

# JOSM Validation Process



# JOSM Validation Process

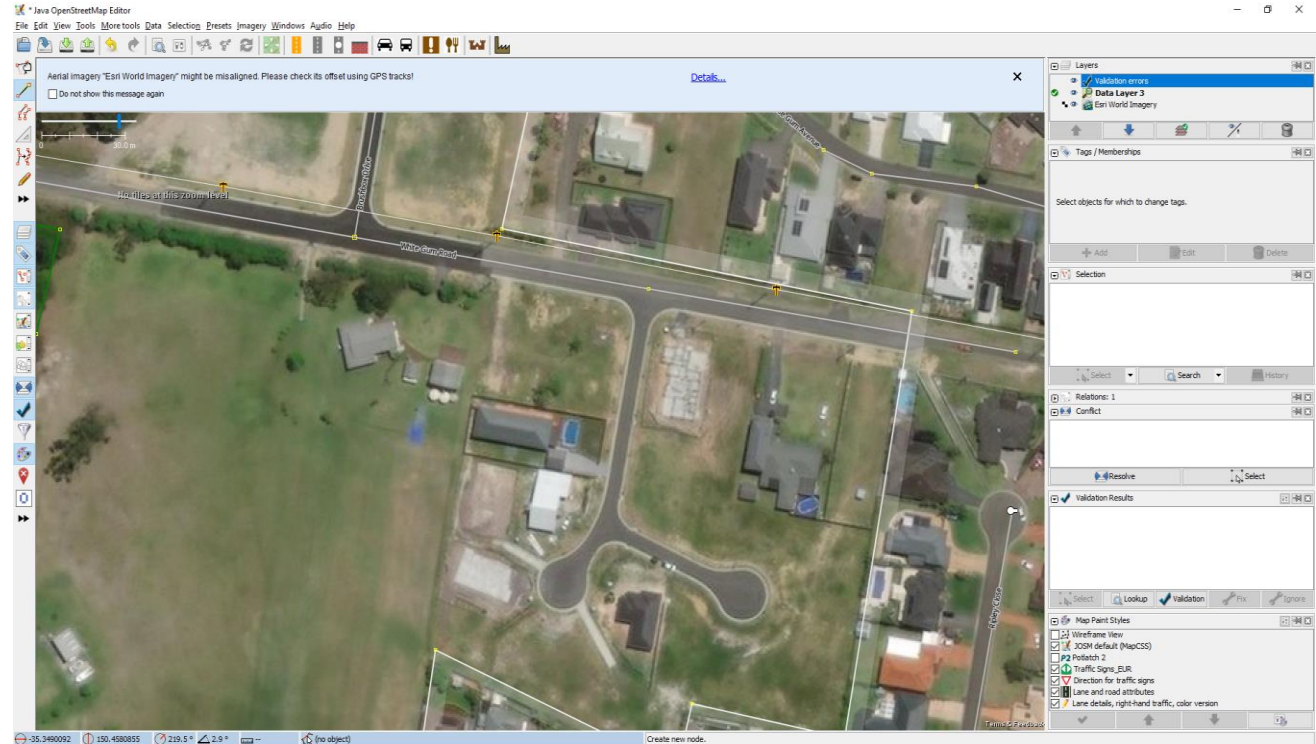
- Before we start, it is important to know that what you get as Validation Issue doesn't mean that you've made it, but someone has made it in the past and you have just changed some attribute or geometry of that particular way or node, and system reports as you've made an issue.
- We will try to cover few common mistakes.

## Example No. 1

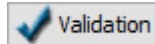
- I need to find some street that is missing.
- Map two roads that missing.
- Give following attributes to only one road.

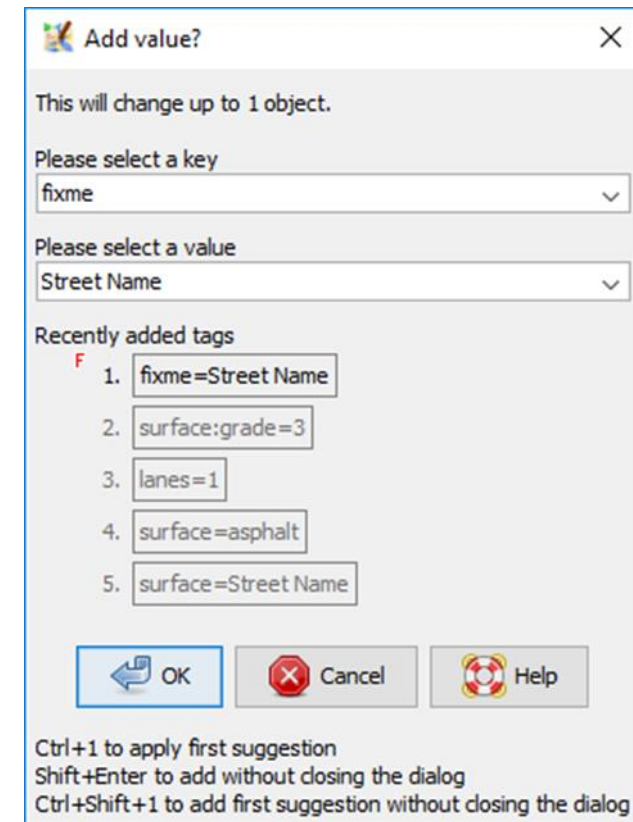
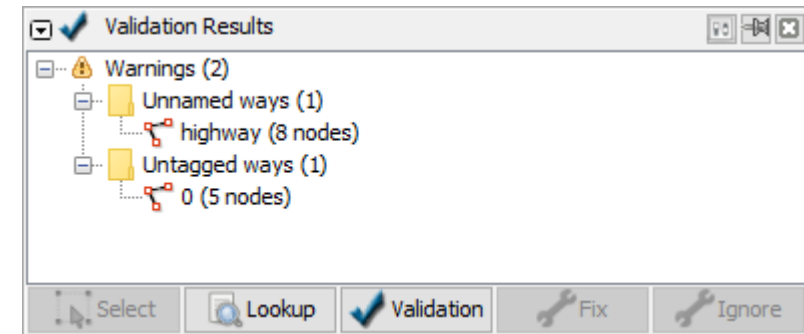
Key	Value
highway	residential
lanes	1
surface	asphalt
surface:grade	3

+ Add
 Edit
 Delete





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- In Validation Results panel, press Validation button 
- In our exercise we will get two Warnings.
- First says that we have road without any names, and second says that we have one line without any tags.
- First one we can fix if we know street name by adding key name=\*, if not, we must add fixme=Name . If we are 100% positive that road doesn't have any names, we should put no name=yes. We are not sure if there are any names, so we would put fixme tag and some other users can enter names, if any. Isn't the tag just fixme=name, rather than fixme=streetname?

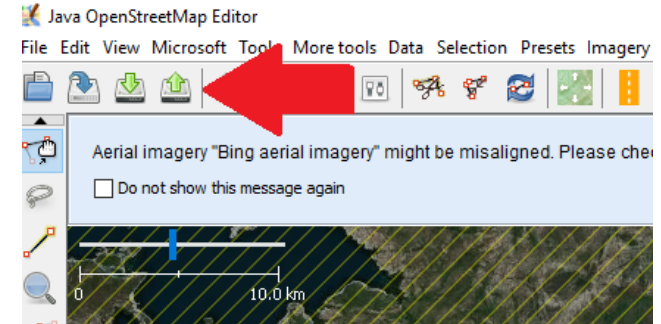


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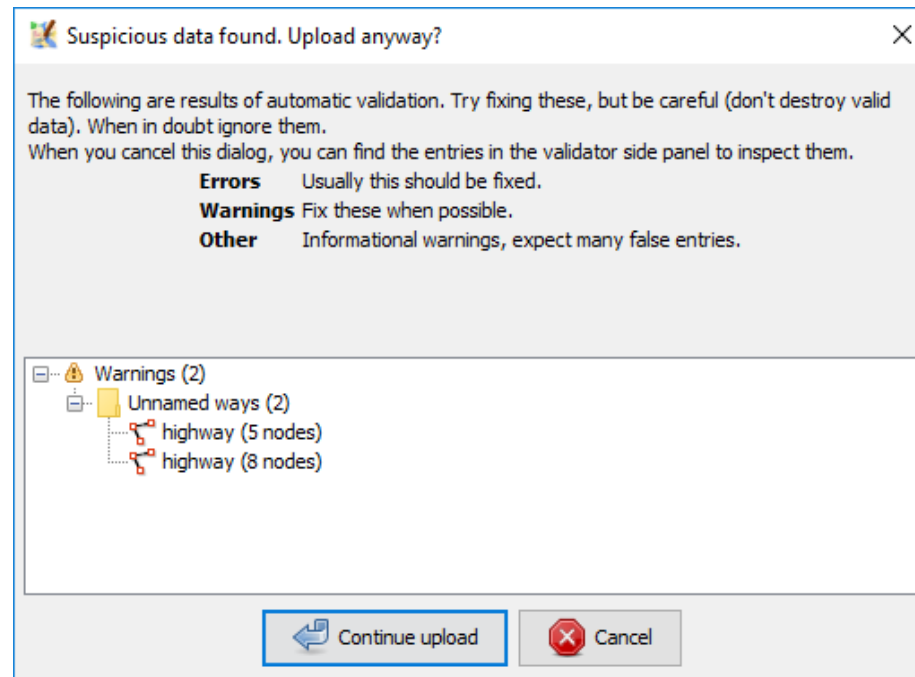
- Deselect any roads
- Run Validation process again by pressing  button
- You will see that you have again 2 warnings. First is now false positive because we set fixme tag.
  - You can copy all attributes from the first road doing by following: Select first road
  - Select ANY of attributes from Tags/Memberships panel
  - Press keys CTRL+A in the same time on your keyboard
  - Press keys CTRL+C in the same time on your keyboard
  - Select second road
  - Click blank area at Tags/Memberships panel
  - Press keys CTRL+V in the same time on your keyboard
- In Validation Results panel, press Validation button  again
- Now we have two same Warnings which we found out that are false positive now.

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- Try to upload changes by using the upload to OSM button....



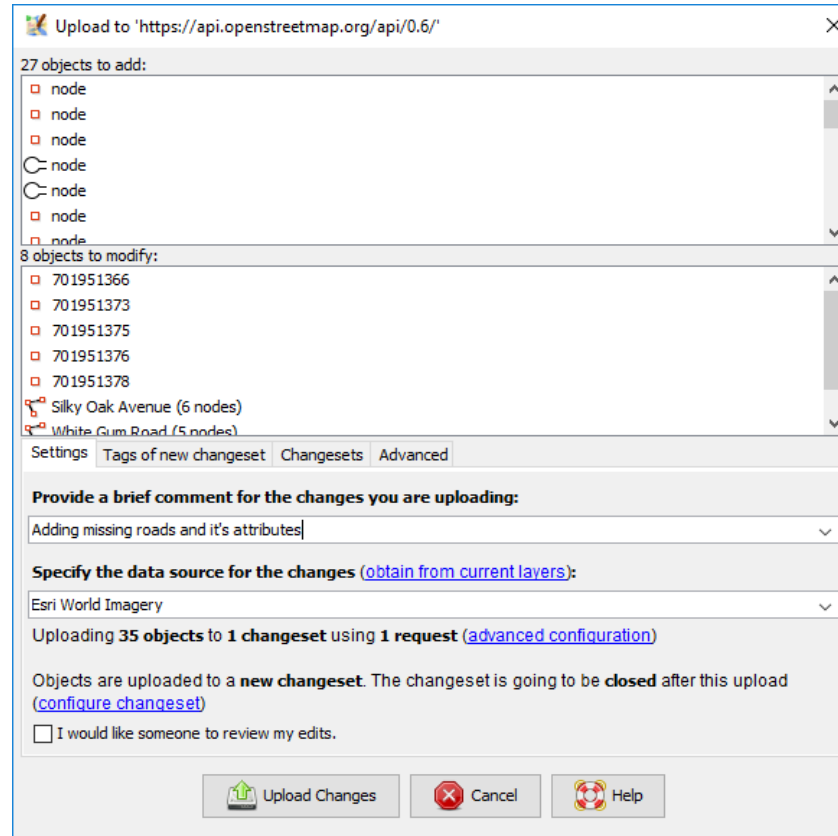
- You will get same Warning(s) again before you upload change set



- Click **Continue upload** button

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- Write appropriate Comment, Specify data source and click **Upload Changes** button



Upload to 'https://api.openstreetmap.org/api/0.6/'

27 objects to add:

- ☐ node
- ☐ node
- ☐ node
- ☒ node
- ☒ node
- ☐ node
- ☐ node

8 objects to modify:

- ☐ 701951366
- ☐ 701951373
- ☐ 701951375
- ☐ 701951376
- ☐ 701951378
- ☒ Silky Oak Avenue (6 nodes)
- ☒ White Gum Road (5 nodes)

Settings | Tags of new changeset | Changesets | Advanced

**Provide a brief comment for the changes you are uploading:**

Adding missing roads and it's attributes

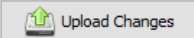


**Specify the data source for the changes ([obtain from current layers](#)):**

Esri World Imagery

Uploading 35 objects to 1 changeset using 1 request ([advanced configuration](#))

Objects are uploaded to a **new changeset**. The changeset is going to be **closed** after this upload ([configure changeset](#))

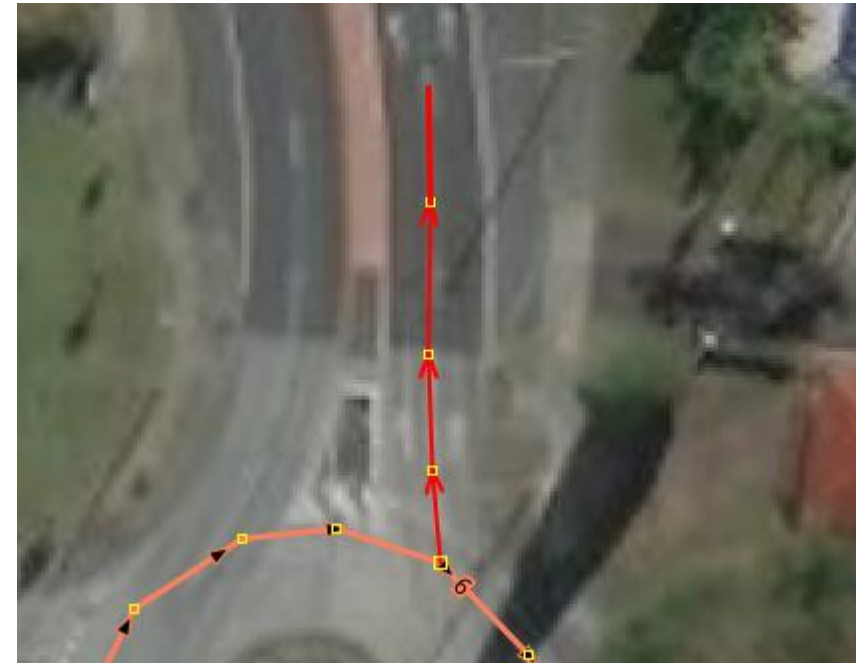
☐ I would like someone to review my edits.

# JOSM Validation Process

## • Example No. 2 (Wrong one-way mapping)

- We have found that two one-way-roads are missing



- We will start mapping road from roundabout



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- Add another line



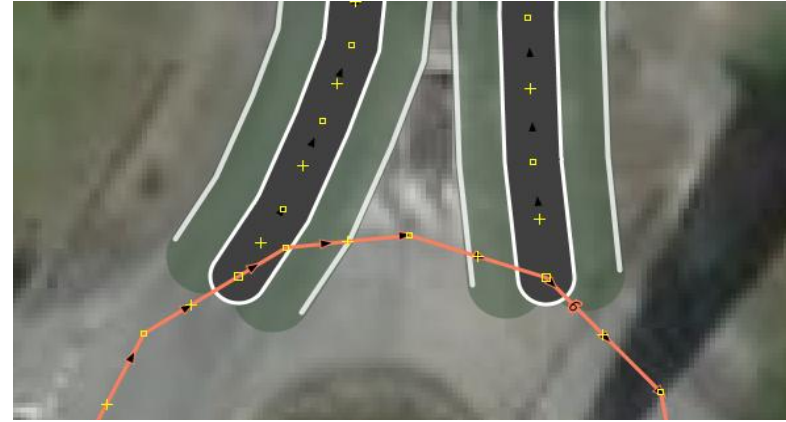
- Add some attributes
- And Copy all attributes to the other road

Highways/Streets/Primary ...	
Annotation/Name ...	
Key	Value
alt_name	The Lakes Way
highway	primary
lanes	2
name	Manning Street
oneway	yes
surface	asphalt
surface:grade	3
+ Add	
Edit	
Delete	

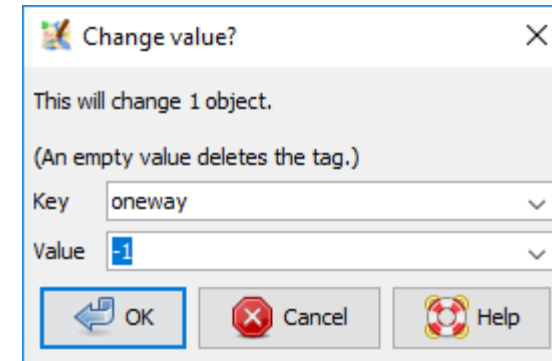


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- You will have both roads in the same way, like this



- You have to make opposite oneway direction. Every oneway key can be YES, NO and -1, where -1 is opposite direction from the direction of mapping.
- We will change right road to -1 (since this example is in Australia)

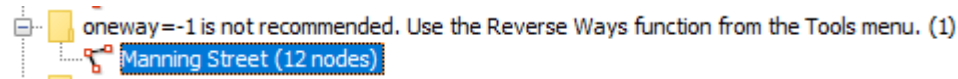


- Now we have proper directions

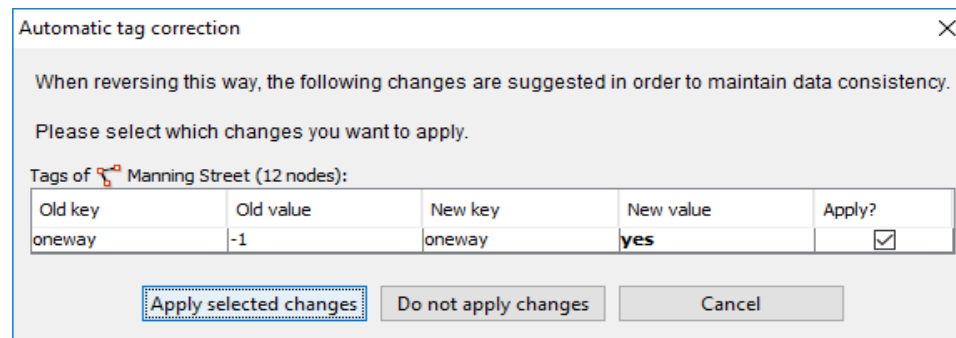


# JOSM Validation Process

- Try to upload changes
- We will get Warning dialog again, and there would be one item



- To fix that, click on the road that has tag oneway=-1 to select it
- Press key R on your keyboard, or choose Tools/Reverse Ways
- It will propose to automatically fix tags for you.



- Click **Apply selected changes**.
- Upload your changes without Warnings.

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- **Example No. 3 (Name with multiple names)**

- Do not use multiple values for one key name.

name	South Street;Beach Street
------	---------------------------

- If it is necessary to add another name, use key alt\_name=\*. If you want to indicate some old name (let's say that street has changed it's name), please use key old\_name=\*.

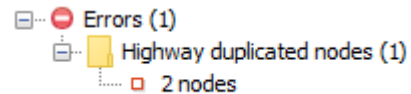
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- **Example No. 4 (Name with multiple names)**

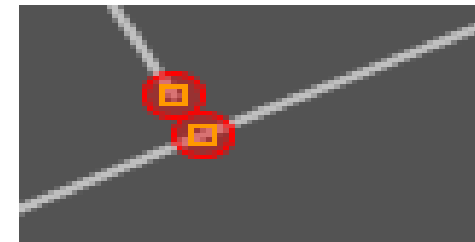
- Everything looks fine here



- But if you press **Validation** button



- You can zoom and to see that these two roads are really not connected



- You can adjust and connect these two roads by yourself, or click to node from the list and click **Fix** button. It will do it for you.

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- **Example No. 5 (Similarly named ways)**

- If you have made typo in the names of streets, you will get warning like this

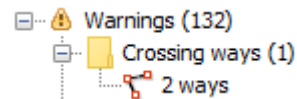


- **Example No. 6 (Crossing ways)**

- If you cross two ways, like this



- without connection between them you will get the following warning





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- **Example No. 7 (Created Node by mistake)**

- If you accidentally start to draw line, like this

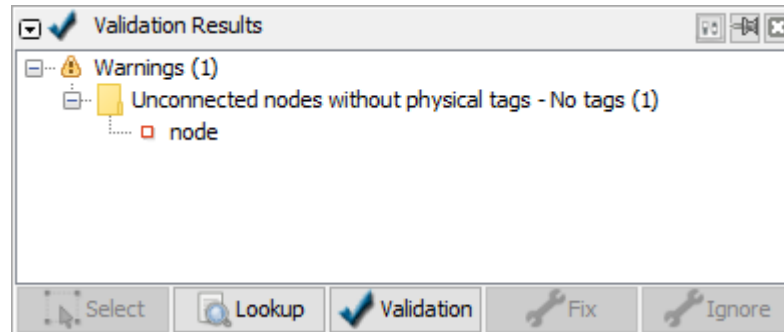


- and if you press ESC key on your keyboard, or if you change from Draw Nodes  to Select tool,  you will have something like this



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- This node is very hard to spot, but it's not hard for our Validation tool! Press **Validate** button, and you will get this:



- You can delete it by yourself, or click to node from the list and click **Fix** button. It will do it for you.



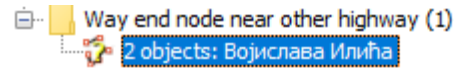
# JOSM Validation Process

## • Example No. 8 (Dead end close to other road)

- If road ends like it is presented here



- You might get following Warning:



- That can be fixed only manually! You have to click on the node that is very close to other road, and to add following key noexit=yes. It will be presented as follows:



- Even if there is NO warnings, it might be a good idea to consider putting noexit=yes every time when the road is actually dead end.