

Adding substrates

You can add a substrate to the **ShopMap** palette by typing information and selecting settings in the New Substrate dialog box. You can enter a name for the substrate or let the software generate the name automatically, based on the dimensions and grain.

1. If the **ShopMap** palette is not currently shown, select **Window > Show ShopMap Palette**.
2. Click **Materials**.
3. Click the **Substrate** tab.
4. Click the **options** arrow on the **ShopMap** palette, and then select **New**.
5. If you want to use a specific name for the substrate, type it in the **Name** box.
6. In the **Units** box, select the units you want to use to define the size.
7. In the **Height** and **Width** boxes, type the dimensions of the substrate.
8. For the grain setting, select one of the following options: **Long**, **Short**, or **None**.
9. Click **Create**.

The specifications of the substrate appear in the lower part of the **ShopMap** palette.