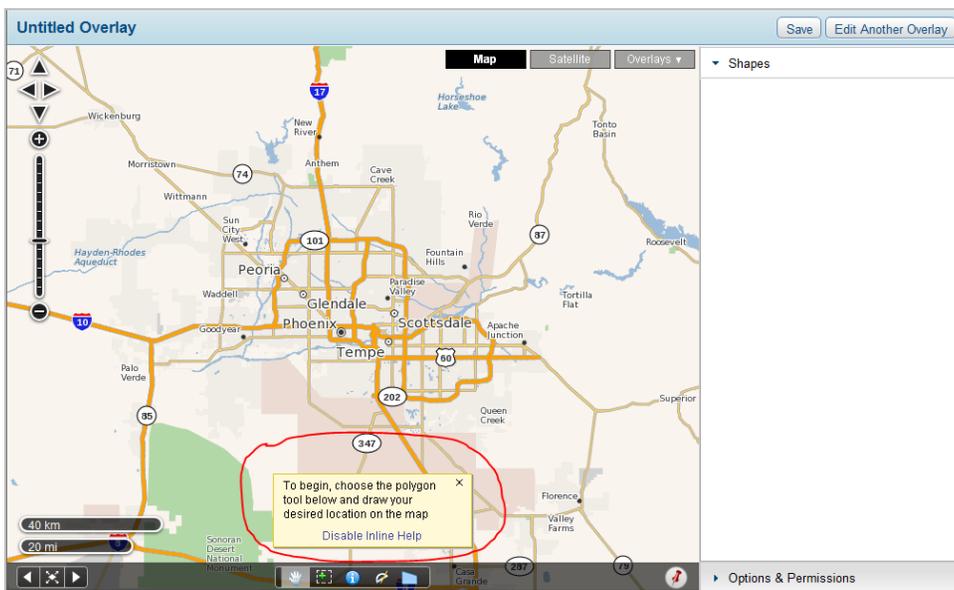
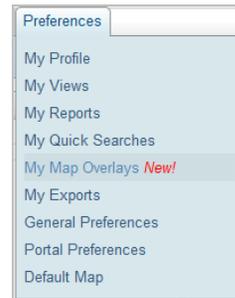




## My Map Overlays – Create, Save, and Reuse Custom Map Shapes

On **Wednesday, March 3, 2010**, FBS added a new feature that will allow you to create, save, and reuse custom shapes drawn on a map overlay. The new **My Map Overlays** feature will let you draw shapes to be used over and over again in multiple searches.

To access the new feature, navigate to **Preferences -> My Map Overlays**.



That will lead you to the Map Overlays editor, which is the place where you can create one or more shapes for an overlay.

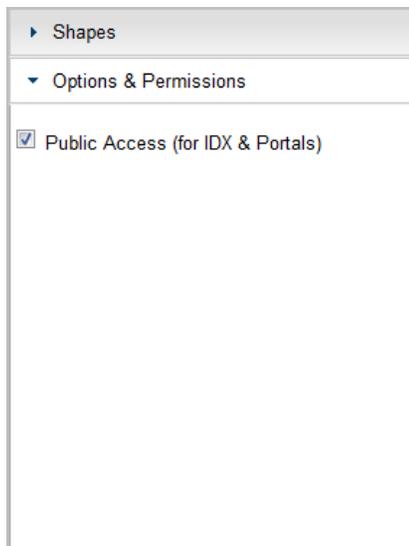
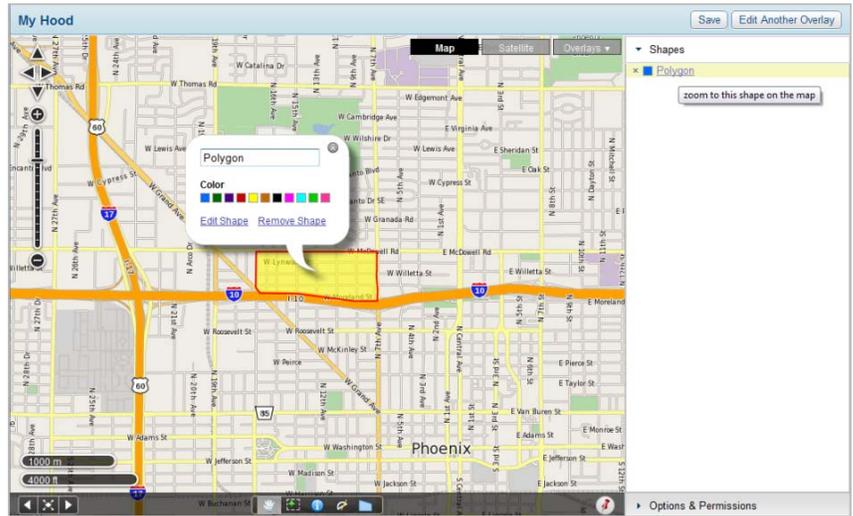
Please note: Inline help is provided as you proceed through each step – so follow the bubbles if you're not sure what to do next. Inline help can be turned off by clicking on the *Disable Inline Help* link located at the bottom of each help bubble.



To get started, zoom in to the area you would like to draw a shape on and select the polygon tool (note: only polygon shapes can be drawn on a map overlay).

You can draw as many shapes as you wish on one overlay. Once you've drawn a shape, you will have access to management features you are familiar with. For example, a single click on the shape will launch an edit bubble where you can **name it**, color it, or change its size.

See the **Important Tips** section of this document to **learn why you should get in the habit of naming shapes**.



The right panel of the overlay editor contains two options: Shapes and Options & Permissions. Simply click on either item to open options within each.

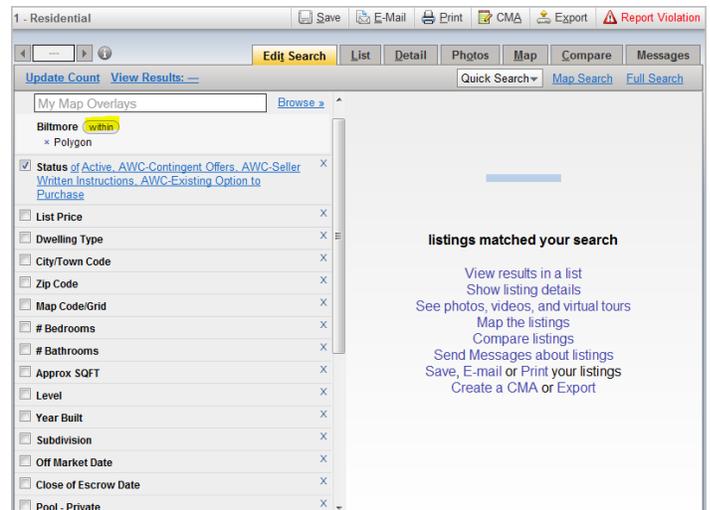
The Options & Permissions section includes a checkbox for *Public Access (for IDX & Portals)*. If the box is checked **and** you have purchased FBS' IDX Solution for your personal website, then your clients will have access to your custom shape(s) as part of their search criteria. If you have **not** purchased FBS' IDX Solution, then your custom shape(s) will display on the Map tab in an Interactive Email and in your client's portal so they will know exactly which area you defined in the search criteria.

Once you've completed drawing the desired shape(s), you will need to save the overlay by clicking on the **Save** button in the top right corner of the overlay editor.

Now you are ready to use an overlay as search criteria. The overlay can be added to a Quick or Map search by using the new **My Map Overlays** box found at the top of the criteria of either search.

You can either search for the name of an overlay or shape by typing in the search box or clicking on the **Browse** link right next to it to bring up a list of overlays and shapes within them.

Once you've added the shape, you can search *Within*, *Intersection*, or *Not Within* by clicking on the button next to the name of the overlay.



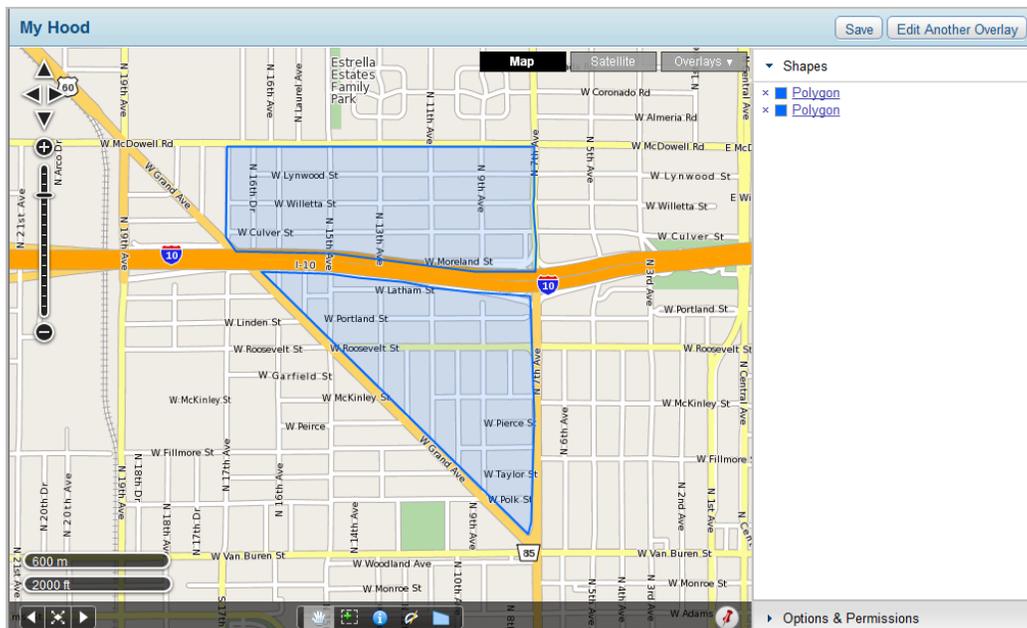
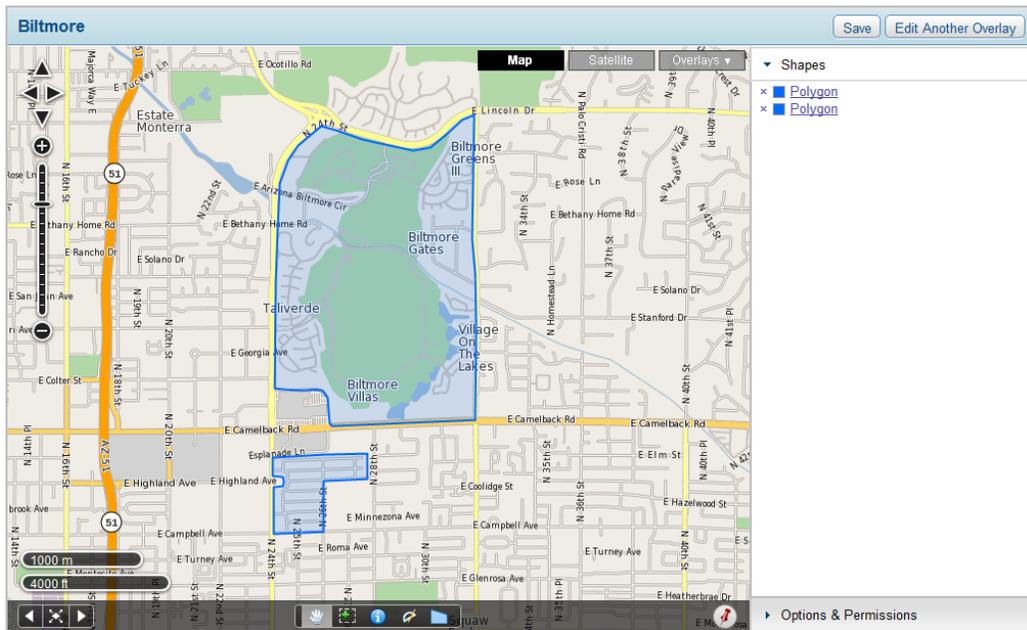
## Important Tips

To maximize the benefits of the new feature, you will want to understand some terminology and get in the practice of **naming the shapes you draw**. As you will see, if you are not organized, adding overlays to your search criteria can get pretty confusing once you have more than one overlay or shape to choose from.

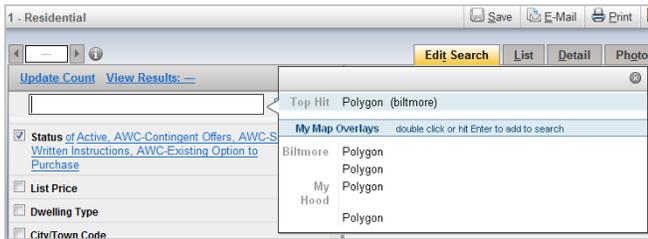
Overlay: objects (shapes) on a map (i.e. the existing Map Grid and Zip Codes overlays in flexmls)

Shape: a polygon that can be drawn on a map to be included in an overlay

Below are two example Overlays – Biltmore and My Hood. As you can see, each overlay contains two shapes – all named with the default name of 'Polygon' as none of the shapes were named when drawn on the overlay.



Now when adding shapes from either of the saved overlays, it is difficult know which to pick as they are all labeled 'Polygon'.

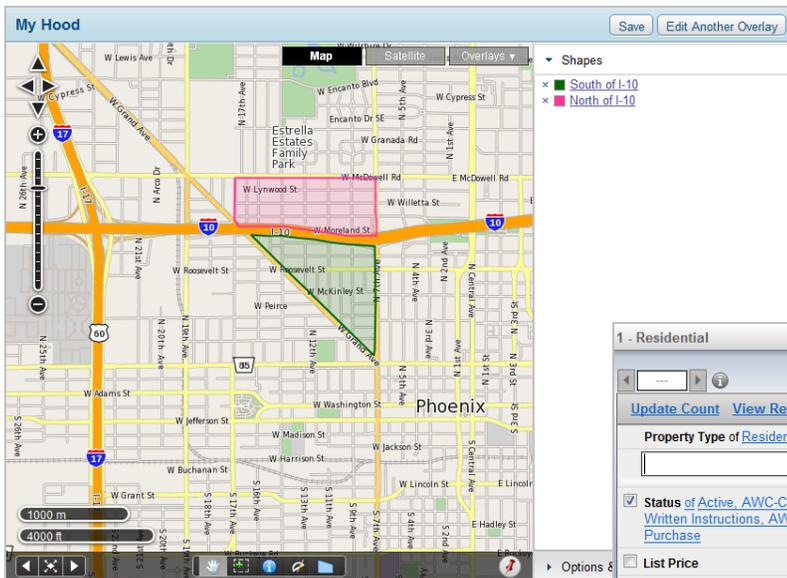
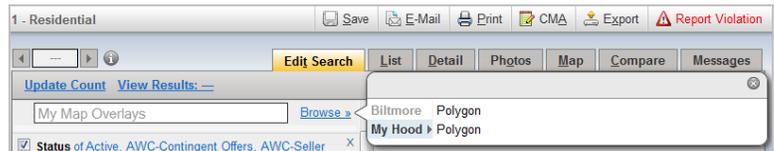
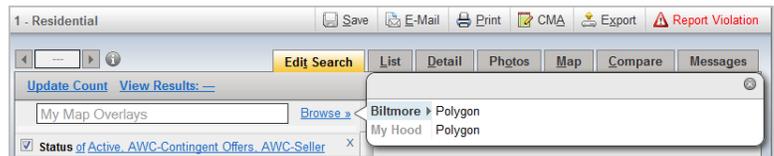


Here is a shot of the Search bubble that appears as a result of clicking inside the **My Map Overlays** box.

It is very difficult to know which 'Polygon' to choose.

Here is a shot of the Search bubble that appears if you click on the **Browse** link. Note that if you single click on the name of the Overlay, it will change the list of Shapes to those included in the overlay.

Once again, if they're all named 'Polygon', it gets pretty confusing, pretty fast.



In this shot the My Hood overlay has been edited to make things more clear. Each shape is named and a different color has been applied to each.

Now it is easy to tell which shape(s) to add to the search.

