

Media list in the Resources pane

The **Media** list contains the software's pre-defined standard media and the media resources that you configure to target specific devices. You can also store tile sets for specific media resources. Use this list to specify the media size and its target device for a press run. You can also use the context menus to manage the media resources.

Nickname

The name that you specified in the Add Media dialog box

Dimensions

Height and width of the media **Size** that is currently selected in the Media Configuration dialog box

Punch

Vertical offset of the punch, derived from the **Punch Location** settings in the Media Configuration dialog box. This offset appears in the workspace as a dark gray area between the defined punch center and the bottom edge of the media. The media punch edge and stock punch [grip edge](#) are always displayed at the bottom of the workspace, whether the punch orientation is set to A, B, C, or D. For example, if the punch orientation is B (right edge), then the media object in the workspace rotates 90° to show the media punch at the bottom. The stock that you add does not rotate.

Size

Names the area on which the layout will print; derived from the `PageSize` value in the device PPD file

Context menus

Right-click a resource item to access a context menu.

Add

Displays the Add Media dialog box

Edit

Displays the Media Configuration dialog box for the selected media resource

Delete

Deletes the media configuration from the `Printers` folder