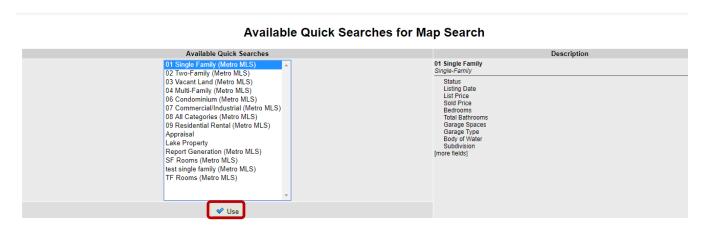
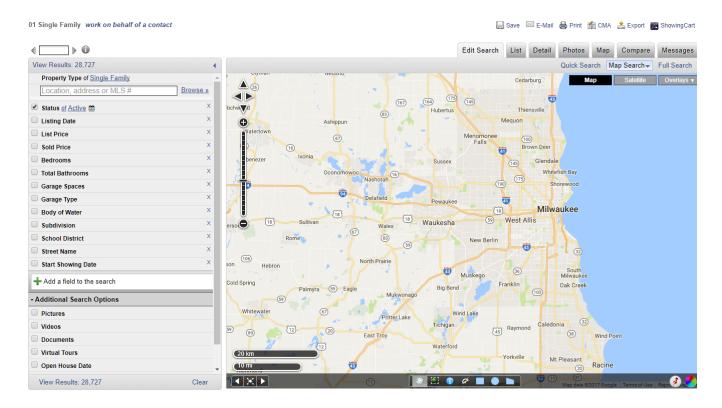
Map Search

Map Search uses quick search templates based upon the property type you are searching; you may add and remove parameters to search if you wish. This map is the result of selecting the Map Search under the Search section in the Menu button.

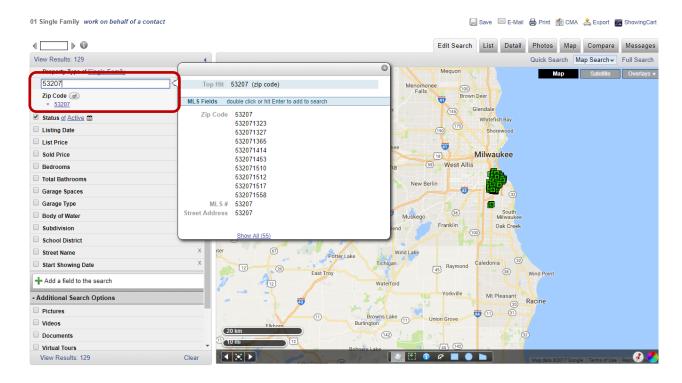


Once you select your desired property type search template and click the **Use** button, you will be routed into the screen where you can enter your search criteria.

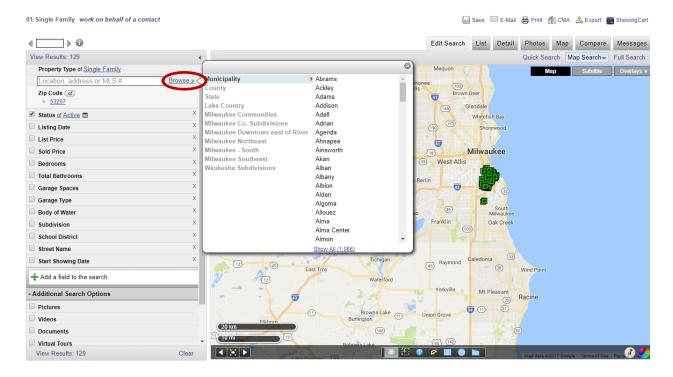


In the left side pane, you will enter your search parameters. To search a location, use the Location search box. This is a text box for searching location fields such as street addresses, MLS numbers and custom Map Overlays. By

default, State, County, Municipality, and Zip Code are included in the Location Search box. In the following example, we searched the zip code of 53207 by typing it into the Location search box and choosing it from the list.

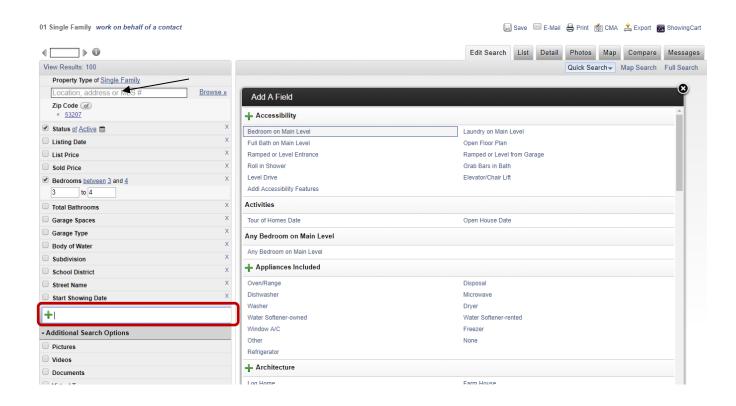


You may also enter your location by using the **Browse** link; this will present you with a box listing your primary location choices. This includes municipality, county, state, and your saved Map Overlays.

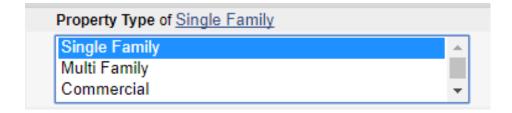


To enter data for any parameter, simply single left-click on the applicable field. This will open the data fields for that parameter. If you would like to search additional parameters that are not shown in the left side panel, click your mouse in the 'Add a field to the search' box (green '+'). You can either type in the parameter you would like to

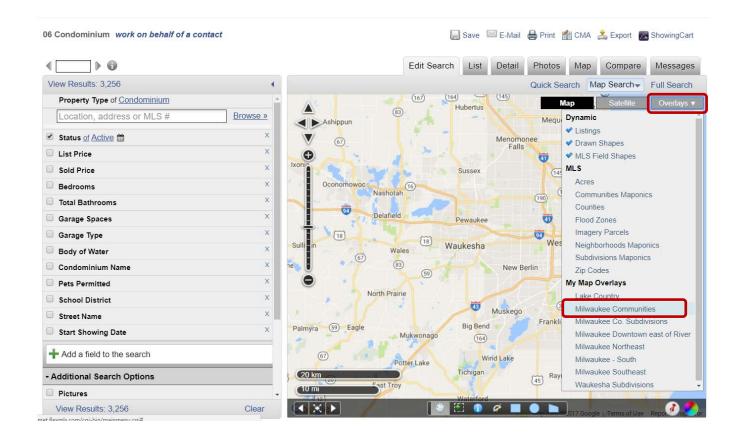
search for, or browse available fields. Locate and select your options by, one at a time, clicking the desired field. The field will be added to the left side edit pane in the same format as the other search parameters. The **View Results** link will automatically update as data is entered.



The right side pane also displays various function links. Notice, in the left side Edit Search pane, you will see that the parameters of the features you have chosen are hyperlinked. For example, clicking on the link **Single Family** for the parameter of Property Type will allow you to make a change to a different property type.

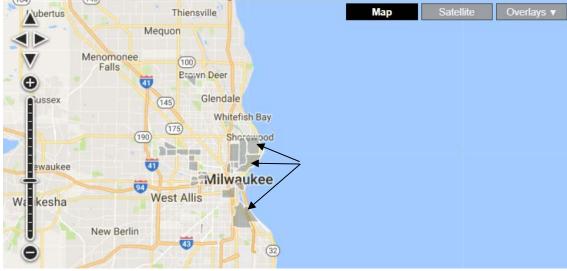


To search using your saved Map Overlays, begin at Map Search under the Search menu. Choose your desired property type you wish to search and then click the **Use** button. Once you are within the Map Search module, in the upper right corner of the map, click the **Overlays** button; a list of your available saved overlays will appear under **My Map Overlays**. Select the overlay you would like to apply to the map by single left-clicking it.

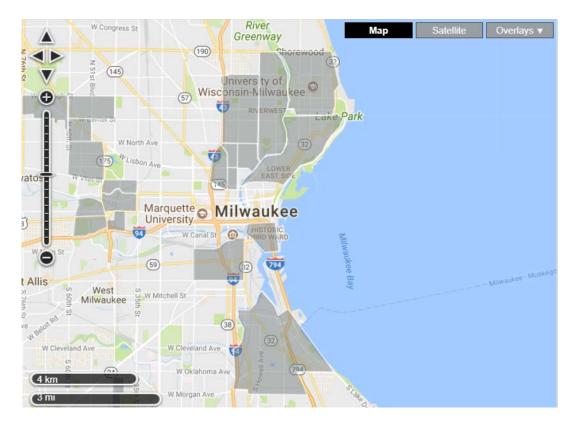


When your overlay loads, it may be difficult to see at first, as the map does not zoom you down into the general area of your neighborhood shapes; make sure to adjust your map by zooming in and dragging the area into your view until you recognize your neighborhood shapes.

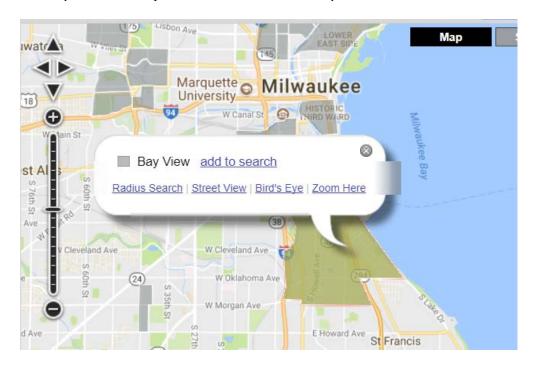
Before zooming with a map overlay loaded – the light gray areas are my neighborhood shapes:



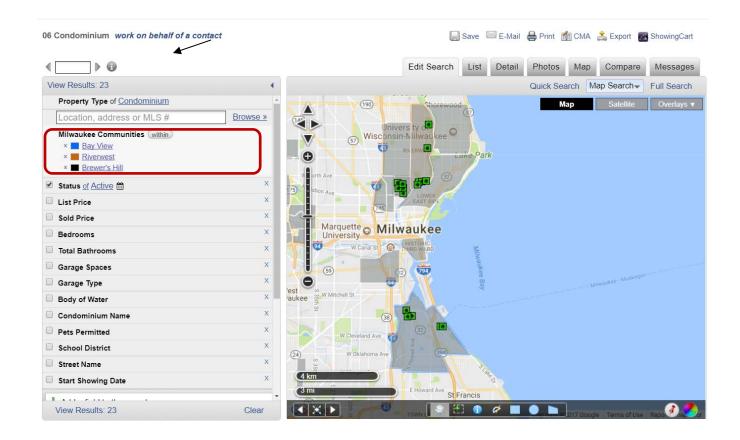
After zooming with a map overlay loaded – shapes are apparent.



Once your neighborhood shapes are visible, you can add one or more of them; simply single left-click inside the shape you would like to add to your search; the shape info bubble will appear displaying the name you gave that shape. Click the 'add to search' link to add to your search. Repeat to add additional areas to your search, if desired.



Once you add your neighborhood shapes, they will appear in the left side quick search panel displaying the names and/or colors you saved them with, if applicable; if you did not name them, they will show as 'polygon'.

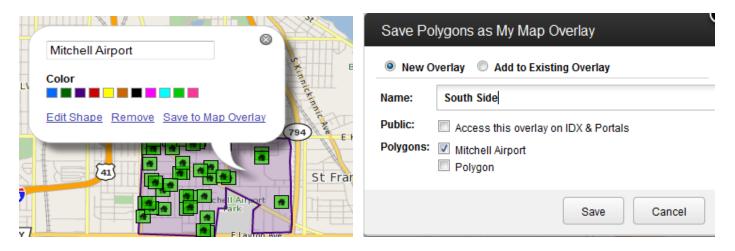


If you would like to enter any other search criteria, feel free to do so. To view these listings, click the **View Results** link. If you would like to remove any of the neighborhood shapes from your search, click the **X** located to the left of the shape.

NOTE: If you define a shape on a map that you have added and overlay to, your results will be zero.

If you would like to add a newly defined polygon to a new or existing Map Overlay. To do so, after drawing your polygon, single left-click inside that polygon. You will get a 'Polygon' info bubble; in here, click the **edit** link. This will open your edit options for this polygon. You can label it and color code if you desire. To save it to a Map Overlay, click the 'Save to Map Overlay' link inside that bubble. The 'Save Polygons as My Map Overlay' box will appear; from here, you can choose to

save the shape to a new or existing overlay. If you save it as a new overlay, give your overlay a name. If you choose to save it to an existing overlay, choose from the list that will be presented to you.



If you have drawn multiple shapes on a map and you're not sure of which shape in the parameter list corresponds to on the map, hover your mouse over the shape label in the quick search panel; the shape on the map will highlight yellow, corresponding to the one in the parameter list.

