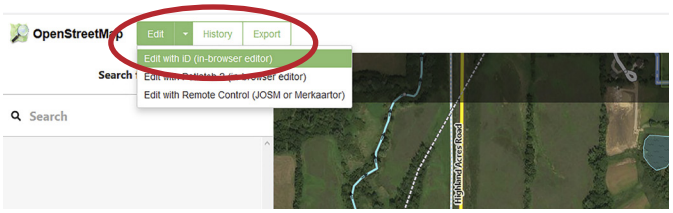
# Editing OpenStreetMap: Adding Pedestrian Features

iD editor 2.16

Welcome to the Essential Data Science Task Sheets Series. This series supplements the Iowa State University GIS Geospatial Technology Training Program short course series, "Essential GIS Tutorial Series." The task sheets are designed to provide quick, easy instructions for performing specific tasks in OpenStreetMap.

In this Task sheet you will learn how to create, edit, and save sidewalk and crosswalk features. By drawing lines and entering proper information you can help build the OpenStreetMap world. It is important to use the most up to date satellite imagery as a reference, so that the features you create are as accurate as possible.

## 1. Getting Started

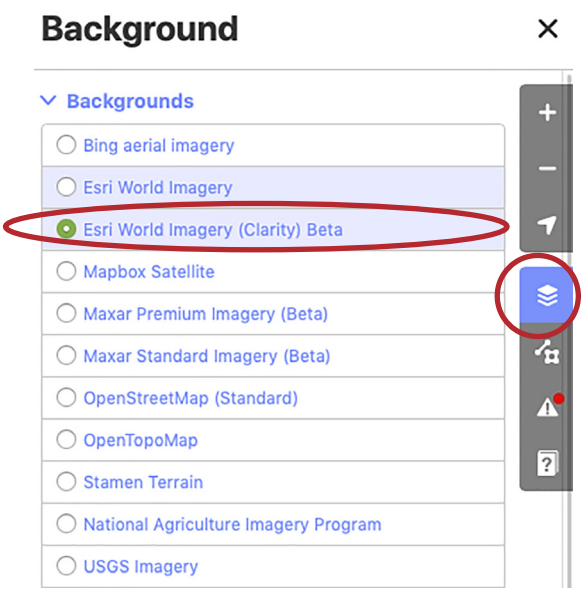



a. If you have not used iD Editor before refer to Task sheet *Editing OpenStreetMap: iD Editor* **PM2082-15p** for more information.

b. Open your web browser and go to **https://www.openstreetmap.org/edit**, and **Log in** to OpenStreetMap.

c. Click the drop-down next to **Edit** and select **Edit with iD (in-browser editor)**.

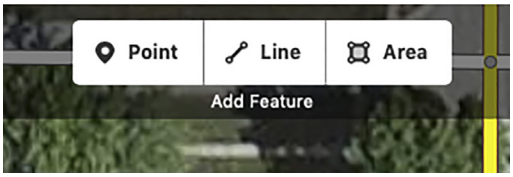
## 2. Changing Background Settings




a. Using the **Map** panel to the right, open **Background settings**.

b. Change the Background to **ESRI World Imagery (Clarity Beta)** *Note: Using Google Maps or Street View are okay alternatives for reference imagery. Additional layers such as those from the Iowa Geographic Map Server can also be used by selecting custom and then providing the URL to the map service, see Task sheet OpenStreetMap: Background Settings & Map data* **PM2082-19#** *for more information.*

## 3. Creating Sidewalk Features




a. Navigate to an area that is missing a sidewalk feature.

b. Select the **Line** tool from the **Add Feature** option at the top of the map.

c. Draw a line over the sidewalk. Click to Start the line where the sidewalk meets the road, and **double-click** at the other end of the sidewalk to **finish** the line.


d. In the **Select feature type** menu to the left, select **Sidewalk**. If sidewalk isn't listed use the search box to find it.

e. Once you selected the feature type the **Edit Feature** panel opens. Here you can add details such as **Fields** and **Tags**.

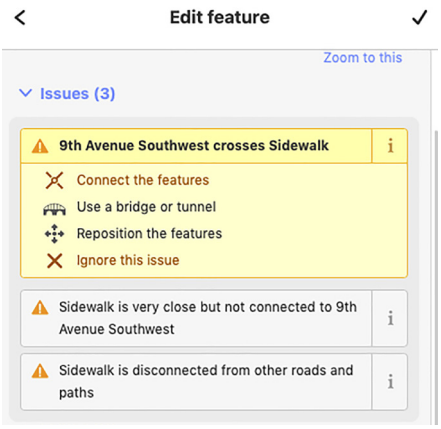
f. **Issues** are also shown in the **Edit Feature** panel. In this case, the sidewalk is not connected to the street. This will be fixed in step 4a by adding a crosswalk that connects the street to the sidewalk. *Note: If the line had not been connected to another line, but it should have been, you can typically click on the warning text and the line will be extended and snapped to the line.*

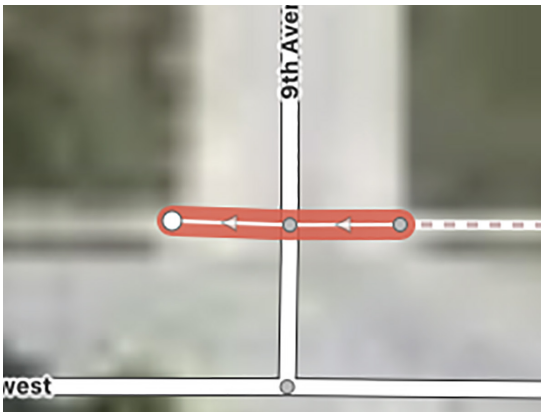
g. Specify the **surface** type and **width** if known. These attributes help evaluate walkability. If the sidewalk goes through a tunnel or over a bridge, this can be specified under the **Structure** section.

h. Information on the types of **Allowed Access** can also be included. This is useful for dedicated bike and equestrian trails.

i. The **Incline** can be recorded as up or down and a percent incline can also be included.

j. For more information about sidewalk tagging visit **https://wiki.openstreetmap.org/wiki/Key:sidewalk**



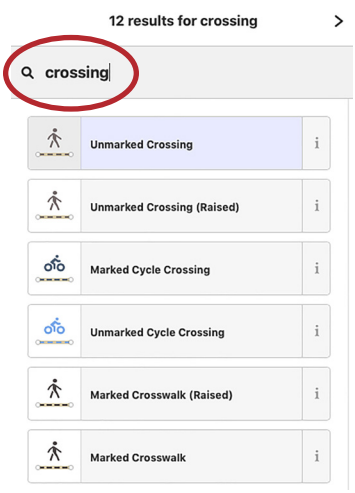

## 4.Creating Crosswalks

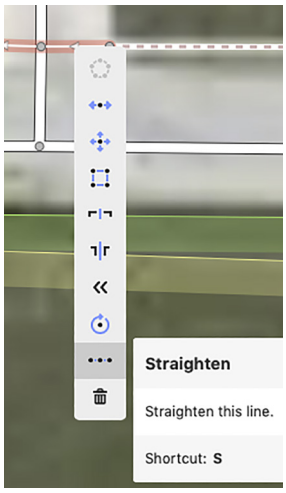
a. Crosswalks should start at the edge of the curb or end of sidewalk, and extend to the opposite curb. The sidewalk feature also needs to intersect the street. A typical crosswalk will have a minimum of three nodes, start, middle (intersecting street) and end.

b. When finished select the **feature type** for the crosswalk. There are a variety of crossing types. To see them, type **Crossing** into the **Search** bar.

c. The two main types are **Marked Crosswalk** and **Unmarked Crosswalk**. After you select the crossing type additional information can be added.

d. Once the sidewalk and crosswalk have been added, upload the changes to OpenStreetMap by clicking on the **Save** button in the top right. In the dialog provide a brief description of the changes you made.




e. Once you are familiar with editing, add several sidewalks and then upload the changes as one upload. It is good practice to only do a few edits per upload. *Note: Edits typically take a few hours to show up on the public OpenStreetMap Page.*

## Contact:

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