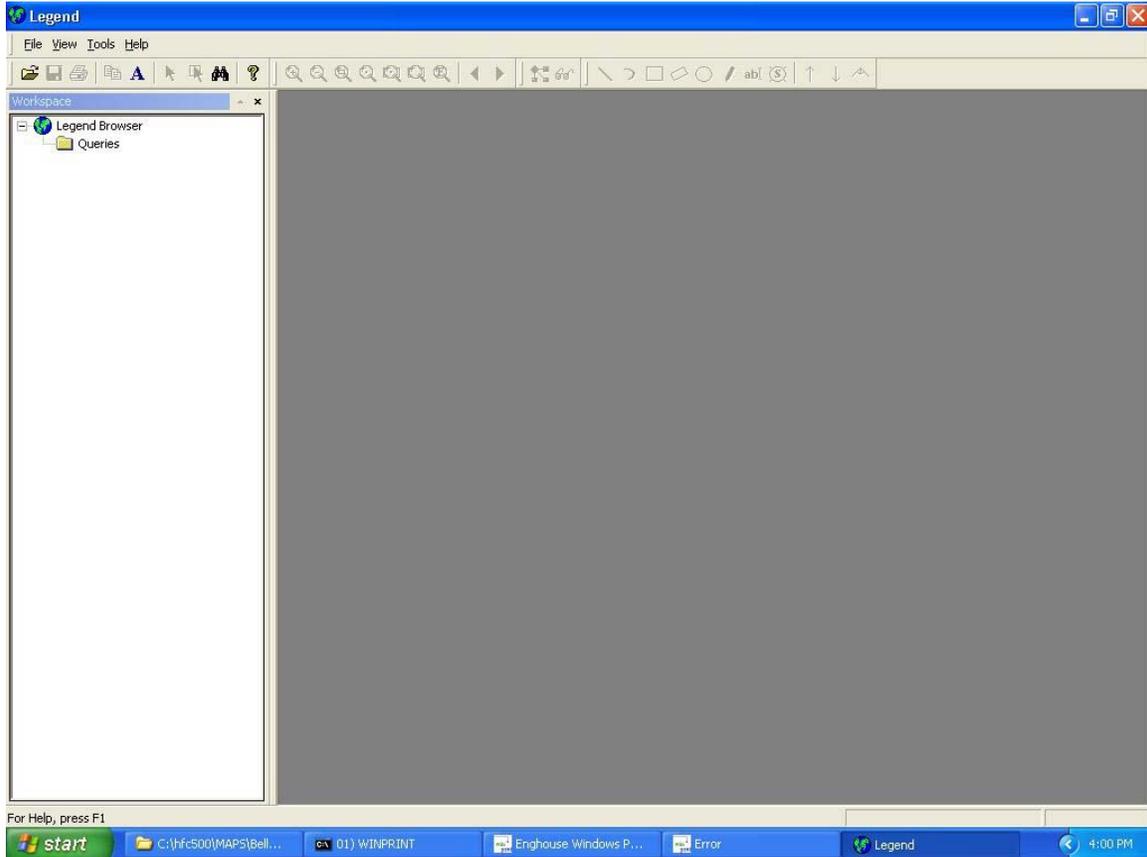
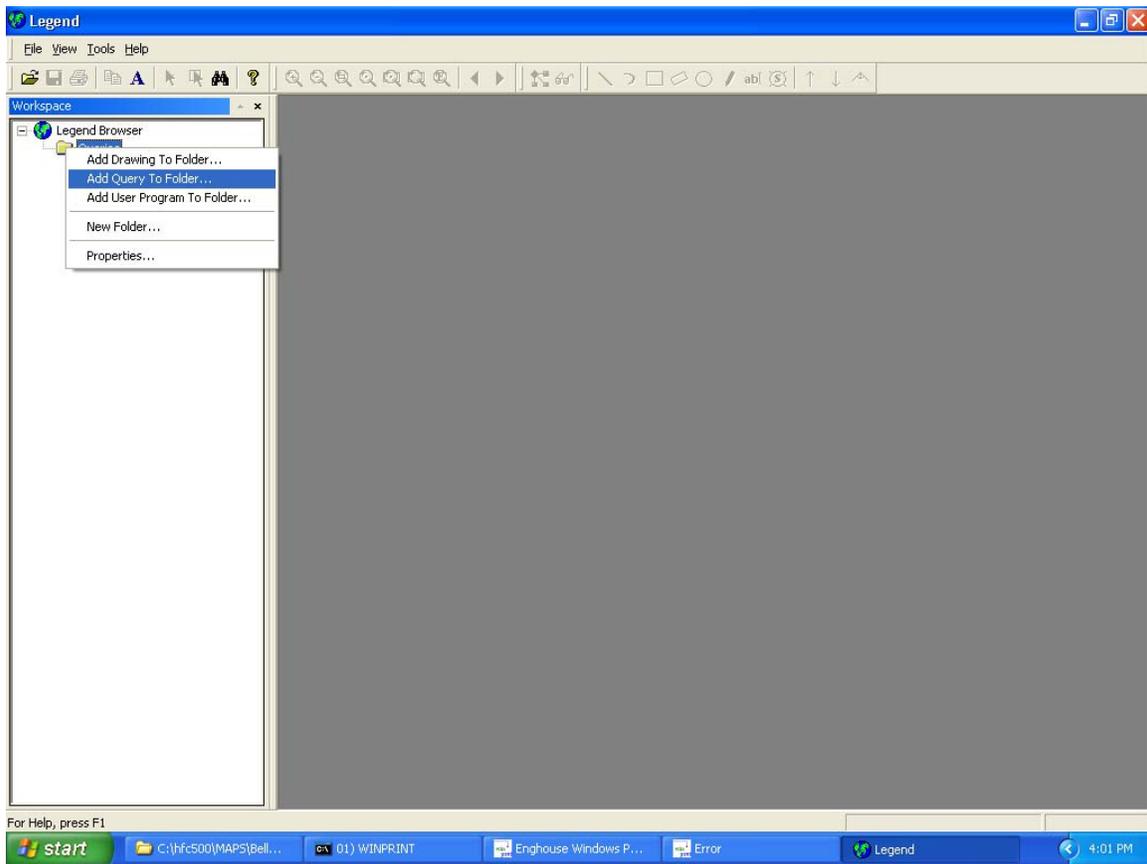


## Installing Pre-programmed queries into your application



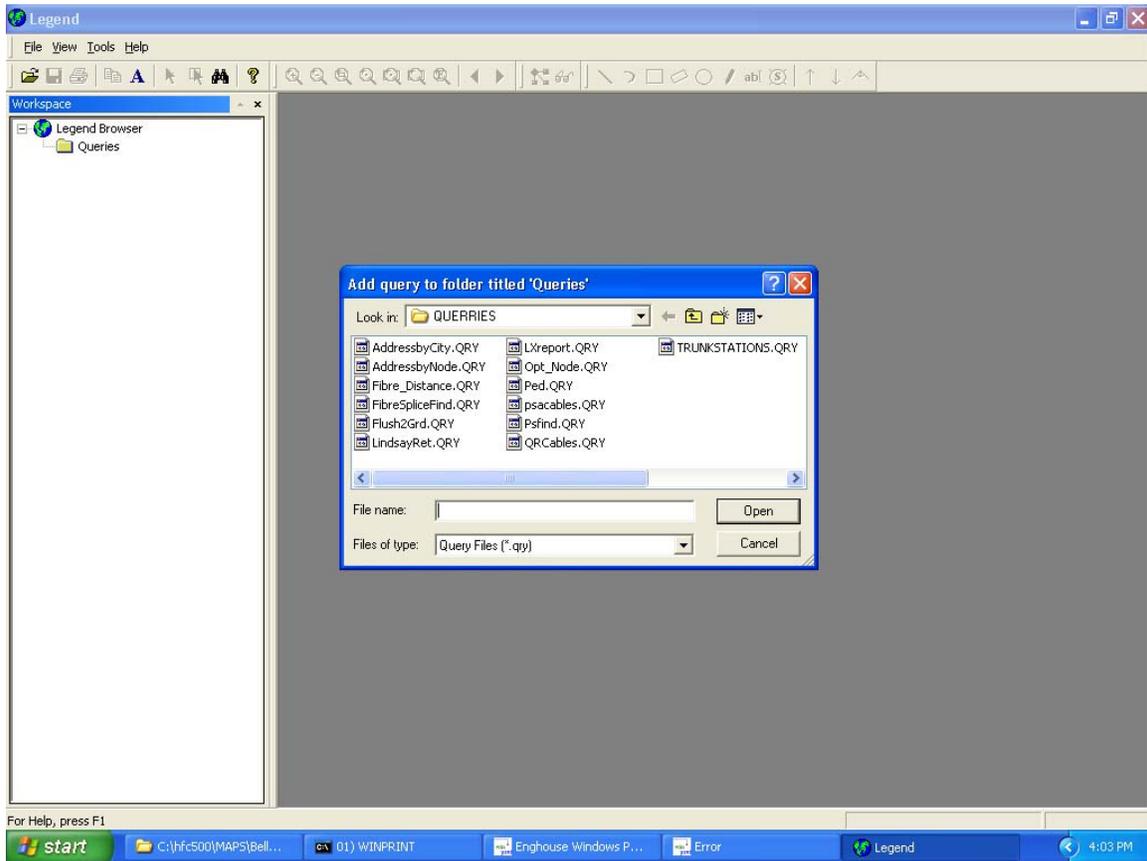
Step 1. After you open Legend expand the Legend Browser with a left mouse click in the left-hand frame (Workspace) if necessary so that the Queries folder is visible.

## Installing Pre-programmed queries into your application



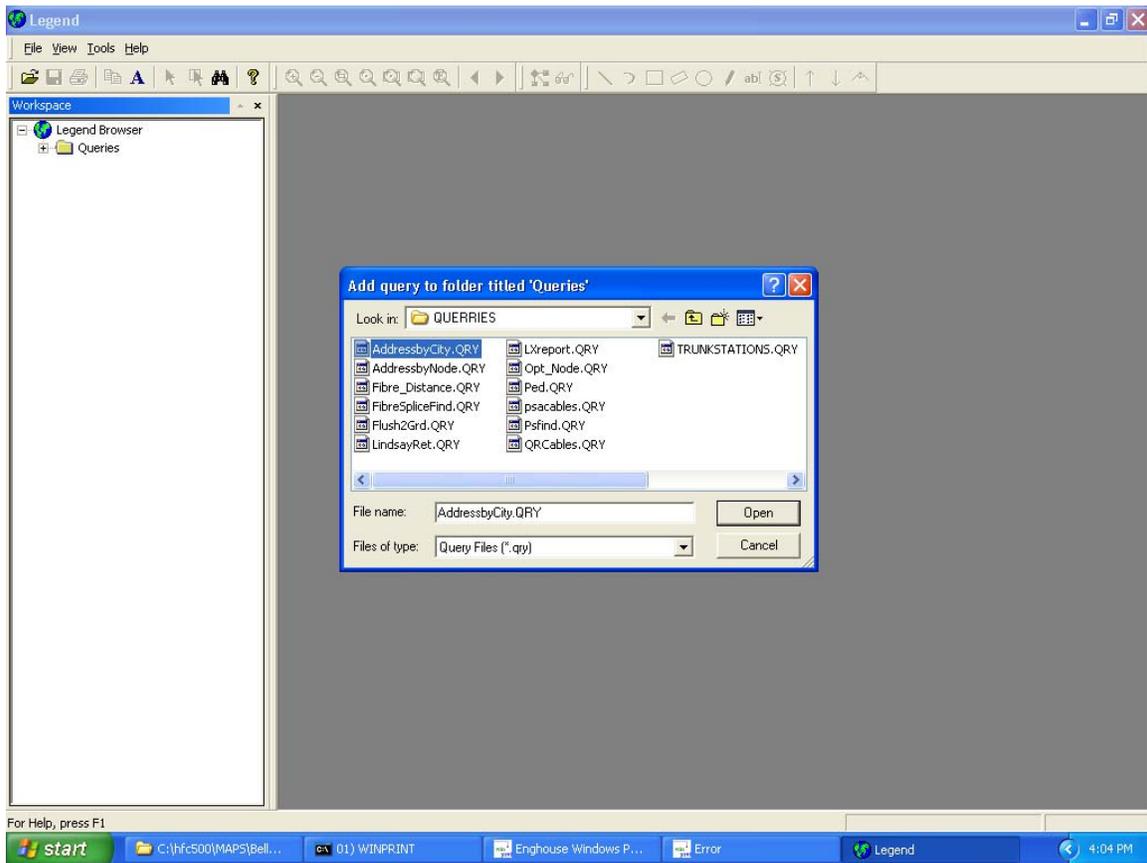
Step 2. Right click on the queries folder to open a menu option, Select the option that states "Add Query To Folder" which will highlight in blue as seen above.

## Installing Pre-programmed queries into your application



Step 3. Browse to the Queries folder which should be located in the C:\Program Files\Legend directory. All Legend queries have a .qry extension as seen above.

## Installing Pre-programmed queries into your application



Step 4. Select each query one at a time from the Queries folder. The query will highlight in Blue as seen above as they are selected.



## Installing Pre-programmed queries into your application

The screenshot displays the Legend application window. The main map area shows a street grid with house numbers and a query result overlaid. The report table at the bottom lists the following data:

NODE_NUMBER	HOUSE_NUMBER	STREET_NAME	CITY
	152	BURNHAM ST	BELLEVILLE
	149	BURNHAM ST	BELLEVILLE
	154	BURNHAM ST	BELLEVILLE
	151	BURNHAM ST	BELLEVILLE
	156	BURNHAM ST	BELLEVILLE
	157	BURNHAM ST	BELLEVILLE
	158	BURNHAM ST	BELLEVILLE
	163	BURNHAM ST	BELLEVILLE
	163A	BURNHAM ST	BELLEVILLE
	164	BURNHAM ST	BELLEVILLE
	165	BURNHAM ST	BELLEVILLE
	166	BURNHAM ST	BELLEVILLE
	169	BURNHAM ST	BELLEVILLE
	168	BURNHAM ST	BELLEVILLE
	171	BURNHAM ST	BELLEVILLE
	170	BURNHAM ST	BELLEVILLE
	172	BURNHAM ST	BELLEVILLE

Step 6. The report or query appears in the bottom section of the map. Should you wish to visually inspect the area select the record by double clicking on that section of the report. The map screen will move to the location of that facility.

To save the report as a plain text file go to the FILE command on the toolbar and select Save Report As .....

