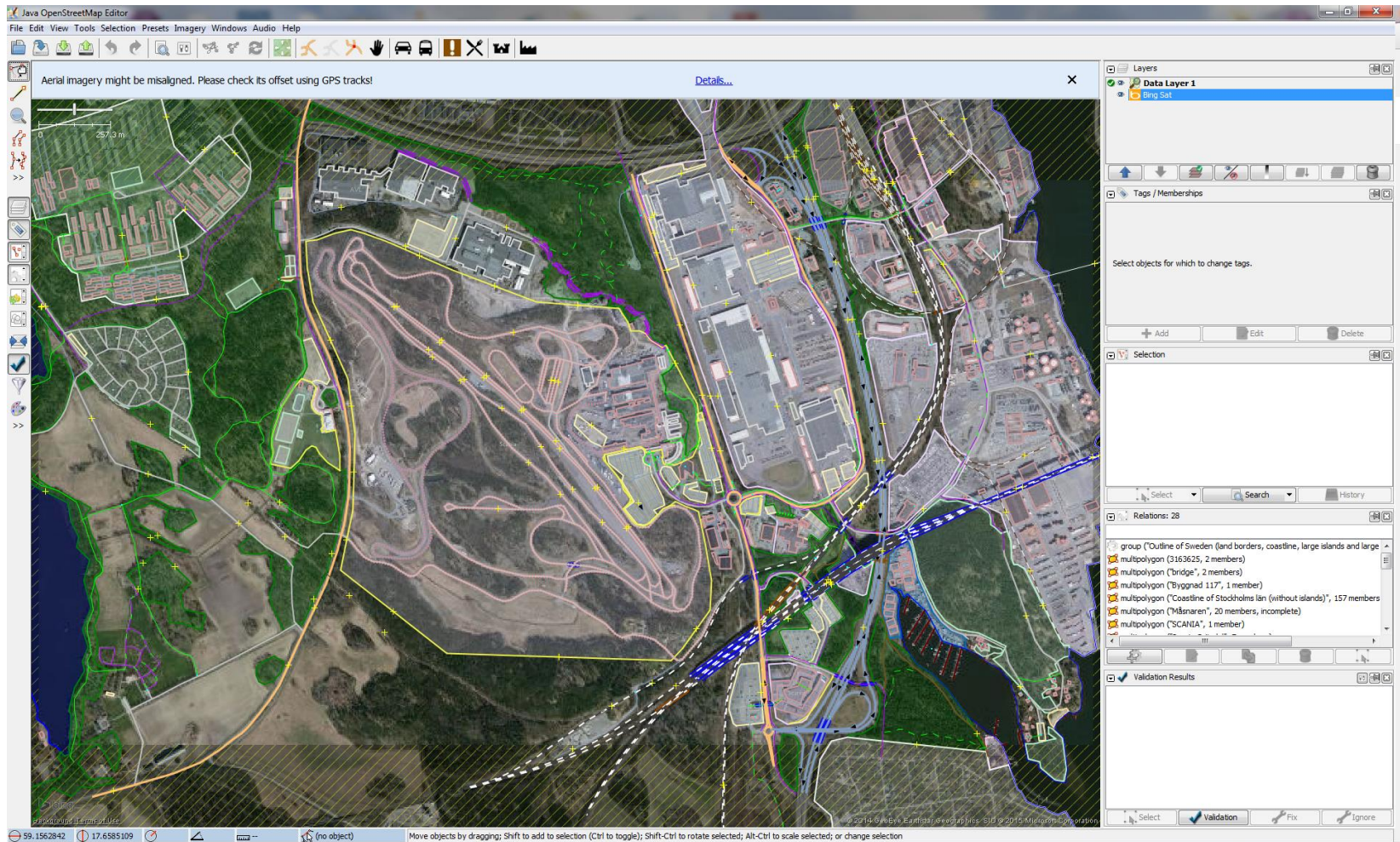


Java OpenStreetMap Editor



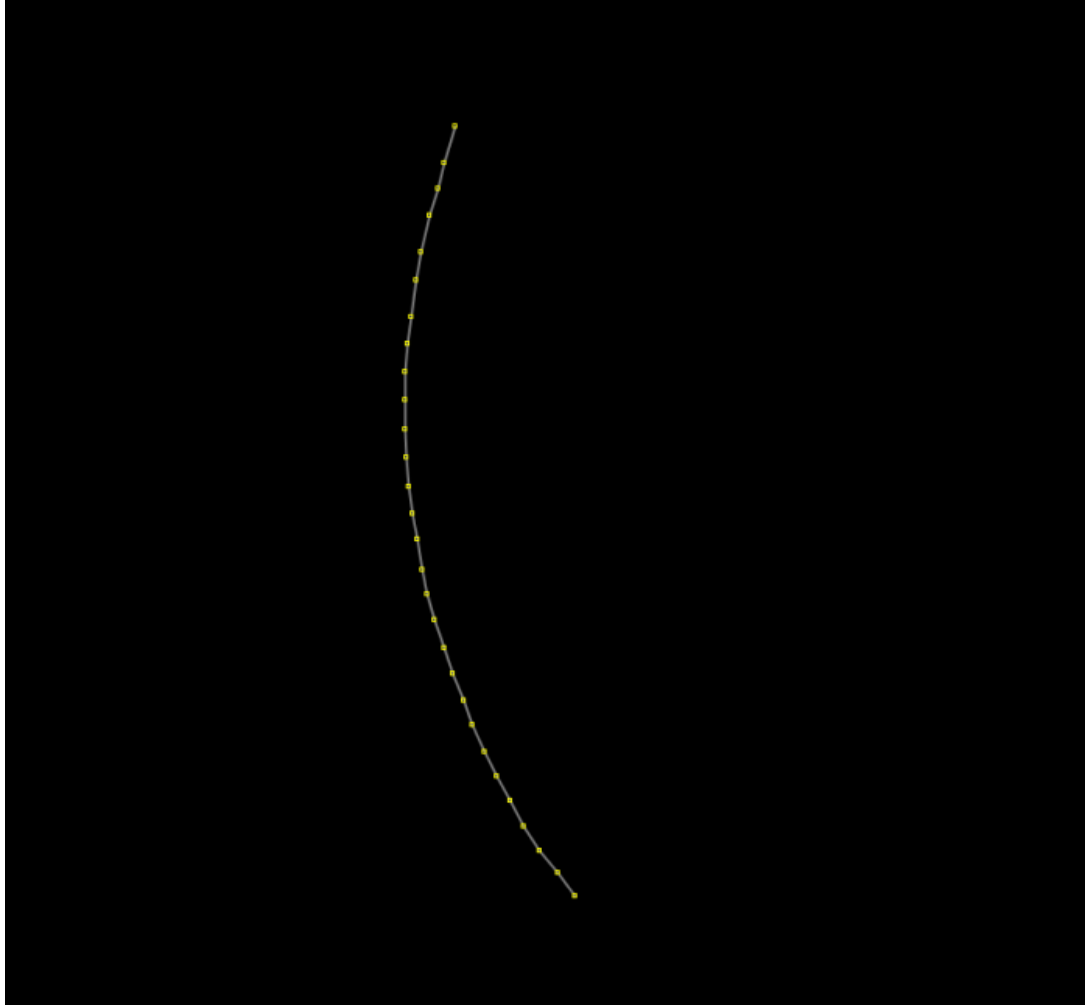
Nodes



Node structure:

- Unique ID
- Longitude
- Latitude

Ways



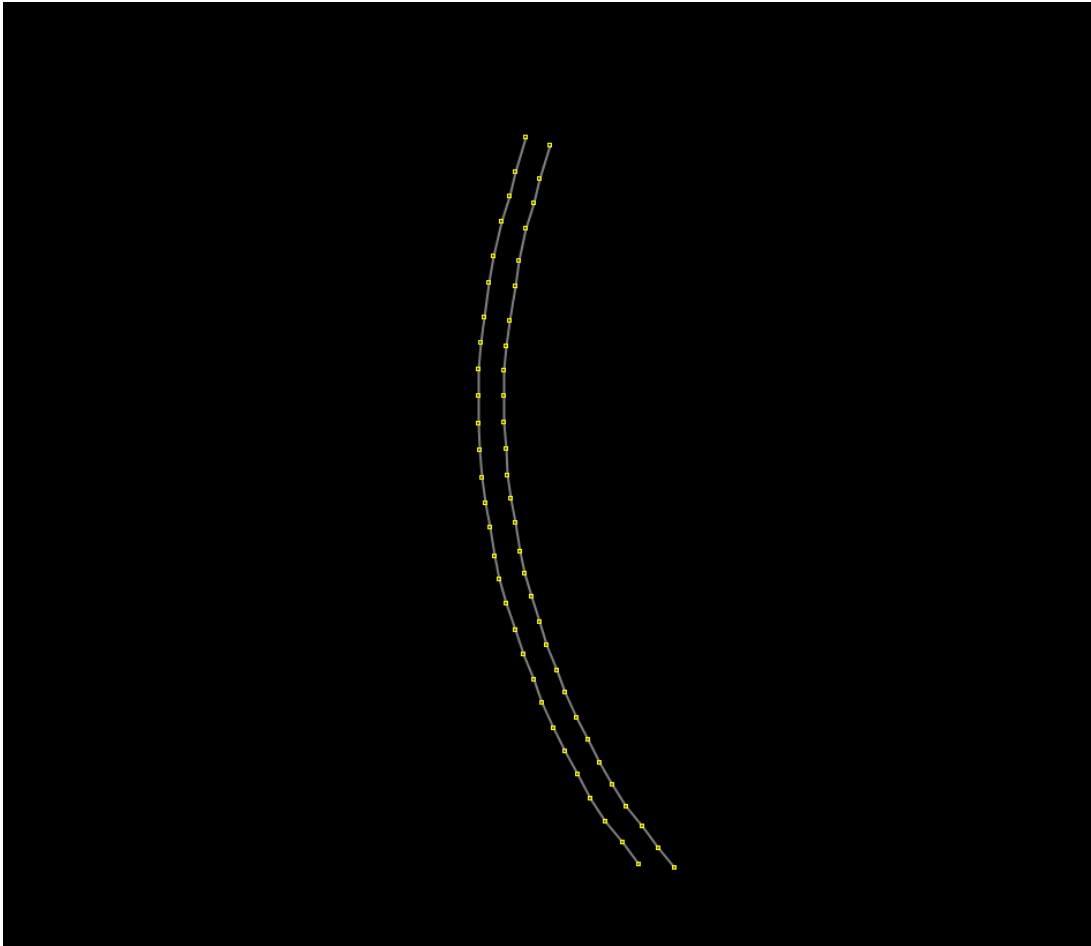
Way structure:

- Unique ID
- List of ordered nodes

Relations

A structure allowing complex
"things" to be defined

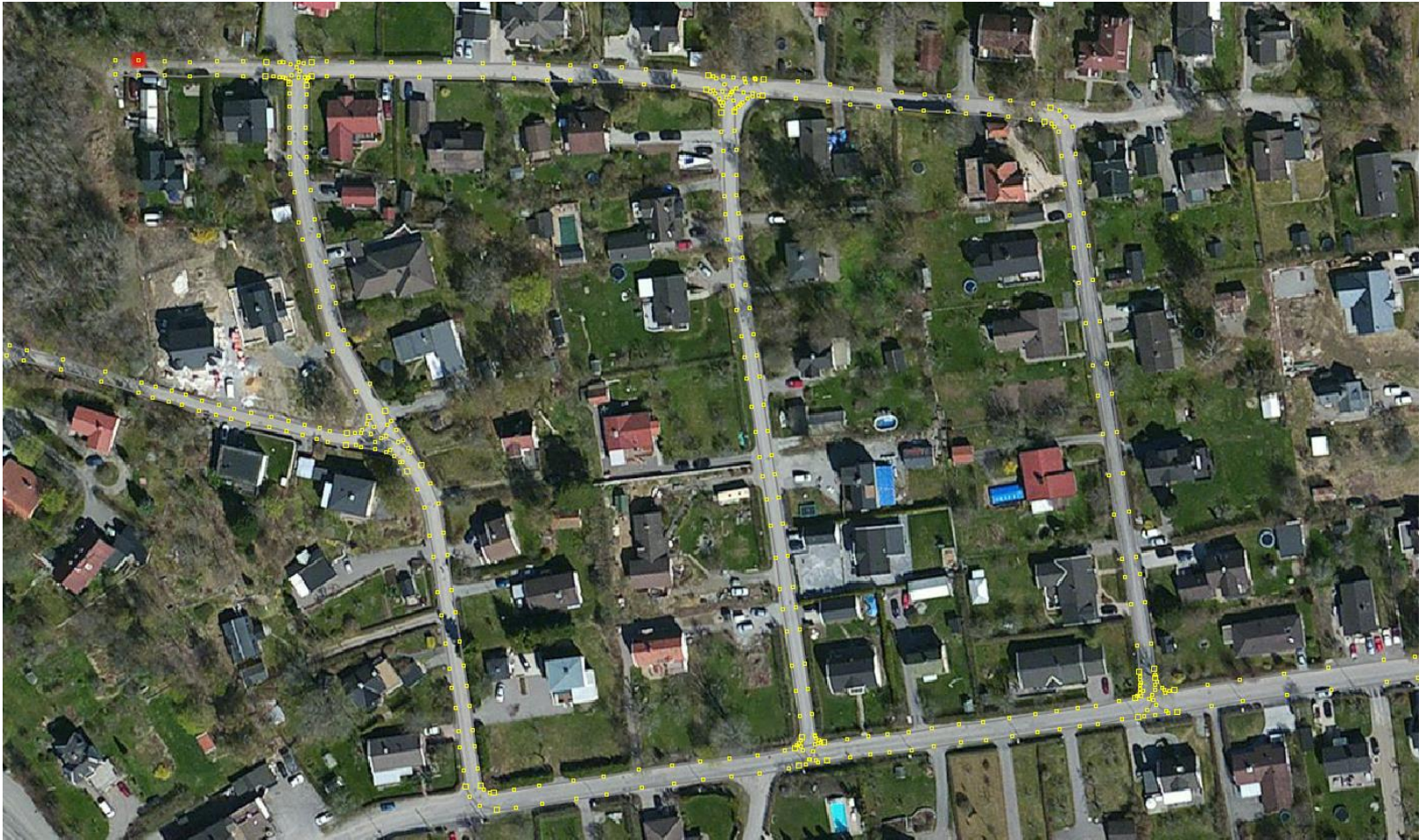
Lanelets



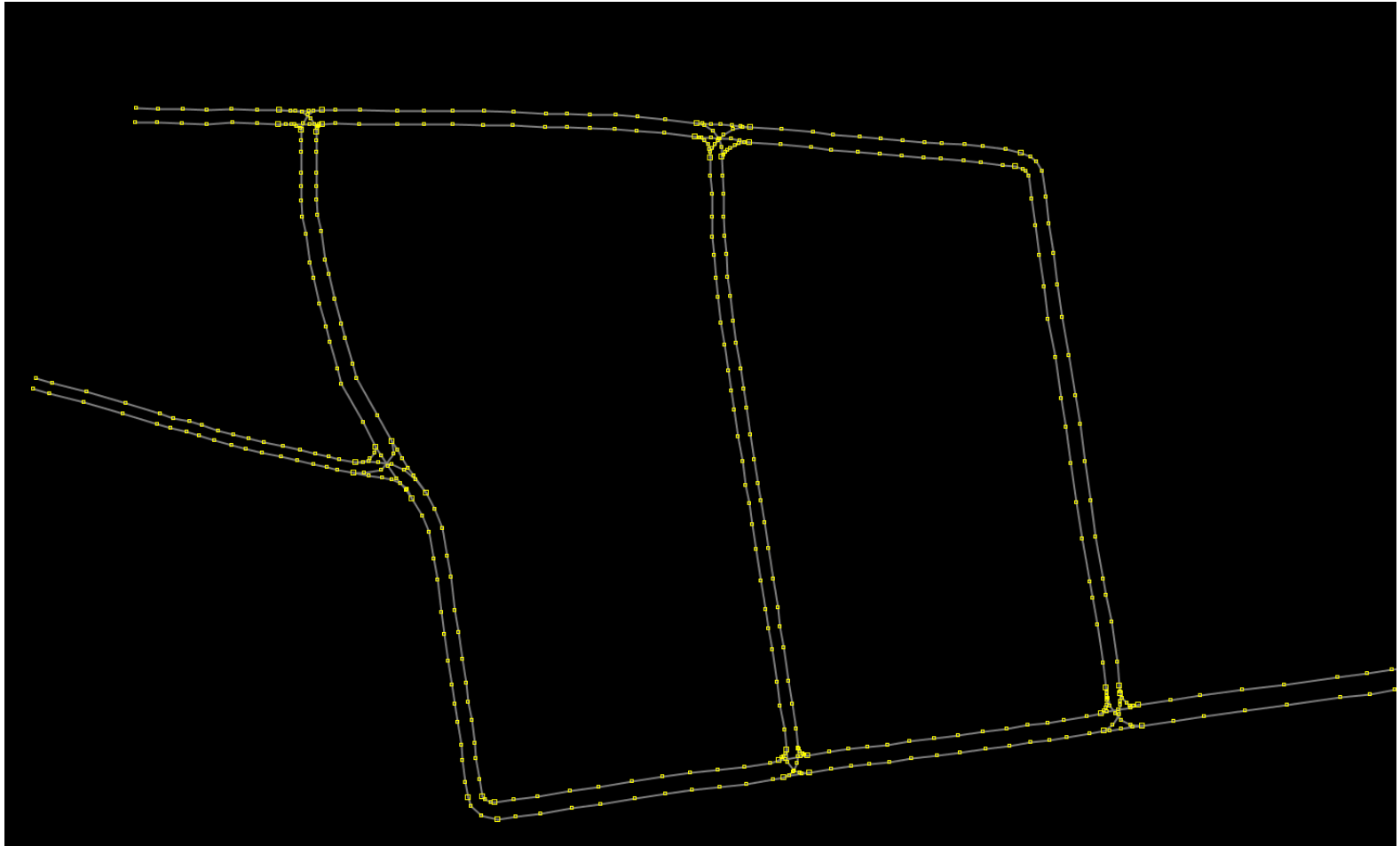
Lanelet structure:

- Left way
- Right way
- Max velocity (optional)
- Custom properties (optional)

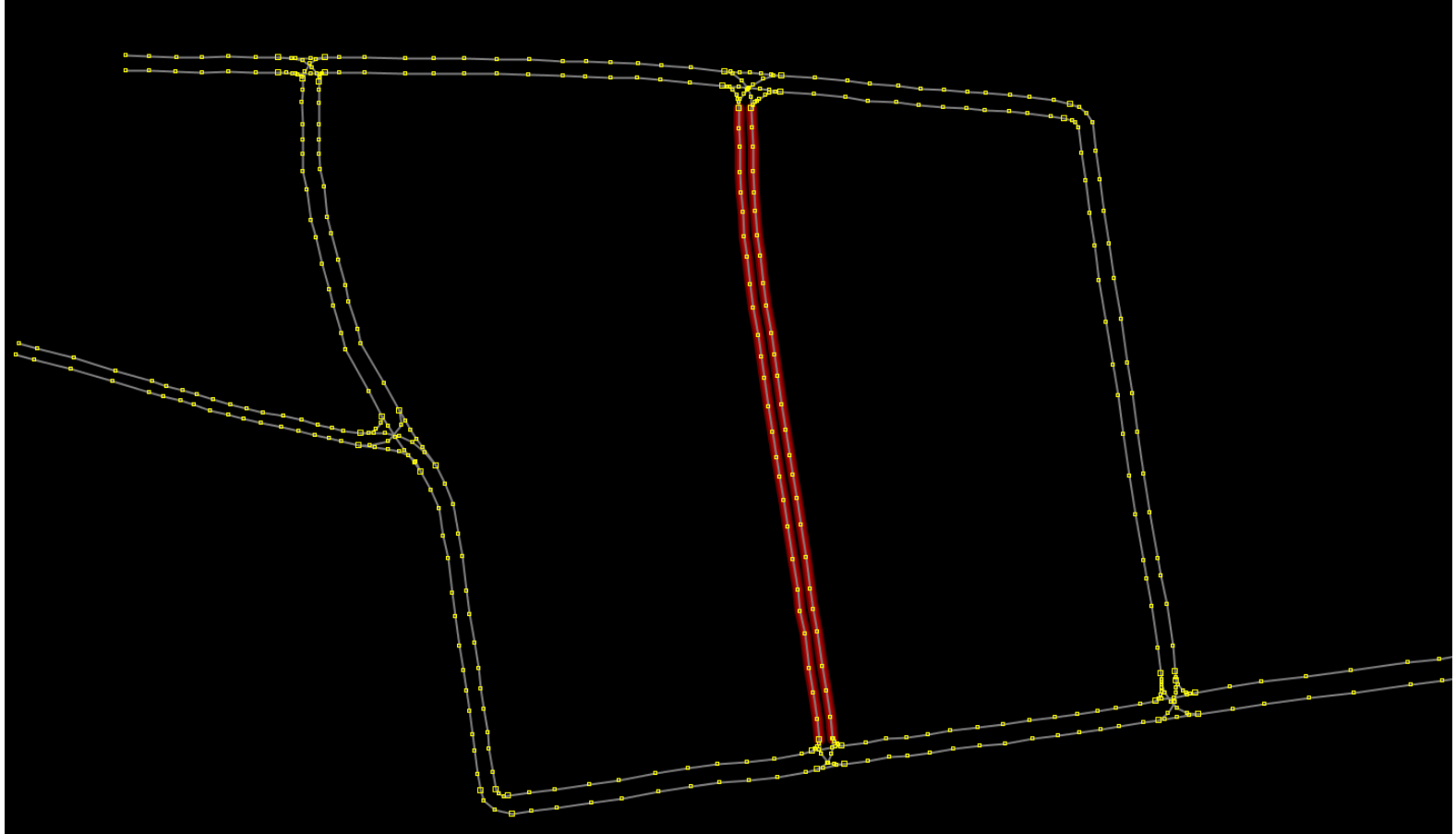
Creating a complex map



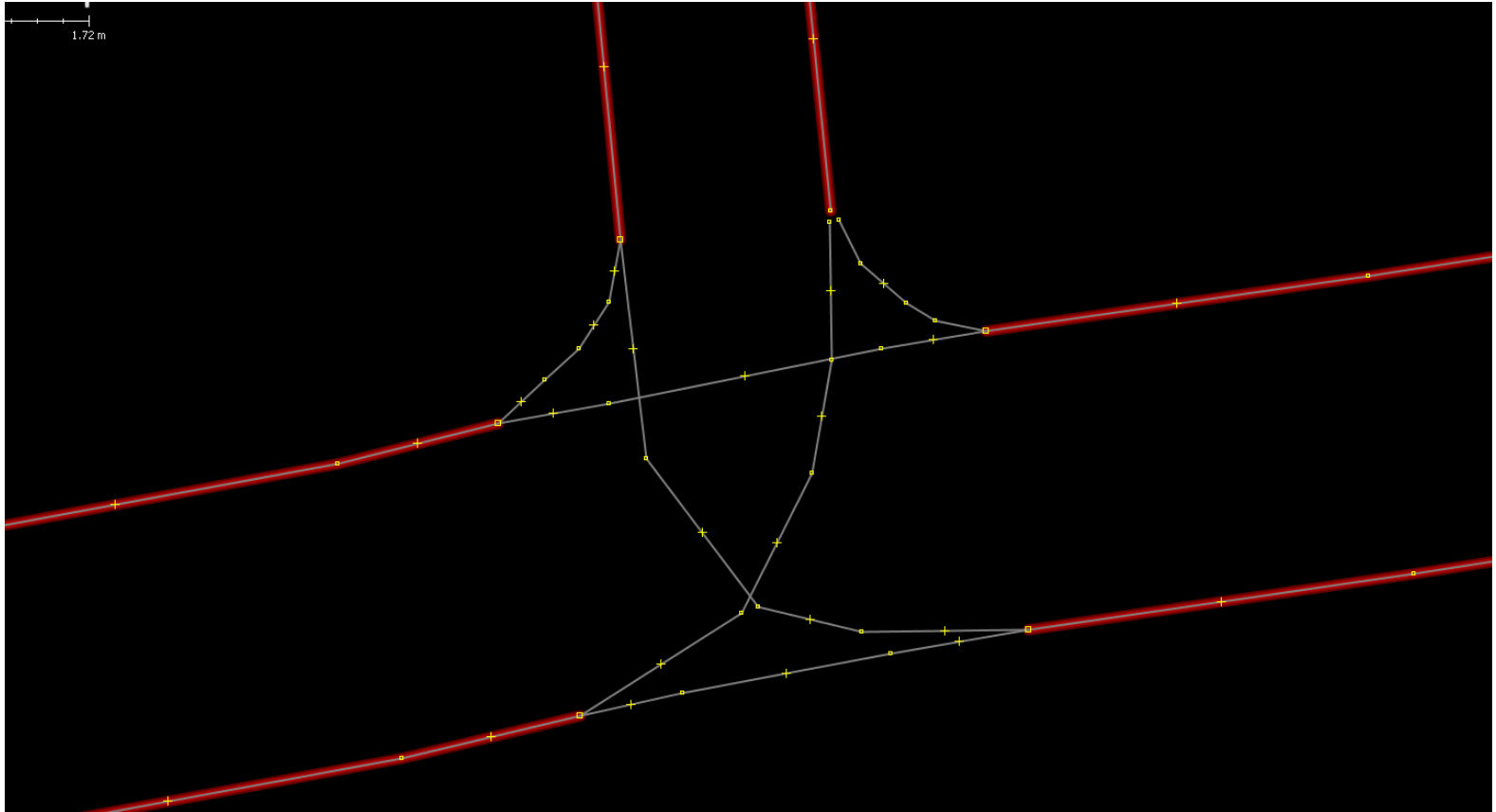
Final road skeleton



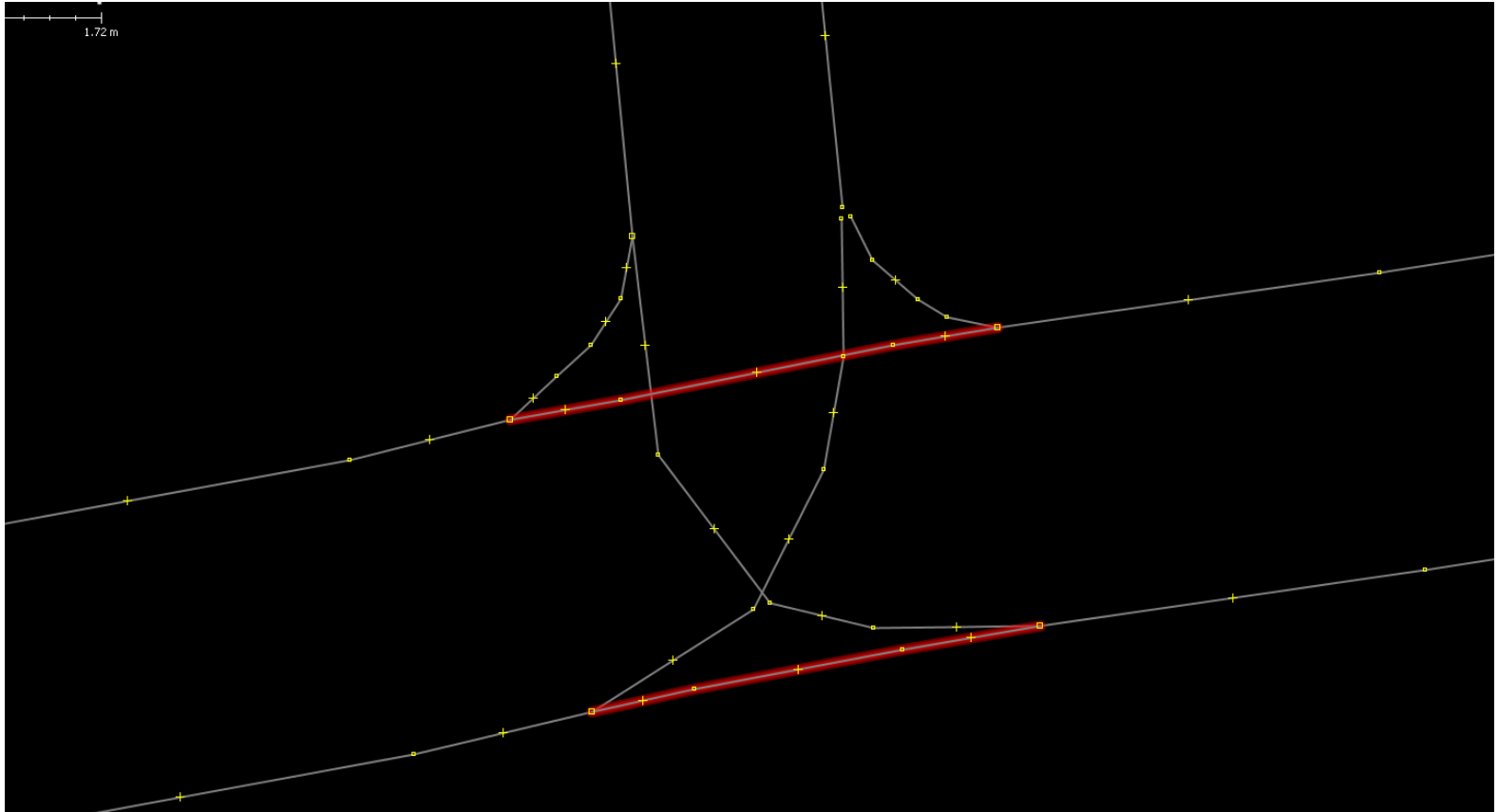
A simple lanelet



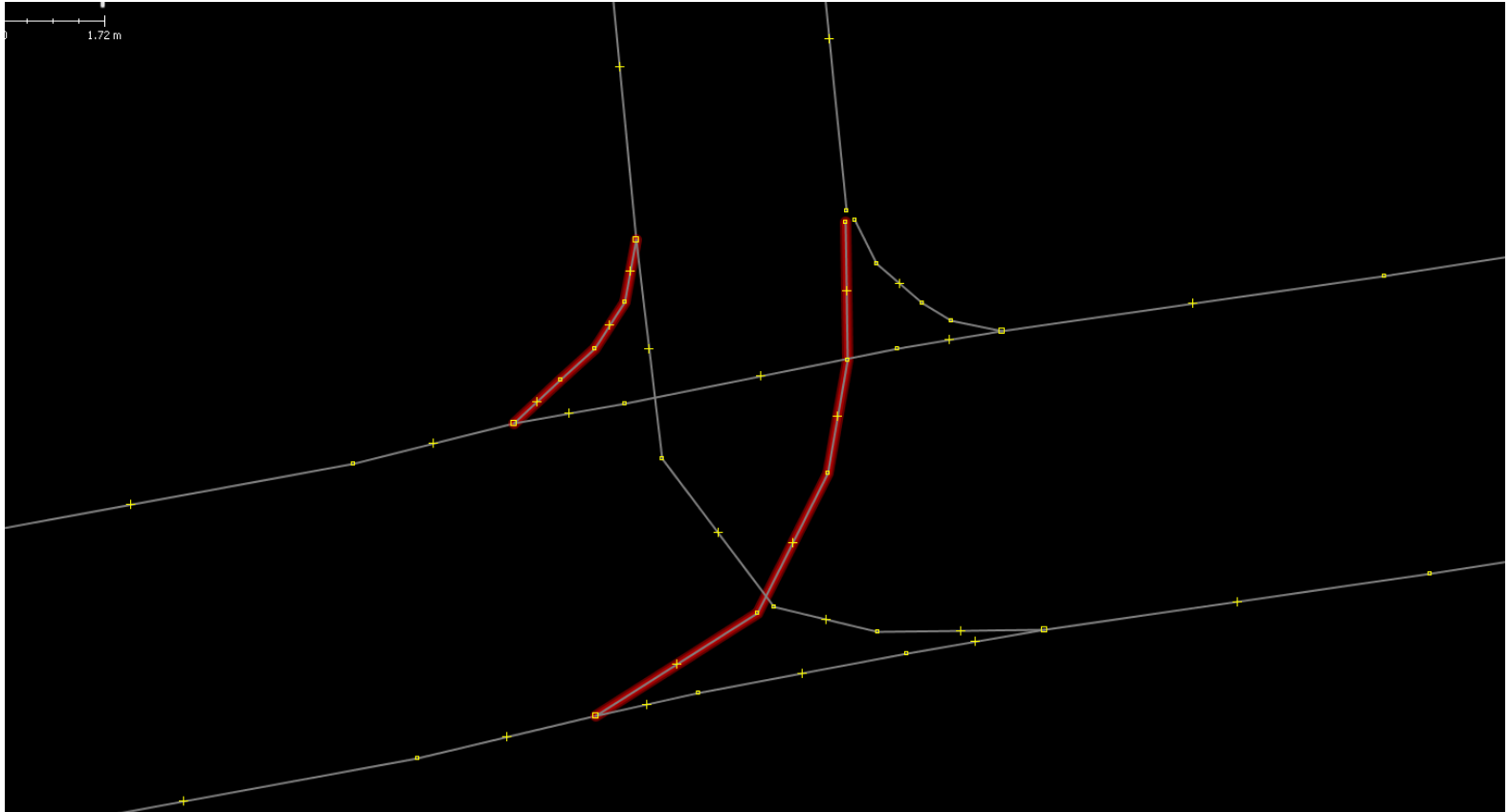
Creating a crossing



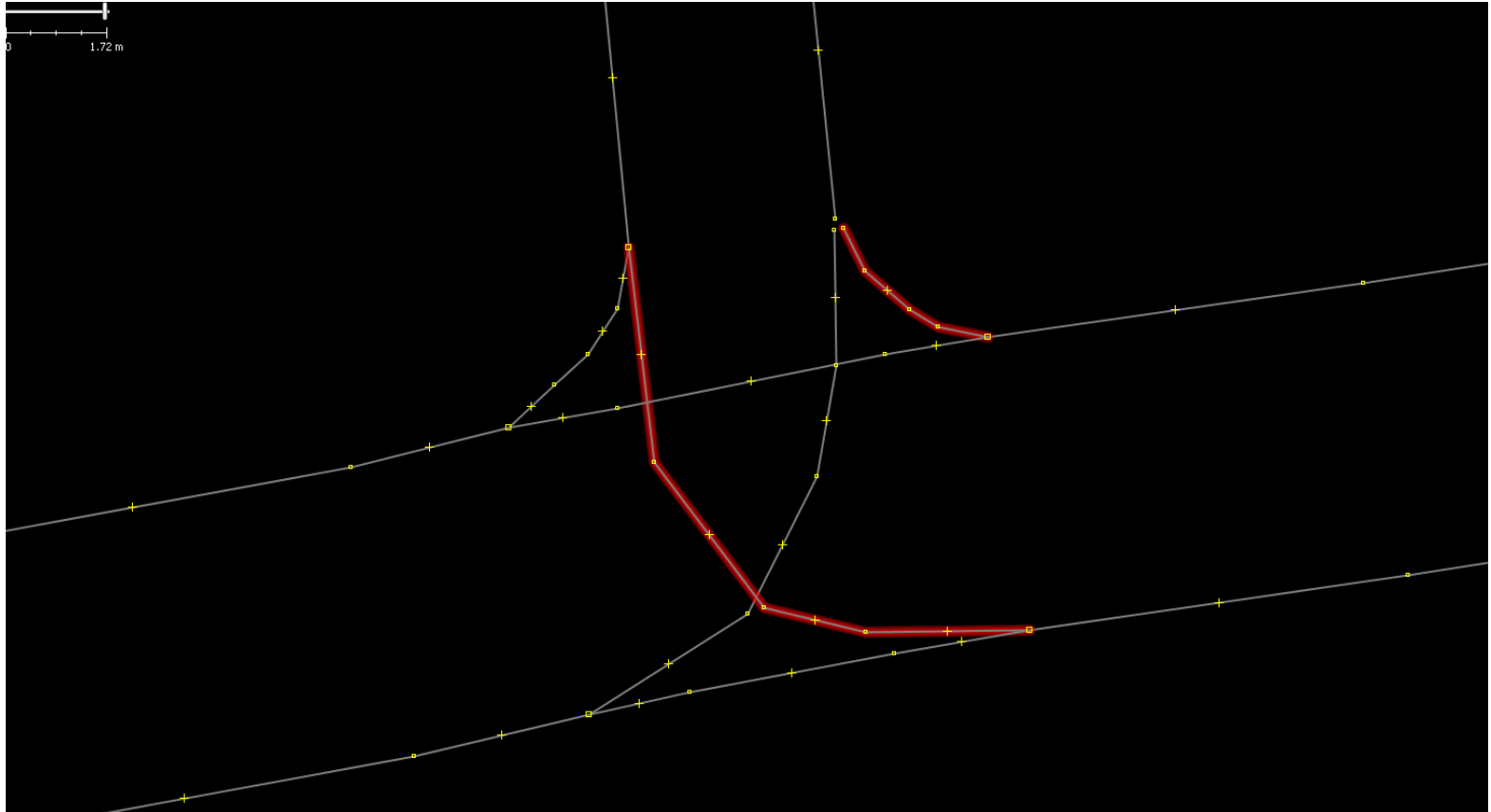
Need to specify all possible connections



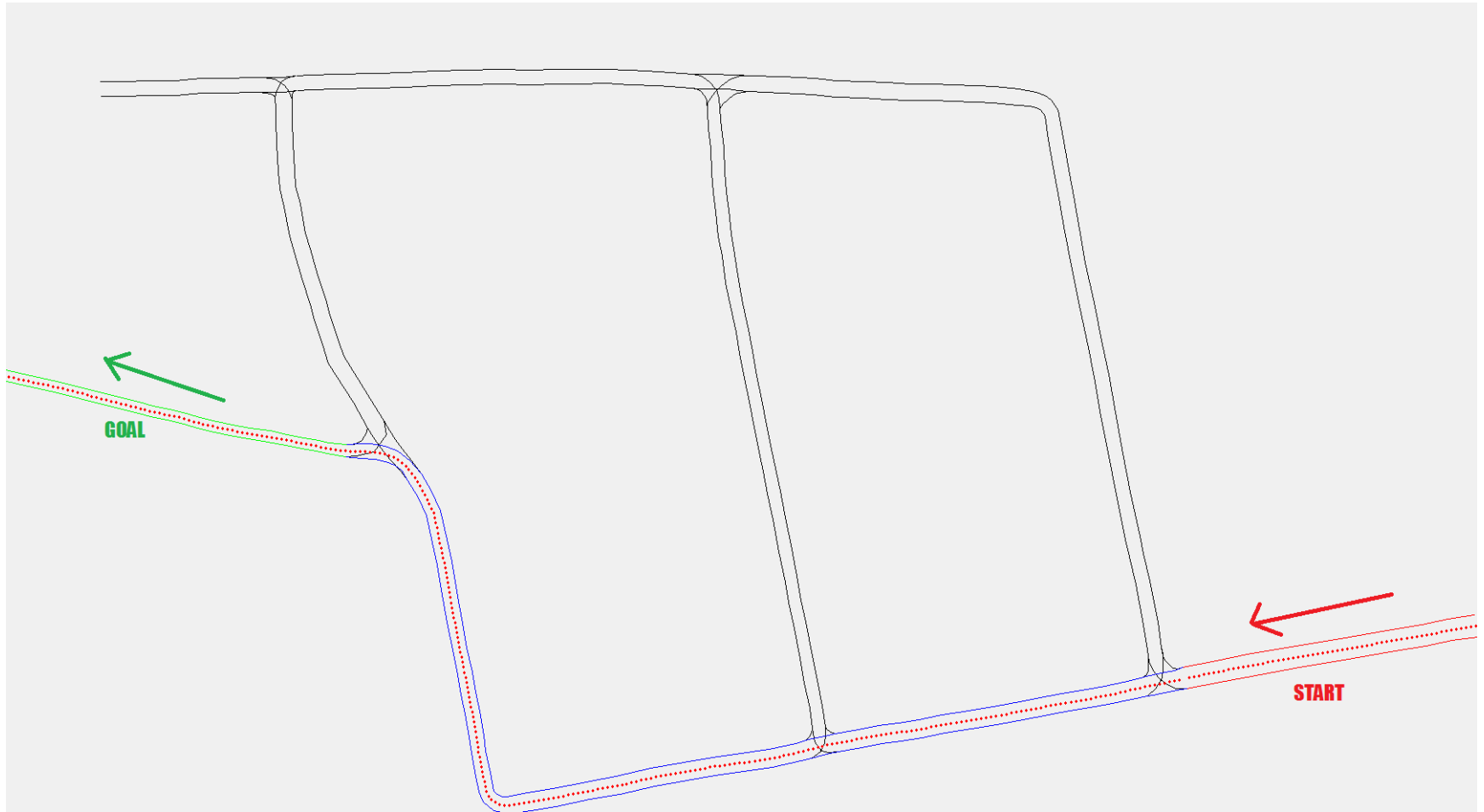
Need to specify all possible connections



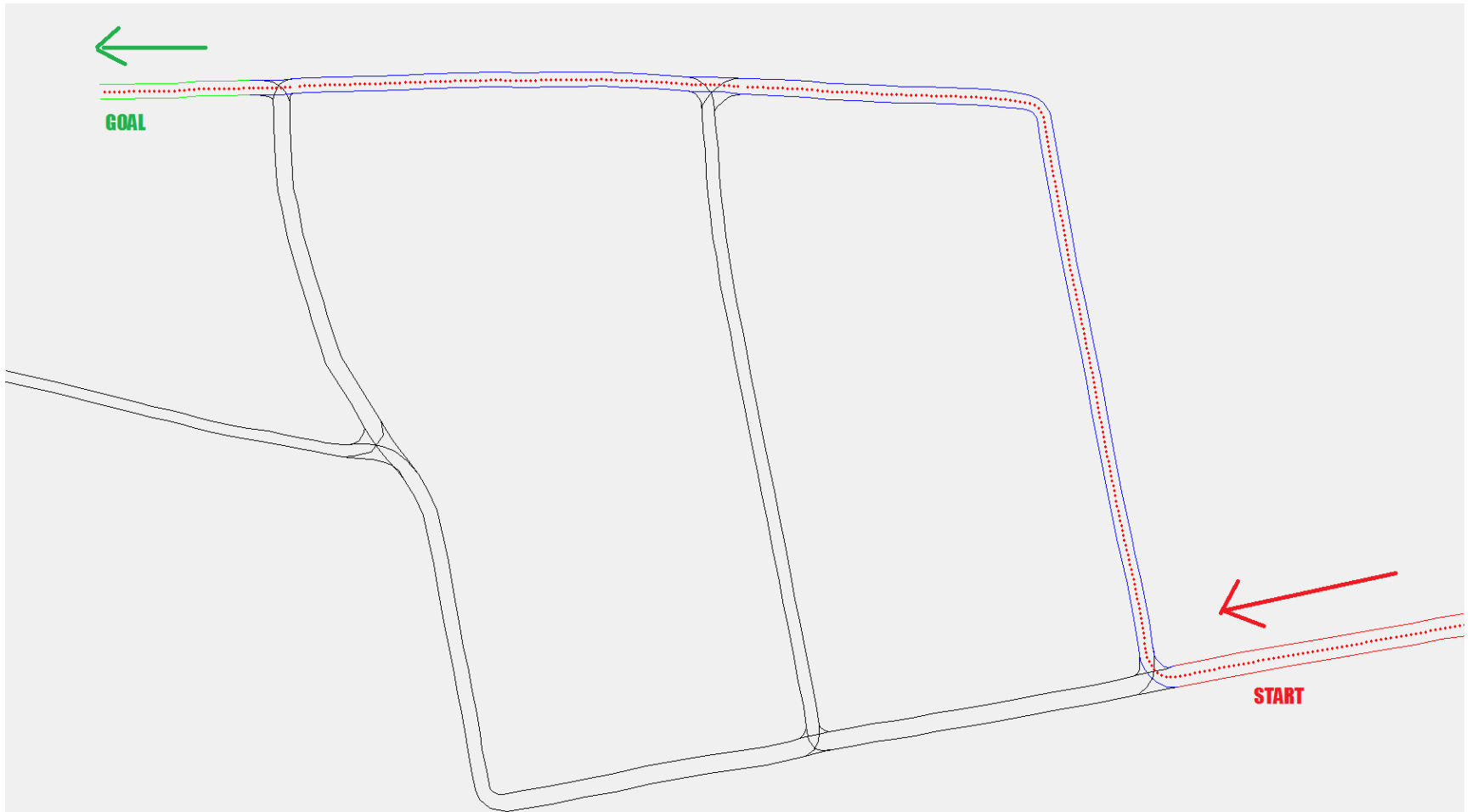
Need to specify all possible connections



Path finding and trajectory computation



Path finding and trajectory computation



Path finding and trajectory computation



Path finding and trajectory computation

