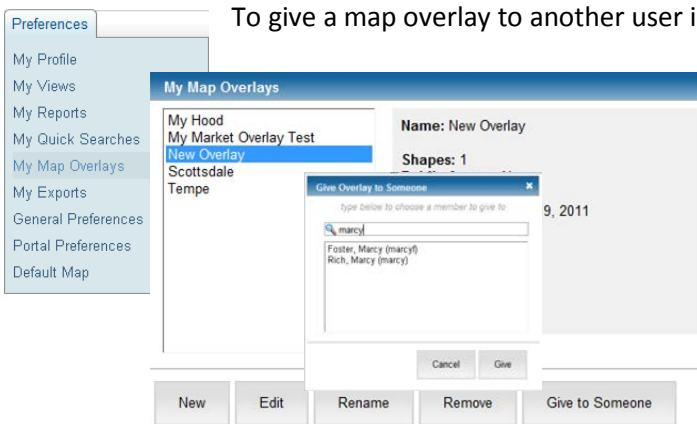




Give an Overlay to Another User in Your Office

On January 24, 2011, enhancements to the My Map Overlays feature were added to flexmls. This feature now includes the ability to share a map overlay with another person in your office. It will also give you the power to save a drawn shape to an overlay when doing a Map Search.

Give to Someone (in your office)



To give a map overlay to another user in your office, go to **Preferences, My Map Overlays**.

From the *My Map Overlays* box, click on a name of an overlay in the list then click **Give to Someone**.

In the *Give Overlay to Someone* box, type at least two characters of a name to pull up a list of members from within your office. Select a member from the list, and click **Give**. A copy of your map overlay will then be available on for the selected member on the My Map Overlay page.

Save Overlay from Search Results Page

Polygons that you've drawn on a map while conducting a search can now be saved to a map overlay for reuse. Simply click the polygon on the map and then click on the **Edit** link.



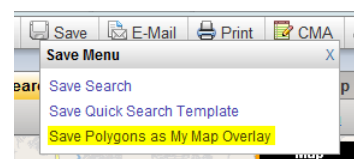
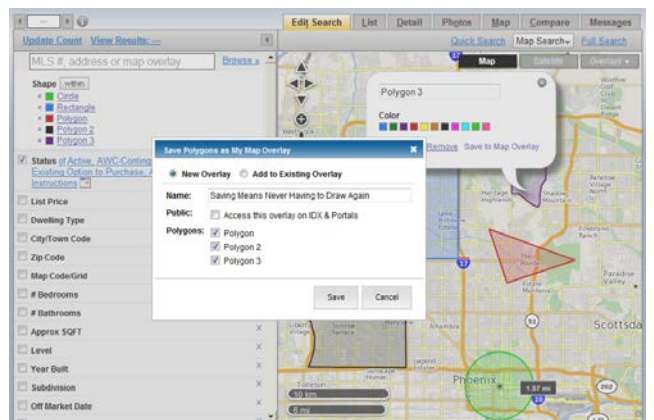
In the resulting bubble you'll have the opportunity to name the shape, give it a color, and now save the shape to a Map Overlay.

Clicking on **Save to Map Overlay** will bring up a window that will allow you to create a new overlay or add polygon(s) to an existing overlay.

When saving a New Overlay, the **Public** setting will be available. This option controls whether or not an overlay will appear in the *Overlays* dropdown on the map in your client's Portal. If you are an owner of the FBS IDX Solution, it will also control whether or not the overlay is available to your clients to add as search criteria. In both cases, if **Public** is checked, it will be available.

As you may recall, *My Map Overlays* provides the ability to draw and save **polygons** on a map. Therefore, any shapes drawn with the Rectangle or Circle tool will not be available to save to an overlay.

Select the polygon(s) you would like to reuse later and click **Save**.



You may also save polygon(s) by clicking the **Save** button then **Save Polygons as My Map Overlay**. The rest of the process is the same as above.