

Overview of the ShopMap palette

The **ShopMap** palette stores information about the materials and equipment that your shop will use with Pandora jobs. Enter information about these resources into your **ShopMap** palette to make them available for reuse, rather than entering resource specifications every time you start a new Pandora job, or add an installation of Pandora.

You can add resources to the **ShopMap** palette by typing the information or by importing data from the **ShopMap** palette of another installation of Pandora. After you create a resource on the **ShopMap** palette, you can add it to any job by dragging it from the **ShopMap** palette to the **layout** view. ShopMap materials appear in the **layout** view and on the appropriate tab in **job properties**. ShopMap equipment appears only in **job properties**.

You can share a single instance of the resources (plates, film, substrate, press, output devices) contained in your ShopMap between installations of the software. You can place your ShopMap on a shared network drive and access this data from Pandora installed on various computers. Sharing ShopMap data between computers makes managing your ShopMap resources easier, and allows you to quickly set up a new installation of the software.