

Features in Laker Milkyway Version

◆ Basic Polygon Editing Features

➤ Object Creation

- Rectangle, Polygon, Path, Text, and Instance

➤ Object Editing

- Move, Stretch, Reshape, Split, Merge,....

◆ Point to Point router

◆ Hierarchical Net Tracer

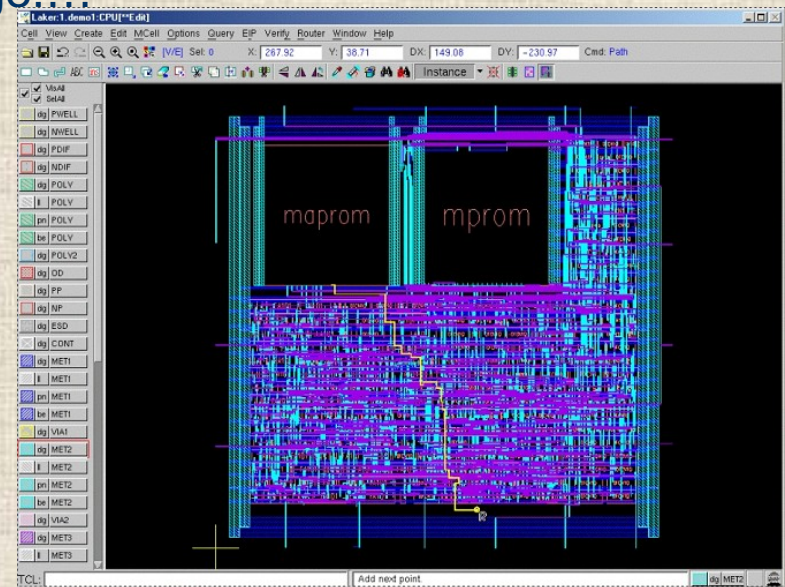
◆ Undo/Redo

◆ DRC Rule Driven

◆ On-line DRC

◆ Target release date: Q4/2003

- With Milkyway API general release version



Development Effort

- ◆ **150 staff-days spent to-date**
 - **Development: 90 staff-days**
 - **Developing Tests: 20 staff-days**
 - **Testing: 40 staff-days**
- ◆ **Expect 2 staff-months to complete remaining integration (40 staff-days)**
- ◆ **API used for integration**
 - **160 APIs or 16% of the full set**

What we learned up to date

◆ Technology file

- Missing APIs for technology setting and replacing for user editing purpose

◆ DB traverse scheme

- No information for determining the layer drawing priority

◆ Undo/Redo not supported in DB layer

