

OSM Team

Tools Update



Part 1:


OSM Conflicts

Resolution Procedure

1. JOSM will detect a conflict
2. You will select how much to synchronize
3. A list of conflicts will appear on the Conflict List Dialog
4. The dialogue will allow you to open the Conflict Dialog
5. You will compare the current data to your proposed data and decide what to keep


Conflict Detection


Conflicts detected





Uploading failed because the server has a newer version of one of your nodes, ways, or relations.
The conflict is caused by the node with id 51,749,875, the server has version 3, your version is 2.

Click Synchronize node 51,749,875 only to synchronize the conflicting primitive only.
Click Synchronize entire dataset to synchronize the entire local dataset with the server.
Click Cancel to abort and continue editing.

 Help

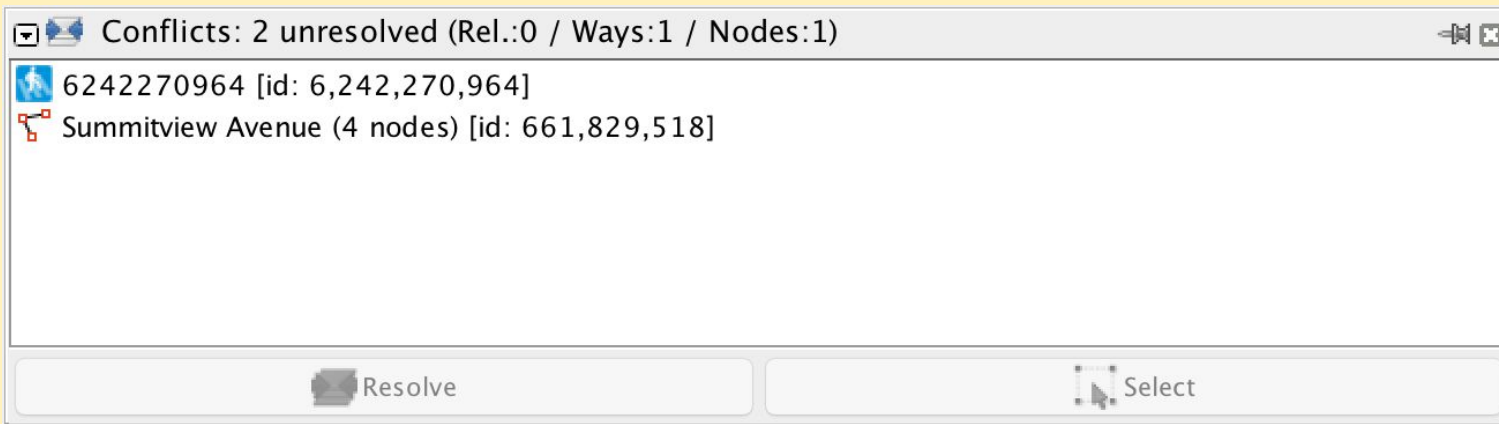
 Cancel

 Synchronize entire dataset

 Synchronize node 51,749,875 only

Conflict List Dialog

- Opened by either hitting Alt+Shift+C or by simply going to Windows and selecting  **Conflict**



Properties

Resolve conflicts for '6242270964 [id: 6,242,270,964]'

Properties(with conflicts)

Tags(1 conflict)

Nodes

Members

| My version (local dataset) | Merged version | Their version (server dataset) |
|---|----------------|--|
| Version 1 currently edited in layer 'Data Layer 11' | | Version 2 created on 1/28/19 11:21 AM |
| User: LeeSea | | User: liceaa |
| <div>Changeset</div> none | | <div>Changeset</div> 66715959 |
| Coordinates: (46.6002562,-120.5964848) | (none) | (46.6002581,-120.5964741) |
| <div>↔</div> | | |
| Deleted State: not deleted | (none) | not deleted |
| <div>↔</div> | | |
| Referenced by: North 66th Avenue (17 nodes) [id: 6,212,124] | | North 66th Avenue (17 nodes) [id: 6,212,124] |

Apply Resolution

Cancel

Help

Tags

Resolve conflicts for '6242270964 [id: 6,242,270,964]'

■ Properties(with conflicts) ■ **Tags(1 conflict)** Nodes Members

My version (local dataset)

| Key | Value |
|----------|--------|
| crossing | marked |

Merged version

| Key | Value |
|-----|-------|
|-----|-------|

Their version (server dataset)

| Key | Value |
|----------|-------|
| crossing | zebra |

◀ ▶

Apply Resolution Cancel Help

Nodes

✓ Properties ✓ Tags ✗ Nodes(with conflicts) Members

My version (18 entries)

lock scrolling ☒

| | Node |
|----|---------------------------|
| 1 | 51792271 [id: 51,792,271] |
| 2 | node [id: 0] |
| 3 | node [id: 0] |
| 4 | 51752952 [id: 51,752,952] |
| 5 | 51792273 [id: 51,792,273] |
| 6 | 51792275 [id: 51,792,275] |
| 7 | 51789169 [id: 51,789,169] |
| 8 | 51769812 [id: 51,769,812] |
| 9 | 51744552 [id: 51,744,552] |
| 10 | 51788092 [id: 51,788,092] |
| 11 | 51774060 [id: 51,774,060] |
| 12 | 51781082 [id: 51,781,082] |
| 13 | 51774056 [id: 51,774,056] |
| 14 | 51770437 [id: 51,770,437] |
| 15 | 51792283 [id: 51,792,283] |
| 16 | 51792287 [id: 51,792,287] |
| 17 | 51792289 [id: 51,792,289] |
| 18 | 51792291 [id: 51,792,291] |

Merged version (0 entries)

lock scrolling ☒

| | Node |
|--|------|
|--|------|

Their version (17 entries)

lock scrolling ☒

| | Node |
|----|--------------------------------|
| 1 | 51792271 [id: 51,792,271] |
| 2 | 6242270964 [id: 6,242,270,964] |
| 3 | 51752952 [id: 51,752,952] |
| 4 | 51792273 [id: 51,792,273] |
| 5 | 51792275 [id: 51,792,275] |
| 6 | 51789169 [id: 51,789,169] |
| 7 | 51769812 [id: 51,769,812] |
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| 13 | 51770437 [id: 51,770,437] |
| 14 | 51792283 [id: 51,792,283] |
| 15 | 51792287 [id: 51,792,287] |
| 16 | 51792289 [id: 51,792,289] |
| 17 | 51792291 [id: 51,792,291] |

Compare My with Their

Click Freeze to finish merging my and their entries. Freeze

Two Extremes

Scenario 1: Local dataset is a disaster; server dataset is ideal

Scenario 2: Local dataset is ideal; server dataset is a disaster

Best Course of Action

- For QC purposes in cases of doubt it's best to go with the local dataset
- If conflict resolution makes you realize you were in the wrong however, by all means go with the server dataset. Your edits will not be uploaded in that case.

Part 2:

Customizing Paintstyles

Introduction

- **Paint styles are manipulated through MapCSS, which would take a long time to gain extensive knowledge of.**
- **However you can learn a lot simply by making small adjustments to paint styles you are already familiar with.**

Declaration Blocks

```
node:modified::modified_layer
{
    symbol-shape: circle;
    symbol-size: 50;
    symbol-fill-color: modified_objects_style#00FF00;
    symbol-fill-opacity: 0.3;
    z-index: -5;
}
```

Color Codes

- The colors are set using hex code a common format in web design.
- **#00FF00**, the default color for the modified objects paint style will appear as bright green
- There are many, many easy to find resources that will give you the hex code for any color you wish to use.
- In this case we will be changing the color of modified nodes to **#4d4dff**, a shade of blue.

Editing the MapCSS File

- You can edit a MapCSS file with **TextEdit**
- You have to manually select the application after right clicking on the file, clicking on **Open With**, and then **Other**



Changing the Color: Before

```
node:modified::modified_layer
{
    symbol-shape: circle;
    symbol-size: 50;
    symbol-fill-color: modified_objects_style#00FF00;
    symbol-fill-opacity: 0.3;
    z-index: -5;
}
```


Changing the Color: After

```
node:modified::modified_layer
{
    symbol-shape: circle;
    symbol-size: 50;
    symbol-fill-color: modified_objects_style#4d4dff;
    symbol-fill-opacity: 0.3;
    z-index: -5;
}
```