

Resource duplication

After you add a resource to the **ShopMap** palette, you cannot edit its settings. If you need to edit a setting, you can do so by creating a duplicate and making changes to the duplicate. Then, you can keep or delete the original resource.

You can also save time by creating a duplicate to add a new resource to the **ShopMap** palette that has attributes similar to those of a resource already on the **ShopMap** palette.