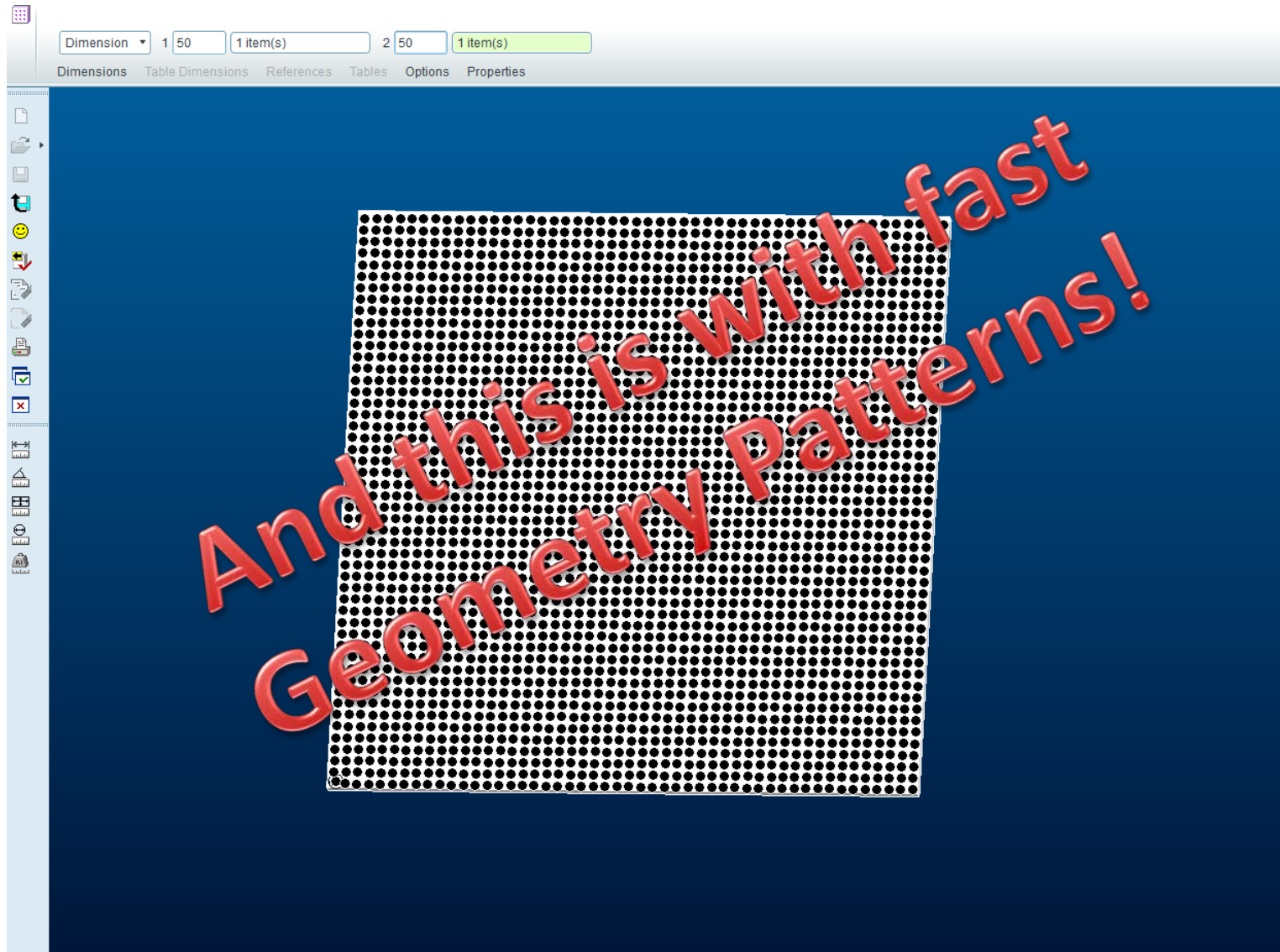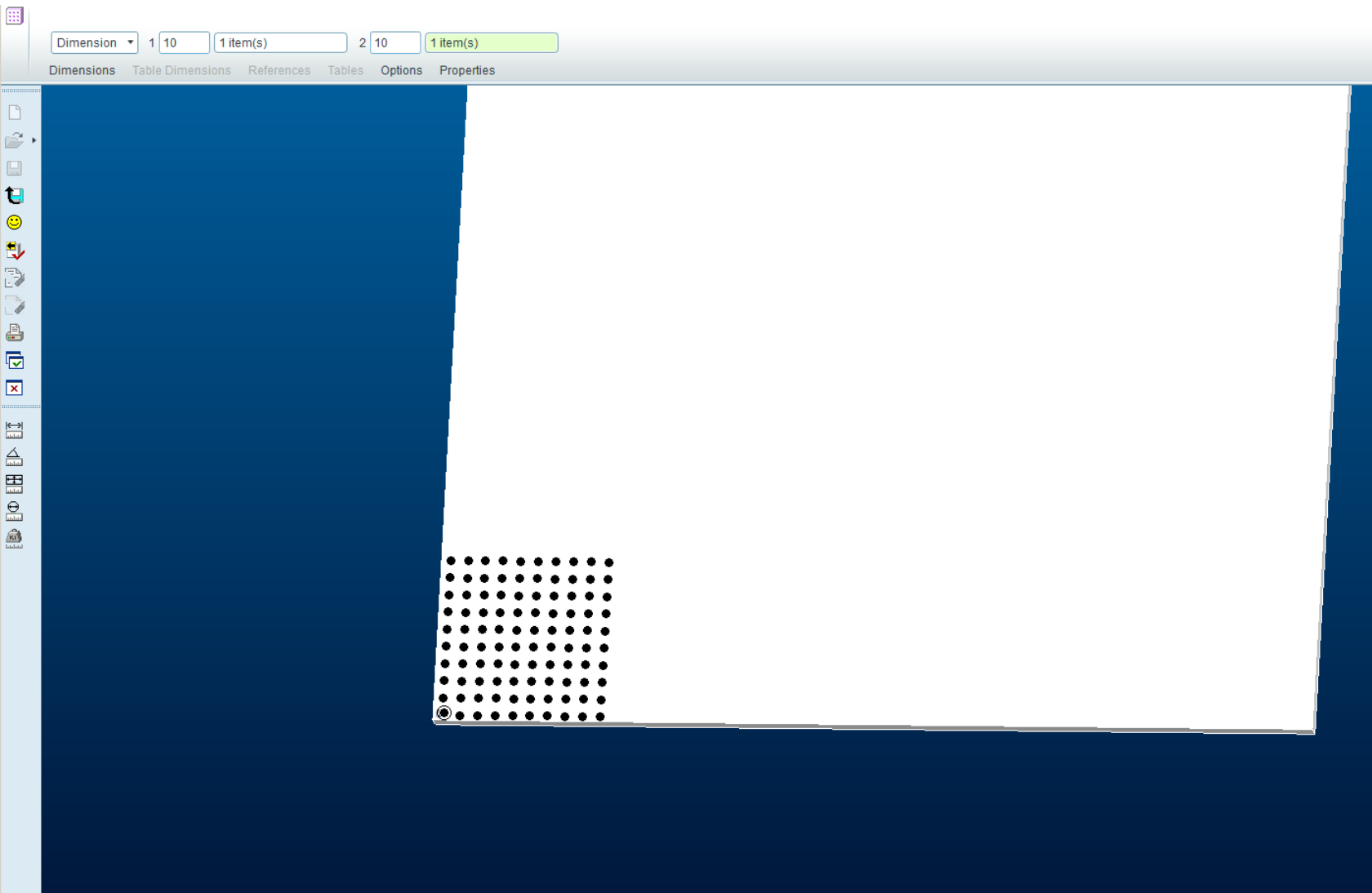# Pattern of a Pattern

Patterning patterns greatly decrease regen times. Ex. cutout feature patterned over a large array. Use Geometry patterns to reduce regen times.
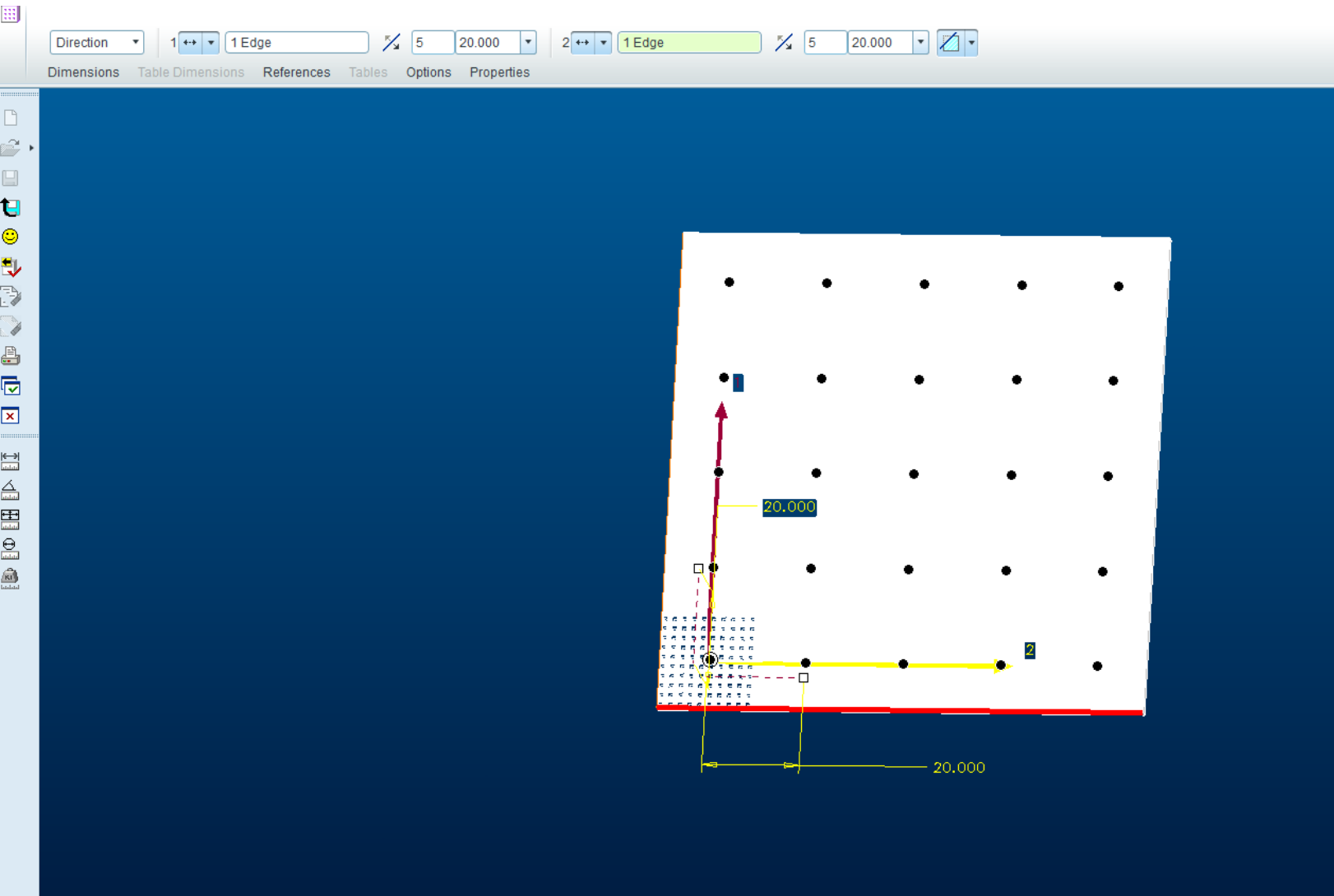
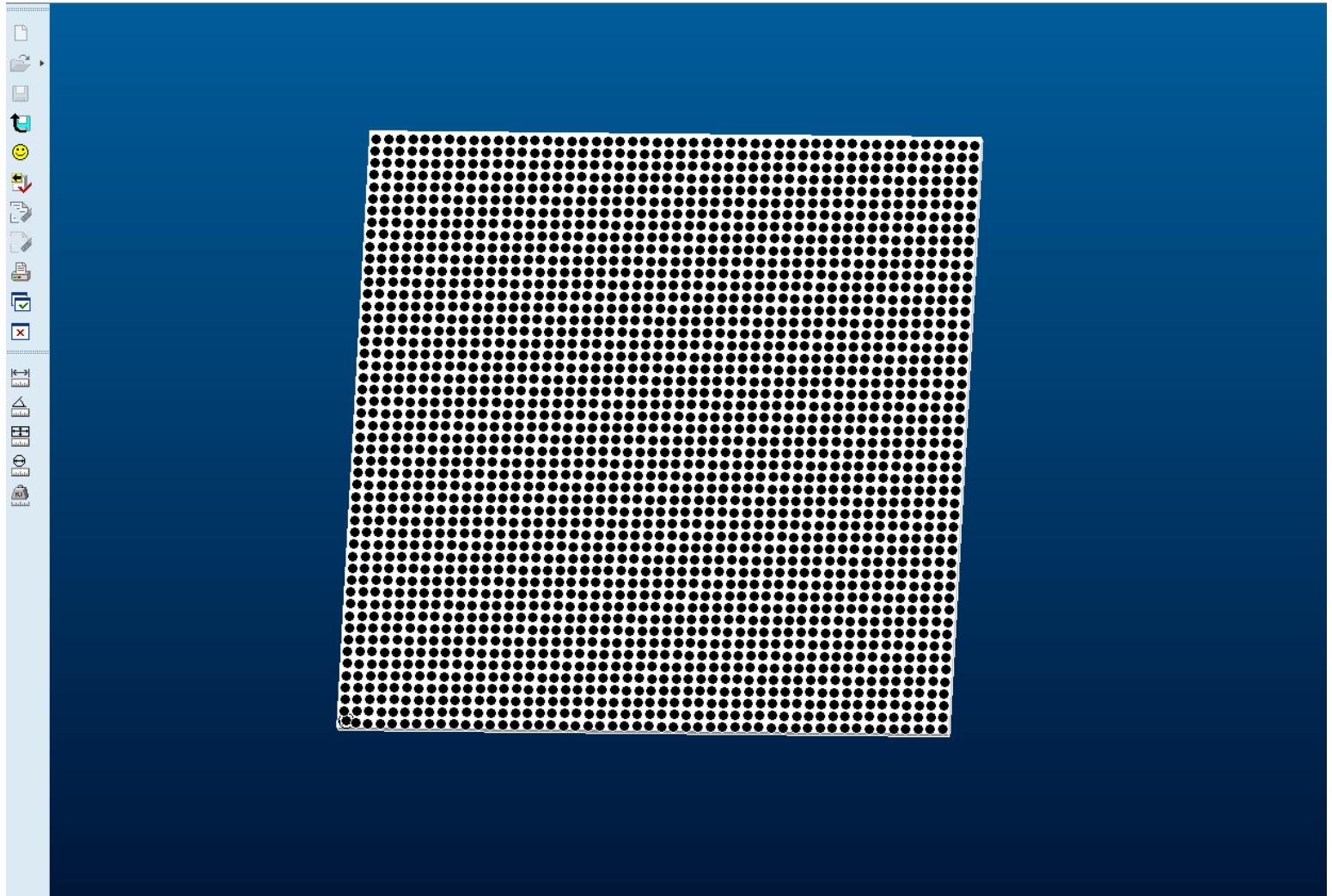# Patterning this 50 x 50 array (2500 features) takes over 22 minutes.

And this is with fast Geometry Patterns!

Patterning this 10 x 10 array (100 features) takes 2 seconds

Patterning this 5 x 5 array (25 features) takes 43 seconds

Forcing a regeneration on the Pattern of Patterns takes 21 seconds.

Do you have a question about Pro/E or suggestion for a presentation?

Drop me a line with your question.

Rob Reifsnyder