

Cadence ICFB Hot Keys

Library Manager:

ctrl-r opens the selected view (the cell& view which is selected in library manager) for read

ctrl-o opens the selected view for editing

Schematic Diagram (*frequently used*):

w add a wire

i add an instance

p add a pin

l label to a wire

e display options like, grid size, snap size etc

q select an object and press **q** to open the property dialogue box

{ or **shift-z** zoom-out by 2×

} or **ctrl-z** zoom-in by 2×

c copy

m *move*: if you move an object, none of the wires connected to it move to maintain connectivity

s *stretch*: if you stretch an object all connections to it also extend to maintain connectivity

f3 (when in move or stretch mode): opens dialogue box to select move/stretch mode

a) snap mode: any angle. orthogonal, diagonal, etc. When we move an object, it can be restricted to move only orthogonally, or in addition to orthogonal diagonally too, or unrestricted (any angle) this changes those settings

b) turn/flip options: If before moving/stretching to final destination you want to rotate or flip the object, then this window (invoked by f3) lets you do that.

f2 save

f8 check and save

u undo

shift-U redo

<delete> delete an object

ctrl-d deselect all.

Schematic Diagram (*not frequently used*):

f3 save

f5 open

tab pan

f *fit*: fits the entire schematic in the window

shift-X descend to edit by one

b to go one level up and **shift-b** to return to top

x descend to read by one level

ctrl-r redraw the window

shift-v *world view*: see the whole schematic in a small window at bottom right showing which part of it you are at in the main window

ctrl-w close the window
shift-q properties of the whole cell view like name etc

Layout Tool (*frequently used*):

f fit
shift-f in hierarchical layout show all levels as if flat
ctrl-f hide all hierarchy and show only outline of instances
r rectangle
q property of an object
ctrl-z *zoom in*
shift-z *zoom out*
f2 save
t *tap*: if you select a layer, saw NW in layout and press tap, that layer gets selected in LSW (layer selection window). Then you can use **r** to draw rectangles of that layer: Normally we can select a layer in LSW and when we press “r” a rectangle of that layer gets drawn. But if we press “t” (called tap) and then select a shape/rectangle, the layer of that shape/rectangle gets selected in LSW and then pressing r creates rectangle of that layer
p *path*: makes a min width path of the layer selected in LSW : If some layer is selected (highlighted) in LSW, then “p” starts to create a path of that layer with width same as the min width for that layer defined in the drc (if it is loaded into icfb)
ctrl-a select all
ctrl-d deselect all
c *copy*
m *move*: move a whole rectangle
s *stretch*: can stretch just a side of a rectangle
f *fit*
k ruler
i add an instance
u *undo*
shift-U redo
shift-r *reshape*: use it to reshape a layer so as to make it bigger, e.g., a turn in a metal wire
shift-c *chop*: chop a rectangle, i.e., reduce its size as you want
shift-m merge all rectangles selected as per their layer-purpose name (lpp) (layer purpose pair) for example (“met1” “drawing”) is a 2 value array (pair) having value of layer (met1) and its purpose (drawing), i.e. all selected and touching rectangles or paths in same layer-purpose pair (say all met1 drawings) (my above comment will clarify this too) get merged into one.
e display options like grid size, snap size etc
f6 redraw