

# Replacing materials and equipment

A job can have more than one output device, but only one of every other ShopMap resource (press, substrate, film, or plate). You can replace materials and equipment for a job by dragging the replacement resource from the ShopMap palette to the layout in the same manner as if you were adding the resources to an empty layout.

1. Drag the new item from the **ShopMap** palette to the layout.
2. In the Warning dialog box, click **Replace** to confirm that you want to replace the item of the same type that is currently in the job.