

Adding a press to a job

Make the press one of the first resources that you add to a job so that the software can leverage information such as setback when you add the substrate.

1. If the **ShopMap** palette is not currently shown, select **Show ShopMap Palette** from the **Window** menu.
2. On the **ShopMap** palette, click **Materials**.
3. Click the **Press** tab.
4. Perform one of the following actions:
 - On the **Press** tab, select the press that you want to use, and drag it to the **layout** view.
 - Click the options arrow on the **ShopMap** palette, and from the menu select **Add to Job**.
 - Click **Add to Job** on the bottom of the **ShopMap** palette.