

Microwind's Most Used Functions

by Lukasz Starzak, March 2008, enhanced

simple contacts =
 a top layer square
 + a via (contact) square
 + a bottom layer square

note: technology must be properly set prior to using these

complex contact (involving more than 2 layers)

1. VDD (according to technology)
2. high VDD (we won't use it)
3. VSS (0 V)
4. clock (rectangular waveform)
5. single pulse waveform
6. sine waveform
7. visible node (voltage waveform will be "measured" and shown in the simulation window)

plus: arbitrary rectangular waveform may be defined; place any of the above waveforms and change its type to Piece-Wise

protect layer from any changes

layer activation (also shows the top-to-bottom layer sequence)

simulate

highlight all objects electrically connected (with topmost layer where clicked)

draw new rectangle object in the active layer

delete object(s) (topmost one if clicked, all within area if rectangle drawn); to delete a layer from between: right-click the topmost object + Delete one layer box.

copy (every object entirely contained in the rectangle drawn)

move (every object entirely contained in the rectangle drawn) or resize object (if layer boundary is clicked or contained in the rectangle drawn)

cross-section (along the line drawn)

measure a distance

design rules check

create vias between layers (where clicked)

show palette

Flip & Rotate

Insert Layout

Select Foundry

Welcome to Microwind 2.6k - Sept 30, 2003 | No Error | CMOS 0.12µm - 6 Metal (1.20V, 2.50V)

