

Importing resources

After [exporting XML files that describe individual resources from the ShopMap palette](#) in one installation of the Pandora software, you can import these files into the **ShopMap** palette of another installation of the software.

1. If the **ShopMap** palette is not currently shown, select **Window > Show ShopMap Palette**.
2. Click **Materials** or **Equipment**, depending on the resource you want to import.
3. Click the tab for the type of resource you want to import.
4. Click the **options** arrow on the **ShopMap** palette, and then select **Import**.
5. In the Import dialog box, browse to the file you want to import.
6. Select the file, and then click **Open** (Macintosh) or **Import** (Windows).

The resource is added in the list on the **ShopMap** palette tab.

Note: You cannot import a resource that has the same name as a resource that is already in this **ShopMap** palette. You can, however, have two resources with identical settings, as long as they have different names.