

TUTORIAL

3. OSM MAPPING FROM YOUR COMPUTER

3.1 TWO WAYS TO MAP WITH OSM



This publication is supported by the French Development Agency (AFD). Nevertheless, the ideas and opinions presented in this document do not necessarily represent those of AFD.

This tutorial is made available under the terms of the Creative Commons [Attribution – ShareAlike 4.0 International Licence](https://creativecommons.org/licenses/by-sa/4.0/)



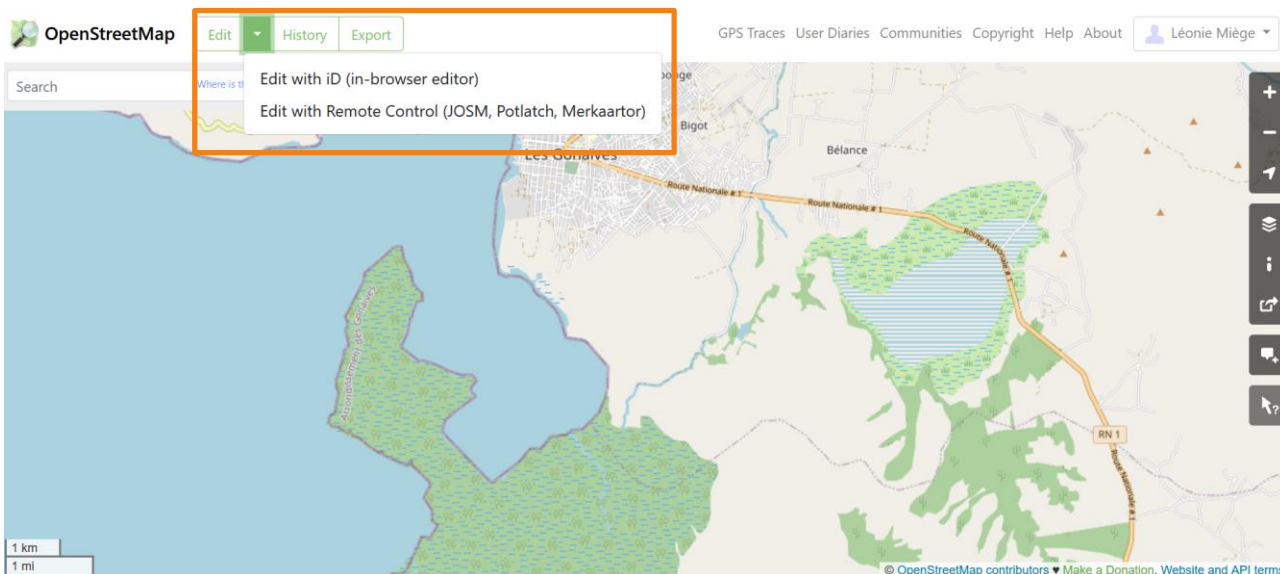
3. OSM MAPPING FROM YOUR COMPUTER

3.2 TWO WAYS TO MAP WITH OSM

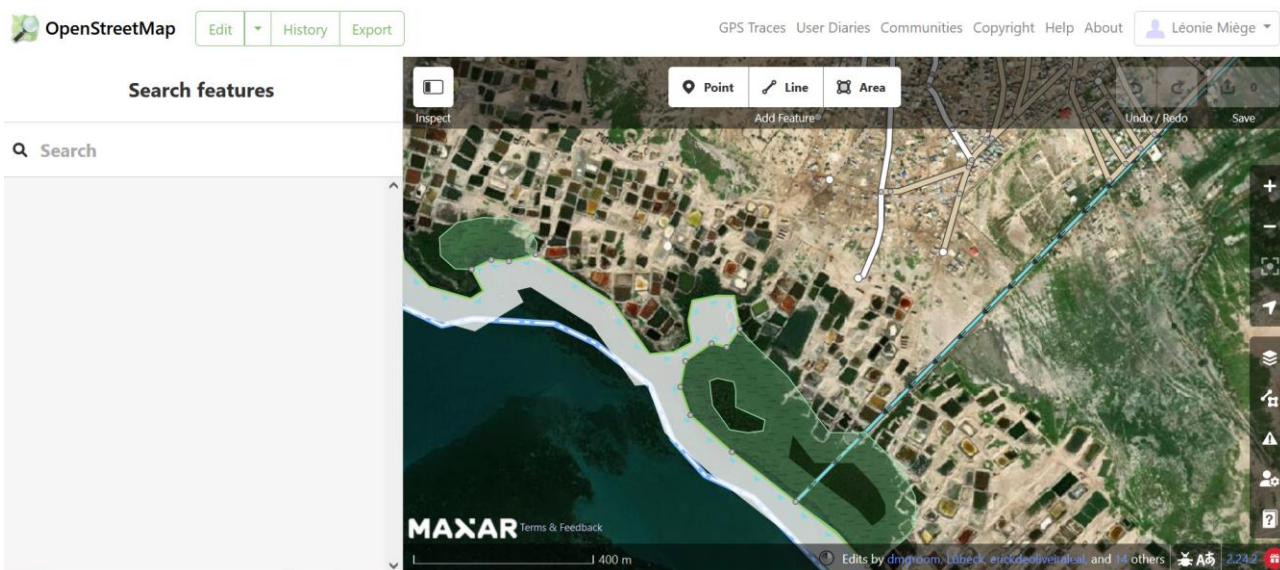
3.1.2 DIRECT CONTRIBUTION TO OSM

Once your OSM account has been activated, you can proceed to the contribution stage.

- To do so, go to the [OSM website](#) and zoom in on the area where you want to make changes. In order to edit the data, the **Edit** section must appear in green.



- Then select the editor with which you want to make the changes (either ID Editor, or an external editor). To do so, click on the green arrow next to the **Edit** tab.
- As a reminder, iD Editor is an online editor and does not require prior installation. The rest of this tutorial will focus on iD Editor.**
- Once you have arrived at this interface you can start working to edit the map:

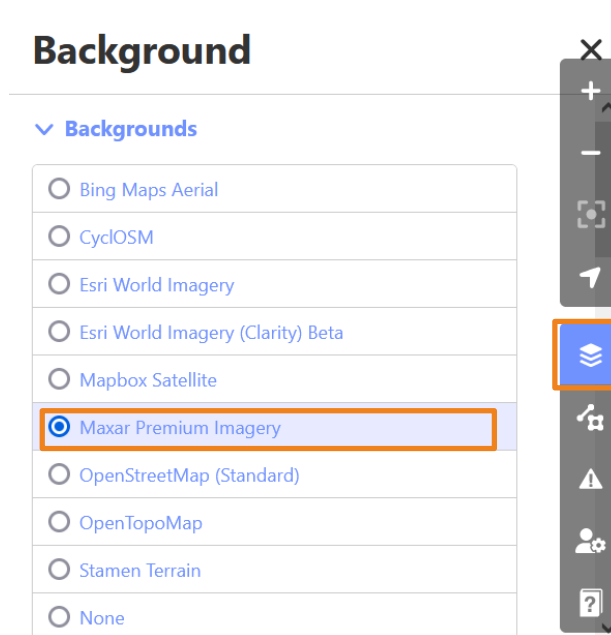




Please note: A few things to keep in mind before you start contributing:

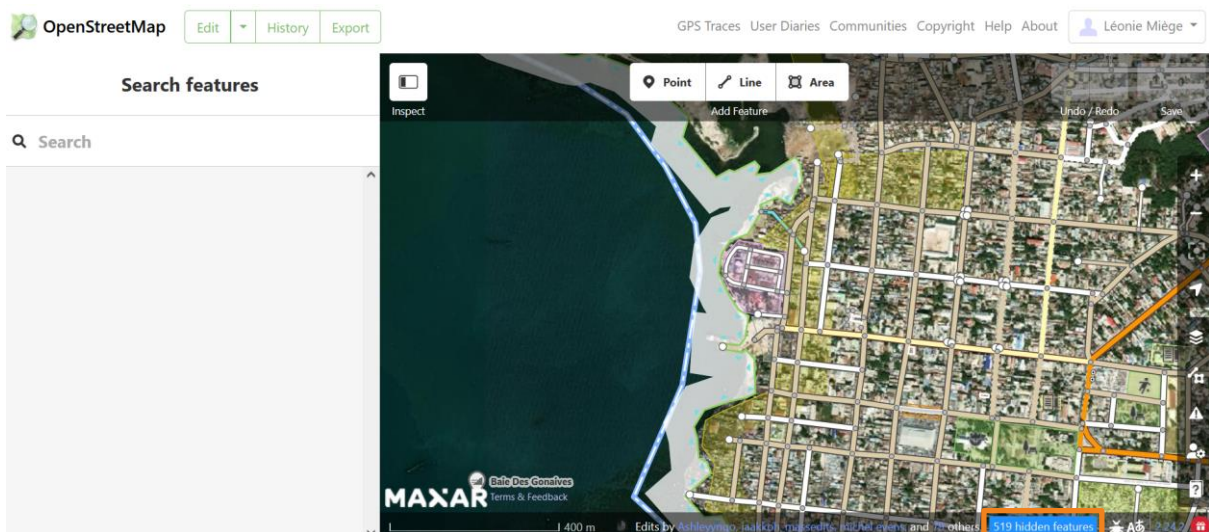
1. Imagery

- By default, the imagery displayed is Bing. However, it is not necessarily the most recent one. In the following example, Maxar Premium will be selected. However, if the area is already mapped extensively on a single imagery, it is better to stay on this one so as not to have to manage the imagery offset. However, it is possible to [manage this offset on JOSM](#).
- To change the imagery on iD Editor, click on the **Background Settings** icon in the right sidebar, then select the imagery of your choice.

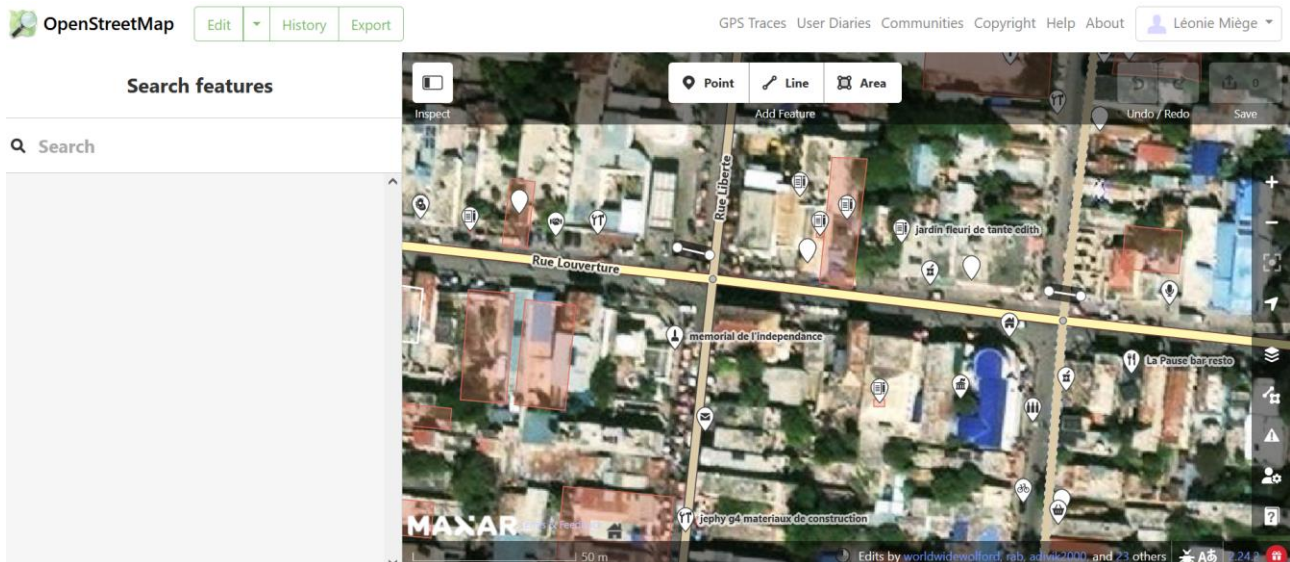


2. Hidden data

- Depending on the zoom level, not all data will appear. Make sure you zoom in so that there are no more **hidden features** at the bottom in blue.



Example: When the zoom level is not sufficient and data is hidden.



Example: When the data is no longer hidden and the zoom level is sufficient.

- Once these two steps are completed, you can proceed to the **Edition** step.

3. Data editing

- You will find the same tabs as when you use the Tasking Manager to add mapping features:
 - **Point** to define/name an entity.
 - **Line** to draw a road/river.
 - **Area** to draw a building.
- Double-click to complete your line/polygon.
- Once you have created a node, section or polygon, you must enter its attributes in the menu on the left.
- For the road network, be sure to connect the roads you create to the existing network by creating the intersections.
- Use the "**Q**" key to give right angles to the polygons. Do not create common nodes between buildings and roads.

Warning: Respect the rules of attributes usage, for that, refer to the OSM Wiki pages of the different countries where you want to contribute.

4. Saving your edits

- Click the **Save** button at the top of your mapping area.



- Before you click on **Send**, don't forget to add some comments or hashtags to document your edits.

Upload to OpenStreetMap ✕

Changeset Comment 🗑️ i

Brief description of your contributions (required)

Add field: Sources, Hashtags

The changes you upload as [Léonie Miège](#) will be visible on all maps that use OpenStreetMap data.

I would like someone to review my edits.

Cancel Upload

[> Tags \(6\)](#)

[∨ Changes \(1\)](#)

📍 Modified **Preschool / Kindergarten Grounds**: jardin fleuri de tante edith

[📄 Download osmChange file](#)

- **Remember to save your data regularly** so as not to lose them in case of connection problems.