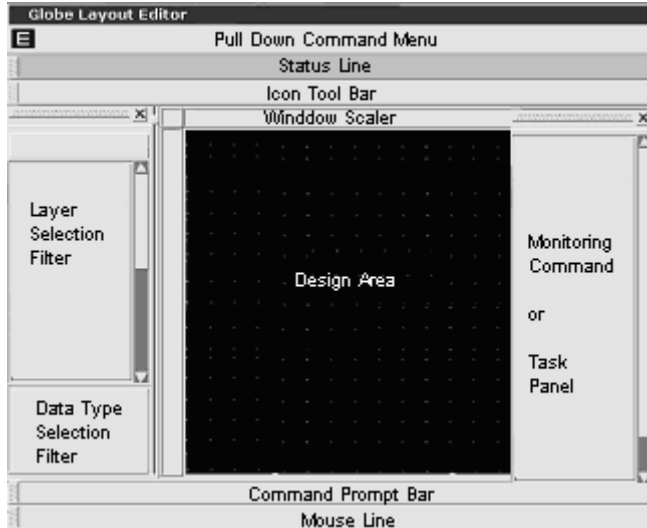


GLE is a leading edge fully custom layout OA based environment; it contains the comprehensive geometry layout editing functions and provides easiness, sense, intelligent and powerful features to make the custom layout design tasks efficiently.

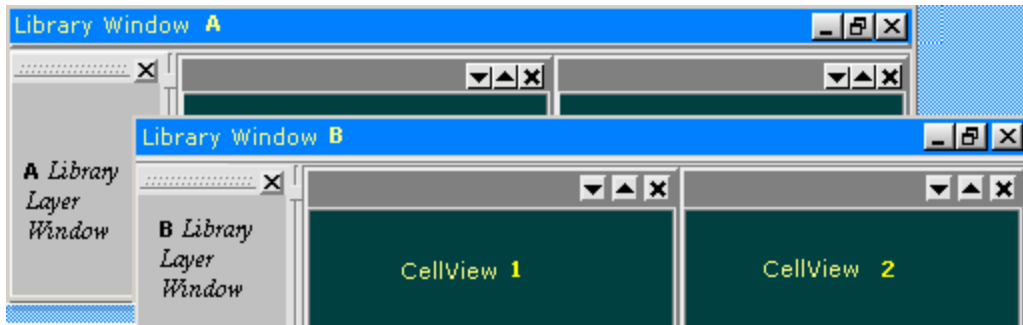
OVERVIEW



Layout Environment Overview

- Bar, line, monitoring command and specific task panel are all designed with dock window plug-in.
- Layer filtering conditions are capable to reserve through GUI into a class-set to reduce the iterations of layers control.
- Prompt-bar is a static form for the general options while each commands performing.
- A static ruler, a cursor location tip, installed on the window banner to scale the XY coordinates.
- Window scrollbar accelerates a scaled zoom scrolling.
- Dynamic pop up a dialog within the design area for X/Y or dX/dY coordinates key-in.

- MDI technology applied in multiple window management; each library-window combines one process technology and provides multiple cellviews.
- Mouse and keyboard is functional in activating window switching click-in or key -in.



Multiple design windows in a library window

PERFORMANCE & QUALITY

- Completely open and full viewing a 1G multi-level array layout data in seconds.
- Rapid gets and moves any 100,000 selected objects without any dragging delay.
- Quality dragging in creating multiple path data by applying any-angle mode.
- Same cell editing at different level and multiple windows with synchronize viewing.
- Algorithm provides splendid and accurate results in editing functions, such as line-split, merging.



MAJOR FEATURES

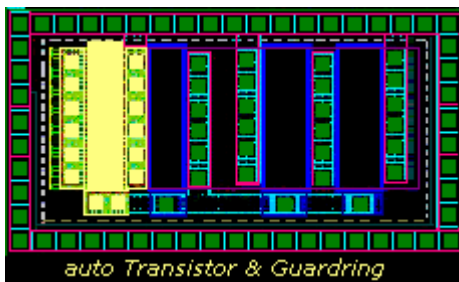
■ Hierarchical 2-Dimension Alignment

- (1) Moving or stretching the shape by an alignment reference.
- (2) Align reference by edge, vertex, center-point, instance boundary.



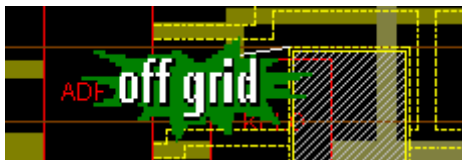
■ Automated Device

- (1) A quickly Pcell device generates without technology file and additional programming.
- (2) The devices support the polygon pushing methods can be further using manual command editing.
- (3) The devices were guarantees a DRC clean layout when the editing is complete.
- (4) Supports auto-contact, transistors, and guard-rings with optimized layout structures.



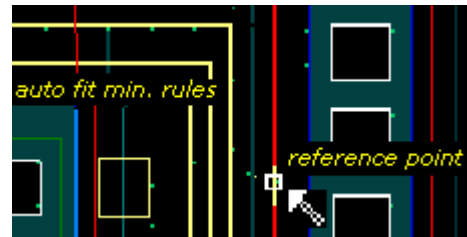
■ Real Time Online Checking

A warning sign is automatically appeared when shapes off-grid during creating or editing.



■ Interactive Compaction

- (1) Online converts captured distances of shapes into min. rules and stores the rule variable in cellview.
- (2) Compactor auto-selects the applicable min rules from the rule set by each active cellview.
- (3) Snap the selected edges and auto fit min rules by a reference edge



■ Hierarchical Cross-view Measurement

- (1) The distance-value measuring between edges or comers
- (2) Allows same cellviews crossing measurement.
- (3) Annotation mark is optional.



■ Excellent Hierarchical Net Tracing

- (1) Rapid highlight a physical connections.
- (2) Interrupt-able and continue tracing.
- (3) Traced nets can set blinking and display ON/OFF.



■ Integration with 3rd party Physical Verification

Tight link with Mentor Graphics Calibre™

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