



MaskViews

Release Notes

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1: Version 3.0.R

1.1: New Features

1.1.1: Version 3.0.6.B

- Added dialog for electrode labeling.
- Added sort routine to sort imported GDS2 layers.

1.1.2: Version 3.0.7.B

- Added ability to use custom foreground/background colors using the **Preferences**→**Colors** panel.

1.1.3: Version 3.0.8.B

- Added group mask attribute changes by using **Edit**→**Mask**→**Group Attributes**. You select the masks you want to change using a rubber band.

1.1.4: Version 3.0.11.B

- Added additional option to Display options. You can now either choose **Auto Application Size** or **Fixed Application Size**. This applies to the size of the application when launched.
- Added new **Text Color** configurable item. This allows you to change the color of text used within a drawing (i.e., labels).
- Added release notes.

1.1.5: Version 3.0.18.B

- Added grid options for cutline preview

1.2: Enhancements

1.2.1: Version 3.0.6.B

- Fixed Slice function.
- Fixed Zoom problems.
- Extended possible length of layer names imported from tech files.
- Doesn't display anything when all layers are turned off.

1.2.2: Version 3.0.7.B

- Fixed phase/transmittance not being propagated properly.
- Cleaned up the Phase/Transmittance panels and added a way to manually enter values (checked with validators).
- Cleaned up the alignment and look of the layers panel.
- Split **Edit**→**Mask** into two separate menu items: **Edit**→**Mask**→**Alter** and **Edit**→**Mask**→**Attributes**.

1.2.3: Version 3.0.8.B

- Make the **Cancel** menu item work for ending Mask Editing mode. This works for both single attribute changes, or group changes.
- Label editing now available in CLEVER mode per request.

1.2.4: Version 3.0.9.B

- Merge Polygon problem fixed.

1.2.5: Version 3.0.10.B

- Problems saving GDS files fixed.
- Fixed problem with GDS layer sorting

1.2.6: Version 3.0.11.B

- Pressing the **OK** button in the GDS stream import loads the current cell and dismisses the dialog instead of just dismissing the dialog.
- Updated documentation.
- Retooled the Display options. Done away with the control panel and menu options since they're no longer needed. Fixed the cursor and sidebar options so that they work.
- Renamed **Import** menu item to **Import/Export** to avoid confusion.

Note: This will NOT change the color of the text used to draw axes labels and the title (those are foreground color).

- Color handling fixes for foreground/background color.
- Make sure the layer is active before allowing editing on it.

1.2.7: Version 3.0.12.B

- Revamped the SFLM dialog. You can now exit if the program can't get a license.
- Fixed problem with uncovered sub-structures in GDS2 files.

1.2.8: Version 3.0.13.B

- Fixed layer deletion issue.
- Updates libs/docs.

1.2.9: Versions 3.0.14.A - 3.0.15.A

- Updated libraries

1.2.10: Version 3.0.16.A

- Fixed GDSII import when elements don't have sequential layer numbers.

1.2.11: Version 3.0.17.A

- Fixed GDSII import when using tech file to describe layer names.
- Revamped vertical grid control dialog.

1.2.12: Version 3.0.19.B

- Updated libraries.

1.2.13: Version 3.0.20.B

- Updated libraries.
- Updated documentation.

2: Version 2.18.R

2.1: New Features

- Added a new function **Save GDS2 format**. You can create a GDSII file with this function. You can also load a GDS2 file and edit it, say add more labels, and save it to another GDS2 file through this function. To use this function, select **Files→Save GDS2 format...** Then, chose a file name and click on **Save**.

2.2: Enhancements

- GDS2 load offset used to shift the starting point of the layout to the origin as a default. We now changed this so that if you want to shift the layout, you must check the **Set offset** button from the **GDS2 stream format interface** panel. Otherwise, the layout will be loaded as it supposed to be.
- The GDS2 layer array was defined based on the highest index number of the GDS2 layers. This index number could be very big and therefore break the array bound. This has now changed.
- Replaced the function **Define→Labels...** To define labels, select **Edit→Label**, click on the layer where you want the label to be defined, name it, and click **Apply**.
- Load GDS2 file at the command line. You now can load a GDS2 file from the command line by using:

```
maskviews -gds filename cellname
```

You can omit `cellname` if there is only one cell.

- Fixed a freezing problem when closing MASKVIEWS especially at Linux machine.
- Fixed a bug in saving GDSII file into MASKVIEWS format where label layers were all crowded into one layer.
- Increased the maximum GDS2 points from 200 to 800. Increased the maximum layers from GDS2 file to 100 from 64.

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