Violation Details

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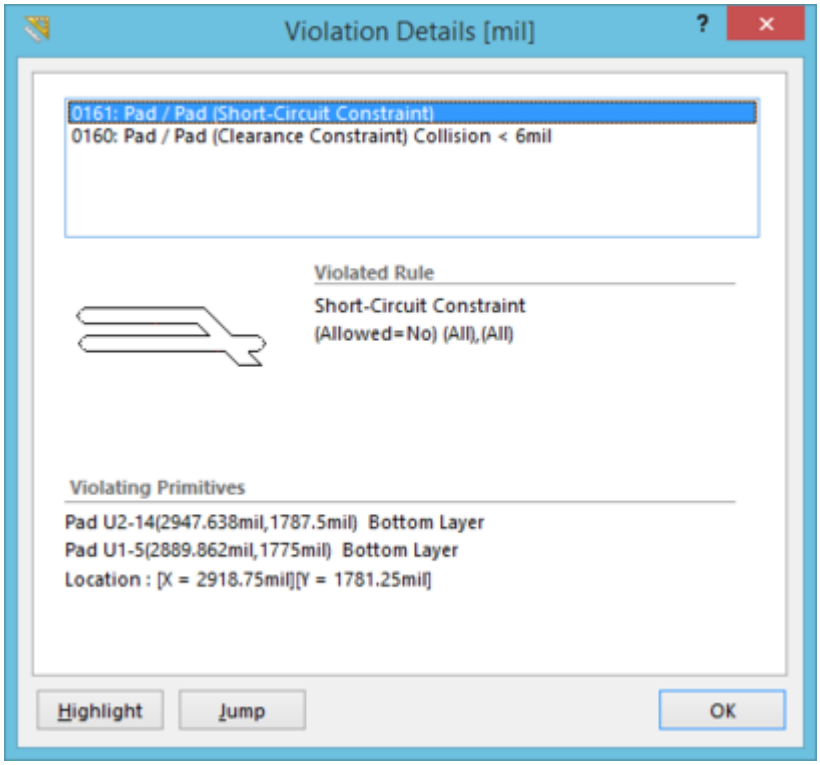
Other Related Resources
PCB Rules and Constraints Editor (Dialog)
Design Rule Checker (Dialog)
PCB Rules And Violations (Panel)
PCB Editor - DRC Violations Display (Preferences)

Parent page: PCB Dialogs



The *Violation Details* dialog

Summary

This dialog provides controls to interrogate one or all violations for which the object under the cursor currently possesses.

Access

The dialog is accessed in the PCB Editor. Position the cursor over an offending object, right-click then choose a command from the **Violations** sub-menu. Either choose to investigate an individual violation in which the object is involved or choose to view all violations in which it is involved using the **Show All Violations** command.

Options/Controls

- **Violation Listing** - this area presents the violation(s). If a specific violation was chosen for interrogation, a single entry for that violation will be presented. If the option to **Show All Violations** was chosen, then this area will list all violations in which the object under the cursor is involved.
- **Violated Rule** - this area presents the design rule that is being violated for the violation entry currently selected in the list above. The rule is displayed in terms of its type, violated constraint(s), and scoping.
- **Violating Primitives** - this area presents the primitives involved in the currently selected violation in terms of object type, identifier (where applicable), location, and layer upon which they reside.
- **Highlight** - click this button to have the primitives involved in the currently selected violation momentarily highlighted in the workspace. Highlighting essentially leaves the offending primitives in their normal visibility with all other objects in the workspace becoming temporarily monochromatic.
- **Jump** - click this button to quickly jump to the offending primitives for the currently selected violation in the workspace. The primitives will effectively be zoomed and centered within the main design window.
