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SonnetLab Method Reference

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Interface Method List

This document contains the help notes for the methods available in the SonnetLab toolbox for Matlab (from here on called SonnetLab). Users may retrieve the help information for individual methods by typing 'help SonnetProject.<FunctionName>' into the Matlab command window.

SonnetProject Create a new Sonnet project object
 SonnetProject() Initializes an object to represent a Sonnet project.
 This Sonnet project has the same default settings as what would be generated by Sonnet when creating a new geometry project.

SonnetProject('project.son') Initializes an object to represent a Sonnet project. This project object will import all its settings from the specified Sonnet project file. The constructor will read the Sonnet project information from the file and assign it to the properties of the class instantiation.

See also SonnetProject

addAbsEntryFrequencySweep Adds an 'ABSENTY' type of sweep to the project
 Project.addAbsEntryFrequencySweep(StartFrequency,EndFrequency) adds a 'ABSENTY' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
 This function will change the selected frequency sweep to frequency sweep combination.

Example usage:

```
% Add an 'ABSENTY' type of sweep to the project.
% the sweep will go from 5 to 10.
Project.addAbsEntryFrequencySweep(5,10);
```

See also SonnetProject/addFrequencySweep

addAbsFmaxFrequencySweep Adds an 'ABSFMAX' type of sweep to the project
 Project.addAbsFmaxFrequencySweep(StartFrequency,EndFrequency,Maximum) adds a 'ABSFMAX' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
 This function will change the selected frequency sweep to frequency sweep combination.

Example usage:

```
% Add an 'ABSFMAX' type of sweep to the project.
% the sweep will go from 5 to 10 looking for a
% max value of 5.
Project.addAbsFmaxFrequencySweep(5,10,'S11');
```

See also SonnetProject/addFrequencySweep

addAbsFminFrequencySweep Adds an 'ABSFMIN' type of sweep to the project
 Project.addAbsFminFrequencySweep(StartFrequency,EndFrequency,Minimum) adds a 'ABSFMIN' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
This function will change the selected frequency sweep
to frequency sweep combination.

Example usage:

```
% Add an 'ABSFMIN' type of sweep to the project.
% the sweep will go from 5 to 10 looking for a
% min value of 5.
Project.addAbsFminFrequencySweep(5,10,'S11');
```

See also SonnetProject/addFrequencySweep

addAbsFrequencySweep Adds an 'ABS' type of sweep to the project
Project.addAbsFrequencySweep(StartFrequency,EndFrequency) adds an
'ABS' type of frequency sweep to the project.

This function will change the selected frequency sweep to 'ABS'.

Example usage:

```
% Add an 'ABS' type of sweep to the project.
% the sweep will go from 5 to 10.
Project.addAbsFrequencySweep(5,10);
```

See also SonnetProject/addFrequencySweep

addAnchoredDimensionParameter Adds a dimension parameter
Project.addAnchoredDimensionParameter(...) will add an anchored
geometry dimension parameter to the project.

addDimensionParameter eight arguments:

- 1) The parameter name (Ex: 'Width')
- 2) Handle for first reference polygon or the polygon's ID
- 3) The vertex number used for the first reference polygon
- 4) Handle for second reference polygon or the polygon's ID
- 5) The vertex number used for the second reference polygon
- 6) A cell array of any polygons that have points that should
be altered by this dimension parameter. If there is
only one polygon to be altered then this parameter
does not need to be a cell array.
- 7) A cell array of vectors that indicate which vertices of
the polygon should be altered. If there is
only one polygon to be altered then this parameter
does not need to be a cell array.
- 8) The direction of movement; this may be 'x','X', or 'XDir'
for the X direction and 'y','Y', or 'YDir' for the Y
direction.
- 9) (Optional) The equation that should be used.

Note: This method is only for geometry projects.

Note: This method will add dimension parameters to a project.
To modify the value of a dimension parameter use the
modifyVariableValue method.

Example usage:

```
Example 1:
% We have a polygon in a project and we want to alter its
```

```

% width with a dimension parameter. This particular polygon
% has coordinate values of: (10,10),(30,10),(30,40),
% (10,40),(10,10). The polygon has an ID of seven. The polygon
% looks like the following diagram with the vertices numbered.
% We want the polygon to grow/shrink on the right hand side
% (coordinates 2 and 3) while keeping the left hand
% (coordinates 1 and 4) constant.
%
%
%           4-----3
%           |       |
%           |       |
%           |       |
%           1-----2
%
% To accomplish our goal we can add a dimension parameter
% to the project. The parameter will be named 'Width' and
% be attached to the polygon with an ID of seven. The first
% reference vertex will be the first vertex of the desired
% polygon and the second vertex value will be the second
% vertex of the polygon. The two reference points signify
% a move in the X direction.
%
% Now we will add some polygons that have altering points
% to the point set. In this case we want to alter the points
% on the right hand side of the polygon. The second
% reference point already corresponds to one of the points;
% the second point we want to select for movement is the
% first coordinate of the polygon.

Project.addAnchoredDimensionParameter('Width',7,3,7,2,7,1,'x');

% Alternately, the polygon's coordinates could have been selected
% easier with the polygon methods lowerRightVertex(), lowerLeftVertex(),
% upperRightVertex(), upperLeftVertex(). These methods will return
% the index of the coordinate that is at the desired location of
% the polygon. The polygon coordinate methods are intended for
% rectangular polygons only. Using the polygon coordinate access
% methods on non-rectangular polygons could potential yield
% undesirable results (Example: what is the lower left corner
% of a spiral? lowerLeftVertex() will return the best value it
% can but the user should be aware that in that case they may
% be better off specifying the coordinate manually). In order
% to use methods such as lowerRightVertex() we will need to
% obtain a reference to the desired polygon; this can be
% accomplished using the findPolygonUsingId() method.

[~, polygon]=Project.findPolygonUsingId(7);
Project.addAnchoredDimensionParameter('Width',...
    polygon,polygon.lowerLeftVertex(),...
    polygon,polygon.lowerRightVertex(),...
    polygon,polygon.upperRightVertex(),'x');

```

Example 2:

```

% We have two polygons in a project and we want to alter
% their separation with a dimension parameter. The left
% polygon has coordinate values of: (10,10),(30,10),(30,40),
% (10,40),(10,10). The right polygon has coordinate values
% of (50,10),(80,10),(80,30),(70,30),(70,40),(50,40). The left polygon
% has an ID of seven and the right polygon has an ID of eight.
% The polygon layout looks like the following diagram with the vertices
% numbered. We want the right polygon to move closer or farther
% away from the fixed left polygon.
%
%           4-----3           6-----5

```

```

%           |       |       |       |_3
%           |       |       |       4_|
%           |       |       |       |
%           1-----2       1-----2
%
% To accomplish our goal we will add a dimension parameter. We
% will call our parameter 'Sep'. The first reference point will
% be attached to vertex number two of the left polygon (ID of seven)
% and the second reference point will be attached to vertex
% number one of the right polygon (ID of eight).
%
% Now we will add some polygons that have altering points
% to the point set. In this case we want to alter the all
% the points for the polygon on the right. We may indicate
% that all the points in the polygon should be altered by
% not specifying which points in the polygon should be altered.

```

```
Project.addAnchoredDimensionParameter('Sep',7,2,8,1,8,[],'x');
```

Example 3:

```

% We have three polygons in a project and we want to alter the separation
% between the right two polygons and the left most polygon. The left
% polygon has coordinate values of: (10,10),(30,10),(30,40),
% (10,40),(10,10). The middle polygon has coordinate values
% of (50,10),(80,10),(80,30),(70,30),(70,40),(50,40). The polygon on
% the right has coordinate values of (90,10),(120,10),(120,30),(110,30),
% (110,40),(90,40). The left polygon has an ID of seven, the middle
% polygon has an ID of eight and the right polygon has an ID of nine.
% The polygon layout looks like the following diagram with the vertices
% numbered. We want the middle and right polygons to move closer or farther
% away from the fixed left polygon.

```

```

%           4-----3       6-----5       6-----5
%           |       |       |       |_3   |       |_3
%           |       |       |       4_|   |       4_|
%           |       |       |       |     |       |
%           1-----2       1-----2     1-----2
%

```

```

% To accomplish our goal we will add a dimension parameter. We
% will call our parameter 'Sep'. The first reference point will
% be attached to vertex number two of the left polygon (ID of seven)
% and the second reference point will be attached to vertex
% number one of the middle polygon (ID of eight).
%
% Now we will add some polygons that have altering points
% to the point set. In this case we want to alter the all
% the points for the middle polygon and the right polygon.
% Because more than one polygon is to be modified we must
% put the polygons and vertices in cell arrays. Because the
% entire polygons should be moved the vertices may be specified
% by the empty set ([]); in this example we will explicitly state
% the vertices anyway so that the user can see how to indicate
% individual vertices.

```

```

aArrayOfPolygons{1}=8;
aArrayOfPolygons{2}=9;
aArrayOfPoints{1}=[1 2 3 4 5 6];
aArrayOfPoints{2}=[1 2 3 4 5 6];

```

```
Project.addAnchoredDimensionParameter('Sep',7,2,8,1,aArrayOfPolygons,aArrayOfPoints,'x')
;
```

addAnisotropicDielectricLayer Add an anisotropic dielectric layer to the project
Project.addAnisotropicDielectricLayer(...) will add a dielectric layer to the top of the project.

If the layer is anisotropic then it requires the following arguments:

- 1) Name Of the Dielectric Layer
- 2) Thickness of the layer
- 3) Relative Dielectric Constant
- 4) Relative Magnetic Permeability
- 5) Dielectric Loss Tangent
- 6) Magnetic Loss Tangent
- 7) Dielectric Conductivity
- 8) Relative Dielectric Constant For Z Direction
- 9) Relative Magnetic Permeability For Z Direction
- 10) Dielectric Loss Tangent For Z Direction
- 11) Magnetic Loss Tangent For Z Direction
- 12) Dielectric Conductivity For Z Direction
- 13) Number Of Z-Partitions (Optional)

Note: This method is only for geometry projects.

Example usage:

```
% Add a new dielectric layer to the project. The layer
% is 10 units thick, has a relative dielectric constant
% of 1, a relative magnetic permeability of 1,
% a dielectric loss tangent of 0, a magnetic loss
% tangent of 0, an dielectric conductivity of 0.
% The Z direction has a relative dielectric constant
% of 1, a dielectric loss tangent of 1, a magnetic
% loss tangent of 0, and an dielectric conductivity of 0.
Project.addAnisotropicDielectricLayer('newLayer',10,1,1,0,0,0,1,1,0,0,0);
```

See also SonnetProject/addDielectricLayer

addCapacitorElement Creates a capacitor element
Project.addCapacitorElement(Node1,Node2,Capacitance) will add an capacitor element to the circuit between Node1 and Node2 with the specified capacitance. If the second node of the capacitor should not be attached to any node then Node2 should be [].

Project.addCapacitorElement(Node1,Node2,Capacitance,Network) will add an capacitor element to the specified network of the circuit between Node1 and Node2 with the specified capacitance. If the second node of the capacitor should not be attached to any node then Node2 should be []. The network selection may be the network's index or the network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a capacitor element to the first network
% in the project. The capacitor is connected
% from node 1 to 2 with capacitance of 50
Project.addCapacitorElement(1,2,50);

% Add a capacitor element to the second network
% in the project. The capacitor is connected
% from node 1 to 2 with capacitance of 50
Project.addCapacitorElement(1,2,50,2);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addInductorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addCoCalibratedGroup Add a co-calibrated port group
 Project.addCoCalibratedGroup(name,GroundReference,TerminalWidthType) will
 add an co-calibration group to the array of co-calibration groups.

Note: This method is only for geometry projects.

Example usage:

```
Project.addCoCalibratedGroup('A','B','FEED');
```

See also SonnetProject/addPort, SonnetProject/addPortCocalibrated

addDataResponseFileElement Creates a data response file element
 Project.addDataResponseFileElement(Filename,PortNodes) will
 add an SnP file to the circuit connected to the ports
 specified by PortNodes.

Project.addDataResponseFileElement(Filename,PortNodes,Network) will
 add an SnP file to the circuit connected to the ports specified
 by PortNodes. The network selection may be the network's index
 or the network's name.

Project.addDataResponseFileElement(Filename,PortNodes,Network,GroundNode)
 will add an SnP file to the circuit connected to the ports specified
 by PortNodes and grounded at the specified ground node number. The
 network selection may be the network's index or the network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a data response file element to the first network of the project
Project.addDataResponseFileElement('data.s2p',[1,2]);
```

```
% Add a data response file element to the second network of the project
Project.addDataResponseFileElement('data.s2p',[1,2],2);
```

```
% Add a data response file element to the second network of the project
% and has its ground reference node connected to node 1.
Project.addDataResponseFileElement('data.s2p',[1,2],2,1);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addInductorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addDcFrequencySweep Adds an 'DC' type of sweep to the project

`Project.addDcFrequencySweep('AUTO')` adds an automatic 'DC' type of frequency sweep to the project.

`Project.addDcFrequencySweep('MAN',Frequency)` adds an manual 'DC' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
This function will change the selected frequency sweep to frequency sweep combination.

Example usage:

```
% Add an automatic DC frequency sweep to the project
Project.addDcFrequencySweep('AUTO');

% Add a manual DC frequency sweep to the project with frequency 5
Project.addDcFrequencySweep('MAN',5);
```

See also `SonnetProject/addFrequencySweep`

`addDielectricBrick` Add a dielectric brick polygon to the polygon array
`Project.addDielectricBrick(...)` will add an polygon to the array of polygons.

`addDielectricBrick` requires these arguments:

- 1) metallization Level Index (The level the polygon is on)
- 2) The material used for the polygon. This may either be a the index for the brick material type in the array of brick types, Or the name of the material (Ex: 'Air'). Air is not in the array of isotropic or anisotropic materials but can be selected by either passing 0 or 'Air'.
- 3) Minimum subsection size in X direction
- 4) Minimum subsection size in Y direction
- 5) Maximum subsection size in X direction
- 6) Maximum subsection size in Y direction
- 7) The Maximum Length For The Conformal Mesh Subsection
- 8) Edge mesh setting. Y indicates edge meshing is on for this polygon. N indicates edge meshing is off.
- 9) A matrix for the X coordinate values
- 10) A matrix for the Y coordinate values

Note: Many users will prefer to use the 'addDielectricBrickEasy' method.
Note: This method is only for geometry projects.

Example usage:

```
% metal at level 0, material type 0 (Air),
% X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addDielectricBrick(0,0,0,0,50,100,0,'Y',x,y);

% metal at level 0, material type Brick1,
% X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addDielectricBrick(0,'Brick1',0,0,50,100,0,'Y',x,y);
```

See also `SonnetProject/addDielectricBrickEasy`

addDielectricBrickEasy Add a dielectric brick polygon to the polygon array
 Polygon=Project.addDielectricBrickEasy(...) will add a dielectric brick to the array of polygons. A reference to the polygon is returned.

addDielectricBrickEasy requires these arguments:

- 1) metallization Level Index (The level the polygon is on)
- 2) A column vector for the X coordinate values
- 3) A column vector for the Y coordinate values
- 4) (Optional) The material used for the polygon. This may either be a the index for the brick material type in the array of brick types, or the name of the material (Ex: 'Air'). If this value is not specified the function will use 'Air'.

Note: This method is only for geometry projects.

Example usage:

```
% Build a brick on layer zero of type 'Air'
Project.addDielectricBrickEasy(0,[5,10,10,5,5],[10,10,20,20,10]);

% Build a brick on layer zero of type 'Brick1'
Project.addDielectricBrickEasy(0,[5,10,10,5,5],[10,10,20,20,10],'Brick1');
```

See also SonnetProject/addDielectricBrick

addDielectricLayer Add a dielectric layer to the project
 Project.addDielectricLayer(...) will add a dielectric layer to the top of the stackup (the end of the array of dielectric layers).

addDielectricLayer requires the following parameters:

- 1) Name Of the Dielectric Layer
- 2) Thickness of the layer
- 3) Relative Dielectric Constant
- 4) Relative Magnetic Permeability
- 5) Dielectric Loss Tangent
- 6) Magnetic Loss Tangent
- 7) Dielectric Conductivity
- 8) Number Of Z-Partitions (Optional)

Note: This method is only for geometry projects.

Example usage:

```
% Add a new dielectric layer to the project. The layer
% is 10 units thick, has a relative dielectric constant
% of 1, a relative magnetic permeability of 1,
% a dielectric loss tangent of 0, a magnetic loss
% tangent of 0, an dielectric conductivity of 0.
Project.addDielectricLayer('newLayer',10,1,1,0,0,0);

% This layer is the same as the one above but
% it specifies that there are 2 Z-partitions.
Project.addDielectricLayer('newLayer2',10,1,1,0,0,0,2);
```

See also SonnetProject/addAnisotropicDielectricLayer

addEdgeVia Add a new edge via

`Project.addEdgeVia(Polygon,EdgeNumber,Level)` will add an Edge Via to a polygon in the project. Polygon may be either a reference to a polygon object or the polygon's ID. The via is placed on the polygon edge between the specified number and the next number. For example, if vertex 3 is specified, the via extends from vertex 3 to vertex 4 on the polygon. Level should be either the index of the metallization level the via should be attached to or 'GND' or 'TOP'.

Note: This method is only for geometry projects.

Example usage:

```
% Add an edge via to the polygon with
% debug ID 8 at vertex number 1. The via
% will be connected to layer 0.
Project.addEdgeVia(8,1,0);

% Add an edge via to the polygon with
% debug ID 8 at vertex number 2. The via
% will be connected to 'GND'.
Project.addEdgeVia(8,2,'GND');
```

`addEsweepFrequencySweep` Adds an 'ESWEEP' type of sweep to the project
`Project.addEsweepFrequencySweep(StartFrequency,EndFrequency,NumberOfPoints)`
 adds a 'ESWEEP' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
 This function will change the selected frequency sweep
 to frequency sweep combination.

Example usage:

```
% Add an 'ESWEEP' type of sweep to the project.
% the sweep will go from 5 to 10 with 5 points.
Project.addEsweepFrequencySweep(5,10,5);
```

See also `SonnetProject/addFrequencySweep`

`addFileOutput` Create a new output file
`Project.addFileOutput(...)` will add another output file to the project. This method takes the following arguments:

- 1) A string to represent the File Type as follows:

File Type	Entry Definition
TS	Touchstone
DATA_BANK	Databank
SC	SCompact
CSV	Spreadsheet
CADENCE	Cadence
MDIF	MDIF (S2P)
EBMDIF	MDIF (ebridge)
NCLINE	RLGC

- 2) The Network Name to be exported (only applies to Netlist). If you want the output of all networks then have this argument be the empty string (''). This parameter can be completely ignored in most cases.
- 3) Whether or not to embed. This field is "D" for de-embedded data or "ND" for non-de-embedded data.

- 4) This field is "Y" to include the ABS adaptive data or "N" to include only the discrete data.
 - 5) The filename consists of a basename and extension. If the basename of the project file is used, the variable "\$BASENAME" may be substituted in the filename. For example, in the project file steps.son if an output file steps.s2p is entered, the filename would appear as "\$BASENAME.s2p" in the fileout block. The user may enter any filename they wish and is not restricted in their use of extensions.
 - 6) This field is "NC" for no comments or "IC" to include comments.
 - 7) This field is 'Y' if the output is high precision and 'N' if not.
 - 8) This field is "S" for S-Parameters, "Y" for Y-Parameters, and "Z" for Z-Parameters. This value is 'SPECTRE' for NCLINE (RLGC) file outputs. If the output is NCLINE then do not include any of the below arguments.
 - 9) The form for the Parameter has the following entry possibilities
 - MA - Mag-Angle
 - DB - DB-Angle
 - RI - Real-Imaginary
 - 10) The PortType should be one of the following
 - R If all ports in the circuit use real impedance with the same resistance and all other values 0
 - Z If all ports in the circuit use complex impedance with the same resistance and all other values 0
 - TERM If a port or ports in the circuit have a non-zero value for either the Resistance or Reactance
 - FTERM If a port or ports in the circuit have a non-zero value for the Resistance or Reactance and either the inductance or capacitance
- If the port type was resistor
- 11) One or more Resistance values stored as a matrix
- If the port type was complex impedance
- 11) One or more Resistance values stored as a matrix
 - 12) One or more ImaginaryResistance
- If the port type was TERM
- 11) One or more Resistance values stored as a matrix
 - 12) One or more Reactance values stored as a matrix
- If the port type was FTERM
- 11) One or more Resistance values stored as a matrix
 - 12) One or more Reactance values stored as a matrix
 - 13) One or more Inductance values stored as a matrix
 - 14) One or more Capacitance values stored as a matrix

Example usage:

```
% Add a new touchstone file output to the project
% the name of the outputted file will be the name
% name of the project ('BASENAME' gets replaced
% with the project name automatically)
```

```
Project.addFileOutput('TS','D','Y','$BASENAME.slp','IC','N','S','MA','R',20);
```

See also SonnetProject/addFileOutputForNetlist,
SonnetProject/addFileOutputForGeometry

addFileOutputForGeometry Create a new output file
Project.addFileOutputForGeometry(...) will add another output file to the project. This method was not meant to be called directly; please use addFileOutput instead to make sure the project is a geometry project.

Type 'help SonnetProject.addFileOutput' for arguments and more information.

See also SonnetProject/addFileOutput, SonnetProject/addFileOutputForNetlist

addFileOutputForNetlist Create a new output file
Project.addFileOutputForNetlist(...) will add another output file to the project. This method was not meant to be called directly; please use addFileOutput instead to make sure the project is a netlist project.

Type 'help SonnetProject.addFileOutput' for arguments and more information.

See also SonnetProject/addFileOutput, SonnetProject/addFileOutputForGeometry

addFrequencySweep Adds a frequency sweep to the project
Project.addFrequencySweep(SweepName,...) adds a frequency sweep to the project. addFrequencySweep requires a string specifying the type of frequency sweep to be added to the project and all of the arguments necessary in order to construct the sweep.

Types and arguments are as follows:

SWEEP	StartFrequency,EndFrequency,StepFrequency
ABS	StartFrequency,EndFrequency
ABSENTRY	StartFrequency,EndFrequency
ABSFMAX	StartFrequency,EndFrequency,Maximum
ABSFMIN	StartFrequency,EndFrequency,Minimum
DC	Mode*,Frequency**
ESWEEP	StartFrequency,EndFrequency,AnalysisFrequencies
LSWEEP	StartFrequency,EndFrequency,AnalysisFrequencies
SIMPLE	StartFrequency,EndFrequency,StepFrequency
STEP	StepFrequency

* For a DC sweep: mode is either 'AUTO' for automatic or 'MAN' for manual.

** For a DC sweep: when mode is 'AUTO' the frequency does not need to be supplied. The frequency is required when the DC mode is manual.

When a frequency sweep is added to the project the selected frequency sweep to be used for analysis will be automatically changed such that the newly created sweep will be the selected frequency sweep.

Example usage:

```
% Add an ABS sweep to the project. The new sweep will
```

```
% have the frequency range from 5 to 10 (units are
% specified in the dimension block)
Project.addFrequencySweep('ABS',5,10);

% Add an automatic DC frequency sweep to the project
Project.addFrequencySweep('DC','AUTO');

% Add a manual DC frequency sweep to the project with frequency 5
Project.addFrequencySweep('DC','MAN',5);
```

See also SonnetProject/addSweepFrequencySweep,
 SonnetProject/addAbsFrequencySweep,
 SonnetProject/addAbsEntryFrequencySweep,
 SonnetProject/addAbsFmaxFrequencySweep,
 SonnetProject/addAbsFminFrequencySweep,
 SonnetProject/addDcFrequencySweep,
 SonnetProject/addEsweepFrequencySweep,
 SonnetProject/addLsweepFrequencySweep,
 SonnetProject/addSimpleFrequencySweep,
 SonnetProject/addStepFrequencySweep

addInductorElement Creates a inductor element
 Project.addInductorElement(Node1,Node2,Inductance) will add
 an inductor element to the circuit between Node1 and Node2 with
 the specified inductance. If the second node of the inductor
 should not be attached to any node then Node2 should be [].

Project.addInductorElement(Node1,Node2,Inductance,Network) will add
 an inductor element to the specified network of the circuit between
 Node1 and Node2 with the specified inductance. If the second node
 of the inductor should not be attached to any node then Node2 should
 be []. The network selection may be the network's index or the
 network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a inductor element to the first network
% in the project. The inductor is connected
% from node 1 to 2 with inductance of 50
Project.addInductorElement(1,2,50);

% Add a inductor element to the second network
% in the project. The inductor is connected
% from node 1 to 2 with inductance of 50
Project.addInductorElement(1,2,50,2);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addLsweepFrequencySweep Adds an 'LSWEEP' type of sweep to the project
 Project.addLsweepFrequencySweep(StartFrequency,EndFrequency,NumberOfPoints)
 adds a 'LSWEEP' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
 This function will change the selected frequency sweep
 to frequency sweep combination.

Example usage:

```
% Add an 'LSWEEP' type of sweep to the project.
% the sweep will go from 5 to 10 with 5 points.
Project.addLsweepFrequencySweep(5,10,5);
```

See also SonnetProject/addFrequencySweep

addMetalPolygon Add a metal polygon to the polygon array
 Project.addMetalPolygon(...) will add an polygon
 to the array of polygons.

addMetalPolygon requires these arguments:

- 1) metallization Level Index (The level the polygon is on)
- 2) The type of metal used for the polygon. This may either be a the index for the metal type in the array of metal types, or the name of the metal type (Ex: 'Copper'). Lossless metal is not in the array of metals but can be selected by either passing 0 or 'Lossless'.
- 3) A string to identify the fill type used for the polygon. N indicates staircase fill, T indicates diagonal fill and V indicates conformal mesh.
- 4) Minimum subsection size in X direction
- 5) Minimum subsection size in Y direction
- 6) Maximum subsection size in X direction
- 7) Maximum subsection size in Y direction
- 8) The Maximum Length For The Conformal Mesh Subsection
- 9) Edge mesh setting. Y indicates edge meshing is on for this polygon. N indicates edge meshing is off.
- 10) A column vector for the X coordinate values
- 11) A column vector for the Y coordinate values

Note: Many users will prefer to use the 'addMetalPolygonEasy' method.

Note: This method is only for geometry projects.

Example usage:

```
% metal at level 0, metal type -1 (lossless),
% staircase fill, X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addMetalPolygon(0,0,'N',0,0,50,100,0,'Y',x,y);

% metal at level 0, metal type 'ThinCopper',
% staircase fill, X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addMetalPolygon(0,'ThinCopper','N',0,0,50,100,0,'Y',x,y);
```

See also SonnetProject/addMetalPolygonEasy

addMetalPolygonEasy Add a metal polygon to the polygon array
 Polygon=Project.addMetalPolygonEasy(...) will add an polygon
 to the array of polygons. A reference to the polygon

is returned.

`addMetalPolygonEasy` requires these arguments:

- 1) metallization Level Index (The level the polygon is on)
- 2) A column vector for the X coordinate values
- 3) A column vector for the Y coordinate values
- 4) (Optional) The type of metal used for the polygon.
This may either be a the index for the metal type in the array of metal types, or the name of the metal type (Ex: 'Copper'). If this value is not specified then lossless metal will be used.

Note: This method is only for geometry projects.

Example usage:

```
% Build a lossless metal polygon on layer zero
Project.addMetalPolygonEasy(0,[5,10,10,5,5],[10,10,20,20,10]);

% Build a copper metal polygon on layer zero (the Copper
% metal type must be defined in the project)
Project.addDielectricBrickEasy(0,[5,10,10,5,5],[10,10,20,20,10],'Copper');
```

See also `SonnetProject/addMetalPolygon`

`addNetworkElement` Creates a network element
`Project.addNetworkElement(...)` will add an network element to the circuit

`addNetworkElement` takes the following parameters:

- 1) The name for the new network
- 2) The vector of port numbers

And then also include one of the following:

- * If you want to define a single real impedance for all the ports then:
 - 3) the impedance
- * If you want to define a single non-real impedance for all the ports then:
 - 3) the real component of the impedance
 - 4) the imaginary component of the impedance
- * If you want to define different resistances and reactances for each port then pass the following for an N dimensional network:
 - 3) An N x 2 matrix with the first column being the resistance of the port and the second number being the reactance of the port. Each row in the matrix should correspond to a single port and be specified in the same order as was specified in the second argument which was an vector of port numbers.
- * If a port or ports in the circuit have non-zero values for either the inductance or capacitance then pass the following:
 - 3) An N x 4 matrix with the first column being the resistance of the port, the second number being the reactance of the port, the third column is for the inductance of the port and the fourth is for the capacitance of the port. Each row in the matrix should correspond to a single port and be specified in the same order as was specified in the second argument which was an vector of port numbers.

Note: This method is only for netlist projects.

Example usage:

```
% Add a new network to the project. All ports will
% have a real impedance of 50.
Project.addNetworkElement('NetName1',[1 2 3 4],50);

% Add a new network to the project. All ports will
% have a real impedance of 50 and an imaginary component
% of 50.
Project.addNetworkElement('NetName2',[1 2 3 4],50,50);

% Add a new network to the project. All ports will
% have a differing resistances and reactances.
Project.addNetworkElement('NetName3',[1 2 3 4],[50 50; 100 100]);

% Add a new network to the project. All ports will
% have a differing resistances, reactances,
% inductances, and capacitances.
Project.addNetworkElement('NetName4',[1 2 3 4],[50 50 10 10; 100 100 10 10]);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addInductorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement

addOptimizationParameter Create a new optimization parameter
Project.addOptimizationParameter(...) adds a new optimization
 parameter to the optimization block. Optimization
 parameters define how the optimization variables get modified.

addOptimizationParameter requires the following inputs:

- 1) A frequency sweep object. The frequency sweep cannot be SonnetFrequencyAbs or SonnetFrequencySimple. but SonnetFrequencyAbsEntry and SonnetFrequencySweep can be used instead and correspond to the same sweeps.
- 2) The response Type (Ex: 'DB[11]')
- 3) The relation String ('>', '<', '=')
- 4) The type for the target response ('VALUE','NET','FILE'). This is what the response will be compared to.
- 5) The target value. For targets of type 'VALUE' this will store the response value we would like to obtain from optimization. For 'NET' this argument stores the name of the network to compare to. For type 'FILE' this stores the name of the file that should be used.
- 6) If the target type is 'FILE' or 'NET' then the response type for the target value is required. If the type is 'VALUE' then this should be the empty string ('');
- 7) The weight for this optimization parameter. This value is often 1.

Example usage:

```
% Make an empty frequency sweep
theSweep=SonnetFrequencyAbsEntry()
```



```
% Assign values to the frequency sweep properties
theSweep.StartFreqValue=1
theSweep.EndFreqValue=5

% Add the optimization parameter to the project
Project.addOptimizationParameter(theSweep,'[DB[11]]','=','VALUE',1,1)
```

addParallelSubsection Adds a parallel subsection
 Project.addParallelSubsection(Side,Length) will add a specified length Parallel Subsection to the project. Side may be 'LEFT', 'RIGHT', 'TOP', or 'BOTTOM'.

Note: This method is only for geometry projects.

Example usage:

```
% Add a parallel subsection to the 'TOP' of length 12
Project.addParallelSubsection('TOP',12);
```

addPhysicalTransmissionLineElement Creates a physical transmission line element
 Project.addPhysicalTransmissionLineElement(...) will add an physical transmission line element to the circuit.

addPhysicalTransmissionLineElement takes the following parameters:

- 1) The first node number to which the line is connected to
- 2) The second node number to which the line is connected to
 (If the element is not to be connected to another node then pass [] as for the value for the second node number)
- 3) The value for the impedance of the line
- 4) The value for the length of the line
- 5) The value for the frequency of the line
- 6) The value for the eeff of the line
- 7) The value for the attenuation of the line
- 8) (Optional) The index of the network in the array of networks
 If this is not specified the element will be added to the first network.
- 9) (Optional) The node number that acts as ground for the line.
 In order to specify a ground node the user must specify the network (argument number 8 must be included in order to specify argument number 9)

Note: This method is only for netlist projects.

Example usage:

```
% Add a physical transmission line element to the first
% network of the project. The transmission line will be
% connected from node 1 to 2 with an impedance of 100,
% a length of 1000, a frequency of 10, an eeff of 1,
% and an attenuation of 10.
Project.addPhysicalTransmissionLineElement(1,2,100,1000,10,1,10);

% Add a physical transmission line element to the second
% network of the project. The transmission line will be
% connected from node 1 to 2 with an impedance of 100,
% a length of 1000, a frequency of 10, an eeff of 1,
% and an attenuation of 10.
Project.addPhysicalTransmissionLineElement(1,2,100,1000,10,1,10,2);
```

```
% Add a physical transmission line element to the second
% network of the project. The transmission line will be
% connected from node 1 to 2 with an impedance of 100,
% a length of 1000, a frequency of 10, an eeff of 1,
% and an attenuation of 10. The transmission line will
% grounded at port 1.
Project.addPhysicalTransmissionLineElement(1,2,100,1000,10,1,10,2,1);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addInductorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addPolygon Adds a polygon object to the project
 Project.addPolygon(Polygon) will add the passed
 polygon to the end of the array of polygons.

Note: This method is only for geometry projects.

See also SonnetProject/viewCurrents,
 SonnetProject/enableCurrentCalculations

addPort Add a port to the project
 Project.addPort(...) will add a port
 to the project. This method
 is only for geometry projects.

addPort requires a type as
 the first argument which should
 be one of the following:

STD	-	Standard Port
AGND	-	Auto Grounded Port
CUP	-	Co-Calibrated Port

Then you will need to supply the necessary
 arguments for each as follows:

STD - Standard Port

- 1) The Polygon to which the port is attached.
 This can be replaced by the polygon's
 debug ID value.
- 2) The Vertex to which the polygon is attached
- 3) The Resistance for the port
- 4) The Reactance for the port
- 5) The Inductance for the port
- 6) The capacitance for the port
- 7) The Port Number (Optional)

AGND - Auto Grounded Port

- 1) The Polygon to which the port is attached.
 This can be replaced by the polygon's
 debug ID value.
- 2) The Vertex to which the polygon is attached
- 3) The Resistance for the port
- 4) The Reactance for the port

- 5) The Inductance for the port
- 6) The capacitance for the port
- 7) A character string which identifies a reference plane for the autogrounded port. This value is FIX for a reference plane and NONE for a calibration length.
- 8) A floating point number which provides the length of the reference plane when the type is FIX and provides the calibration length when the type is NONE.
- 9) The Port Number(Optional)

CUP - Co-calibrated Port

- 1) The Polygon to which the port is attached. This can be replaced by the polygon's debug ID value.
- 2) The Name of the group to which it belongs
- 2) The Vertex to which the polygon is attached
- 4) The Resistance for the port
- 5) The Reactance for the port
- 6) The Inductance for the port
- 7) The capacitance for the port
- 8) The Port Number (Optional)

Note: This method is only for geometry projects.

Example usage:

```
% Add a standard port
Project.addPort('STD',11,1,75,0,0,0);

% Add an autogrounded port
Project.addPort('AGND',11,1,50,0,0,0,'FIX',10);

% Add an co-calibrated port
Project.addPort('CUP',11,'A',1,75,0,0,0);
```

See also SonnetProject/addPortToPolygon, SonnetProject/addPortCocalibrated, SonnetProject/addPortAtLocation, SonnetProject/addPortStandard, SonnetProject/addPortAutoGrounded

addPortAtLocation Add a port to the project

Project.addPortAtLocation(X,Y) will add an standard port to the project by specifying an X and Y coordinate. The function will find the closest polygon edge and place the port there.

Project.addPortAtLocation(X,Y,Level) will add an standard port to the project by specifying an X and Y coordinate. The function will find the closest polygon edge and place the port there. Only polygons on the specified level will be checked.

Note: This method is only for geometry projects.

Note: If the distance between the closest edge and the port location is more than 5% of the average of the length and width of the box then the port will not be placed and an error will be thrown.

Example usage:

```
% Add a standard port
Project.addPortAtLocation(330,200);
```

See also SonnetProject/addPort, SonnetProject/addPortToPolygon,
SonnetProject/addPortCocalibrated, SonnetProject/addPortStandard,
SonnetProject/addPortAutoGrounded

addPortAutoGrounded Add a port to the project
Project.addPortAutoGrounded(...) will add an autogrounded port
to the array of ports.

It requires the following arguments:

- 1) The Polygon to which the port is attached (or its debugID)
- 2) The Vertex to which the polygon is attached. The vertex number should be the index for the first vertex number that defines the polygon edge; if the user would like to attach a port between the third and fourth (X,Y) coordinate points for a polygon then the vertex number should be three. The port number for the port will be 'PortNumber'.
- 3) The Resistance for the port
- 4) The Reactance for the port
- 5) The Inductance for the port
- 6) The capacitance for the port
- 7) A character string which identifies a reference plane for the autogrounded port. this value is FIX for a reference plane and NONE for a calibration length.
- 8) A floating point number which provides the length of the reference plane when the type is FIX and provides the calibration length when the type is NONE.
- 9) The Port Number(Optional)

Note: This method is only for geometry projects.

Example usage:

```
% Add an autogrounded port
Project.addPortAutoGrounded(11,1,50,0,0,0,'FIX',10);
```

See also SonnetProject/addPort, SonnetProject/addPortToPolygon,
SonnetProject/addPortCocalibrated, SonnetProject/addPortAtLocation,
SonnetProject/addPortStandard

addPortCocalibrated Add a port to the project
Project.addPortCocalibrated(...) will add a standard port
to the array of ports.

It requires the following arguments:

- 1) The Polygon to which the port is attached (or its debugID)
- 2) The Name of the group to which it belongs
- 2) The Vertex to which the polygon is attached. The vertex number should be the index for the first vertex number that defines the polygon edge; if the user would like to attach a port between the third and fourth (X,Y) coordinate points for a polygon then the vertex number should be three. The port number for the port will be 'PortNumber'.
- 4) The Resistance for the port
- 5) The Reactance for the port
- 6) The Inductance for the port
- 7) The capacitance for the port
- 8) The Port Number (Optional)

Note: This method is only for geometry projects.

Example usage:

```
% Add an co-calibrated port
Project.addPortCocalibrated(11,'A',1,75,0,0,0);
```

See also SonnetProject/addPort, SonnetProject/addPortToPolygon,
SonnetProject/addPortAutoGrounded, SonnetProject/addPortAtLocation,
SonnetProject/addPortStandard

addPortStandard Add a port to the project
Project.addPortStandard(Polygon,Vertex,Resistance,Reactance,
Inductance,Capacitance) will add a standard port to the
array of ports. The vertex number should be the index for
the first vertex number that defines the polygon edge;
if the user would like to attach a port between the
third and fourth (X,Y) coordinate points for a polygon
then the vertex number should be three.

Project.addPortStandard(Polygon,Vertex,Resistance,Reactance,
Inductance,Capacitance,PortNumber) will add a standard port to the
array of ports. The vertex number should be the index for
the first vertex number that defines the polygon edge;
if the user would like to attach a port between the
third and fourth (X,Y) coordinate points for a polygon
then the vertex number should be three. The port number
for the port will be 'PortNumber'.

Note: This method is only for geometry projects.

Example usage:

```
% Add a standard port
Project.addPortStandard(11,1,75,0,0,0);
```

See also SonnetProject/addPort, SonnetProject/addPortToPolygon,
SonnetProject/addPortCocalibrated, SonnetProject/addPortAtLocation,
SonnetProject/addPortAutoGrounded

addPortToPolygon Add a port to the project
Project.addPortToPolygon(Polygon, Vertex) will add a
standard port to the specified vertex of the passed
polygon. The vertex number should be the index for
the first vertex number that defines the polygon edge;
if the user would like to attach a port between the
third and fourth (X,Y) coordinate points for a polygon
then the vertex number should be three.

Note: This method is only for geometry projects.

Example usage:

```
% In this example we will add a port to
% a particular polygon in the project.
% The X and Y coordinates of the sixth
% polygon in the project are as follows:
%
% Project.getPolygon(6).XCoordinateValues
% ans =
%      [34]      [227]      [227]      [34]      [34]
```

```
%
% Project.getPolygon(6).YCoordinateValues
% ans =
%      [105]      [105]      [75]      [75]      [105]
%
% Add we want to add a port on the edge between (227,105)
% and (227,75). Because (227,105) is the second coordinate
% pair the vertex number should be two. The polygon
% in this case is the sixth polygon in the project; we can
% get a reference to the sixth polygon in the project
% with the command Project.getPolygon(6).
Project.addPort(6,2);
```

See also SonnetProject/addPort, SonnetProject/addPortAtLocation,
SonnetProject/addPortCocalibrated, SonnetProject/addPortStandard,
SonnetProject/addPortAutoGrounded

addProjectFileElement Creates a project file element
Project.addProjectFileElement(File,PortNodes,SweepFromSubproject)
Will add an project file to the circuit connected to the ports
specified by PortNodes. SweepFromSubproject should be either 0 or 1.
0 to indicate that you use the sweep from this project or 1 to
indicate that you use the sweep from the subproject.

Project.addProjectFileElement(File,PortNodes,SweepFromSubproject,Network)
Will add an project file to the circuit connected to the ports
specified by PortNodes. SweepFromSubproject should be either 0 or 1.
0 to indicate that you use the sweep from this project or 1 to
indicate that you use the sweep from the subproject. The network
selection may be the network's index or the network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a project file element to the first network of the project
Project.addProjectFileElement('projectFile.son',[1,2],0);

% Add a project file element to the second network of the project
Project.addProjectFileElement('projectFile.son',[1,2],0,2);
```

See also SonnetProject/addResistorElement,
SonnetProject/addInductorElement,
SonnetProject/addCapacitorElement,
SonnetProject/addTransmissionLineElement,
SonnetProject/addPhysicalTransmissionLineElement,
SonnetProject/addDataResponseFileElement,
SonnetProject/addNetworkElement

addReferencePlane Adds a reference plane to the project
Project.addReferencePlane(...) will add another reference plane
to the array of reference planes.

addReferencePlane requires these arguments:

- 1) The Side - the side the plane is on ('LEFT', 'RIGHT', 'Top', 'BOTTOM')
- 2) The Type - type of reference plane (FIX, LINK, NONE)
- 3) The length - length of the reference plane (If type is FIX or NONE)
or
- 3) The polygon - the polygon to which the reference plane is linked
either the polygon object or the polygon's ID.

- 4) If it is a polygon the vertex to which the reference plane will be connected to will need to be specified

Note: This method is only for geometry projects.

Example usage:

```
% Add a reference plane to the 'TOP' side
% of type 'FIX' of length 12.
Project.addReferencePlane('TOP','FIX',12);

% Add a reference plane to the 'BOTTOM' side
% of type 'NONE' of length 10.
Project.addReferencePlane('BOTTOM','NONE',10);

% Add a reference plane to the 'RIGHT' side
% of type 'LINK' with vertex 1 of a particular polygon.
Project.addReferencePlane('RIGHT','LINK',aPolygonObject,1);

% Add a reference plane to the 'RIGHT' side
% of type 'LINK' at the 2nd vertex of the polygon
% with an ID of 1.
Project.addReferencePlane('RIGHT','LINK',1,2);
```

addResistorElement Creates a resistor element
 Project.addResistorElement(Node1,Node2,Resistance) will add an resistor element to the circuit between Node1 and Node2 with the specified resistance. If the second node of the resistor should not be attached to any node then Node2 should be [].

Project.addResistorElement(Node1,Node2,Resistance,Network) will add an resistor element to the specified network of the circuit between Node1 and Node2 with the specified resistance. If the second node of the resistor should not be attached to any node then Node2 should be []. The network selection may be the network's index or the network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a resistor element to the first network
% in the project. The resistor is connected
% from node 1 to 2 with resistance of 50
Project.addResistorElement(1,2,50);

% Add a resistor element to the second network
% in the project. The resistor is connected
% from node 1 to 2 with resistance of 50
Project.addResistorElement(1,2,50,2);
```

See also SonnetProject/addInductorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addTransmissionLineElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addSimpleFrequencySweep Adds an 'SIMPLE' type of sweep to the project

`Project.addSimpleFrequencySweep(StartFrequency,EndFrequency,StepValue)` adds a 'SIMPLE' type of frequency sweep to the project.

This function will change the selected frequency sweep to 'SIMPLE'.

Example usage:

```
% Add an 'SIMPLE' type of sweep to the project.
% the sweep will go from 5 to 10 with steps of 1.
Project.addSimpleFrequencySweep(5,10,1);
```

See also `SonnetProject/addFrequencySweep`

`addStepFrequencySweep` Adds an 'STEP' type of sweep to the project
`Project.addStepFrequencySweep(Frequency)` adds a 'STEP' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
This function will change the selected frequency sweep to frequency sweep combination.

Example usage:

```
% Add an 'STEP' type of sweep to the project.
% the sweep simulate at frequency 5
Project.addStepFrequencySweep(5);
```

See also `SonnetProject/addFrequencySweep`

`addSweepFrequencySweep` Adds a 'Sweep' type of sweep to the project
`Project.addSweepFrequencySweep(StartFrequency,EndFrequency,StepFrequency)` adds a 'SWEEP' type of frequency sweep to the project.

This sweep is part of a combination frequency sweep.
This function will change the selected frequency sweep to frequency sweep combination.

Example usage:

```
% Add a 'Sweep' type of sweep to the project.
% the sweep will go from 5 to 10 in steps of 1.
Project.addSweepFrequencySweep(5,10,1);
```

See also `SonnetProject/addFrequencySweep`

`addSymmetricDimensionParameter` Adds a dimension parameter
`Project.addSymmetricDimensionParameter(...)` will add a symmetric geometry dimension parameter to the project.

`addSymmetricDimensionParameter` ten arguments:

- 1) The parameter name (Ex: 'Width')
- 2) Handle for first reference polygon or the polygon's ID
- 3) The vertex number used for the first reference polygon
- 4) Handle for second reference polygon or the polygon's ID
- 5) The vertex number used for the second reference polygon
- 6) A cell array of any polygons that have points that should be included in the first point set. If there is only one polygon to be altered then this parameter

- does not need to be a cell array. Polygons in the first point set are the ones to be altered in the same way as the first reference point.
- 7) A cell array of vectors that indicate which polygon vertices should be in the first point set. If there is only one polygon to be altered then this parameter does not need to be a cell array.
 - 8) A cell array of any polygons that have points that should be included in the second point set. If there is only one polygon to be altered then this parameter does not need to be a cell array. Polygons in the second point set are the ones to be altered in the same way as the first reference point.
 - 9) A cell array of vectors that indicate which polygon vertices should be in the first point set. If there is only one polygon to be altered then this parameter does not need to be a cell array.
 - 10) The direction of movement; this may be 'x', 'X', or 'XDir' for the X direction and 'y', 'Y', or 'YDir' for the Y direction.
 - 11) (Optional) The equation that should be used.

Note: This method is only for geometry projects.

Note: This method will add dimension parameters to a project.
To modify the value of a dimension parameter use the `modifyVariableValue` method.

Example usage:

Example 1:

```
% We have a polygon in a project and we want to alter its
% width with a dimension parameter. This particular polygon
% has coordinate values of: (10,10),(30,10),(30,40),
% (10,40),(10,10). The polygon has an ID of seven. The polygon
% looks like the following diagram with the vertices numbered.
% We want the polygon to grow/shrink on both the left and right
% hand sides.
%
%
%           4-----3
%           |       |
%           |       |
%           |       |
%           1-----2
%
% To accomplish our goal we can add a symmetric dimension parameter
% to the project. The parameter will be named 'Width' and
% be attached to the polygon with an ID of seven. The first
% reference vertex will be the first vertex of the desired
% polygon and the second vertex value will be the second
% vertex of the polygon. The two reference points signify
% a move in the X direction.
%
% Now we will add some polygons that have altering points
% to the point set. In this case we want the left two coordinates
% to move together (coordinates 1 and 4) and the right two
% coordinates to move together (coordinates 2 and 3). Each set
% of points that will move together is a point set. One of the
% point sets should be [1 4] and the other [2 3]. Alternatively
% the point sets may just be [4] and [3] because points 1 and 2 are
% already going to be moved because they are the reference points.
```

```
Project.addSymmetricDimensionParameter('Width',7,1,7,2,7,[1 4],7,[2 3],'x');
```

```
% Alternately, the polygon's coordinates could have been selected
```



```

%
%
%           4-----3           6-----5           6-----5
%           |         |           |         |_3       |         |_3
%           |         |           |         4_|       |         4_|
%           |         |           |         |         |         |
%           1-----2           1-----2           1-----2
%           |<--Sep-->|
%
% To accomplish our goal we will add a dimension parameter. We
% will call our parameter 'Sep'. The first reference point will
% be attached to vertex number two of the left polygon (ID of seven)
% and the second reference point will be attached to vertex
% number one of the middle polygon (ID of eight).
%
% Now we will add some polygons that have altering points
% to the point sets. In this case we want the left polygon to
% move independently and the right two polygons to move
% together. So the left most polygon should be used for the
% first point set and the right two polygons used for the
% second point set. Because the second point set contains more
% than one polygon the polygons and vertices must be specified
% as cell arrays. Because the entire polygons should be moved the
% vertices may be specified by the empty set ([]); in this example
% we will explicitly state the vertices anyway so that the user can
% see how to indicate individual vertices.

aPointSet1Polygons=7;
aPointSet1Points=[1 2 3 4];
aPointSet2Polygons{1}=8;
aPointSet2Polygons{2}=9;
aPointSet2Points{1}=[1 2 3 4 5 6];
aPointSet2Points{2}=[1 2 3 4 5 6];

```

```

Project.addAnchoredDimensionParameter('Sep',7,2,8,1,aPointSet1Polygons,aPointSet1Points,
aPointSet2Polygons,aPointSet2Points,'x');

```

addTouchstoneOutput Find a port given an approximate location
Project.addTouchstoneOutput() will add a touchstone file output to the project. The output file will have the same base filename as the project but will have the extension ".s#p" where # is the number of ports currently in the project.

Note: This method is the equivalent of the following command
Project.addFileOutput('TS','D','Y','\$BASENAME.s#p','IC','N','S','MA','R',50);
 where # is the number of ports in the project.

See also **SonnetProject/findPortUsingPoint**

addTransmissionLineElement Creates a transmission line element
Project.addTransmissionLineElement(...) will add an transmission line to the circuit

Project.addTransmissionLineElement(Node1,Node2,Impedance,Length,Frequency)
 will add a transmission line element to the circuit between Node1 and Node2 with the specified impedance, length and frequency of operation. If the second node of the capacitor should not be attached to any node then Node2 should be [].

Project.addTransmissionLineElement(Node1,Node2,Impedance,Length,Frequency,Network)
 will add a transmission line element to the circuit between Node1

and Node2 with the specified impedance, length and frequency of operation. If the second node of the capacitor should not be attached to any node then Node2 should be []. The network selection may be the network's index or the network's name.

Note: This method is only for netlist projects.

Example usage:

```
% Add a transmission line element to
% the first network of the project
% connected from node 1 to 2 with
% an impedance of 100, an electrical
% length of 1000 and a frequency of 10.
Project.addTransmissionLineElement(1,2,100,1000,10);

% Add a transmission line element to
% the second network of the project
% connected from node 1 to 2 with
% an impedance of 100, an electrical
% length of 1000 and a frequency of 10.
Project.addTransmissionLineElement(1,2,100,1000,10,2);
```

See also SonnetProject/addResistorElement,
 SonnetProject/addInductorElement,
 SonnetProject/addCapacitorElement,
 SonnetProject/addPhysicalTransmissionLineElement,
 SonnetProject/addDataResponseFileElement,
 SonnetProject/addProjectFileElement,
 SonnetProject/addNetworkElement

addVariableSweepSimple Add a variable sweep
 Project.addVariableSweepEntry(...) will add a variable sweep to the array of sweep entries. Input arguments are:

- 1) Sweep Type (SIMPLE, ABS, SWEEP, ABS_ENTRY, etc.)
- 2) Parameter Name -- The name of the parameter to sweep
- 3) Min Value -- Starting value of the sweep
- 4) Max Value -- Ending value of the sweep
- 5) Number of Points -- Number of points on the sweep
- 6) Frequency Sweep Handle (opt) -- Handle to the frequency sweep of the Sonnet project. If unspecified, the first frequency sweep will be selected.

Note: This method currently only supports sweeps of one parameter.

Example usage:

```
% Add an ABS sweep of variable 'VAR' with a minimum
% of 5 max of 10 simulating 15 points. The function
% will use the first frequency sweep in the project.
Project.addVariableSweepSimple('ABS','var1',5,10,15)

% Add an ABS sweep of variable 'VAR' with a minimum
% of 5 max of 10 simulating 15 points. The function
% will use the second frequency sweep in the project.
aSweep=Project.FrequencyBlock.SweepsArray{2};
Project.addVariableSweepSimple('ABS','var1',5,50,15,aSweep)
```

addViaPolygon Add a via polygon to the polygon array
 Project.addViaPolygon(...) will add a Via Polygon to the array of Polygons.

`addViaPolygon` requires these arguments:

- 1) The level the VIA attaches to.
- 2) metallization Level Index (The level the polygon is on)
- 3) The type of metal used for the polygon. This may either be a the index for the metal type in the array of metal types, or the name of the metal type (Ex: 'Copper'). Lossless metal is not in the array of metals but can be selected by either passing 0 or 'Lossless'.
- 4) A string to identify the fill type used for the polygon. N indicates staircase fill, T indicates diagonal fill and V indicates conformal mesh. Note that filltype only applies to metal polygons; this field is ignored for dielectric brick polygons
- 5) Minimum subsection size in X direction
- 6) Minimum subsection size in Y direction
- 7) Maximum subsection size in X direction
- 8) Maximum subsection size in Y direction
- 9) The Maximum Length For The Conformal Mesh Subsection
- 10) Edge mesh setting. Y indicates edge meshing is on for this polygon. N indicates edge meshing is off.
- 11) A matrix for the X coordinate values.
- 12) A matrix for the Y coordinate values

Note: Many users will prefer to use the '`addViaPolygonEasy`' method.

Note: This method is only for geometry projects.

Example usage:

```
% via at level 0, attached to 'GND', metal type -1 (lossless),
% staircase fill, X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addViaPolygon('GND',0,0,'N',0,0,50,100,0,'Y',x,y);

% via at level 0, attached to 'GND', metal type 'Copper',
% staircase fill, X subsection size from 0 to 50,
% Y subsection size from 0 to 100.
x=[5,10,10,5,5];
y=[10,10,20,20,10];
Project.addViaPolygon('GND',0,'Copper','N',0,0,50,100,0,'Y',x,y);
```

See also `SonnetProject/addViaPolygonEasy`

`addViaPolygonEasy` Add a via polygon to the polygon array
`Polygon=Project.addViaPolygonEasy(...)` will add an via polygon to the array of polygons. A reference to the polygon is returned.

`addViaPolygonEasy` requires these arguments:

- 1) metallization Level Index (The level the polygon is on)
- 2) The level the via is connected to
- 3) A matrix for the X coordinate values
- 4) A matrix for the Y coordinate values
- 5) (Optional) The type of metal used for the polygon. This may either be a the index for the metal type in the array of metal types, or the name of the metal type (Ex: 'Copper'). If this value is not specified then lossless metal will be used.

Note: This method is only for geometry projects.

Example usage:

```
% Lossless via at level 0, attached to 'GND'
Project.addViaPolygonEasy(0,'GND',[5,10,10,5,5],[10,10,20,20,10]);

% Copper via at level 0, attached to 'GND' (Copper
metal must type must be defined for the project)
Project.addViaPolygonEasy(0,'GND',[5,10,10,5,5],[10,10,20,20,10],'Copper');
```

See also SonnetProject/addViaPolygon

assignAllPolygonssequentialIds Makes sure polygons have unique IDs
 Project.assignAllPolygonssequentialIds() will make sure all the polygons in a project have unique debugIds by making their debugIds be their index in the array of polygons. The debugIds of all the polygons in the project may be changed.

Note: This method is only for geometry projects.

See also SonnetProject/assignUniqueDebugId,
 SonnetProject/generateUniqueId

assignUniqueDebugId Assign a polygon an unique debugId.
 Project.assignUniqueDebugId(aPolygon) will assign the passed polygon a unique debugId. The passed polygon does not necessarily need to be from same project.

Note: This method is only for geometry projects.

See also SonnetProject/assignAllPolygonsSequentialIds,
 SonnetProject/generateUniqueId

changeAngleUnit Change project's angle unit
 Project.changeAngleUnit(string) modifies the angle unit selected for the project. The passed angle unit should be a unit that is supported by Sonnet.
 (At the moment the only supported unit is DEG)

changeAngleUnit(unitString) Changes the selected angle unit to the passed unit identifier

Example usage:

```
% Change the angle unit to 'DEG'
Project.changeAngleUnit('DEG');
```

changeBoxSize Changes the size of the box
 Project.changeBoxSize(XSize,YSize) changes the size of the Sonnet box. The Sonnet box encompasses the circuit area. The new box width will be XSize and the new box height will be YSize.

Note: This function is the same as changeBoxSizeXY
 Note: This method is only for geometry projects.

See also SonnetProject/changeBoxSizeXY SonnetProject/changeBoxSizeX

SonnetProject/changeBoxSizeY	SonnetProject/changeNumberOfCells
SonnetProject/changeNumberOfCellsXY	SonnetProject/changeNumberOfCellsX
SonnetProject/changeNumberOfCellsY	

changeBoxSizeX Changes the size of the box
 Project.changeBoxSizeX(XSize) changes the size of the Sonnet box
 in the X direction only. The Sonnet box encompasses
 the circuit area. The new box width will be XSize.

Note: This method is only for geometry projects.

See also SonnetProject/changeBoxSize, SonnetProject/changeBoxSizeXY,
 SonnetProject/changeBoxSizeY, SonnetProject/changeNumberOfCells,
 SonnetProject/changeNumberOfCellsXY, SonnetProject/changeNumberOfCellsX,
 SonnetProject/changeNumberOfCellsY

changeBoxSizeXY Changes the size of the box
 Project.changeBoxSizeXY(XSize,YSize) changes the size of the Sonnet box.
 The Sonnet box encompasses the circuit area. The new box width will be
 XSize and the new box height will be YSize.

Note: This method is only for geometry projects.

Note: This function is the same as changeBoxSize

See also SonnetProject/changeBoxSize, SonnetProject/changeBoxSizeX,
 SonnetProject/changeBoxSizeY, SonnetProject/changeNumberOfCells,
 SonnetProject/changeNumberOfCellsXY, SonnetProject/changeNumberOfCellsX,
 SonnetProject/changeNumberOfCellsY

changeBoxSizeY Changes the size of the box
 Project.changeBoxSizeY(YSize) changes the size of the Sonnet box
 in the Y direction only. The Sonnet box encompasses
 the circuit area. The new box height will be YSize.

Note: This method is only for geometry projects.

See also SonnetProject/changeBoxSize, SonnetProject/changeBoxSizeXY,
 SonnetProject/changeBoxSizeX, SonnetProject/changeNumberOfCells,
 SonnetProject/changeNumberOfCellsXY, SonnetProject/changeNumberOfCellsX,
 SonnetProject/changeNumberOfCellsY

changeCapacitanceUnit Change project's capacitance unit
 Project.changeCapacitanceUnit(string) modifies the capacitance unit
 selected for the project. The passed capacitance unit should
 be a unit that is supported by Sonnet.

changeCapacitanceUnit(unitString) Changes the selected capacitance
 unit to the passed unit identifier

Example usage:

```
% Change the resistance unit to 'nF'
Project.changeCapacitanceUnit('nF');
```

changeCellSizeUsingBoxSize Changes the cell size

`Project.changeCellSizeUsingBoxSize(XCellSize,YCellSize)` changes the cell size used for a project. The size of the box in each direction will be modified to realize the given cell size.

Note: This method is only for geometry projects.

Note: This function is the same as `changeCellSizeUsingBoxSizeXY`

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingBoxSizeX` Changes the cell size
`Project.changeCellSizeUsingBoxSizeX(XCellSize)` changes the cell size used for a project. The box size in the X direction will be modified to realize the given cell size.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingBoxSizeXY` Changes the cell size
`Project.changeCellSizeUsingBoxSizeXY(XCellSize,YCellSize)` changes the cell size used for a project. The size of the box in each direction will be modified to realize the given cell size.

Note: This method is only for geometry projects.

Note: This function is the same as `changeCellSizeUsingBoxSize`

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingBoxSizeY` Changes the cell size
`Project.changeCellSizeUsingBoxSizeY(YCellSize)` changes the cell size used for a project. The box size in the Y direction will be modified to realize the given cell size.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingNumberOfCells` Changes the cell size
`Project.changeCellSizeUsingNumberOfCells(XCellSize,YCellSize)` changes the cell size used for a project. The number of cells in each direction will be modified to realize the given cell size.

Note: This method is only for geometry projects.

Note: This function is the same as `changeCellSizeUsingNumberOfCellsXY`.

See also `SonnetProject/changeBoxSize`, `SonnetProject/changeBoxSizeXY`,
`SonnetProject/changeBoxSizeX`, `SonnetProject/changeBoxSizeY`,
`SonnetProject/changeNumberOfCells`, `SonnetProject/changeNumberOfCellsX`,
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingNumberOfCellsX` Changes the cell size
`Project.changeCellSizeUsingNumberOfCellsX(XCellSize)` changes
the cell size used for a project. The number of cells in the X direction
will be modified to realize the given cell size.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize`, `SonnetProject/changeBoxSizeXY`,
`SonnetProject/changeBoxSizeX`, `SonnetProject/changeBoxSizeY`,
`SonnetProject/changeNumberOfCells`, `SonnetProject/changeNumberOfCellsX`,
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingNumberOfCellsXY` Changes the cell size
`Project.changeCellSizeUsingNumberOfCellsXY(XCellSize,YCellSize)` changes
the cell size used for a project. The number of cells in each direction
will be modified to realize the given cell size.

Note: This method is only for geometry projects.

Note: This function is the same as `changeCellSizeUsingNumberOfCells`

See also `SonnetProject/changeBoxSize`, `SonnetProject/changeBoxSizeXY`,
`SonnetProject/changeBoxSizeX`, `SonnetProject/changeBoxSizeY`,
`SonnetProject/changeNumberOfCells`, `SonnetProject/changeNumberOfCellsX`,
`SonnetProject/changeNumberOfCellsY`

`changeCellSizeUsingNumberOfCellsY` Changes the cell size
`Project.changeCellSizeUsingNumberOfCellsY(YCellSize)` changes the cell size
used for a project. The number of cells in the Y direction
will be modified to realize the given cell size.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize`, `SonnetProject/changeBoxSizeXY`,
`SonnetProject/changeBoxSizeX`, `SonnetProject/changeBoxSizeY`,
`SonnetProject/changeNumberOfCells`, `SonnetProject/changeNumberOfCellsX`,
`SonnetProject/changeNumberOfCellsY`

`changeConductivityUnit` Change project's conductivity unit
`Project.changeConductivityUnit(string)` modifies the conductivity unit
selected for the project. The passed conductivity unit should
be a unit that is supported by Sonnet.

`changeConductivityUnit(unitString)` Changes the selected conductivity
unit to the passed unit identifier

`changeDielectricLayerThickness` Changes layer thickness

`Project.changeDielectricLayerThickness(N,Thickness)` will change the thickness of the Nth dielectric layer.

`Project.changeDielectricLayerThickness(Name,Thickness)` will change the thickness of the dielectric layer with the specified name. If none of the layers in the project have the specified name then an error will be thrown.

Note: This method is only for geometry projects.

Example usage:

```
% Change the thickness of the first layer
% to be 50 units thick.
Project.changeDielectricLayerThickness(1,50)
```

`changeFrequencyUnit` Change project's frequency unit
`Project.changeFrequencyUnit(string)` modifies the frequency unit selected for the project. The passed frequency unit should be a unit that is supported by Sonnet. (HZ, KHZ, MHZ, GHZ, THZ, PHZ)

`changeFrequencyUnit(unitString)` Changes the selected frequency unit to the passed unit identifier

Example usage:

```
% Change the frequency unit to 'HZ'
Project.changeFrequencyUnit('HZ');
```

`changeInductanceUnit` Change project's inductance unit
`Project.changeInductanceUnit(string)` modifies the inductance unit selected for the project. The passed inductance unit should be a unit that is supported by Sonnet. (H, MH, UH, NH, PH, FH)

`changeInductanceUnit(unitString)` Changes the selected inductance unit to the passed unit identifier

Example usage:

```
% Change the inductance unit to 'H'
Project.changeInductanceUnit('H');
```

`changeLengthUnit` Change project's length unit
`Project.changeLengthUnit(string)` modifies the length unit selected for the project. The passed length unit should be a unit that is supported by Sonnet. (MIL, UM, MM, CM, IN, M)

`changeLengthUnit(unitString)` Changes the selected length unit to the passed unit identifier

Example usage:

```
% Change the length unit to 'MIL'
Project.changeLengthUnit('MIL');
```

`changeNumberOfCells` Changes the number of cells

`Project.changeNumberOfCells(XCells,YCells)` changes the number of cells that make up the grid. This function changes the number of cells in the X direction to be XCells and the number of cells in the Y direction to be YCells.

Note: This method is only for geometry projects.

Note: This function is the same as `changeNumberOfCellsXY`

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCellsXY,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeNumberOfCellsX` Changes the number of cells
`Project.changeNumberOfCellsX(XCells)` changes the number of cells that make up the grid. This function modifies the number of cells in the X direction to be XCells.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsXY,`
`SonnetProject/changeNumberOfCellsY`

`changeNumberOfCellsXY` Changes the number of cells
`Project.changeNumberOfCellsXY(XCells,YCells)` changes the number of cells that make up the grid. This function changes the number of cells in the X direction to be XCells and the number of cells in the Y direction to be YCells.

Note: This method is only for geometry projects.

Note: This function is the same as `changeNumberOfCells`

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsX,`
`SonnetProject/changeNumberOfCellsY`

`changeNumberOfCellsY` Changes the number of cells
`Project.changeNumberOfCellsY(YCells)` changes the number of cells that make up the grid. This function modifies the number of cells in the Y direction to be YCells.

Note: This method is only for geometry projects.

See also `SonnetProject/changeBoxSize,` `SonnetProject/changeBoxSizeXY,`
`SonnetProject/changeBoxSizeX,` `SonnetProject/changeBoxSizeY,`
`SonnetProject/changeNumberOfCells,` `SonnetProject/changeNumberOfCellsXY,`
`SonnetProject/changeNumberOfCellsX`

`changePolygonType` Change the composition of a polygon
`Project.changePolygonType(ID,Type)` will try to change the composition of the polygon with the debugID of ID to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If

the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

Project.changePolygonType(Polygon,Type) will try to change the composition of the passed polygon to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

Note: This method is only for geometry projects.

Example usage:

```
% Change the polygon with debug ID 12 to 'ThinCopper'
% (A metal type called 'ThinCopper' must already be
% defined in the project).
Project.changePolygonType(12, 'ThinCopper');

% Change the polygon with debug ID 12 to 'Lossless'
% (Lossless is the default type for metal polygons).
Project.changePolygonType(12, 'Lossless');
```

See also SonnetProject/changePolygonTypeUsingId,
SonnetProject/changePolygonTypeUsingIndex

changePolygonTypeUsingId Change the composition of a polygon
Project.changePolygonType(ID,Type) will try to change the composition of the polygon with the debugID of ID to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

Project.changePolygonTypeUsingId(Polygon,Type) will try to change the composition of the passed polygon to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

Note: This method is only for geometry projects.

Example usage:

```
% Change the polygon with debug ID 12 to 'ThinCopper'
% (A metal type called 'ThinCopper' must already be
% defined in the project).
Project.changePolygonTypeUsingId(12, 'ThinCopper');

% Change the polygon with debug ID 12 to 'Lossless'
% (Lossless is the default type for metal polygons).
Project.changePolygonTypeUsingId(12, 'Lossless');
```

See also SonnetProject/changePolygonType,
SonnetProject/changePolygonTypeUsingId

changePolygonTypeUsingIndex Change the composition of a polygon
Project.changePolygonType(N,Type) will try to change the

composition of the Nth polygon in the array of polygons to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

`Project.changePolygonTypeUsingIndex(Polygon,Type)` will try to change the composition of the passed polygon to the passed type. If the polygon is a metal or via polygon then Type must be the name of a metal type in the project. If the polygon is a dielectric brick then Type must be the name of one of the brick types in the project.

Note: This method is only for geometry projects.

Example usage:

```
% Change first polygon in the array of polygons to
% 'ThinCopper' (A metal type called 'ThinCopper'
% must already be defined in the project).
Project.changePolygonTypeUsingIndex(1,'ThinCopper');

% Change first polygon in the array of polygons to
% 'Lossless' (Lossless is the default type for
% metal polygons).
Project.changePolygonTypeUsingIndex(1,'Lossless');
```

See also `SonnetProject/changePolygonType`,
`SonnetProject/changePolygonTypeUsingIndex`

`changeResistanceUnit` Change project's resistance unit
`Project.changeResistanceUnit(string)` modifies the resistance unit selected for the project. The passed resistance unit should be a unit that is supported by Sonnet. (OH, KOH, MOH)

`changeResistanceUnit(unitString)` Changes the selected resistance unit to the passed unit identifier

Example usage:

```
% Change the resistance unit to 'OH'
Project.changeResistanceUnit('OH');
```

`changeSelectedFrequencySweep` Change project's selected frequency sweep
`Project.changeSelectedFrequencySweep(string)` modifies the selected frequency sweep for the project. The selected frequency sweep is the one that is performed for simulations. The selected frequency sweep should be a sweep that is recognized by Sonnet (ABS, SIMPLE, STD).

Example usage:

```
% Change the selected frequency sweep to adaptive band
Project.changeSelectedFrequencySweep('ABS');

% Change the selected frequency sweep to frequency combination
Project.changeSelectedFrequencySweep('STD');
```

No help found for SonnetProject/checkOptimizationVariables.

cleanOutputFiles Deletes output files for a project
 Project.cleanOutputFiles() deletes any output response files present in the directory for a Sonnet project. cleanOutputFiles knows which files to delete by checking the fileoutBlock for the project to see if any output files are defined. If there are output files to be deleted then cleanOutputFiles will look for those files in the simulation directory and delete them if present.

See also SonnetProject/cleanProject

cleanProject Cleans a project
 Project.cleanProject() deletes the simulation data for the project.

See also SonnetProject/cleanOutputFiles

clone Initializes a replica project
 newProject=Project.clone() will return a deep copy of a Sonnet project. The copy will have all the same values for the class properties but will contain completely separate handles.

The new project will have no filename associated with it but it may be saved with the saveAs() command.

Example usage:

```
% Create a new Sonnet project object
Project1=SonnetProject('project.son');

% Clone the project
Project2=Project1.clone();

% Any modifications made to Project1
% or Project2 will not affect the
% other project.
```

See also SonnetProject/quickClone

copyDielectricLayer Copies a dielectric layer
 Project.copyDielectricLayer(N) makes a copy of the Nth dielectric layer and places it on the bottom of the stackup.

Note: This method is only for geometry projects.

copyMetalPolygon Makes a copy of a metal polygon
 newPolygonIndex=Project.copyMetalPolygon(index) makes a carbon copy of a metal polygon specified by an index in the array of polygons. The new polygon's index will

be returned.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingId,
 SonnetProject/copyPolygonUsingIndex

copyPolygon Makes a copy of a polygon and adds it to the project
 Polygon=Project.copyPolygon(ID) Returns a copy of the polygon with the
 passed ID value. The new polygon will have a unique ID.

Polygon=Project.copyPolygon(Polygon) Returns a copy of the passed
 polygon. The new polygon will have a unique ID.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygonUsingId,
 SonnetProject/copyPolygonUsingIndex,
 SonnetProject/duplicatePolygon,
 SonnetProject/duplicatePolygonUsingId,
 SonnetProject/duplicatePolygonUsingIndex,

copyPolygonUsingId Makes a copy of a polygon and adds it to the project
 Polygon=Project.copyPolygonUsingId(ID) Makes a copy of the polygon with the
 passed ID value. The new polygon will have a unique ID.

Polygon=Project.copyPolygonUsingId(Polygon) Makes a copy of the passed
 polygon. The new polygon will have a unique ID.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingIndex,
 SonnetProject/duplicatePolygon,
 SonnetProject/duplicatePolygonUsingId,
 SonnetProject/duplicatePolygonUsingIndex,

copyPolygonUsingIndex Makes a copy of a polygon and adds it to the project
 Polygon=Project.copyPolygonUsingIndex(N) Returns a copy of the Nth polygon
 in the array of polygons. The new polygon will have a unique debug ID.

Polygon=Project.copyPolygonUsingIndex(Polygon) Returns a copy of the passed
 polygon. The new polygon will have a unique ID. The new polygon will be
 returned.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingId
 SonnetProject/duplicatePolygon,
 SonnetProject/duplicatePolygonUsingId,
 SonnetProject/duplicatePolygonUsingIndex,

addAnisotropicDielectricBrickType New anisotropic dielectric brick type
 Project.addAnisotropicDielectricBrickType(...) will add an anisotropic

dielectric brick type to the array of brick types.

`addAnisotropicDielectricBrickType` requires the following arguments:

- 1) The name of the dielectric
- 2) Relative dielectric constant in the X direction
- 3) Loss tangent in the X direction
- 4) Bulk conductivity in the X direction
- 5) Relative dielectric constant in the Y direction
- 6) Loss tangent in the Y direction
- 7) Bulk conductivity in the Y direction
- 8) Relative dielectric constant in the Z direction
- 9) Loss tangent in the Z direction
- 10) Bulk conductivity in the Z direction

Note: This method is only for geometry projects.

Example usage:

```
% Make a new brick material named 'Brick1' with
% the following settings:
% X direction:
%   relative dielectric constant of 1
%   loss tangent of 2
%   bulk conductivity of 3
% Y direction:
%   relative dielectric constant of 4
%   loss tangent of 5
%   bulk conductivity of 6
% Z direction:
%   relative dielectric constant of 7
%   loss tangent of 8
%   bulk conductivity of 9
Project.addAnisotropicDielectricBrickType('Brick1',1,2,3,4,5,6,7,8,9);
```

See also `SonnetProject.addIsotropicDielectricBrickType`

`addIsotropicDielectricBrickType` New isotropic dielectric brick type
`Project.addIsotropicDielectricBrickType(Name,RelativeDielectricConstant, LossTangent,BulkConductivity)` will add an Isotropic Dielectric brick type to the array of isotropic dielectric brick types.

Note: This method is only for geometry projects.

Example usage:

```
% Make a new brick material named 'Brick1' with
% a relative dielectric constant of 1, a loss
% tangent of 2 and a bulk conductivity of 3.
Project.addIsotropicDielectricBrickType('Brick1',1,2,3);
```

See also `SonnetProject.addAnisotropicDielectricBrickType`

`defineNewGeneralMetalType` Defines a new type of metal
`Project.defineNewGeneralMetalType(Name,Resistance,SkinCoefficient, Reactance,KineticInductance)` will add a general type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:


```
% Define a new general metal type named 'GeneralMetal1'
% with a resistance of 100, a skin coefficient of 50,
% a reactance of 50 and a kinetic inductance of 50.
Project.defineNewGeneralMetalType('GeneralMetal1',100,50,50,50);
```

See also SonnetProject/defineNewMetalType

defineNewMetalType Create a new type of metal
 Project.defineNewMetalType(...) will add
 a metal type to the project.

defineNewMetalType requires a type as
 the first argument which should
 be one of the following:

```
NOR - Normal Metal
RES - Resistor Metal
NAT - Native Metal
SUP - General Metal
SEN - Sense Metal
TMM - Thick Metal
ROG - Rough Metal
```

Then you will need to supply the necessary
 arguments for each type as follows:

NOR-Normal Metal

- 1) The Name of the metal
- 2) The Conductivity of the metal
- 3) The Current Ratio of the metal
- 4) The Thickness of the metal

RES-Resistor Metal

- 1) The Name of the metal
- 2) The Resistance of the metal

NAT-Native Metal

- 1) The Name of the metal
- 2) The Resistance of the metal
- 3) The Skin Coefficient of the metal

SUP-General Metal

- 1) The Name of the metal
- 2) The Resistance of the metal
- 3) The Skin Coefficient of the metal
- 4) The Reactance of the metal
- 5) The Kinetic Inductance of the metal

SEN-Sense Metal

- 1) The Name of the metal
- 2) The Reactance of the metal

TMM-Thick Metal

- 1) The Name of the metal
- 2) The Conductivity of the metal
- 3) The Current Ratio of the metal
- 4) The Thickness of the metal
- 5) The Number of Sheets of the metal

ROG-Rough Metal

- 1) The Name of the metal

- 2) The Thickness of the metal
- 3) The Current Ratio of the metal
- 4) The Number of Sheets
- 5) The Roughness
- 6) Whether the top is rough or smooth ('S' for smooth, 'R' for Rough)
- 7) Whether the bottom is rough or smooth ('S' for smooth, 'R' for Rough)

Note: This method is only for geometry projects.

Example usage:

```
% Define a new normal metal type named 'NormalMetal1'
% of conductivity 100, current ratio 50 and thickness 50.
Project.defineNewMetalType('NOR','NormalMetal1',100,50,50);

% Define a new resistor metal type named 'ResistorMetal1'
% with a resistance of 100.
Project.defineNewMetalType('RES','ResistorMetal1',100);

% Define a new native metal type named 'NativeMetal1'
% with a resistance of 100 and a skin coefficient of 50
Project.defineNewMetalType('NAT','NativeMetal1',100,50);

% Define a new general metal type named 'GeneralMetal1'
% with a resistance of 100, a skin coefficient of 50,
% a reactance of 50 and a kinetic inductance of 50.
Project.defineNewMetalType('SUP','GeneralMetal1',100,50,50,50);

% Define a new sense metal type named 'SenseMetal1'
% with a reactance of 50
Project.defineNewMetalType('SEN','SenseMetal1',50);

% Define a new thick metal type named 'ThickMetal1'
% with a conductivity of 100, a current ratio of 50,
% a thickness of 50, and is comprised of 2 sheets.
Project.defineNewMetalType('TMM','ThickMetal1',100,50,50,2);

% Define a new rough metal type named 'RoughMetal1'
% of roughness 3, current ratio 10, 1 sheet, and thickness 50.
Project.defineNewMetalType('ROG','RoughMetal1',50,10,1,3,'S','R');
```

See also SonnetProject/defineNewNormalMetalType,
 SonnetProject/defineNewResistorMetalType,
 SonnetProject/defineNewNativeMetalType,
 SonnetProject/defineNewGeneralMetalType,
 SonnetProject/defineNewSenseMetalType,
 SonnetProject/defineNewThickMetalType,
 SonnetProject/defineNewRoughMetalType

`defineNewNativeMetalType` Defines a new type of metal
`Project.defineNewNativeMetalType(Name,Resistance,SkinCoefficient)` will
 add a native type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:

```
% Define a new native metal type named 'NativeMetal1'
% with a resistance of 100 and a skin coefficient of 50
Project.defineNewNativeMetalType('NativeMetal1',100,50);
```

See also SonnetProject/defineNewMetalType

`defineNewNormalMetalType` Defines a new type of metal
`Project.defineNewNormalMetalType(Name,Conductivity,CurrentRatio,Thickness)`
 will add a normal type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:

```
% Define a new normal metal type named 'Copper'
% of conductivity 58000000, current ratio 0 and thickness 1.4.
Project.defineNewNormalMetalType('Copper',58000000,0,1.4);
```

See also SonnetProject/defineNewMetalType

`defineNewResistorMetalType` Defines a new type of metal
`Project.defineNewResistorMetalType(Name,Resistance)` will
 add a resistor type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:

```
% Define a new resistor metal type named 'ResistorMetal1'
% with a resistance of 100.
Project.defineNewResistorMetalType('ResistorMetal1',100);
```

See also SonnetProject/defineNewMetalType

`defineNewRoughMetalType` Defines a new type of metal
`Project.defineNewRoughMetalType(...)` will add a rough type of
 metal to the array of metal types.

`defineNewRoughMetalType` requires the following arguments:

- 1) The Name of the metal
- 2) The Thickness of the metal
- 3) The Current Ratio of the metal
- 4) The Number of Sheets
- 5) The Roughness
- 6) Whether the top is rough or smooth ('S' for smooth, 'R' for Rough)
- 7) Whether the bottom is rough or smooth ('S' for smooth, 'R' for Rough)

Note: This method is only for geometry projects.

Example usage:

```
% Define a new rough metal type named 'RoughMetal1'
% of roughness 3, current ratio 10, 1 sheet, and thickness 50.
Project.defineNewRoughMetalType('RoughMetal1',50,10,1,3,'S','R');
```

See also SonnetProject/defineNewMetalType

`defineNewSenseMetalType` Defines a new type of metal
`Project.defineNewSenseMetalType(Name,Reactance)` will

add a Sense type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:

```
% Define a new sense metal type named 'SenseMetal1'
% with a reactance of 50
Project.defineNewSenseMetalType('SenseMetal1',50);
```

See also SonnetProject/defineNewMetalType

defineNewThickMetalType Defines a new type of metal
 Project.defineNewThickMetalType(Name,Conductivity,CurrentRatio,Thickness,NumSheets) will add a Thick Metal type of metal to the array of metals.

Note: This method is only for geometry projects.

Example usage:

```
% Define a new thick metal type named 'ThickMetal1'
% with a conductivity of 100, a current ratio of 50,
% a thickness of 50, and is comprised of 2 sheets.
Project.defineNewThickMetalType('ThickMetal1',100,50,50,2);
```

See also SonnetProject/defineNewMetalType

defineVariable Modify Geometry/Netlist Variable Value
 Project.defineVariable(Name,Value) When used with a geometry project will define a new geometry variable. When used with a netlist project defineVariable will define a new Netlist parameter.

Project.defineVariable(Name,Value,Type) When used with a geometry project will define a new geometry variable of the specified type. When used with a netlist project the value of Type is ignored and defineVariable will define a new Netlist parameter.

Type may be one of the following values:

LNG	Length
RES	Resistance
CAP	Capacitance
IND	Inductance
FREQ	Frequency
OPS	Ohms/sq
SPM	Siemens/meter
PHPM	picoHenries/meter
RRF	Rrf
NONE	Undefined

If the specified variable or parameter already exists its value will be replaced.

Example usage:

```
Project.defineVariable('Z0',50)
Project.defineVariable('Length',50,'LNG')
```

deleteDuplicatePolygons Deletes duplicate polygons
 Project.deleteDuplicatePolygons() will search for duplicate polygons in the project and delete one of the duplicate occurrences such that there will no longer be a pair of duplicate polygons.

Note: This method is only for geometry projects.

Example usage:

```
Project.deleteDuplicatePolygons();
```

See also SonnetProject/findDuplicatePolygons

deleteLayer Deletes a layer from the project
 Project.deleteLayer(N) will delete the Nth dielectric layer from the array of dielectric layers.

This operation can also be achieved with
 Project.GeometryBlock.SonnetBox.ArrayOfDielectricLayers(N)=[];

Note: This method is only for geometry projects.

Example usage:

```
% Delete the 2nd layer in the array of layers
Project.deletePolygon(5);
```

deletePolygon Delete a polygon
 Project.deletePolygon(Id) will delete the polygon with the passed ID from the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

Project.deletePolygon(Polygon) will delete the passed polygon from the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

Note: This method is only for geometry projects.

Example usage:

```
% Delete the polygon with debug ID 12
BooleanWasThePolygonDeleted=Project.deletePolygon(12);
```

deletePolygonUsingId Delete a polygon
 Project.deletePolygonUsingId(Id) will delete the polygon with the passed ID from the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

Project.deletePolygonUsingId(Polygon) will delete the passed polygon from the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

Note: This method is only for geometry projects.

Example usage:

```
% Delete the polygon with debug ID 12
BooleanWasThePolygonDeleted=Project.deletePolygonUsingId(12);
```

deletePolygonUsingIndex Deletes a polygon from the project
Project.deletePolygonUsingIndex(N) will delete the Nth polygon in the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

Project.deletePolygonUsingIndex(Polygon) will delete the passed polygon from the array of polygons. If any ports, edge vias or parameters are connected to the polygon then they will be deleted as well.

This operation can also be achieved with
Project.GeometryBlock.ArrayOfPolygons(N)=[];

Note: This method is only for geometry projects.

Example usage:

```
% Delete the 5th polygon in the array of polygons
Project.deletePolygonUsingIndex(5);
```

deletePort Deletes a port
Project.deletePort(N) will delete the port represented by the port number N from the project.

Note: This method is only for geometry projects.

Example usage:

```
% Delete port number one from a project
Project.deletePort(1);
```

See also [SonnetProject/deletePortUsingIndex](#)

deletePortUsingIndex Deletes a port
Project.deletePortUsingIndex(N) will delete the Nth port in the array of ports.

Note: This method is only for geometry projects.

Example usage:

```
% Delete the first port in a project
Project.deletePortUsingIndex(1);
```

See also [SonnetProject/deletePort](#)

detectAllOptimizationVariables Adds all optimization variables
Project.detectAllOptimizationVariables() will make an optimization variable entry for every dimensional parameter in the project. All of the optimization parameters will be

disabled by default.

See also `SonnetProject/editOptimizationVariable`

`disableCurrentCalculations` Disable current calculations
`Project.disableCurrentCalculations` will disable current density calculation for this project. This setting can be enabled with the `'enableCurrentCalculations()'` function.

Note: This method is only for geometry projects.

See also `SonnetProject/viewCurrents`,
`SonnetProject/enableCurrentCalculations`

`displayPolygons` Displays polygon information
`Project.displayPolygons()` will print out the index, ID, centroid point, mean point, type, level and metal type for all the polygons in the project.

`displayPolygons('Short')` will print out the index, ID, centroid point, mean point, type, level and metal type for all the polygons in the project.

`displayPolygons('Long')` will print all of the properties for all of the polygons in the project.

Note: This method is only for geometry projects.

See also `SonnetProject/drawCircuit`

`drawCircuit` 3D circuit diagram
`n=Project.drawCircuit()` will create a new Matlab figure that will plot a 3D view of the circuit. The Matlab figure number will be n.

`n=drawCircuit(n)` will use the Matlab figure window number n to draw a 3D view of the circuit.

Note: This method is only for geometry projects.

See also `SonnetProject/displayPolygons`

`duplicatePolygon` Makes a copy of a polygon and adds it to the project
`Polygon=Project.duplicatePolygon(ID)` Makes a copy of the polygon with the passed ID value and adds the copy to the end of the array of polygons. The new polygon will have a unique ID. The new polygon will be returned.

`Polygon=Project.duplicatePolygon(Polygon)` Makes a copy of the passed polygon and adds the copy to the end of the array of polygons. The new polygon will have a unique ID. The new polygon will be returned.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingId,
 SonnetProject/copyPolygonUsingIndex,
 SonnetProject/duplicatePolygonUsingId,
 SonnetProject/duplicatePolygonUsingIndex

duplicatePolygonUsingId Makes a copy of a polygon and adds it to the project
 Polygon=Project.duplicatePolygonUsingId(ID) Makes a copy of the polygon with the passed ID value and adds the copy to the end of the array of polygons. The new polygon will have a unique ID. The new polygon will be returned.

Polygon=Project.duplicatePolygonUsingId(Polygon) Makes a copy of the passed polygon and adds the copy to the end of the array of polygons. The new polygon will have a unique ID. The new polygon will be returned.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingId,
 SonnetProject/copyPolygonUsingIndex,
 SonnetProject/duplicatePolygon,
 SonnetProject/duplicatePolygonUsingIndex

duplicatePolygonUsingIndex Makes a copy of a polygon and adds it to the project
 Polygon=Project.duplicatePolygonUsingIndex(N) Makes a copy of the Nth polygon in the array of polygons and adds the copy to the end of the array of polygons. The new polygon will have a unique debug ID. The new polygon will be returned.

Polygon=Project.duplicatePolygonUsingIndex(Polygon) Makes a copy of the passed polygon and adds the copy to the end of the array of polygons. The new polygon will have a unique ID. The new polygon will be returned.

Note: This method is only for geometry projects.

See also SonnetProject/copyPolygon,
 SonnetProject/copyPolygonUsingId,
 SonnetProject/copyPolygonUsingIndex,
 SonnetProject/duplicatePolygon,
 SonnetProject/duplicatePolygonUsingId

editOptimizationVariable Edit values for an optimization variable
 Project.editOptimizationVariable(...) will allow users to edit the parameters for an optimization.

This function requires the following inputs:

- 1) The name of the variable to be modified
- 2) The minimum value for the variable
- 3) The maximum value for the variable
- 4) The step value with which we are sweeping from the minimum value to the maximum value.
- 5) Either 'Y' to specify the variable is being used or 'n' to specify that the variable is not being used.

Example usage:


```
Project.editOptimizationVariable('dim',5,10,1,'Y')
```

See also `SonnetProject/detectAllOptimizationVariables`

`enableCurrentCalculations` Enable current calculations
`Project.enableCurrentCalculations()` will enable current density calculation for this project. The project will need to be simulated before current density information will be available. Be aware that current density calculations can be time consuming.

Note: This method is only for geometry projects.

See also `SonnetProject/viewCurrents`,
`SonnetProject/disableCurrentCalculations`

`estimateMemoryUsage` Estimate memory usage
`[megabytes subsections]=Project.estimateMemoryUsage` will save the Sonnet project and call Sonnet's built in memory estimator. The number of megabytes required for simulation and the number of subsections are returned. The project must contain analysis frequencies before this method may be used.

Sonnet will only estimate the memory usages for geometry projects.

Note: This method will save the project to the hard drive. If there hasn't been a filename associated with this project an error will be thrown. A filename may be specified using the `saveAs` method (see "`help SonnetProject.saveAs`")

Example usage:

```
[MegaBytesOfMemory NumberOfSubsections]=Project.estimateMemoryUsage();
```

See also `SonnetProject/simulate`

`findDuplicatePolygons` Finds duplicate polygons
`[Polygons Indices NumberOfMatches]=Project.findDuplicatePolygons()` searches for duplicate polygons in the project. The polygon references to the duplicates are returned along with their indices.

Note: This method is only for geometry projects.

Example usage:

```
[Polygons PolygonIndex NumberOfMatches]=Project.findDuplicatePolygons();
```

See also `SonnetProject/deleteDuplicatePolygons`

`findParameterIndex` Find parameter index
`[numIndex arrayOfIndex]=Project.findParameterIndex(name)` returns the number of indices and an array of indices index of the parameter in a Sonnet Project based on its name.

Note: This method is only for geometry projects.

`findPolygonIndex` Search for a polygon index
`index=Project.findPolygonIndex(Polygon)` will search for the index of a polygon in the array of polygons. If the polygon is not found in the polygon array then `[]` is returned.

Note: This method is only for geometry projects.

Example usage:

```
% Find the index of a particular polygon
index=Project.findPolygonIndex(polygon);
```

See also `SonnetProject/scalePolygon`

`findPolygonUsingCentroidX` Finds a polygon given its centroid
`[polygon ID index]=Project.findPolygonUsingCentroidX(X)` finds polygons have an centroid x coordinate of 'X'.

`[polygon ID index]=Project.findPolygonUsingCentroidX(X,Layer)` finds polygons have an centroid x coordinate of 'X' on the metallization layer specified by 'Layer'.

`[polygon ID index]=Project.findPolygonUsingCentroidX(X,Layer,Size)` finds polygons have an centroid x coordinate of 'X' and a size of 'Size' on the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer that have a
% centroid X value of zero.
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingCentroidX(0);
```

See also `SonnetProject/findPolygonUsingCentroidXY`,
`SonnetProject/findPolygonUsingCentroidY`
`SonnetProject/findPolygonUsingMeanXY`,
`SonnetProject/findPolygonUsingMeanX`,
`SonnetProject/findPolygonUsingMeanY`,
`SonnetProject/findPolygonUsingPoint`

`findPolygonUsingCentroidXY` Finds a polygon given its centroid
`[polygon ID index]=Project.findPolygonUsingCentroidXY(X,Y)` finds polygons have an centroid coordinate of ('X','Y').

`[polygon ID index]=Project.findPolygonUsingCentroidXY(X,Y,Layer)` finds polygons have an centroid coordinate of ('X','Y') on the metallization layer specified by 'Layer'.

`[polygon ID index]=Project.findPolygonUsingCentroidXY(X,Y,Layer,Size)` finds polygons have an centroid coordinate of ('X','Y') and a size of 'Size' on the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer
% that have a centroid at (0,0)
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingCentroidXY(0,0);
```

See also SonnetProject/findPolygonUsingCentroidX,
 SonnetProject/findPolygonUsingCentroidY,
 SonnetProject/findPolygonUsingMeanXY,
 SonnetProject/findPolygonUsingMeanX,
 SonnetProject/findPolygonUsingMeanY,
 SonnetProject/findPolygonUsingPoint

findPolygonUsingCentroidY Finds a polygon given its centroid
 [polygon ID index]=Project.findPolygonUsingCentroidY(Y) finds
 polygons have an centroid y coordinate of 'Y'.

[polygon ID index]=Project.findPolygonUsingCentroidY(Y,Layer) finds
 polygons have an centroid y coordinate of 'Y' on the metallization
 layer specified by 'Layer'.

[polygon ID index]=Project.findPolygonUsingCentroidY(Y,Layer,Size) finds
 polygons have an centroid y coordinate of 'Y' and a size of 'Size' on
 the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer that have a
% centroid Y value of zero.
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingCentroidY(0);
```

See also SonnetProject/findPolygonUsingCentroidX,
 SonnetProject/findPolygonUsingCentroidXY,
 SonnetProject/findPolygonUsingMeanXY,
 SonnetProject/findPolygonUsingMeanX,
 SonnetProject/findPolygonUsingMeanY,
 SonnetProject/findPolygonUsingPoint

findPolygonUsingFunction Finds a polygon using a function
 [polygon ID index]=Project.findPolygonUsingFunction(Function) finds
 polygons using a particular user specified function.

The passed function is expected to receive an argument of
 type SonnetGeometryPolygon and return a Boolean. The
 function should return true if the polygon should be
 included in the returned results.

Because the polygon gets sent to a user made function the
 passed function may modify the polygon whilst inside the
 passed function.

Note: This method is only for geometry projects.

Example usage:

```
% This dummy function returns all polygons
% that have an X Centroid greater than 50.
function result=dummySearch(polygon)
    if polygon.CentroidXCoordinate > 50
        result=true;
    else
```

```

        result=false;
    end
end

% Find all polygons on any layer that have a
% centroid X coordinate greater than 50
[PolygonObject PolygonId IndexInArray]=...
Project.findPolygonUsingFunction(@dummySearch);

```

See also SonnetProject/findPolygonUsingCentroidXY,
 SonnetProject/findPolygonUsingCentroidX,
 SonnetProject/findPolygonUsingCentroidY,
 SonnetProject/findPolygonUsingMeanXY,
 SonnetProject/findPolygonUsingMeanX,
 SonnetProject/findPolygonUsingMeanY,
 SonnetProject/findPolygonUsingPoint

findPolygonUsingId Search for a polygon using its ID
 [index polygon]=Project.findPolygonUsingId(Id) accepts
 the Debug ID for a polygon and returns the polygon's
 index in the array of polygons and a reference to the
 polygon. If the supplied polygon is not in the array
 then [] is returned.

Note: This method is only for geometry projects.

Example usage:

```

% Find the polygon's index and obtain a reference to it
[polygonIndex,polygonObject]=Project.findPolygonUsingId(12);

```

See also SonnetProject/findPolygonIndex

findPolygonUsingMeanX Finds a polygon given its mean
 [polygon ID index]=Project.findPolygonUsingMeanX(X) finds
 polygons have an mean x coordinate of 'X'.

[polygon ID index]=Project.findPolygonUsingMeanX(X,Layer) finds
 polygons have an mean x coordinate of 'X' on the metallization
 layer specified by 'Layer'.

[polygon ID index]=Project.findPolygonUsingMeanX(X,Layer,Size) finds
 polygons have an mean x coordinate of 'X' and a size of 'Size' on
 the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```

% Find all polygons on any layer that have a
% mean X value of zero.
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingMeanX(0);

```

See also SonnetProject/findPolygonUsingCentroidX,
 SonnetProject/findPolygonUsingCentroidY,
 SonnetProject/findPolygonUsingCentroidXY,
 SonnetProject/findPolygonUsingMeanXY,
 SonnetProject/findPolygonUsingMeanY,
 SonnetProject/findPolygonUsingPoint

`findPolygonUsingMeanXY` Finds a polygon given its mean
`[polygon ID index]=Project.findPolygonUsingMeanXY(X,Y)` finds
 polygons have an mean coordinate of ('X','Y').

`[polygon ID index]=Project.findPolygonUsingMeanXY(X,Y,Layer)` finds
 polygons have an mean coordinate of ('X','Y') on the metallization
 layer specified by 'Layer'.

`[polygon ID index]=Project.findPolygonUsingMeanXY(X,Y,Layer,Size)` finds
 polygons have an mean coordinate of ('X','Y') and a size of 'Size' on
 the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer that have a
% mean at (0,0)
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingMeanXY(0,0);
```

See also `SonnetProject/findPolygonUsingCentroidX`,
`SonnetProject/findPolygonUsingCentroidY`,
`SonnetProject/findPolygonUsingCentroidXY`,
`SonnetProject/findPolygonUsingMeanX`,
`SonnetProject/findPolygonUsingMeanY`,
`SonnetProject/findPolygonUsingPoint`

`findPolygonUsingMeanY` Finds a polygon given its mean
`[polygon ID index]=Project.findPolygonUsingMeanY(Y)` finds
 polygons have an mean y coordinate of 'Y'.

`[polygon ID index]=Project.findPolygonUsingMeanY(Y,Layer)` finds
 polygons have an mean y coordinate of 'Y' on the metallization
 layer specified by 'Layer'.

`[polygon ID index]=Project.findPolygonUsingMeanY(Y,Layer,Size)` finds
 polygons have an mean y coordinate of 'Y' and a size of 'Size' on
 the metallization layer specified by 'Layer'.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer that have a
% mean Y value of zero.
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingMeanY(0);
```

See also `SonnetProject/findPolygonUsingCentroidX`,
`SonnetProject/findPolygonUsingCentroidY`,
`SonnetProject/findPolygonUsingCentroidXY`,
`SonnetProject/findPolygonUsingMeanX`,
`SonnetProject/findPolygonUsingMeanXY`,
`SonnetProject/findPolygonUsingPoint`

`findPolygonUsingPoint` Find a polygon that contains a particular coordinate pair
`[polygon ID index]=Project.findPolygonUsingPoint(X,Y)` finds a
 polygon in the array of polygons given an X and Y coordinate pair
 that is within the polygon. This method returns a reference to the

polygon object, the polygon's Debug Id, and the index for the polygon in the cell array of polygons. If the supplied point is within more than one polygon all of the polygons are returned.

[polygon ID index]=Project.findPolygonUsingPoint(X,Y,Level) finds a polygon in the array of polygons given an X and Y coordinate pair that is within the polygon. Only polygons on the specified layer are checked. This method returns a reference to the polygon object, the polygon's Debug Id, and the index for the polygon in the cell array of polygons. If the supplied point is within more than one polygon all of the polygons are returned.

Note: This method is only for geometry projects.

Example usage:

```
% Find all polygons on any layer
% encompass the point (0,0)
[PolygonObject PolygonId IndexInArray]=Project.findPolygonUsingPoint(0,0);
```

See also SonnetProject/findPolygonUsingCentroidX,
SonnetProject/findPolygonUsingCentroidY,
SonnetProject/findPolygonUsingCentroidXY,
SonnetProject/findPolygonUsingMeanX,
SonnetProject/findPolygonUsingMeanY,
SonnetProject/findPolygonUsingMeanXY

findPort Finds a port
[Port PortNumber Index]=Project.findPort(N) will find the port with the port number N in the array of ports.

Note: This method is only for geometry projects.

See also SonnetProject/findPortUsingPoint

findPortUsingPoint Find a port given an approximate location
[Port PortNumber Index]=Project.findPortUsingPoint(X, Y) finds a port in the array of ports given an (X,Y) coordinate pair that is near the port. This method returns a reference to the port object, the port number, and the index for the port in the cell array of ports. If all the ports are beyond a certain distance from the location then an error will be thrown.

[Port PortNumber Index]=Project.findPortUsingPoint(X, Y, Level) finds a port in the array of ports given an (X,Y) coordinate pair that is near the port. only ports on the specified level will be checked. This method returns a reference to the port object, the port number, and the index for the port in the cell array of ports. If all the ports are beyond a certain distance from the location then an error will be thrown.

Note: This method is only for geometry projects.

Example usage:

```
% Find all ports on any layer that are near (0,120)
[thePort thePortNumber theIndex]=Project.findPortUsingPoint(0,120);
```

See also SonnetProject/findPortsInGroup

findPortUsingPoint Find a port given an approximate location
 [Port PortNumber Index]=Project.findPortsInGroup(GroupName) finds
 all the ports in the specified group name.

Note: This method is only for geometry projects.

Example usage:

```
% Find all ports on any layer that are near (0,120)
[thePort thePortNumber theIndex]=Project.findPortUsingPoint(0,120);
```

See also SonnetProject/findPortUsingPoint

findVariableIndex find the index of a variable in the SonnetProject
 index=Project.findVariableIndex(name) returns the index of a variable in a Sonnet
 Project (layout or netlist) based on its name.

flipPolygonX Flips a polygon about its center X axis
 Project.flipPolygonX(Polygon) will flip
 the passed polygon over its X axis.

Project.flipPolygonX(ID) will flip the polygon
 which has the passed ID over its X axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
aPolygon=Project.GeometryBlock.ArrayOfPolygons{1};
Project.flipPolygonX(aPolygon)
```

flipPolygonXUsingId Flips a polygon about its center X axis
 Project.flipPolygonXUsingId(ID) will flip the
 polygon which has the passed ID over its X axis.

Project.flipPolygonXUsingId(Polygon) will
 flip the passed polygon over its X axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
aId=Project.GeometryBlock.ArrayOfPolygons{1}.DebugId;
Project.flipPolygonXUsingId(aId)
```

flipPolygonXUsingIndex Flips a polygon about its center X axis
 Project.flipPolygonXUsingId(N) will flip the Nth
 polygon in the array of polygons over its X axis.

Project.flipPolygonXUsingId(Polygon) will

flip the passed polygon over its X axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
Project.flipPolygonX(1)
```

flipPolygonY Flips a polygon about its center Y axis
Project.flipPolygonY(Polygon) will flip
the passed polygon over its Y axis.

Project.flipPolygonY(ID) will flip the polygon
which has the passed ID over its Y axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
aPolygon=Project.GeometryBlock.ArrayOfPolygons{1};
Project.flipPolygonY(aPolygon)
```

flipPolygonY Flips a polygon about its center Y axis
Project.flipPolygonYUsingId(ID) will flip the
polygon which has the passed ID over its Y axis.

Project.flipPolygonYUsingId(Polygon) will
flip the passed polygon over its Y axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
aId=Project.GeometryBlock.ArrayOfPolygons{1}.DebugId;
Project.flipPolygonY(aId)
```

flipPolygonYUsingIndex Flips a polygon about its center Y axis
Project.flipPolygonYUsingId(N) will flip the Nth
polygon in the array of polygons over its Y axis.

Project.flipPolygonYUsingId(Polygon) will
flip the passed polygon over its Y axis.

Note: This method is only for geometry projects.

Example usage:

```
% Flip the first polygon in the
% array of polygons.
Project.flipPolygonY(1)
```


`generateUniqueId` Generate a unique debugId
`Id=Project.generateUniqueId()` will very quickly find a debugId that is not being used by any other polygons in the project. Values are not sequential but are found quickly even with a large number of polygons.

If the project has no polygons a debugId of one is always returned.

This method is useful when manually creating polygons or when wanting to make sure that cloned polygons have unique debugId values.

Note: This method is only for geometry projects.

See also `SonnetProject/assignUniqueDebugId`,
`SonnetProject/generateUniqueId`

`getAllPolygonCentroids` Generates vectors for centroids and references
`[X Y Layers Sizes Polygons]=Project.getAllPolygonCentroids()` will return a vector of all of the centroid X coordinates, the centroid Y coordinates, the layers, the sizes and polygon handles for all the polygons in a project.

Note: This method is only for geometry projects.

See also `SonnetProject/findPolygonIndex`

`getAllPolygonIds` Generates vectors of IDs and references
`[IDs Polygons]=Project.getAllPolygonIds()` will return a vector of all of the polygon ID's in a project and a cell array of a reference to each polygon such that `IDs(n)` is the ID for `Polygons(n)`.

Note: This method is only for geometry projects.

See also `SonnetProject/findPolygonIndex`

`getAllPolygonMeans` Generates vectors for means and references
`[X Y Layers Sizes Polygons]=Project.getAllPolygonMeans()` will return a vector of all of the mean X coordinates, the mean Y coordinates, the layers, the sizes and polygon handles for all the polygons in a project.

Note: This method is only for geometry projects.

See also `SonnetProject/findPolygonIndex`

`getAllPolygonPoints` Generates vectors for coordinates and references
`[X Y Layers Sizes Polygons]=Project.getAllPolygonPoints()` will return arrays of all of the polygon X coordinates and the polygon Y coordinates.

Note: This method is only for geometry projects.

See also SonnetProject/findPolygonIndex

`getLayer` Returns polygon in the project
`layer=Project.getLayer(N)` will return the Nth dielectric layer in the array of dielectric layers.

This operation can also be achieved with
`layer=Project.GeometryBlock.SonnetBox.ArrayOfDielectricLayers{N};`

Note: This method is only for geometry projects.

Example usage:

```
% Get the 2nd dielectric layer in the project
layer=Project.getLayer(2);
```

`getNetworkElements` Returns network in a project
`aNetwork=Project.getNetworkElements(N)` will return a cell array of all the circuit elements in the Nth network of a netlist.

Note: This method is only for netlist projects.

Example usage:

```
% Get the 5th network in a netlist
network=Project.getNetworkElements(5);
```

`getPolygon` Returns polygon in the project
`aPolygon=Project.getPolygon(N)` will return the Nth polygon in the array of polygons.

`aPolygon=Project.getPolygon()` will return the last polygon in the array of polygons.

This operation can also be achieved with
`polygon=Project.GeometryBlock.ArrayOfPolygons{N};`

Note: This method is only for geometry projects.

Example usage:

```
% Get the 5th polygon in the array of polygons
polygon=Project.getPolygon(5);
```

`getVariableValue` Returns the value of a variable
`aValue=Project.getVariableValue(name)` returns the value of the variable specified by name.
 if the variable does not exist [] is returned.
 This method supports both geometry and netlist variables.

`initialize` Initializes a Sonnet geometry project

`Project.Initialize()` initializes a project to default values for a Sonnet geometry project.

See also `SonnetProject/initializeNetlist`,
`SonnetProject/initializeGeometry`

`initializeGeometry` Initializes a Sonnet geometry project
`Project.initializeGeometry()` initializes a project to the default values for a Sonnet geometry project.

See also `SonnetProject/initialize`,
`SonnetProject/initializeNetlist`

`initializeNetlist` Initializes a Sonnet netlist project
`Project.initializeNetlist()` initializes a project to the default values for a Sonnet netlist project.

See also `SonnetProject/initialize`,
`SonnetProject/initializeGeometry`

`isGeometryProject` Checks project type
`Boolean=Project.isGeometryProject` returns true if the project is a geometry project; it returns false if it is a netlist project.

Example usage:
 if `Project.isGeometryProject()`

 end

See also `SonnetProject/isNetlistProject`

`isNetlistProject` Checks project type
`Boolean=Project.isNetlistProject` returns true if the project is a netlist project; it returns false if it is a geometry project.

Example usage:
 if `Project.isNetlistProject()`

 end

See also `SonnetProject/isNetlistProject`

`modifyVariableValue` Modify Geometry/Netlist Variable Value
`Project.modifyVariableValue(Name,Value)` When used with a geometry project will modify the value for the geometry variable with the passed name. If there are any parameters associated with the variable then the parameter's values will be updated to be consistent. If Project is a netlist project then the value for the netlist variable will be modified.

If the user supplies the name for an variable then no

action will take place. The name of the variable is case insensitive.

Example usage:

```
Project.modifyVariableValue('Length',1)
```

movePolygon Moves a polygon to a new X and Y location

`Project.movePolygon(polygon,X,Y)` will move a polygon such that its centroid will be at the desired location.

`Project.movePolygon(polygon,X,Y)` will move the passed polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygon(polygon,0,0);

% Move the polygon with debug ID 12
% such that its centroid is at location (0,0)
Project.movePolygon(12,0,0);
```

See also `SonnetProject/movePolygonExact`, `SonnetProject/movePolygonRelative`

movePolygonExact Moves a polygon to a new X and Y location

`Project.movePolygonExact(Polygon,X,Y)` will move a polygon such that its centroid will be at the desired location.

`Project.movePolygonExact(ID,X,Y)` will move a polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonExact(polygon,0,0);

% Move the polygon with debug ID 12
% such that its centroid is at location (0,0)
Project.movePolygonExact(12,0,0);
```

See also `SonnetProject/movePolygon`, `SonnetProject/movePolygonRelative`

movePolygonExactUsingId Moves a polygon to a new X and Y location

`Project.movePolygonExactUsingId(ID,X,Y)` will move a polygon such that its centroid will be at the desired location.

`Project.movePolygonExactUsingId(Polygon,X,Y)` will move the passed polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move the polygon with debug ID 12
% such that its centroid is at location (0,0)
Project.movePolygonExactUsingId(12,0,0);

% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonExactUsingId(polygon,0,0);
```

See also SonnetProject/movePolygon, SonnetProject/movePolygonRelative

movePolygonExactUsingIndex Moves a polygon to a new X and Y location
 Project.movePolygonExactUsingIndex(N,X,Y) will move the Nth polygon in the array of polygons such that its centroid will be at the desired location.

Project.movePolygonExactUsingIndex(Polygon,X,Y) will move the passed polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonExactUsingIndex(polygon,0,0);

% Move the polygon with debug ID 12
% such that its centroid is at location (0,0)
Project.movePolygonExactUsingIndex(12,0,0);
```

See also SonnetProject/movePolygon, SonnetProject/movePolygonRelative

movePolygonRelative Moves a polygon by a particular amount
 Project.movePolygonRelative(Polygon,X,Y) will move a polygon such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Project.movePolygonRelative(ID,X,Y) will move the polygon with the passed ID such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonRelative(polygon,0,0);

% Move the polygon with debugID 12
```

```
% such that its centroid is at location (0,0)
Project.movePolygonRelative(12,0,0);
```

See also SonnetProject/movePolygon, SonnetProject/movePolygonExact

movePolygonRelativeUsingId Moves a polygon by a particular amount
 Project.movePolygonRelativeUsingId(ID,X,Y) will move the polygon with the passed ID such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Project.movePolygonRelativeUsingId(Polygon,X,Y) will move a polygon such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Note: This method is only for geometry projects.

Example usage:

```
% Move the polygon with debugID 12
% such that its centroid is at location (0,0)
Project.movePolygonRelative(12,0,0);

% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonRelative(polygon,0,0);
```

See also SonnetProject/movePolygon, SonnetProject/movePolygonExact

movePolygonRelativeUsingIndex Moves a polygon by a particular amount
 Project.movePolygonRelativeUsingId(N,X,Y) will move the Nth polygon in the array of polygons such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Project.movePolygonRelativeUsingId(Polygon,X,Y) will move a polygon such that its centroid X value will be moved by the specified distance for the X direction and the centroid Y value will be moved by the specified distance in the Y direction.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonRelativeUsingIndex(polygon,0,0);

% Move the polygon with debugID 12
% such that its centroid is at location (0,0)
Project.movePolygonRelativeUsingIndex(12,0,0);
```

See also SonnetProject/movePolygon, SonnetProject/movePolygonExact

`movePolygon` Moves a polygon to a new X and Y location
`Project.movePolygonUsingId(ID,X,Y)` will move the polygon specified by the passed ID value such that its centroid will be at the desired location.

`Project.movePolygonUsingId(polygon,X,Y)` will move the passed polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move the polygon with debug ID 12
% such that its centroid is at location (0,0)
Project.movePolygonUsingId(12,0,0);

% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonUsingId(polygon,0,0);
```

See also `SonnetProject/movePolygonExact`, `SonnetProject/movePolygonRelative`

`movePolygon` Moves a polygon to a new X and Y location
`Project.movePolygonUsingIndex(N,X,Y)` will move the Nth polygon in the array of polygons such that its centroid will be at the desired location.

`Project.movePolygonUsingIndex(polygon,X,Y)` will move the passed polygon such that its centroid will be at the desired location.

Note: This method is only for geometry projects.

Example usage:

```
% Move a particular polygon such that
% its centroid is at location (0,0)
Project.movePolygonUsingIndex(polygon,0,0);

% Move the polygon with index 3
% such that its centroid is at location (0,0)
Project.movePolygonUsingIndex(3,0,0);
```

See also `SonnetProject/movePolygonExact`, `SonnetProject/movePolygonRelative`

`openInGui` Opens a project in the Matlab GUI
`Project.openInGui()` saves the project and opens it in the GUI bundled with this interface. The user may edit the project in the GUI interface as much as they like. Once the user is done they can close the GUI interface and the project will re-update to reflect the changes made by the GUI.

`openInGui(Boolean)` takes an argument to specify whether or not execution of the function should halt when the GUI window is open. If the argument is a Boolean true the function will operate under its normal behavior and launch the GUI, wait for the GUI to be closed and update the changes to the project. If the argument is a Boolean false the GUI window will be launched but the execution state will continue and

the project changes will not be saved to the Sonnet project object that exists in memory (although changes may be saved to the version that exists on the hard drive if the save button in the GUI is pressed).

Note: This method is only for geometry projects.

Note: This method requires that the optional Matlab GUI be included in Matlab's path. The Matlab GUI is available from the Matlab Central File Exchange.

Example usage:

```
% Open the GUI and wait for GUI to be closed and
% update the project settings.
aSonnetProject.openInGui();
    % Or
aSonnetProject.openInGui(true);

% Open the GUI and do not wait for GUI to be closed.
% and project settings will not be updated in Matlab.
aSonnetProject.openInGui(false);
```

See also SonnetProject/openInSonnet

openInSonnet Opens a project in the Sonnet GUI
Project.openInSonnet() saves the project and opens it in Sonnet. The user can then edit the project in Sonnet. Once the user is done they can close Sonnet and the version of the project that exists in Matlab will be updated to reflect the changes made in Sonnet.

openInSonnet(Boolean) takes an argument to specify whether or not execution of the function should halt when the Sonnet window is open. If the argument is a Boolean true the function will operate under its normal behavior and launch Sonnet, wait for Sonnet to be closed and update the changes to the project. If the argument is a Boolean false the Sonnet window will be launched but the execution state will continue and the project changes will not be saved to the Sonnet project object that exists in memory (although changes may be saved to the version that exists on the hard drive if the save button in the Sonnet is pressed).

Example usage:

```
% Open the GUI and wait for GUI to be closed and
% update the project settings.
aSonnetProject.openInSonnet();
    % Or
aSonnetProject.openInSonnet(true);

% Open the GUI and do not wait for GUI to be closed.
% and project settings will not be updated in Matlab.
aSonnetProject.openInSonnet(false);
```

See also SonnetProject/openInGui

polygonCount Counts project's polygons

`n=Project.polygonCount()` Will return the number of polygons in the project.

This operation can also be achieved with
`length(Project.GeometryBlock.ArrayOfPolygons)`

Note: This method is only for geometry projects.

Example usage:

```
% Get the number of polygons
n=Project.polygonCount();
```

quickClone Initializes a replica project
`newProject=Project.quickClone()` will return a deep copy of a Sonnet project. The copy will have all the same values for the class properties but will contain completely separate handles.

The new project will have no filename associated with it but it may be saved with the `saveAs()` command.

This method is typically much faster than `clone()` but requires a disk operation.

Example usage:

```
% Create a new Sonnet project object
Project1=SonnetProject('project.son');

% Clone the project
Project2=Project1.quickClone();

% Any modifications made to Project1
% or Project2 will not affect the
% other project.
```

See also `SonnetProject/clone`

removeAllDielectricBricks Removes all bricks
`Project.removeAllDielectricBricks()` will look through the array of polygons and delete any dielectric brick polygons.

Note: This method is only for geometry projects.

This function is useful if you are using dielectric bricks as a placeholder for objects.

returnSelectedFrequencySweep Returns a reference to the selected frequency sweep
`[sweep index]=Project.returnSelectedFrequencySweep()` will return a handle to the object for the selected frequency sweep and its location in the array of frequency sweeps.

If the frequency sweep type was combination then the return values will be a cell array of frequency sweep objects and a vector of list

indices.

This function cannot be used when the selected frequency sweep is parameter sweep, optimize or external file.

save Saves a project to the hard drive
 Project.save() writes the project to a file.
 The file will be saved to the same filename as was used by the most recent call to saveAs. If saveAs has never been called it will use the name of the file that was originally opened by SonnetProject. If the project was made from scratch and has never been saved with saveAs then an error will be thrown.

Example usage:
 Project.save();

See also SonnetProject/saveAs

saveAs Saves a project to the hard drive
 Project.saveAs(Filename) writes the Sonnet project to a file. The filename argument is required.
 This function will change the internal filename property for the project such that future calls to save() will save to this filename rather than the original filename.

saveAs(Filename, Version) writes a version compatible Sonnet project file. This allows projects to be read with the interface and saved as older Sonnet project version files. This function will change the internal filename and version properties for the project such that future calls to save() will save to the new filename and version.

Example usage:

```
% Save the project as 'project.son'
Project.saveAs('project.son');

% Save the project as a Sonnet 12
% compatible file named 'project.son'
Project.saveAs('project.son',12.56);
```

See also SonnetProject/save

scalePolygon Expands polygons
 Project.scalePolygon(Polygon,XChange,YChange) will increase the size of a polygon by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

Project.scalePolygon(ID,XChange,YChange) will increase the size of the polygon with the passed ID by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygon(polygon,2,2);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygon(12,2,2);
```

See also SonnetProject/scalePolygonFromPoint

`scalePolygonFromPoint` Expands polygons

`scalePolygonFromPoint(Polygon,X,Y)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPoint(Polygon,X,Y,PX,PY)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

`scalePolygonFromPoint(ID,X,Y)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPoint(ID,X,Y,PX,PY)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPoint(polygon,2,2,0,0);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPoint(12,2,2,0,0);
```

See also SonnetProject/scalePolygon

`scalePolygonFromPointUsingId` Expands polygons

`scalePolygonFromPointUsingId(ID,X,Y)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPointUsingId(ID,X,Y,PX,PY)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

`scalePolygonFromPointUsingId(Polygon,X,Y)` will increase the size

of a polygon by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPointUsingId(Polygon,X,Y,PX,PY)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPointUsingId(polygon,2,2,0,0);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPointUsingId(12,2,2,0,0);
```

See also `SonnetProject/scalePolygon`

`scalePolygonFromPointUsingIndex` Expands polygons
`scalePolygonFromPointUsingIndex(N,X,Y)` will increase the size of the Nth polygon in the array of polygons by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPointUsingIndex(N,X,Y,PX,PY)` will increase the size of the Nth polygon in the array of polygons by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

`scalePolygonFromPointUsingIndex(Polygon,X,Y)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the centroid. This provides the same functionality as `scalePolygon()`.

`scalePolygonFromPointUsingIndex(Polygon,X,Y,PX,PY)` will increase the size of a polygon by scaling the polygon by factors in the X and Y directions with respect to the coordinate location (PX,PY).

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPointUsingIndex(polygon,2,2,0,0);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
% with respect to the point (0,0)
Project.scalePolygonFromPointUsingIndex(12,2,2,0,0);
```

See also `SonnetProject/scalePolygon`

`scalePolygonUsingId` Expands polygons

`Project.scalePolygonUsingId(ID,XChange,YChange)` will increase the size of the polygon with the passed ID by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

`Project.scalePolygonUsingId(Polygon,XChange,YChange)` will increase the size of a polygon by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygonUsingId(12,2,2);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygonUsingId(polygon,2,2);
```

See also `SonnetProject/scalePolygonFromPoint`

`scalePolygonUsingIndex` Expands polygons

`Project.scalePolygonUsingIndex(N,XChange,YChange)` will increase the size of the Nth polygon in the array of polygons by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

`Project.scalePolygonUsingIndex(Polygon,XChange,YChange)` will increase the size of a polygon by multiplying all of its coordinates by the specified X change factor and Y change factor. The polygon is scaled from its centroid so the polygon's position does not change.

Note: This method is only for geometry projects.

Example usage:

```
% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygonUsingIndex(polygon,2,2);

% Scale a particular polygon such that
% it is twice as large in the X and Y directions
Project.scalePolygonUsingIndex(12,2,2);
```

See also `SonnetProject/scalePolygonFromPoint`

`simulate` Simulates Sonnet projects

`[success message]=Project.simulate()` saves the project and calls Sonnet em to simulate the Sonnet Project File. If the simulation is successful then 'success' will be true; otherwise it will be false. Error messages returned from em will be stored in 'message'.

[success message]=Project.simulate(Options) saves the project and calls Sonnet em to simulate the project with some particular options as defined below. If the simulation is successful then 'success' will be true; otherwise it will be false. Error messages returned from em will be stored in 'message'.

Options are passed as a single string. Order of option switches does not matter and unknown option switches are ignored.

Supported option switches:

```
'-c'      to clean the project data first
'-x'      to not clean the project data first (default)
'-w'      to display a simulation status window (default)
'-t'      to not display a simulation status window
'-r'      to run the simulation instantaneously (default)
'-p'      to not run the simulation instantaneously (requires status window)
'-v <VERSION> to use a particular version of Sonnet to do the simulation
```

Note: This method will save the project to the hard drive. If there hasn't been a filename associated with this project an error will be thrown. A filename may be specified using the saveAs method (see "help SonnetProject.saveAs")

Example usage:

```
% The project is written to a file and
% simulated using the GUI status window
aSonnetProject.simulate();

% The project is written to a file and
% simulated without displaying the status window
aSonnetProject.simulate('-t');

% The project is written to a file, cleaned
% and then simulated without a GUI status window
aSonnetProject.simulate('-t -c');
```

See also SonnetProject/estimateMemoryUsage, SonnetProject/viewResponseData, SonnetProject/viewCurrents

snapPolygonsToGrid Snaps polygons to the grid
Project.snapPolygonsToGrid() will snap all the polygons in a project to the grid in both the X and Y directions.

Project.snapPolygonsToGrid(axis) will snap all polygons to the grid in the direction(s) specified by axis. snapPolygonsToGrid(axis) will call the appropriate snap method to either snap to the X axis, the Y axis or both.

The user can specify the axis with one of the following strings:

```
'x' or 'X' for the X direction
'y' or 'Y' for the Y direction
'xy' or 'XY' for the X and Y directions
```

If an invalid axis string is supplied an 'XY' snap will be performed.

Note: This method is only for geometry projects.

Example usage:

```
% Snap polygons in the X direction
Project.snapPolygonsToGrid('x');

% Snap polygons in the X and Y directions
Project.snapPolygonsToGrid();
% or
Project.snapPolygonsToGrid('XY');
```

stringSignature Returns the project file as a string
string=Project.stringSignature() returns a string which would contain all the information that would normally be present when saving a project to the disk.

Example usage:

```
aString=Project.stringSignature();
```

See also [SonnetProject/save](#)

viewCurrents Launches current viewer
Project.viewCurrents() will call Sonnet's built in current density viewer application to view the currents for the project. The project must have had the compute current setting on in order for the currents to have been calculated while simulating. This can be enabled using the **'enableCurrentCalculations()'** function.

Note: This method is only for geometry projects.

See also [SonnetProject/viewResponseData](#),
[SonnetProject/enableCurrentCalculations](#),
[SonnetProject/disableCurrentCalculations](#)

viewResponseData Launches emgraph
Project.viewResponseData() will open the project's response data using Sonnet's built in response analysis tool emgraph. The project must be simulated before viewing response files.

See also [SonnetProject/viewCurrents](#)

xBoxSize Return box size for X direction
BoxSize=Project.xBoxSize() returns the total width of the Sonnet box. The Sonnet box is the rectangular area that represents the boundaries for a circuit.

Note: This method is only for geometry projects.

Example usage:

```
% get the cell size in the X direction
number=Project.xBoxSize();
```

See also [SonnetProject/xCellSize](#), [SonnetProject/yCellSize](#)
[SonnetProject/yBoxSize](#)

xCellSize Return cell size for X direction
CellSize=Project.xCellSize() determines the width of each cell in the grid.
The grid is clearly visible in the Sonnet GUI. Polygons edges are typically along grid lines.

Note: This method is only for geometry projects.

Example usage:

```
% get the cell size in the X direction
number=Project.xCellSize();
```

See also SonnetProject/yCellSize, SonnetProject/xBoxSize
SonnetProject/yBoxSize

yBoxSize Return box size for Y direction
BoxSize=Project.yBoxSize() returns the total height of the Sonnet box.
The Sonnet box is the rectangular area that represents the boundaries for a circuit.

Note: This method is only for geometry projects.

Example usage:

```
% get the cell size in the Y direction
number=Project.yBoxSize();
```

See also SonnetProject/xCellSize, SonnetProject/yCellSize
SonnetProject/yBoxSize

yCellSize Return cell size for Y direction
CellSize=Project.yCellSize() determines the height of each cell in the grid.
The grid is clearly visible in the Sonnet GUI. Polygons edges are typically along grid lines.

Note: This method is only for geometry projects.

Example usage:

```
% get the cell size in the Y direction
number=Project.yCellSize();
```

See also SonnetProject/xCellSize, SonnetProject/xBoxSize
SonnetProject/yBoxSize

Contact

Your feedback is important to us. If you have any questions or comments about SonnetLab, please contact Sonnet Support by email at support@sonnetsoftware.com.

Please make sure you are using the most up to date version of SonnetLab before submitting a bug report. When submitting a bug report please include the Sonnet project file that generated the error (Sonnet project files have the extension .son). The more information that that we receive the faster it will be for us to resolve the issue and contact you back.