

How do I read in a Stream file generated by SOC Encounter into Virtuoso?

Error Message
None

Problem
How do I read in a Stream file generated by SOC Encounter into Virtuoso?

Solution
1. While doing the StreamOut from SOC, you have a layerMap file generated there. Here is a sample format of a layerMap file generated during StrmOut from SOC (streamOut.map)

```
/************************************************/

M1 NET 7 0
M1 SPNET 8 0
M1 PIN 9 0
M1 LEFPIN 10 0
M1 FILL 11 0
M1 FILLOPC 12 0
M1 VIA 13 0
M1 VIAFILL 14 0
M1 VIAFILLOPC 15 0
M1 LEFOBS 16 0
NAME M1/NET 17 0
NAME M1/SPNET 18 0
NAME M1/PIN 19 0
NAME M1/LEFPIN 20 0
VIA1 LEFPIN 21 0
... ... ... ...
... ... ... ...

/************************************************/
```

2. This layerMap file will have to be edited or converted to reflect the Virtuoso StrmIn layerMap format.

The following are some examples of conversion:
a) 'M1 LEFOBS 16 0' converts to 'M1 LEFOBS 16 0'.
b) 'NAME METAL2/NET 36 5' converts to 'METAL2 label 36 5'. Note: NAME refers to text labels. You can map NAME lines in Encounter stream layer file to text labels in Virtuoso stream layer file. This means that all the text labels on METAL2/NET would be imported as METAL2/label lpp in DFII.

The following is an example of a Stream layer map file.

Virtuoso layer Name	Virtuoso layer purpose	Stream Layer Number	Stream Data type

```
Metal            drawing        13, 10, 18      0-63
Poly             boundary       40              1
```

The form and organization of map files is as follows:
a) Stream layer numbers must be integers between 0 and 255, inclusive. Layers 1 to 127 are user defined. Layers 128 to 255 are reserved for system definition.
b) Data-type numbers must be integers between 0 and 255, inclusive.
c) You can map more than one Stream layer to one Design Framework II layer-purpose pair.
d) You can use any Design Framework II layer-purpose name. GDSII Stream format is primarily used to represent mask layout data, and the Design Framework II purpose for such data is drawing.

For more information about setting Layer stream translation rules, see the section "Setting Stream Translation Rules for a Layer" in the Technology File and Display Resource File User Guide.

Note: pipo can translate any of the mapped Stream layer-datatype pairs to any valid dfII layer-purpose pairs.

3. Reference the Layer Map Table/file in the Virtuoso stream forms:
In the streamIn forms select the User-Defined Data button which will open a pop-up window. In the Layer Map Table field place the path and file name of the layer map file.

For StreamIn to Virtuoso:

- Invoke icfb
- From the first window (CIW), do

File->Import->Stream

You may refer to the documentation first by invoking 'cdsdoc &' (or cdnshelp)
and visiting:
Design Data Translator's Reference Manual

4. Then do StreamIn in Virtuoso using this edited layerMap file, gpdk090 technology (or your own technology PDK) and the Stream file from SOC.

Related Solutions

How to dump a Streamout map file to output Gdsii from Encounter

Return to the top of the page

Document attributes

Solution ID: 11429822

Created: 03/17/2008 05:18:20

Last Modified:	01/02/2012 10:52:37
Product:	Virtuoso Layout Editor
Product Version:	5.1.41
HW Platform:	All
O/S Version:	N/A
SW Release:	REL IC 5.1.41