

# FREQUENTLY ASKED QUESTIONS



## WHAT IS LOT VISION?

Lot Vision is a free vehicle tracking system that enables dealers and transporters to quickly and accurately locate any vehicle at a Manheim auction location.

## HOW DOES LOT VISION WORK?

Lot Vision relies on a small tracking device that enables you to locate vehicles on the Manheim lot. If your location services are enabled on your device, you will be able to see where you are relative to the vehicle on the lot.

## WHY SHOULD I USE LOT VISION?

Lot Vision eliminates the need to search for vehicles on the lot, allowing you to locate vehicles real-time. Manheim's auction properties are massive and can contain thousands of vehicles on location at a time. Lot Vision allows you to find your vehicle quickly, accurately, and in real-time.

## CAN I REMOVE THE TRACKING DEVICE?

No, only Manheim team members should remove the device.

## HOW ACCURATE IS LOT VISION?

Lot Vision is accurate to within 10 feet of your vehicle.

## HOW DO YOU ACCESS LOT VISION?

- A. To access the Lot Vision Map and search for a vehicle at a Manheim location:
- » Scan the Lot Vision QR code at any Lot Vision enabled location or
  - » Visit <http://www.mymanheim.com/lotvision/> - scroll down and click on the link for the location you want to view.
- B. If you have bought or sold a vehicle and want to locate that vehicle on the lot:
- » Buyers - access Lot Vision through Manheim.com or the Manheim mobile app by selecting the icon in the Post Sale Management 'Purchases Tab'
  - » Sellers - access Lot Vision through Manheim.Com or the Manheim mobile app by selecting the icon in the Selling Center under 'View Inventory' Lot Vision can be accessed in multiple ways:

## HOW DO I SEARCH FOR VEHICLES?

Search up to 300 vehicles at a time using vehicle VINs or Work Order Numbers. Click here to access the step-by-step user guide (link to QSG)

## WHEN WILL LOT VISION BE AVAILABLE AT MY LOCATION?

Visit <http://www.mymanheim.com/lotvision> for a listing of current and upcoming auctions.