Controller

Look | **Filter** | **Layers&Gos** | **Netlist** | **Selection** | **Inspector** | **Settings**

Viewer		Active Layers		MIM6		Extensions
☑ fallback		☑ nWell		☑ topmim6		
☑ rubber		☑ pWell		☑ botmim6		
☑ phantom		☑ nImplant		☑ padopen		
☑ boundaries		☑ pImplant		☑ alucap		
☑ marker		☑ active		**Blockages**		
☐ grid		☑ poly		☑ blockage1		
☑ spot		**Routing Layers**		☑ blockage2		
☑ ghost		☑ metal1		☑ blockage3		
☑ text.ruler		☑ metal2		☑ blockage4		
☑ text.cell		☑ metal3		☑ blockage5		
☐ text.instance		☑ metal4		☑ blockage6		
☐ text.component		☑ metal5		**Knik & Kite**		
☑ text.reference		☑ metal6		☑ SPL1		
☑ undef		**Cuts (VIA holes)**		☑ AutoLayer		
		☑ cut0		☑ gmetalh		
		☑ cut1		☑ gmetalv		
		☑ cut2		☑ gcut		
		☑ cut3				
		☑ cut4				
		☑ cut5				