

Setting up the ShopMap palette

Set up the **ShopMap** palette before you start using the software, and keep it up-to-date by adding new equipment and materials as they are needed. You can also remove resources from the **ShopMap** palette when you no longer use them. If you add a resource from the **ShopMap** palette to a job and then delete the resource from the **ShopMap** palette, the resource remains active in the job until you delete it from the job.

Add materials and equipment to the **ShopMap** palette using one of the following methods:

- Add new resources one at a time by providing specifications in dialog boxes. This method works well for resources such as substrates that have few specifications.
- Import resources one at a time as XML files, after exporting them from the **ShopMap** palette in another installation of the Pandora software. This is the preferred method for setting up several installations of the software with the same material and equipment resources.