

# Getting Started with HOTOSM

## How to add features to the map during #HOTLunch

### 1 Set up an OpenStreetMap account

- a. Navigate to [openstreetmap.org](https://openstreetmap.org) & click on "Sign up". Follow the prompts.

\* A confirmation email will be sent to your email. Log in to your inbox and confirm your new OSM account.

### 2 Select an area to map

- a. Go to the HOTOSM Tasking Manager ([tasks.hotosm.org](https://tasks.hotosm.org)) & log in to your OSM account.

- b. Select one of these tasks:

- c. Read the info in the "Instructions" tab to learn about important details like the type of imagery you should use and the type of features to digitize.

- d. Select a task by clicking a grid cell on the map or by choosing the "Select a Random Task" button.

- e. Click "Start Mapping"

- f. Select "Edit with iD editor"

### 3 Map the area

- a. Trace features within the pink square.

To add a building: Click the "Area" button, trace the outline of the building, & double-click to finish.

To classify the area: Click "Building" in the left side menu, scroll down & click "Building" again.

To add a road: Click the "Line" button & trace the road. Make sure it connects to other intersecting roads.

To classify a line: Click "Road" in the left side menu, then pick a subcategory.

\* quick tip: draw points, select feature, then hit `s` to square angles or `o` to create a circle.

\* bonus: hold `alt` to disable snapping (this is important when you are drawing adjacent buildings).

\* hit `?` for other keyboard shortcuts

### 4 Save your work

- a. Click the "Save" button at the top of the map area.

- b. Add these tags to the changeset comment section: `#HOTLunch`

- c. Click "Upload" button in the left side menu to add your features to OpenStreetMap.