

# Creating duplicate resources

1. If the **ShopMap** palette is not currently shown, select **Window > Show ShopMap Palette**.
2. On the **ShopMap** palette, click **Materials** or **Equipment**.
3. Click the tab of the type of resource you want to duplicate.
4. On the tab, select the resource you want to duplicate.
5. Click the **options** arrow on the **ShopMap** palette, and then select **Duplicate**.
6. In the dialog box that opens, edit the attributes as necessary. Substrates, plates, and film are named according to their dimensions, so if you change any attribute, the name changes automatically. For output devices and presses, you provide the name or nickname. Change the name to distinguish the duplicate from the original.
7. Click **Create**.