

Look Filter Layers&Gos Netlist Selection Inspector Settings

<Cell addaccu: ▾

0: <TopLevelSlot>

Object Attribute	Value
_propertySet	std::set<Element>;3
Library	<Library working>
Name	addaccu
Instances	<IntrusiveMap 71>
QuadTree	<QuadTree 71>
SlaveInstances	<IntrusiveSet empty>
Nets	<IntrusiveMap 52>
Pins	<IntrusiveMap 1>
Slices	<IntrusiveMap 10>
Markers	<IntrusiveSet empty>
SlaveEntityMap	const std::multimap<Element>;0
AbutmentBox	<Box 0l 0l 225l 400l>
BoundingBox	<Box -0.5l -1l 225.5l 401l>
isTerminal	False
isFlattenLeaf	False

Filter pattern: