

<Cell addaccu: ▾

0: <TopLevelSlot> ▾

Object Attribute	Value
_propertySet	<i>std::set<Element>:3</i>
Library	<i><Library working></i>
Name	<i>addaccu</i>
Instances	<i><IntrusiveMap 71></i>
QuadTree	<i><QuadTree 71></i>
SlaveInstances	<i><IntrusiveSet empty></i>
Nets	<i><IntrusiveMap 52></i>
Pins	<i><IntrusiveMap 1></i>
Slices	<i><IntrusiveMap 10></i>
Markers	<i><IntrusiveSet empty></i>
SlaveEntityMap	<i>const std::multimap<Element>:0</i>
AbutmentBox	<i><Box 01 01 2251 4001></i>
BoundingBox	<i><Box -0.51 -11 225.51 4011></i>
isTerminal	<i>False</i>
isFlattenLeaf	<i>False</i>

Filter pattern: