# USER TUTORIALS

# FOR

# EDA-3000 & 3100 REV 4.0 SOFTWARE

o How to Use the Insight Router o Designing with Shapes o How to Create Imbedded Split Planes

Customer Release

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The following is designed to teach the operator how to use the Insight Router, as well as familiarize the operator with the Router controls.

#### INTRODUCTION

You will enter a project and call up a board that has been <u>placed</u> and <u>assigned</u>. From there, you will prepare the board for routing, and then use the command "Insight Router". Once Insight Router is invoked, it immediately starts router set-up. Please note that to use the Insight Program, there must be an editing terminal logged on to the system.

- 1. To prepare the P.C. board for routing the following steps must be done:
  - o Router keep-in rectangle on layer 146
  - o Router keep-out rectangles on layers 70-84
  - o Via keep-out rectangles on layer 44
  - o Reverse routing rectangles on layers 221-234
  - o Create physical design rule check file "PDRC-CON"

Once you have prepped your P.C board you are ready to start the Insight Router. Follow these commands:

Select: <u>Router</u> from the last page of the "Loop of 4"
At the terminal keyboard type:
<u>@ Insight</u>
Press: <u>Return</u> or <u>Enter;</u>
\* \* \* \*
\* Note: The operator is prohibited from making menu selections
\* on the Telesis system until the INSIGHT program is
\* completed.
\*

\*

The following questions are displayed, one at a time, on the terminal screen. You must answer each question as it is displayed, or type quit to exit, restart to start over.

1. Which router will you be using (RSX or CoRouter)?

2. What are the board dimensions?

\* \*

- 3. Would you like to specify all the routing layer directions? (Y or N)
- 4. Which are your VERTICAL routing layers? (Use 1-14 only) (Please use a space to separate each layer number.)

- 5. Which are your HORIZONTAL routing layers? (Use 1-14 only) (Please use a space to separate each layer number.)
- 6. What are your routing layers (use 1-14 only) (Please use a space to separate each layer number.)
- 7. Which layer is the component side?
- 8. Which direction is the etch going on the component side (H, V, or N)?
- 9. Which layer is the solder side?
- 10. Which direction is the etch going on the solder side (H, V, or N)?
- 11. Are there finger connectors on the edge of the board (Y or N)?
- 12. What is the primary component orientation (H, V, or N)?
- 13. Are the components mostly IC types or discretes (I or D)?
- 14. Do any of the components have pins on 4 sides (Y or N)?
- 15. Do most components have pins on 4 sides (Y or N)?
- 16. What is the default line width (in MILS)?
- 17. What is the typical IC pad Y and X value?

Please enter the pad Y value (in MILS).

Please enter the pad X value (in MILS).

- 18. What is the distance between PIN 1 and PIN 2 (in MILS) of a typical IC (if there are no ICs, enter 100)?
- 19. What is the line-to-line spacing requirement (in MILS)?
- 20. Do you wish to SAVE DWG\_NEW\_REV\_AUTO between multiple executions of PASS 5 (Y or N)?

After a long pause, the system will display the following message:

Analyzing your input data, Please standby!

Once again there is a pause, then the following message will be displayed:

The system will now replace the old ROUTER-CON or CO-ROUTER-CON text file (if any) with a new one.

Do you want to continue [Y/N]?

When all questions have been answered, and the system has created the new Router-Con text file, the system will display the message:

Command completed!

You may now make selections from the menu as well as edit the new Router-Con file.

Listed below are some considerations when editing the Router-Con file:

- GRID SIZE -

You may specify different grids in the X and Y directions. If you do not specify, it is assumed the X and Y are alike.

Modified	Format:				
		Y GR ID	SIZE	Ν	
Standard	Format:	GRID	SIZE	Ν	

- A Special Signal Line Width -

Are there ground, voltage, or other connections you wish to route at a larger width than the default line width? If so, you must go into the "ROUTER" pages -"Set Net Line Width" with required nets, then edit the ROUTER\_CON file.\* Add under the "DEF LINE WIDTH N" statement:

Format: MAX LINE WIDTH N.

\* NOTE: Any menu pick made on the "Set Line Width" menu page, affects the NET-DATA-BASE until deleted. (Refer to "Guide to the Router Menus".)

- Control Via Placement -

You may specify where the vias should be placed, possibly allowing only on the same axis as IC's. If none is specified, vias will be placed anywhere on the Routing grid.

Format: P5 VIA GRID SIZES XGRID1 YGRID1\*\*

- Control Number of Vias -

In addition to controlling where vias are placed, you may control the number of vias in a connection.

Format: P5 VIA LIMITS N1\*\*

- Control JOGS in a Line -

The Router will inevitably put more JOGS than the operator desires, therefore to control the JOGS:

Format:	P1	JOG	LIMIT	N
	P2	JOG	LIMIT	Ν
	P5	_วoc	LIMIT	N1**

Keep in mind, any connection with more than the specified number of JOGS is a fail and will not be Routed.

\*\* Account for each pass in Pass 5

If you are now ready to edit the ROUTER-CON file, at the editor type: @ TEXT (C/R)

A prompt will appear "Enter Name of Text File to be Edited:" Please type: ROUTER-CON (C/R)

A prompt will follow: you will be editing an existing test file named ROUTER-CON Rev 1 - Enter Return to continue (C/R)

The file will appear. Items within ( ) are comments that the user has input. Items not in ( ) are the actual ROUTER-CON parameters the system has generated from your input. To move through the file use the arrows on the keyboard. If you wish to edit the file, type as you would on a typewriter. (For more information on text editing refer to users manual, Volume 1, Basics page 91 through page 104.)

To exit the file, type at the keypad:

PF1 PF7

- At the bottom of the screen "command:" will appear. At the <u>keypad</u> type: EXIT
- At the keypad press ENTER

You are now ready to start the Insight Router. At the TELESIS select: INSIGHT ROUTER

	DONE HOPLD	ROAH < HENU H	ENU -> STATUS D	ISPLAY CANCEL
	HENU →> ROUTER	INPUT DRC RULE	INTERACTIVE	NET COMPANE
		4	PLACEMENT AUTOMATIC	OPEATE BOM
	PATENEST	DESIGN FULLE OHEOK	PLACEMENT	REPORT
	OPEATE NO DRILL	DELETE LAYER	8-WPES	OREATE NETLIST-REPORT
	OPEATE PHOTOPLOT	OPEATE/MERCE DRW/DNG	RELOCATE DRAMONG ORIGIN	OPEATE COMPONENT-REPORT
,	CUPPENT INDEX		0101	LOF GEN TERM
				] 
	DONE WOPLD	ROAH	STATUS D	ISPLAY CANCEL
-	ROUTER		T	
	AUTO-ROUTER			INSIGHT-ROUTER
,				
			1	
	CLIPPENT INDEX	+		
		1	PROJECT INDEX	
	DONE WORLD	ROAM <- MENU I	MENU> STATUS D	ISPLAY CANCEL
	AUTO-ROUTER			
	set router parage	EDIT CONNECTIONS	1	EGL TOOLBOX
	PATENEST	ROUTER SETUP		
	LIST ROUTER-LOG		SAVE SAME & CONT	SAVE NEW & CONT
	PRINT ROUTER-LOG	1		LIST ELEMENT
	ROUTE BOARD	ROUTE BY KINDOW	ROUTE NET	ROUTE PIN PAIR
	DONE		MENU-> LIST	CANCEL
	SET ROUTER PARKS			
	ROUTER GRID SIZE	OHANNEL PHEFERENCE	SKIP PASS 1	SKOP PASS 2
	FIGUITING LAYERS	DEF LINE KODTH	P1 KINDON EXPAN	P2 KONDON EXPAN
	COMP OPTIENTATION	MAX LINE WIDTH		
		HAN LINE RUIH	P1 PIN KEEP AWAY	P2 PIN KEEP AWAY
	DIAGONAL ALLOWED	TS ALLONED	Pi Tolefance	P2 TOLEPHINCE
	DIAGONAL ALLOWED		Pi Tolefance	P2 TOLEPHINCE
	DIAGONAL ALLOWED		Pi Tolefance Pi jog lingt	P2 TOLEPHINCE
•	DIAGONAL ALLONED STATUS MESS FREQ	TS ALLONED	Pi Tolefance Pi jog lingt	P2 Tulepance P2 Jog Lingt
•	DIAGONAL ALLONED STATUS MESS FRED DONE   KORLD	TS ALLONED	Pi Tolefance Pi jog lingt	P2 Tulepance P2 Jog Lingt
*	DIAGONAL ALLOHED STATUS MESG FRED DONE MORLD EDITI CONNECTIONS	TS ALLOHED	Pi TOLEPANCE Pi JOG LINIT STATUS D	P2 TULEPANDE P2 JOG LIMIT ISPLAY CANCEL
*	DIAGONAL ALLONED STATUS MESG FRED DONE MORLD EDIT CONNECTIONS SET LAYER PAIR	TS ALLONED	Pi TOLERANCE Pi JOG LINUT STATUS ( 0) DEFEGILIENT NET	P2 TULEPANCE P2 JOG LINUT ISPLAY CANCEL ADD CONNECTION
+	DIAGONAL ALLONED STATUS MESS FRED DONE KORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT	ROAM ROAM HIGHLIGHT NET	PI TOLEPANCE PI JOG LINUT STATUS DI DEHIGHLIGHT NET SET TRAP SIZE	P2 TULEPANOE P2 JOG LINUT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH
+	DIAGONAL ALLONED STATUS MESS FRED DONE   MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT	TS ALLOHED ROAM HUGHLIGHT NET HUGHLIGHT NET NUM MONE VERTEX MONE SEGMENT	PI TOLEPANCE PI JOG LIMIT STATUS DI DEFIGHLIGHT NET SET TRAP SIZE DISERT VERTEX ZOOM RATIO	P2 TULEPHINCE P2 JOG LINUT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHINGE
•	DIAGONAL ALLONED STATUS MESS FRED DONE MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX	TS ALLONED ROAM HIGHLIGHT NET HIGHLIGHT NET NUM MOVE VERTEX	Pi TOLERANCE Pi JOG LINGT STATUS DE- DE-TIGH_LIGHT NET SET TRAP SIZE INSERT VERTEX	P2 TULEPANDE P2 JOG LIMIT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH
*	DIAGONAL ALLONED STATUS MESS FRED DONE   MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT	TS ALLOHED ROAM HUGHLIGHT NET HUGHLIGHT NET NUM MONE VERTEX MONE SEGMENT	PI TOLEPANCE PI JOG LIMIT STATUS DI DEFIGHLIGHT NET SET TRAP SIZE DISERT VERTEX ZOOM RATIO	P2 TULEPANCE P2 JOG LINUT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHANGE
•	DIAGONAL ALLONED STATUS MESS FRED DONE   MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT	TS ALLOHED ROAM HUGHLIGHT NET HUGHLIGHT NET NUM MONE VERTEX MONE SEGMENT	PI TOLEPANCE PI JOG LIMIT STATUS DI DEFIGHLIGHT NET SET TRAP SIZE DISERT VERTEX ZOOM RATIO	P2 TULEPANDE P2 JOG LIMIT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHINGE LITT ELEMENT
-	DIAGONAL ALLONED STATUS MESS FRED DONE MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT DEL NET SECTION	TS ALLONED ROAM HIGHLIGHT NET HIGHLIGHT NET NUM MONE VERTEX MONE SEMENT MONE SYMBOL	PI TOLERANCE PI JOG LINUT STATUS D DEPEGHLIGHT NET SET TRAP SIZE INSERT VERTEX ZOON RATIO ROTATE SYMBOL	P2 TULEPANDE P2 JOG LIMIT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHINGE LITT ELEMENT
	DIAGONAL ALLONED STATUS MESS FRED DONE MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT DELETE SEGMENT DEL NET SECTION	TS ALLONED ROAM HIGHLIGHT NET HIGHLIGHT NET NUM MONE VERTEX MONE SEMENT MONE SYMBOL	PI TOLERANCE PI JOG LINUT STATUS D DEPEGHLIGHT NET SET TRAP SIZE INSERT VERTEX ZOON RATIO ROTATE SYMBOL	P2 TULEPANDE P2 JOG LIMIT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHINGE LITT ELEMENT
	DIAGONAL ALLONED STATUS MESS FRED DONE MORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT DELETE SEGMENT DELETE SEGMENT DELETE SEGMENT DELETE SEGMENT DEL NET SECTION	TS ALLONED	PI TOLERANCE PI JOG LINUT STATUS DI DEPECHLIGHT NET SET TRAP SIZE DISERT VERTEX ZOON RATIO ROTATE SMEDL STATUS DI CHANCE LAYR & MIDTH	P2 TULEPANCE P2 JOG LINUT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NECK MIDTH CHINGE LIST ELEMENT ISPLAY CANCEL ADD CONNECTION
	DIAGONAL ALLONED STATUS MESS FRED DONE KORLD EDIT CONNECTIONS SET LAYER PAIR DELETE ELEMENT DELETE VERTEX DELETE SEGMENT DELETE SEGMENT DEL NET SECTION DONE KORLD OWNGE OWNGE LAYER	TS ALLONED    ROAM    ROAM	PI TOLERANCE PI JOG LINGT STATUS DI DEHIGHLIGHT NET SET TRAP SIZE DISERT VERTEX ZOON RATIO ROTATE SYMEOL STATUS DI	P2 TOLERANCE P2 JOG LINIT ISPLAY CANCEL ADD CONNECTION SET LINE MIDTH SET NEOX MIDTH CHANGE LIST ELEMENT ISPLAY CANCEL

DELETE SEDMENT

DEL NET SECTION

HOVE BEGHENT

HOVE SYMBOL

	WORLD	ROAM	<- HENU	HENU>	STATUS	DISPLAY	CANCEL	
HENU>								
SET NO-	RUTE NET	SET	NET LINE KOUTH	SET NO	VIA ELIN	SET FL	DATING CON	
DEL NO-H	NO-ROUTE NET DEL NET LONE			DEL NO	VIA ELIM	DEL FL	DEL FLOATING CON	
LIST NO-ROLITE NET			NET LIDNE KOLDTH	LIST NO	VIA ELIM	LST FL	DATING CON	
				VIA E	_DODNATE			
						1		

	DONE	1	(← MENU		LIST	CANCEL
М	MENU->					
	NUM P5 1	DECUTES	P5 WINDOW EXPAN	P5 RO	iter types	
			P5 LAYER PAIRS	P5 J0	g limits	
			P5 PIN KEEP AWAY	P5 V1	a lidnetts	
	P5 JOG 53		P5 JOG SIZES			RE-PATSNEST
			P5 VIA ALLOHED	P5 V	a gridds	FAILUPE LIST

# GUIDE TO THE ROUTER MENUS

5

LIST ELEMENT

## TELESIS

## PRINTED CIRCUIT BOARD DESIGN

## SHAPES

1. Once you have finished routing your board, and you have run netcompare and PDRC to check your design, you can add shapes to your drawing. The SHAPES program gives you the capability to add any shape etch area to your drawing. For the sake of clarity, it is recommended that you add a shape to a different DB Layer than the one that the signal etch is on. Set up a standard on a series of unreserved layers. For example, if you want to add a shape to the component side etch (layer 1), put the shape on DB Layer 11. If you want to add a shape to the solder side (layer 2), put it on DB Layer 12, and so on. The corresponding layers can be merged together at artwork time. Before using the SHAPES program, you must have an APERTURE-TAB file in your current project or in the SYSTEM-LIBRARY. This is so the system knows which apertures are available to fill in the shape.

Referencing Figure 1, follow these commands:

OLD PROJECT PROJECT NAME INPUT NAME [CR]

DRAWINGS/SYMBOLS

BOARD DRAWING

OLD DRAWING DRAWING NAME INPUT NAME [CR]

DESIGN BOARD

<- MENU

SHAPES

SET ACTIVE LAYER 11 [CR]

LINE LOCK OFF

ADD SHAPE

Now add a shape of your choice. The shape must end at the same X,Y location that it was started at.

2. You can now add voids to your shape. (See Figure 2.)

ADD VOID SHAPE P1 P2 P3 P4 P5 [F7] (or ENTER)

ADD VOID CIRCLE P6 [F4] (or KEYPAD) INC X 100 ENTER

You now have a choice on how to fill the shape. You may fill solid or crosshatch. By choosing crosshatch there are some parameters that must be set.

#### XHATCH PARMS

The parameters are of your choice, however if you choose a crosshatch line width that is not in the aperture table, an error message will appear: "CROSSHATCH LINE WIDTH NOT FOUND IN APERTURE-TAB".

XHATCH LIN WIDTH	INPUT VALUE	[C/R]
XHATCH LIN SPACE	INPUT VALUE	[C/R]

Pick one of the following:

HORZ XHATCH	VERT XHATCH
7// XHATCH	XHATCH
HRZ & VERT XHATCH	XXX XHATCH

DONE

FILL CROSSHATCH

The shape will start to fill. If the shape or the void shape is too small to accommodate your smallest aperture, an error message will appear, and a butterfly appears on your drawing notating the area of the error. To correct an error hit:

EDIT SHAPE P1 (pick the shape) [F7] (or ENTER)

Now edit the shape or void shape using the commands on that menu page.

3. Now, set your active layer to 12, and add a shape for the solder side of your drawing.

When you are finished,

DONE

DONE

SAVE DRW SAME REV

		SET A	CTIVE LAYE	R SET T	RAP SIZE			
ADD :	SHAPE					E	DIT SHAPE	
						ADD S	HAPE TO NET	
LINE L	OCK OFF			DELET	E ELEMENT			
LINE LO	CK <b>4</b> 5/0N	LINE	LOCK 90/ON	1		LIS	T ELEMENT	

	WORLD	ROAM			STATUS	DISPLAY	CANCEL
ADD VOI	ID SHAPE	ADD	VOID CIRCL	E		SET	TRAP SIZE
DELETE	ELEMENT			ХНАТ	CH PARMS		
DELETE	VERTEX	MOV	E VERTEX	INSEF	T VERTEX	FILL	CROSSHATCH
DELETE	SEGMENT	MOV	E SEGMENT			FI	LL SOLID
		MOV	E SECTION			LIS	T ELEMENT
				1			
				ł			
DONE	WORLD	ROAM		LIST	STATUS	DISPLAY	
XHATCH	PARAMS					L	<u></u>
					LITN SPAC	_	

DONE	WORLD	ROAM		LIST	STATUS	DISPLAY	
XHATCH	PARAMS						
ХНАТСН	LIN WIDTH	1		ХНАТСН	LIN SPAC	E	
HORZ	ХНАТСН	VERT	XHATCH	HRZ &	VRT XHAT	сн	
/// X	НАТСН	111	XHATCH	xxx	XHATCH		


#### SPLIT PLANES

#### OBJECTIVE

The following lab is designed to teach the operator how to create split imbedded planes.

# INTRODUCTION

Generally when it is determined that a P.C. board must have a split plane, a great deal of forethought was given to placement. The reason being, to allow an easily divided split plane.

In this lab you will enter a project and call up a P.C. board that has been fully placed and assigned. At that point an imbedded/split plane layer should be determined and the lines of demarcation added. (Demarcation is determined by highlighting individual nets.) Once complete, the parameter files should be created and photoplot run. The last consideration: <u>PENPLOT</u> <u>ARTWORK</u>, the penplots represent the eventual artwork, this step <u>should not</u> be overlooked. Finally, the art files go to tape and are shipped to the vendor.

#### LAB SESSION

The following session is a step by step process on how to create a split plane.

OLD PROJECT PROJECT NAME [CR] XYZ DRAWINGS/SYMBOLS BOARD DRAWINGS OLD DRAWINGS DRAWING NAME PCB [CR] DESIGN BOARD MENU -> MENU -> SET LINE WIDTH 50 [CR] <- MENU SET ACTIVE LAYER 5 [CR] SET GRID SIZE GRID SIZE X 50 [CR] Y 50 [CR]

Referring to Figure 1, add a continuous line on top of the board outline, overlapping the start point. The purpose of this line is to allow clearance of the plane from the edge of the P.C. board. By adding the line, it will prevent potential shorts with other layers as well as assembly in a card cage.

1

MENU -> MENU -> <u>CR NETLIST RPT</u> <- MENU <u>NETLOCK</u> <u>HIGHLIGHT NET NUMBER</u> NET NUMBER <u>1</u> [CR] CANCEL (OR ESC) <u>DONE</u> <u>MENU</u> <-

Now you are ready to add the dividing line of individual nets. Once again, a reminder to overlap lines in order to prevent shorts. Refer to Figure 2.

ADD LINE <u>Pl - Pn</u> ENTER <u>MENU -></u> <u>NETLOCK</u> <u>DEHIGHLIGHT NET</u> <u>HILIGHT NET NUMBER</u> NET NUMBER <u>2</u> [CR] <u>CANCEL</u> (OR ESC) <u>DONE</u> <u><- MENU</u> ADD LINE Pl - Pn ENTER

Now you must go back and check separations, insuring the correct nets are in the appropriate sections. To accomplish this you will select "HIGHLIGHT NET".

Once verified, check all the photoplot text files for correct information. Refer to the examples given. Notice the photoplot-par file has the entry:

Split-plane 5 1 2 3

This indicates a split plan on DBlayer 5, net 1, 2 and 3. The net numbers are determined by selecting "<u>CREATE NETLIST</u> <u>REPORT</u>".\*\* This is how the software will know which layer and nets to place thermal reliefs on.

If all files are intact, select the command <u>CREATE</u> <u>PHOTOPLOT</u>. When complete a listing of the <u>PHOTOPLOT</u> - <u>LOG</u> will appear.

PRINT (F5)

\*\* CAUTION! Anytime the net-data-base changes the net numbers change also. You must re-create the netlist report.

To complete the photoplot process:

## PENPLOT ARTWORK

Penplot each film, checking all layers and once more verifying the split plane has the appropriate spacings and the thermal reliefs appear in the correct sections. Refer to Figure 3 for an example of the "PENPLOT ARTWORK" split plane.

You may now transfer the "-Art Files" to tape and send to your photoplotting vendor. Figure 4 depicts an example of a split plane film.

Let's recap the process, referencing Figure 5.

- 1. P.C. board with net-data-base
- 2. All photoplot related files: pin files, layerstd, photoplot-par, photoplot-con and aperture-tab
- 3. Add lines of demarcation
- 4. Create photoplot
- 5. Penplot artwork and verify
- 6. Art file to tape

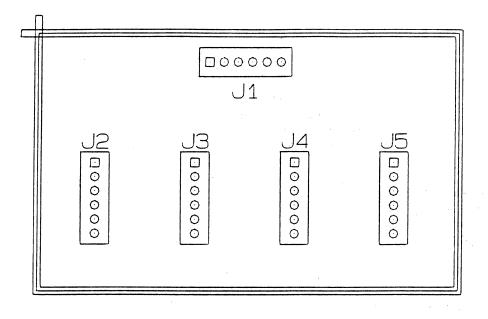


FIGURE 1

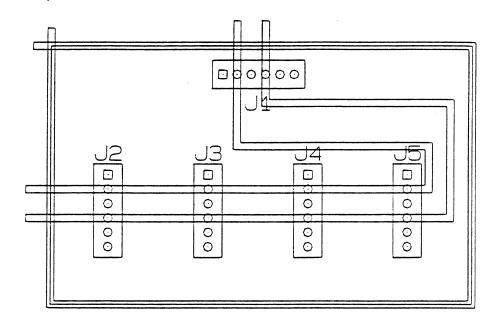


FIGURE 2

4

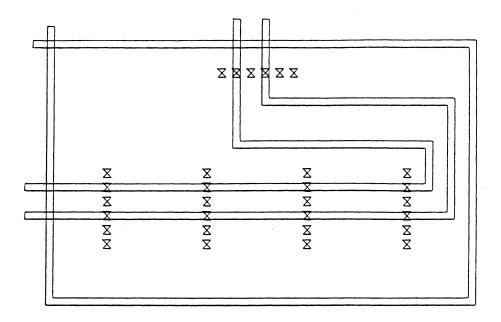


FIGURE 3

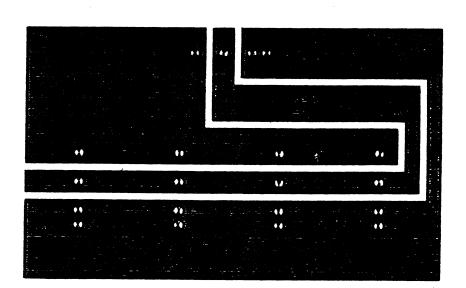


FIGURE 4

# PHOTOPLOT PROCESS

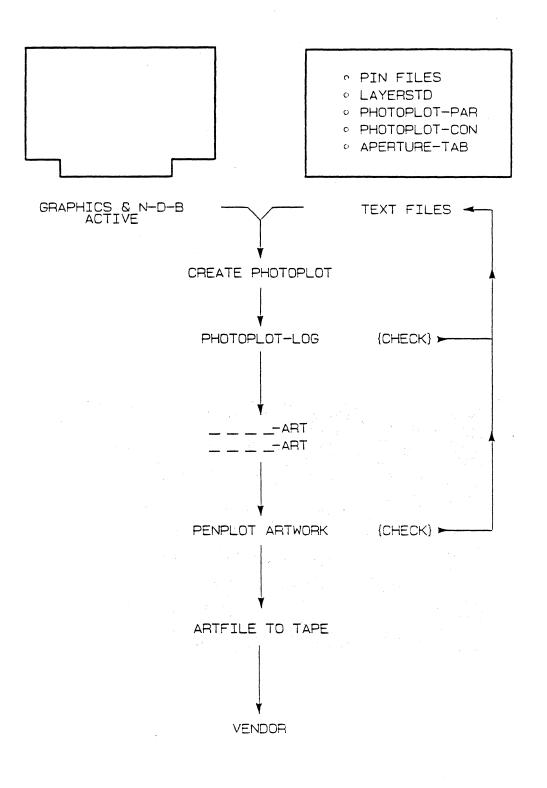


FIGURE 5

```
(FILE NAME: LAYERSTD)
(TELESIS STANDARD LIBRARY)
(PHYSICAL LAYER COMPONENT SIDE)
DBLAYER 1 COMPONENT-SIDE
(PHYSICAL LAYER SOLDER SIDE)
DBLAYER 2 SOLDER-SIDE
(PHYSICAL LAYER INTERNAL SIGNAL)
DBLAYER 3 INTERNAL-SIGNAL
(PHYSICAL LAYER INTERNAL SIGNAL)
DBLAYER 4 INTERNAL-SIGNAL
(PHYSICAL LAYER IMBEDDED SPLIT PLANE +5V.+12V, +15V)
DBLAYER 5 IMBEDDED-PLANE +5V
(PHYSICAL LAYER IMBEDDED GND)
DBLAYER 6 IMBEDDED-PLANE GND
DBLAYER 7 CLEAR-BORDER
DBLAYER 15 COMPONENT-SOLDER-MASK
DBLAYER 16 SOLDER-SOLDER-MASK
DBLAYER 33 CARD-OUTLINE
DBLAYER 34 PLATING-BAR
DBLAYER 36 DRAWING-FORMAT
DBLAYER 51 COMPONENT-OUTLINE
DBLAYER 54 REFERENCE-DESIGNATOR
DBLAYER 88 BOARD-DIMENSIONS
DBLAYER 89 SILKSCREEN
DBLAYER 90 TOOLING-CORNERS
DBLAYER 99 DRILL-CODE
END
```

```
(PIN FILE FOR PACKAGE SYMBOL CON6)
(NAME OF FILE CONG-PIN)
(TELESIS STANDARD PACKAGE LIBRARY)
PINTYPE A
DRILL .039-P
PAD SQUARE=.062 COMPONENT-SIDE
PAD SQUARE=.062 SOLDER-SIDE
PAD CIRCLE=.050 INTERNAL-SIGNAL
THERMAL-RELIEF FLASH=ABOO IMBEDDED-PLANE
ANTI-PAD CIRCLE=.062 IMBEDDED-PLANE
PAD SQUARE=.080 COMPONENT-SOLDER-MASK
PAD SQUARE=.080 SOLDER-SOLDER-MASK
PINTYPE B
DRILL .039-P
PAD CIRCLE=.062 COMPONENT-SIDE
PAD CIRCLE=.062 SOLDER-SIDE
PAD CIRCLE=.050 INTERNAL-SIGNAL
THERMAL-RELIEF FLASH=ABOD IMBEDDED-PLANE
ANTI-PAD CIRCLE=.062 IMBEDDED-PLANE
PAD CIRCLE=.080 COMPONENT-SOLDER-MASK
PAD CIRCLE=.080 SOLDER-SOLDER-MASK
PIN 1 A
PIN 2-6 B
END
```

(PHOTOPLOT PARAMETER FILE: FILENAME: PHOTOPLOT-PAR) DEVICE-TYPE GERBER6240 CODE ASCII NUMBER-OF-WHEELS 1 END-BLOCK-CHAR \* COORDINATES INCREMENTAL ENGLISH FORMAT 5.3 LEADING-ZEROS NOT-SUPPRESS TRAILING-ZEROS NOT-SUPPRESS TEXT-THICKNESS .012 UNDEF-LINE-WIDTH .012 MACHINE-OFFSET 0.0.0.0 SPLIT-PLANE 5 1 2 3 END

(APERTURE-TAB) WHEEL 1 (STATION) (SIZE) (CODE) (1) LINE=.004 D10 (2) LINE=.012 011 (3) LINE=.050 012(4) LINE=.100 013(5) CIRCLE=.050 D14(6) CIRCLE=.062 D15 (7) CIRCLE=.080 D16 017 (8) SQUARE=.062 D18 (9) SQUARE=.080 (10) FLASH=ABOO D28 END

(PHOTOPLOT CONTOL FILE: FILENAME: PHOTOLOT-CON) ARTWORK FILM-2 (DBLAYER 5) IMBEDDED-PLANE CLEAR-BORDER END