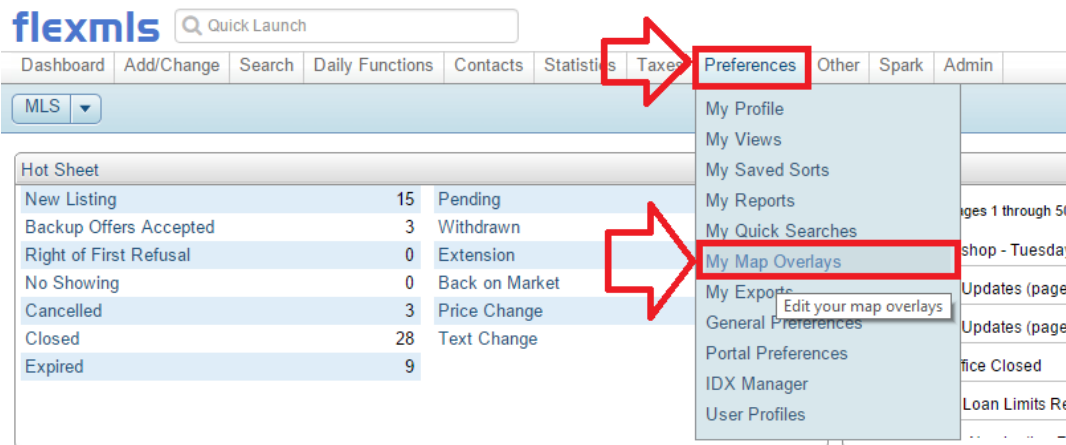


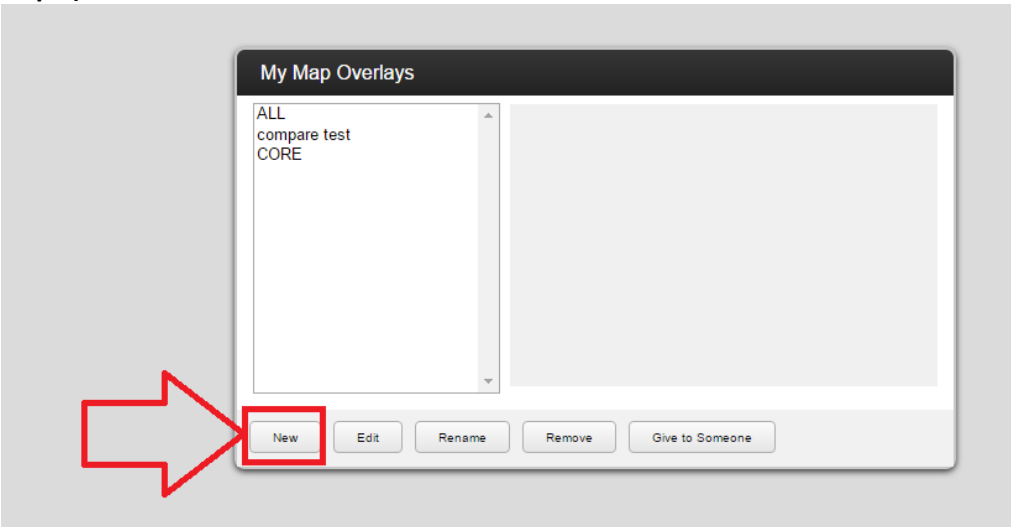
How to Create Overlays in Flex

Note: This guide is designed to show you how to create and use your own custom overlays. Random information was used in creating this guide.

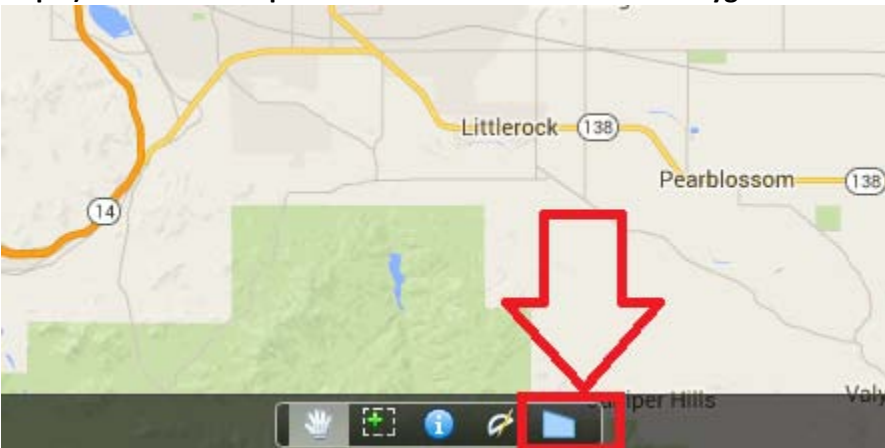
Step 1) Click on “Preferences” and then “My Map Overlays”



Step 2) Click on “New”

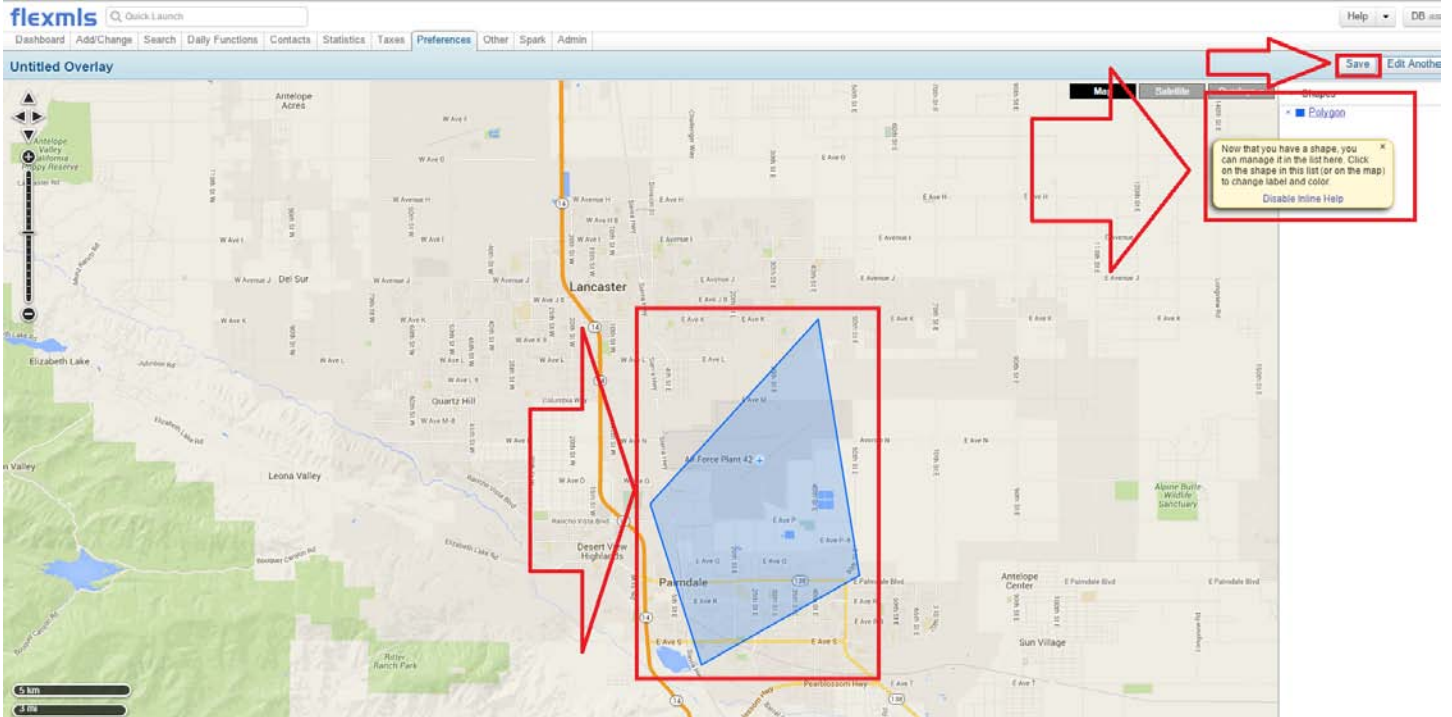


Step 3) At the bottom portion of the screen choose the Polygon tool



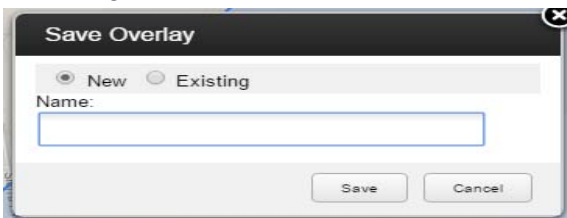
Step 4) Create Your Polygon

- To create polygon do a single click to place a marker on the map. Continue to do this until you end up with a shape you are happy with.
- Once you are ready to complete your shape Double-click the map in the final location for your shape and your shape will finish.
- On the right hand side you can see the shape you just completed it will be called "Polygon". Here you can click on the blue name and change name, or delete the shape.
- You will also see a save button. This will allow you to save your overlay and use it for later (in searches).



Step 5) Saving your Overlay

- Once you press "SAVE" the box below will appear. Only choose existing if your are editing a previously created overlay. Give your overlay a name (this is how you will see it appear in searches later) then press "SAVE".



Step 5) Using your overlay

- Go to "Search" → "Map Search" → Click on Overlays and your Overlay is available for use!

