

AIC Cheat Sheet

If errors are found, contact carstenw@ntnu.no

*nix

running programs in background	<code><command> &</code>
listing files	<code>ls -l</code>
change directory	<code>cd <directory></code>
change to home dir	<code>cd</code>
change to last directory	<code>cd -</code>
finding help on a command	<code>man <command></code>
text editor	<code>emacs</code>
alternative text editor	<code>vim</code>
noob text editor	<code>nano</code>

Candence programs

main program	<code>virtuoso</code>
running ade-xl/assembler scripts	<code>ocean</code>
running SPICE simulations	<code>spectre</code>
starting skill reference help	<code>cdsFinder</code>

Schematic Editor

zoom in	<code>ctrl-z</code>
zoom out	<code>shift-z</code>
place instance	<code>i</code>
edit properties	<code>q</code>
descend read-only into selected instance	<code>e</code>
descend edit into selected instance	<code>shift-e</code>
edit in place	<code>x</code>
return to previous level	<code>ctrl-e</code>
undo	<code>u</code>
check and save	<code>shift-x</code>
delete selected object	<code>delete</code>
copy selected objects	<code>c</code>
draw a wire	<code>w</code>
add a pin	<code>p</code>
add a label	<code>l</code>
move instance	<code>m</code>
move instance without rerouting wires	<code>shift-m</code>
rotate object	<code>r</code>
mirror object	<code>shift-r</code>
flip object	<code>ctrl-j</code>
add wires to selected symbol	<code>space</code>

Symbol Editor

add instance labels	<code>shift-a</code>
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Layout Editor

zoom in	<code>ctrl-z</code>
zoom out	<code>shit-z</code>
zoom to a specific area	<code>right-click, drag</code>
fit	<code>f</code>
see hierarchy contents	<code>shift-f</code>
hide hirearchy contents	<code>ctrl-f</code>
stretch path/rectangle	<code>s</code>
move	<code>m</code>
copy	<code>c</code>
undo	<code>u</code>
select all	<code>ctrl-a</code>
deselect all	<code>F1 or ctrl-d</code>
show properties	<code>q</code>
create ruler	<code>k</code>
delete all rulers	<code>shift-k</code>
descend into a cell	<code>shift-x</code>
return from a cell	<code>shift-b</code>
create via	<code>o</code>
chop a rectangle	<code>shift + c</code>
toggle gravity	<code>g</code>

Assembler

write a skill script to ../../ocn	<code>shift-s</code>
load am outputs csv file from ../../csv	
with the name <cell>_<view>.csv	
i.e tb_sun_bias_maestro.csv	<code>shift-r</code>