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.