







**Viewer**

- fallback
- rubber
- phantom
- boundaries
- marker
- grid
- spot
- ghost
- text.ruler
- text.cell
- text.instance
- text.component
- text.reference
- undef





**Active Layers**

-   nWell
-   pWell
-   nImplant
-   pImplant
-   active
-   poly



**Routing Layers**

-   metal1
-   metal2
-   metal3
-   metal4
-   metal5
-   metal6







**Cuts (VIA holes)**

-   cut0
-   cut1
-   cut2
-   cut3
-   cut4
-   cut5






**MIM6**

-   topmim6
-   botmim6
-   padopen
-   alucap

**Blockages**

-   blockage1
-   blockage2
-   blockage3
-   blockage4
-   blockage5
-   blockage6

**Knik & Kite**

-   SPL1
-   AutoLayer
-   gmetalh
-   gmetalv
-   gcut

**Extensions**