

Look

Filter

Layers&amp;Gos

Netlist

Selection

Inspector

Settings

**Viewer**

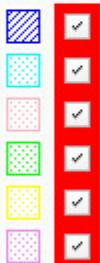
- fallback
- rubber
- phantom
- boundaries
- marker
- grid
- spot
- ghost
- text.ruler
- text.cell
- text.instance
- text.component
- text.reference
- undef

**Active Layers**

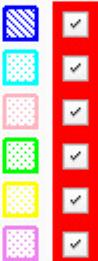
- nWell
- pWell
- nImplant
- pImplant
- active
- poly

**MIM6**

- topmim6
- botmim6
- padopen
- alucap

**Routing Layers**

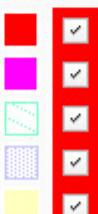
- metall
- metal2
- metal3
- metal4
- metal5
- metal6

**Blockages**

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

**Cuts (VIA holes)**

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

**Knik & Kite**

- SPL1
- AutoLayer
- gmetah
- gmetalv
- gcut

**Extensions**