

Look | Filter | Layers&Gos | Netlist | Selection | **Inspector** | Settings

<Cell address>

U: <topLevelBlot>

Object Attribute	Value
_propertySet	std::set<Element>:3
Library	<Library working>
Name	address
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 01 01 2251 4001>
BoundingBox	<Box 0.51 11 225.51 4011>
isTerminal	false
isFlattenLeaf	false

Filter pattern: