Workshop I
ID editor, POIs, Roads, Tasking Manager (HOT), and Missingmaps

Introduction to OpenStreetMap

- Go to www.openstreetmap.org
- Observe the layout and different tabs on the screen
- Go over and explore the different tabs available

NAVIGATION THROUGHOUT THE MAP

- You can move around the map by clicking the left button and dragging around on the map

- Zooming in and out on the map can be done utilizing the scroll wheel on the mouse - alternatively use the plus and minus sign on the screen

- Utilize the search box (in the top right) to find places

VIEW DIFFERENT MAP STYLES

OSM contains data from all over the world and can be displayed using such with layers button.

- Press the layers button on the bottom right of the screen

- Try to explore the different layers (e.g. transportation which shows different routes)
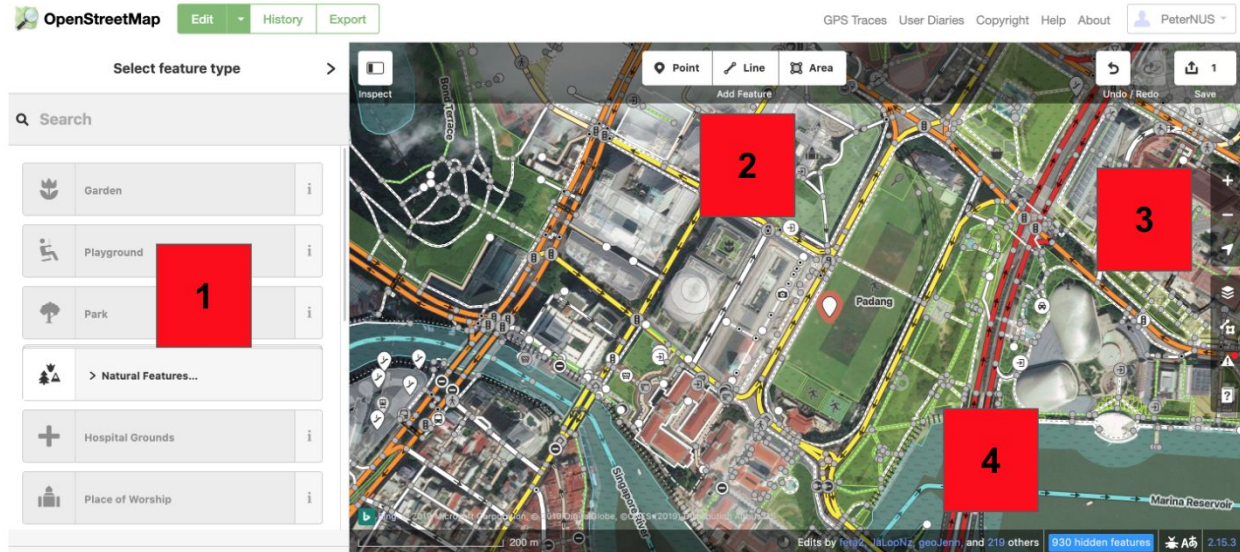
CREATE AN OPENSTREETMAP ACCOUNT

- With basic understanding, let's try to create an OSM account

- Press sign up in the top right of the screen

- Please fill in all five boxes on the screen

- Enter the same two email addresses in the first two boxes - please use your student emails for this

- In the third box, please create a username. Make it simple and containing your name if possible. **(obs. Signup name is case sensitive, please use a username that contains no space)**

- Please enter the same password in the last 2 boxes

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- Press sign up!

- If there is any issues, make sure that your user name / passwords are similar. Otherwise, change such to be similar. Furthermore, make sure that your username is unique.

- Check your email for confirmation and follow the steps to confirm your registration!

- Congratulations, you're now ready to use the OSM!

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iD Tutorial

iD EDITOR USER INTERFACE

1. **Edit Feature:** Panel that allows you to see tags and make edits

2. **Tools:**

Draw point (node), *shortcut key* **1**

Draw line (way), *shortcut key* **2**

Draw shape (polygon), *shortcut key* **3**

Undo, *shortcut keys* **Ctrl+z**

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Redo, *shortcut keys* **Ctrl+y**

Save changes, *shortcut keys* **Ctrl+s**

3. **Map panel:** Map related functions

Zoom In, *shortcut key* **+**

Zoom Out, *shortcut key* **-**

Go to your location

Configure background layer, *shortcut key* **b**

Map Data, *shortcut key* **f**

Open Help Menu, *shortcut key* **h**

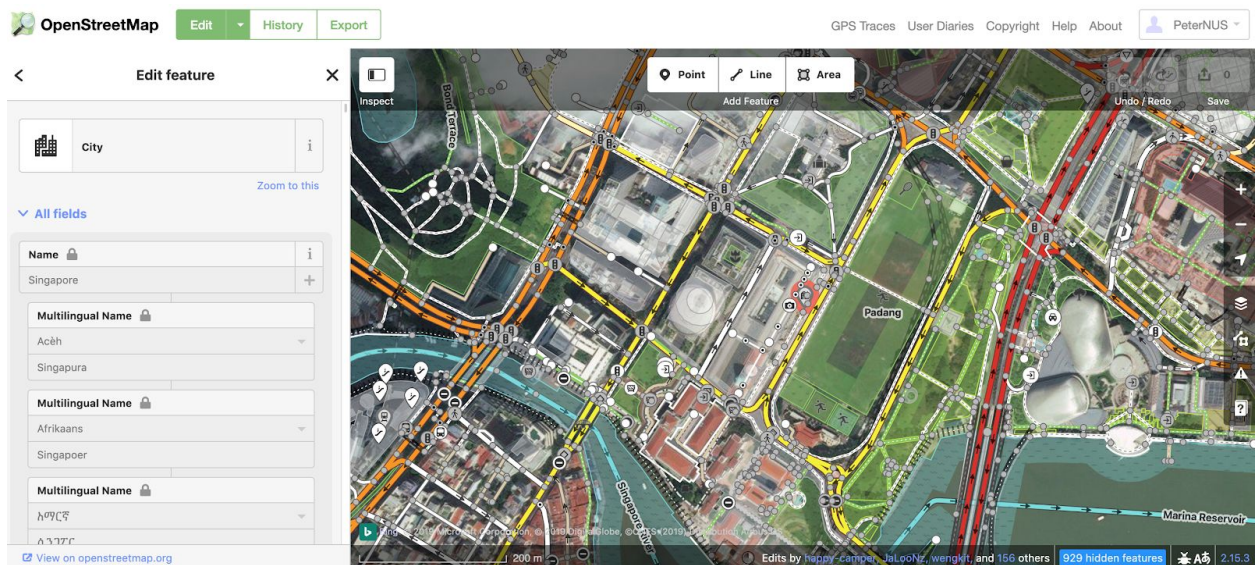4. **Information panel:** Map information e.g. scale of map etc.

CONFIGURING THE BACKGROUND LAYER

- Click the **Background settings** button or use the *shortcut key* **b**.

- You can here choose your brightness, contrast and other visual elements to your map

- Can also select provider of imagery (e.g. Bing Aerial Imagery)

BASIC EDITING WITH ID

Adding points

- With an OSM account in place, you can now start to use the iD creator to start mapping

- Let's start by mapping a place that you know well, i.e. your neigbourhood, school, or workplace (can be agreed upon by facilitator)

- Find an area that has yet to be mapped and zoom in

- Go to Edit > Edit with iD (in-browser editor)

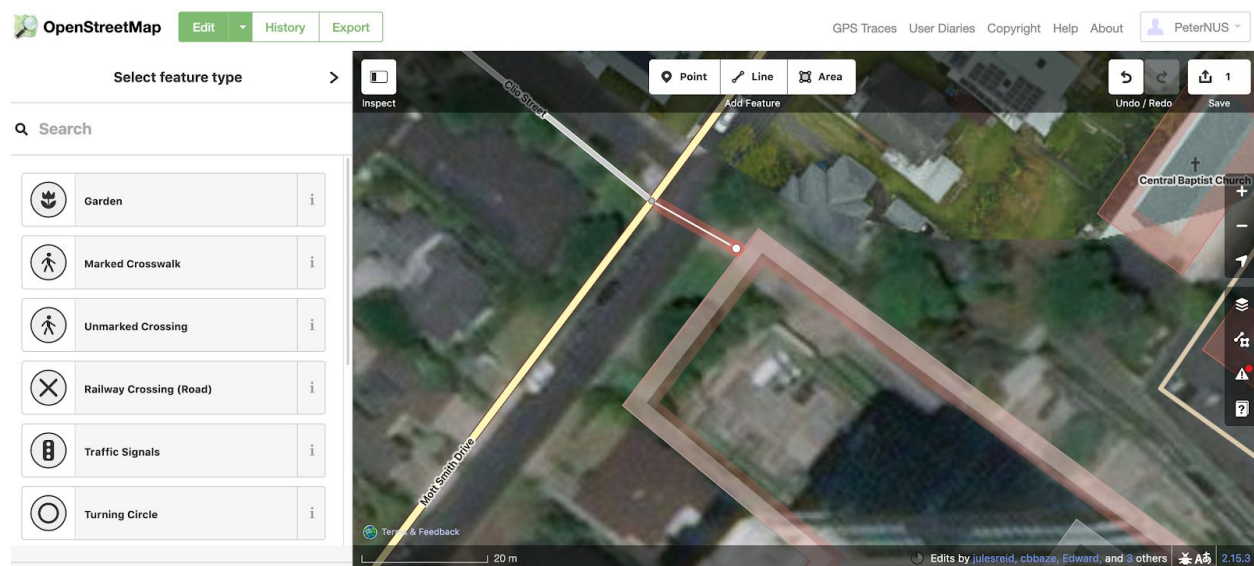- You will see a new screen with the iD editor

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- Adding points can be done by clicking "Point" in the top of the window

- Add (by the list on the left) what type of point that you're adding to the map.
  Continue with type of point being added

- Once done, click Save

- Once you've pressed save, you'll be asked to enter descriptions of your save
  (insert the chainset command offered or general description of your save
  here). Press save again and it will be uploaded to the OSM database.

Drawing Lines

To add a new line, click on the **Line** button.   ✏ Line

- You will see that your mouse will change to a plus sign.

- Find a road that is not yet mapped and start by pressing the left button

- Double-click to end the drawing process. Notice the panel on the left.

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- Set the right tag for the road

- If you need to make corrections to the line, you can drag individual points by pressing it (with the left cursor) and moving it manually

- Select the whole line and press the move tool to move the entire line (right click and select)

- Right clicking on the line opens up the command for the following:

Delete point from line.

Disconnect point from line.

Split a line into two lines from the point you've selected.

When you click your left mouse button on a line (but not on a point), you will see these tools:

Delete line.

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Create a circle from a line (only active if the line is closed)

Move line

Form a square shape from a line (only active if the line is closed)

Reverse line direction (good for rivers & one-way streets)
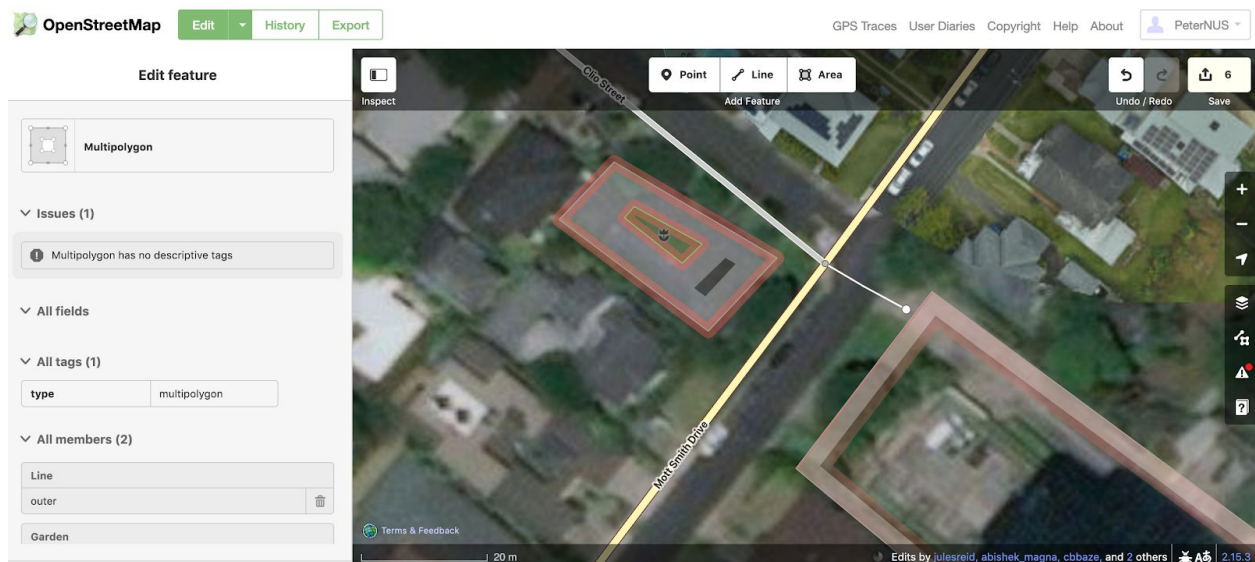
A line is refered to as a "way" with nodes in it

Regarding Deleting Images: Please do not delete other people's edits, rather if needed - do change such with edits. This will preserve history of the edit as well as respect the other people contribution to the map.

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Drawing Shapes (Polygons)

- To add a new multi-sided shape, click on the **Area** button. ☒ Area

- The mouse will change shape (+)

- The color of the shape will change based on attribute

- Tools available are similar to drawing a Line when pressing the right mouse button

A "polygon" in the iD editor is actually a "closed way" with tags on it.

Drawing Multipolygons

In order to draw a multipolygon, such as an outer area with an inner area. Do draw these areas separately. Then select both (by holding shift and selecting both) and press

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c. This will combine them into a multipolygon. This is useful for buildings with open

spaces etc.

SAVING YOUR CHANGES

After making a change, it is good to save your changes. Please press the save button

accordingly.

When asked for the changeset comment, you can either add a description of what

you've done or make a special changeset that all within the same event will follow

ADDITIONAL INFORMATION AND CUSTOM TAGS

These tags will allow you to add additional information to an object

- Add elevation

- Add notes

- Add contacts / phone number

- Add source tag

- Add website

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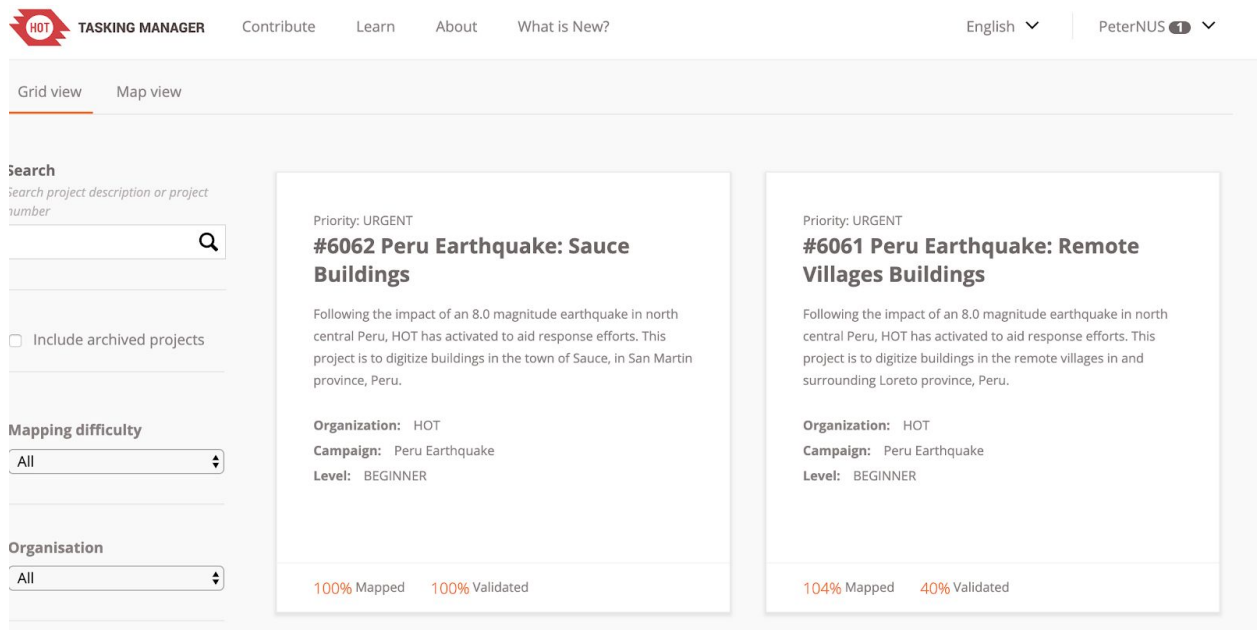*http://www.missingmaps.org/*
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- Add accessibility information

- Add Wikipedia link

Tasking Manager (HOT)

- Go to https://tasks.hotosm.org/
- Select login which should directly link with your current OSM account
- Grant access
- Press start mapping

- In the grid view, you will find all available mapping projects as assigned by the HOT
- Please localize a project that is less than 100% mapped, with level of beginner

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Instructions

Entities to map

roads, buildings, farmlands

Changeset Comment

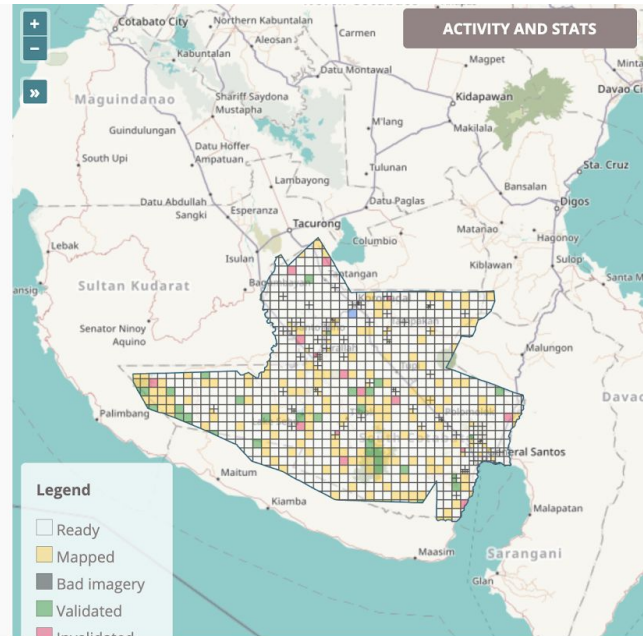#hotosm-project-5461 #MapPH #UPNOAH #FoodSecurityPH #OSMPH #YouthMappers

Imagery

https://{switch:a,b,c,d}.tiles.mapbox.com/v4/digitalglobe.0a8e44ba/{zoom}/{x}/{y}.png?
access_token=pk.eyJ1IjoiZGlnaXRhbGdsb2JlIiwiYSI6ImNqZGFrZ3pjzNpaHYycXFyMGo0d
jY3N2lifQ.90uebT4-ow1uqZKTUrf6RQ

Imagery

· Use **DigitalGlobe Standard Imagery** (automatically loaded with iD & JOSM remote control – it has the most consistent high resolution, relatively recent imagery.

· Check **other imagery sources** if you have a tile that is either **cloudy or no high-resolution imagery available**; please mark the task as **"Bad Imagery"** if none is available.

- First read through the instructions on the left side of the screen. The instructions contain specific details regarding the project at hand.
- The map on the right contains the grid to which you will map.
- Please select a white tile (ready to be mapped)
- Press start mapping
- Choose ID Editor

MissingMaps

- Please familiarize yourself with the MissingMaps interface: http://www.missingmaps.org/
- This site is directly linked with taskmanager (HOT) in previous
- However, has leaderboards and key metrics for individual users
- Hence this site can be utilized to measure data or track users for awards etc during your workshops (note: it will take 1 day to update statistics for each users)

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Discover

To track your individual & project contributions Missing Maps provides two tools.

User Profiles

Check out your contributions to HOT tasks!

FIND A USER

Project Leaderboards

Find out where you stand among contributed hashtags!

FIND A LEADERBOARD

Homework

- Spend some time reviewing the materials provided to you today
- Go to tasking manager (HOT) and select a project in the beginner level
- Follow the instructions as per requested and try to finish a few grids
- We will utilize the edits that you've made to learn how to validate / quality control in the next session!

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