmmmmmmmmmmm-----"
    ],
    [ "M1",
      "-----xxxx",
      "----wDww-----xxxx",
      "-----wGww---xBxx",
      "----wSww-----xxxx",
      "-----xxxx"
    ]
  ]
}

```

- Structure and any other property is described in JSON (JavaScript Object Notation)
- “name” is the name of the cell
- “class” defines which object to use
- All other classes in the JSON object refer to object methods (there are some special functions, but more on that later)
- Convert a text string into a layout drawing
 - c = contact
 - C = center contact on rectangle left edge
 - x = fill rectangle
 - m = use minimum length poly
 - w = use “width” from techfile
 - DGSB = add ports

