

TUTORIAL

## **3. OSM MAPPING FROM YOUR COMPUTER**

### 3.3 DATA QUALITY CONTROL



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## 3. OSM MAPPING FROM YOUR COMPUTER

### 3.3 DATA QUALITY CONTROL

#### 3.3.1 EDITOR SET-UP

To download JOSM, see 3.2.2 Your first steps on JOSM.



Start by correctly setting up your work environment and installing the right tools to ease your validation work.

It is recommended to validate the data on the JOSM editor, that is much more efficient than iD editor. There's many tools and plugins on JOSM that help and improve the work of validators.

##### i. Useful windows during data validation:

We recommend that you add several windows to the right tab, which will be very useful for the validation, in addition to the **Layers**, **Attributes / Views** and **Selection** windows, that should already be turned on in your editor. To add windows, it's enough to select them in the « windows » tab in the top menu bar.

- **Validation results:** Allows the automatic detection of main errors or conflicts. Very useful for a preliminary sweeping in the beginning of validation.
- **Filtering:** Manages the viewing/hiding of certain layers of information. Very useful for a clearer vision when there's a lot of data.
- **History:** Allows the viewing of the history of each object. For example, when and by whom it was created and edited. Think of checking it before deleting an item! After selecting the object, you can press « **Ctrl + H** » to see the history.
- **Coloring:** Allows the creation of styles, changing the data representation in JOSM, the styles allow to highlight the elements that seem incorrect and need to be checked in order to decide if it's an error or not. You have many options of coloring styles at your disposal. We recommend the « **Missing Maps Validation** » style, but more experienced contributors can also test other filters and use the one that they prefer.

##### To add a coloring filter:

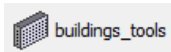
1. Open the window **Coloring**.
2. Click on **the styles options** button, at the bottom-right corner.
3. In the window that will open, click on « **+** » at the top-right corner to add new styles.
4. Insert a name (optional) like Missing Maps Validation.
5. Insert the following address in the URL field:  
**[https://github.com/MissingMaps/josm\\_styles/archive/master.zip](https://github.com/MissingMaps/josm_styles/archive/master.zip)**
6. Click on ok so the style appears in the **Coloring** window.

## ii. Plugins useful during validation

*Plugins, your best allies!*



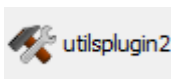
Here are the ones we recommend for validation:

















- **Building tool:** Allows you to map and tag a building in only two clicks!



- **Terracer:** Allows you to divide a long polygon into an array of adjoining buildings for example.



- **UtilsPlugin2:** A collection of useful tools. You can check the details on all the tools [here](#). And [here](#) you can find more details on their functioning.

More tools			
	Add nodes at intersections?	Shift+I	Add missing nodes at intersections of selected ways
	Split Object?	Alt+X	Split an object at selected nodes
	Align Way Nodes?	Shift+L	Align nodes in a way
	Symmetry?	Alt+Shift+S	Mirror selected nodes and ways
	Split adjacent ways?	Ctrl+Alt+Shift+P	Split adjacent ways on T-intersections
	Unglue Relation?	Alt+Shift+G	Duplicate nodes, ways and relations used by multiple relations
	Replace Geometry?	Ctrl+Shift+G	Replaces geometry of selected way with a new one
	Replace Membership?		In relations where the selected object is member of, replace it with a new one
	Extract node?	Alt+J	Extracts nodes from a way
	Copy Tags from previous selection?	Shift+R	Pasts tags from previous selected objects
	Add Source Tag?	Ctrl+Alt+S	Add remembered source tag
	Paste Relations?		Paste relation memberships from objects in buffer onto selected objects
	Lat Lon tool?	Ctrl+Shift+L	Create geometry by entering its lat lon coordinates
	Circle arc	Shift+C	Simplifies drawing of circle arcs.

Example of different functions of the plugin **Utilsplugin2** tools.

- **Markseen:** Allows the viewing of already-done areas in a window. Helps you to keep track and not miss a part of your square.

### For beginners:

- **Todo:** Allows you to create a list of elements to work on. When the edit is done, it's enough to mark it on the list and JOSM will zoom in automatically on the next element on the To-Do list.

Doing a task list is very useful for beginners, who are not yet used to scroll through the map looking for traced elements. The task list will reassure you that every present and selected element has been reviewed.

More details on the installation of plugins in 3.2.2 Your first steps on JOSM – iii Installing plugins.