

# The basics of ShopMap

- Overview of the ShopMap palette
- Setting up the ShopMap palette
- Adding substrates
- Adding plates
- Adding a press to the ShopMap palette
- Adding an output device to the ShopMap palette
- Adding film
- Calibrating the punch location
- Deleting resources
- Exporting resources
- Importing resources
- Resource duplication
- Refreshing the ShopMap display