

General:

- ARC encourages the use of the ARC Mask Order Form.
- Data extents cannot be within 10.0 mm from left to right and 6.5 mm from top and bottom of Photomask .
- Supply Critical Dimension's.
- No Double entities.
- No Self-intersecting geometry.
- Use decimal units and draw in microns or mils.
- Data for reference only and not part of the mask design should be placed on a separate non-data layer.
- Data within data needs layer separation. An example of this would be a clear window in a dark box. Data defining the outer box should be on one level and the data defining the inner window should be on another level. We use the term Paint and Scratch.

DWG/DXF:

- Use zero width polylines, join and close figures to create boundaries of three or more sides.
- If a tapered polyline with a width is used do not close them, keep open.
- Do not scale blocks on insertion. They should be drawn at 1:1.
- Do not draw block data on layer 0.
- Draw "Block" data on layer it is intended for.
- Block names must have less than 32 Characters and cannot have spaces or special characters.
- Insert Block on layer 0.
- Use world coordinates (named UCS).
- Use default txt.shx or indicate if special font is needed.

DESIRED

Closed Zero width Polylines
Mtext single string
Minserts
Tapered Lines
Solids
Closed Ellipses
Closed Splines

UNSUITABLE

Mlines
Mtext multi string
Regions
Open Splines
Nested Blocks with Extrusions
3D Images
Groups
Hatch w/out Boundaries
Unconnected Lines

GDS/OASIS:

- Supply Top Structure name.
- Structure names must be unique and cannot contain spaces and/or special characters.
- Do not scale Structures on insertion. They should be drawn at 1:1.
- Do not use text fonts. Text must be exploded.
- Use decimal units and draw in microns or mils, 1000 DBU's.
- Use layers 0 thru 255.

Gerber:

- Center data at 0,0 if possible. If not please supply x,y location of center of image.
- Supply data type, units and format.