

OpenStreetMap: iD Editor v3

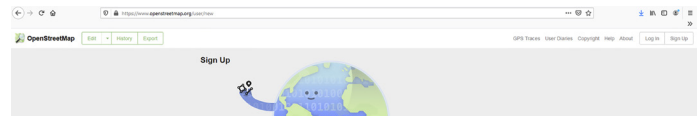
iD Editor v3

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.

OpenStreetMap is a project that creates and distributes free geographic data for the world. An in-browser editor for OpenStreetMap, iD Editor is an easy to navigate software, that allows users to quickly add or edit any feature to OpenStreetMap. This Task Sheet will show you how to add points, lines, polygons, and save them to OSM. Accuracy is crucial when working on open source platforms. Many people and companies such as Snapchat and Uber rely on OpenStreetMap for their information. This Task sheet will teach you how to get started with iD Editor v3.

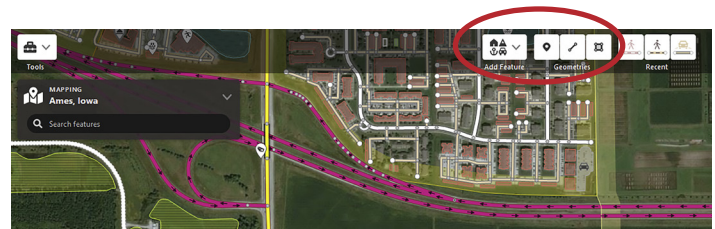
1. Getting Started

- Before editing you will need to create an OpenStreetMap account at: <https://www.openstreetmap.org/user/new>.
- After signing up for OpenStreetMap use the following link to access **iD Editor v3**: <http://bit.ly/iD-v3>.
- Zoom in by scrolling or double-clicking on the map, you can move the map by clicking and dragging within the map frame.
- Find a community of interest or a smaller town that may not have many features such as Tripoli, Iowa.



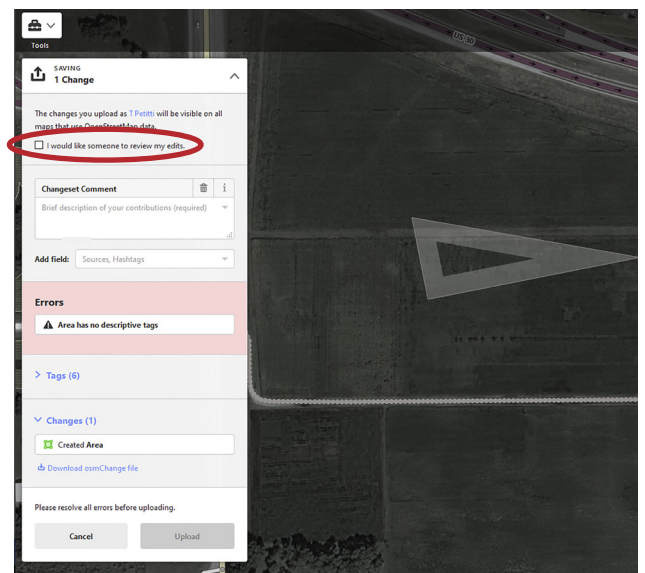
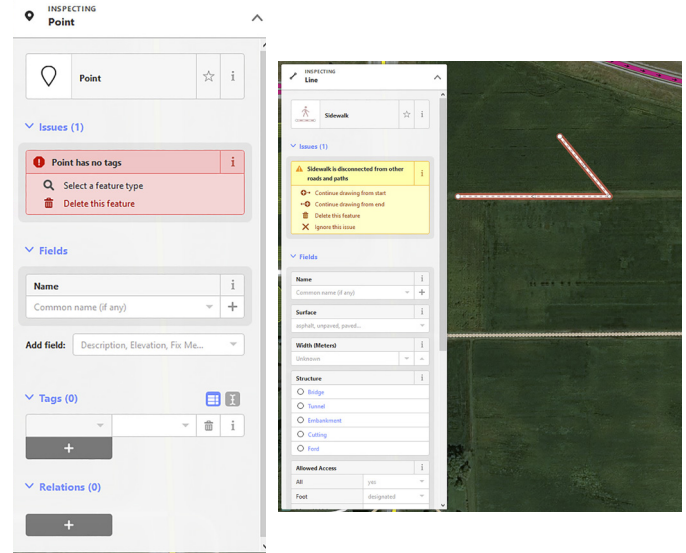
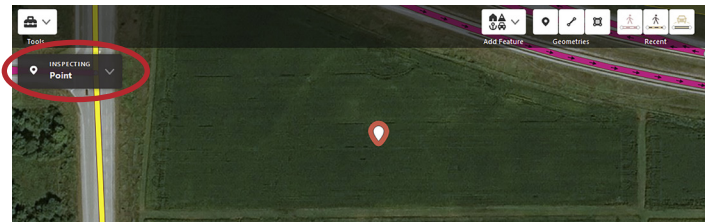
2. iD Editor Layout

- Zoom in to display map editing options.
- At the top of the map is the **Tools** panel it is used to add features to the map. Click on **Geometries** to add a Point, Line, Polygon, or any specific feature. Even recently used features appear here for quick access..
- To the right of your map is the **Map** panel. Here you will see navigation controls and configuration settings.
- Background settings** allow you to change the basemap used for editing. This is helpful because some image providers have more up to date imagery or better clarity to see features.
- Map Data** has options to filter data types to display. Under **Map Features** you can uncheck features you don't want to see on the map. This can be very helpful when features overlap.
- Issues** keeps track of warnings that come up during the edits you create or other users created.



3. Creating a Feature

- Click on **Point** at the top of your map. Your mouse cursor will change to a crosshair. Click once anywhere within your map frame to add a point.
- In the **Inspecting** menu you can give the point a feature type and description. Clicking on **Point** you can search and change the feature type.
- The **Fields** option is for giving the point a general name, and adding fields for descriptive details.
- Tags** help describe features by adding a value or type. While **Relations** allow you to group features with similar characteristics.
- Remove the point by pressing **Ctrl + z** to undo your last step, or use your **Delete** key to delete the point. *Note: Do not save your work*
- Click on the **Line** tool, in the top menu.
- Click once within your map frame to start the line. Click again to create nodes, and double-click to complete your line segment.
- Notice the different Feature types available in the **Inspecting** menu, select one of the options such as **Sidewalk**.
- Select the line segment you are working on by clicking on it so it is highlighted, Use the **Ctrl + z** shortcut to undo your last node, you can also click on the nodes and drag them to move your line. Press your **Delete** key to remove the feature.



4. Saving Edits

- Click the **Area** tool to create a polygon, click once to start a polygon, additional clicks will add nodes, double-click to close the polygon. Select a **feature type** such as **Park**.
- Then in the top right click **Save**. There will be a small number next to **Save** displaying the number of edits your will be saving.
- The **Saving** pane allows you to add comments, as well as ask for someone to review your edits. Do not click **upload** unless your edits are accurate!

Contact:

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