

# Automatische Edits und Importe in OpenStreetMap

*Gut gemeint ist nicht immer auch gut gemacht*

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Salzburg, 4.7.2016



# I. Automatische (und mechanische) Edits

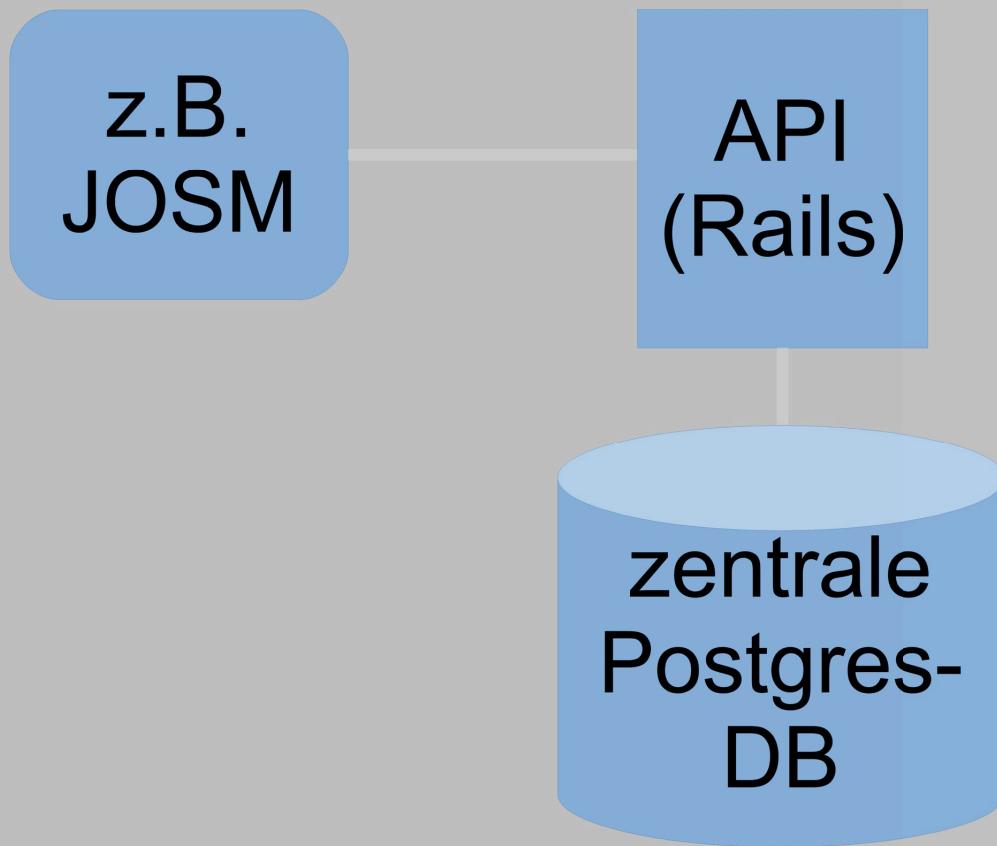
# II. Importe



# **Was ist eigentlich ein automatischer Edit?**



# Editoren      Datenbank



Editoren

Datenbank

z.B.  
JOSM

API  
(Rails)

zentrale  
Postgres-  
DB



Editoren

Datenbank

z.B.  
JOSM

API  
(Rails)

zentrale  
Postgres-  
DB





**Ein automatischer oder  
mechanischer Edit ist jeder  
Edit, der ohne Ansehen des  
Einzelfalles durchgeführt  
wird.**





Main Page  
The map  
Map Features  
Contributors  
Help  
Blogs  
Shop  
Donations  
Recent changes

Tools  
[What links here](#)  
[Related changes](#)  
[Special pages](#)  
[Printable version](#)  
[Permanent link](#)  
[Page information](#)  
[Cite this page](#)



# Automated Edits code of conduct

Available languages – **Automated Edits code of conduct**

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· [English](#) · [français](#) · [português](#)

Other languages – [Help us translate this wiki](#)

[show](#)

The **Automated Edits code of conduct** must be followed at all times when performing [Automated edits](#) to the OpenStreetMap database. These rules apply both to people using [bots](#), scripts used of created to import new data and to make other systematic edits to the database by other means without consideration of each change. This policy also applies to substantial changes made using 'find and replace' or similar functions within standard editors such as [JOSM](#).

The purpose of this policy is to avoid the database being damaged. Be very aware that it can be hard or impossible to revert or '[roll back](#)' inappropriate edits, particularly where further edits have been made to features touched by the changes and careless automated edits can therefore create considerable work for other parties to repair the damage. Ignoring this policy will be treated as [vandalism](#) and will be responded to as such if it persists.

## Contents [hide]

- [1 Scope](#)
- [2 Guidelines](#)
  - [2.1 Be cautious!](#)
  - [2.2 Document and discuss your plans](#)
  - [2.3 Execute with caution](#)
- [3 Dispute resolution](#)

## Automatische Edits und Importe in OSM

\* Java OpenStreetMap Editor

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- ✓ Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

Add Edit Delete

35.0820807 -2.2314379 91.7 m (no object) scale selected; or change selection

The screenshot shows a map of a residential area with several buildings outlined in red. One building on the right is highlighted in yellow and labeled "Lycée A Ibn Ma". The map includes street names like "Boulevard Youssef Ibn Tachfine" and "Rue". A scale bar indicates 50.0 m. The interface includes a toolbar with various editing tools, a layers panel, a tags panel, and status bars at the bottom.

## Automatische Edits und Importe in OSM

\* Java OpenStreetMap Editor

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- ✓ Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

Add Edit Delete

35.0813827 -2.2315077

building (9 nodes) scale selected; or change selection

The screenshot shows the Java OpenStreetMap Editor interface. The main window displays a map of a residential or institutional area with several buildings outlined in red and filled with light yellow. The map also features grey roads, green trees, and some text labels like 'Boulevard Youssef Ibn Tachfine' and 'Lycée A Ibn Ma'. On the left, there's a vertical toolbar with various icons for editing, zooming, and selecting. The top menu bar includes File, Edit, View, Tools, Selection, Presets, Imagery, Windows, Audio, and Help. On the right, there are three panels: 'Layers' which lists 'Data Layer 1' and 'OpenStreetMap (Mapnik)', 'Tags' which shows a single tag 'Building' with value 'yes', and a bottom panel with 'Add', 'Edit', and 'Delete' buttons. At the very bottom, a status bar provides coordinates (35.0813827, -2.2315077), a selection tool indicator ('building (9 nodes)'), and a command ('scale selected; or change selection'). A small R2-D2 icon is visible in the bottom-left corner.

## Automatische Edits und Importe in OSM

\* Java OpenStreetMap Editor

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- ✓ Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

Add Edit Delete

35.0819095 -2.2312663

91.7 m (no object)

scale selected; or change selection

## Automatische Edits und Importe in OSM

\* Java OpenStreetMap Editor

File Edit View Tools Selection Presets Imagery Windows Audio Help

Boulevard Youssef Ibn Tachfine

Lycée Al Ibn Maï

OpenStreetMap contributors, CC-BY-SA

35.0812773 -2.2314862

mm 91.7 m (no object)

scale selected; or change selection

**Layers**

- Data Layer 1
- OpenStreetMap (Mapnik)

**Objects: 5 / Tags: 1 / Memberships: 0**

Man Made/Man Made/Building ...  
Man Made/Man Made/Residential Building ...

Key	Value
building	yes

Add Edit Delete

# Warum machen die das?





## Automatische Edits und Importe in OSM



**Ich wollte doch nur  
helfen...**



# Automatische Edits und Importe in OSM

The screenshot shows the OpenStreetMap website interface. At the top, there is a navigation bar with links for "Edit", "History", "Export", "GPS Traces", "User Diaries", "Copyright", "Help", and "About". There are also "Log In" and "Sign Up" buttons. Below the navigation bar is a search bar with the placeholder "Search" and a "Where am I?" button. To the right of the search bar are zoom controls (+, -, ×). On the left side of the main map area, there is a sidebar titled "Changesets by" which is currently blurred out. The main map displays a world map with a large orange rectangular bounding box drawn over it, centered roughly on South America and Africa. The map features green landmasses and blue oceans. A scale bar at the bottom left indicates distances of 3000 km and 2000 mi. At the bottom right, there is a copyright notice: "© OpenStreetMap contributors" and a link to "Make a Donation".



**Falscher Eindruck von  
Aktualität**

**Fehlende Kenntnis von  
Ort und Sprache**



**Mechanische Edits machen  
aus offensichtlich falschen  
Daten weniger offensichtlich  
falsche Daten.**



# Aber was denn dann?



- Problem analysieren
- kommunizieren
- Wochenaufgabe oder  
MapRoulette-Challenge?
- Mechanische Edits nach  
Regeln

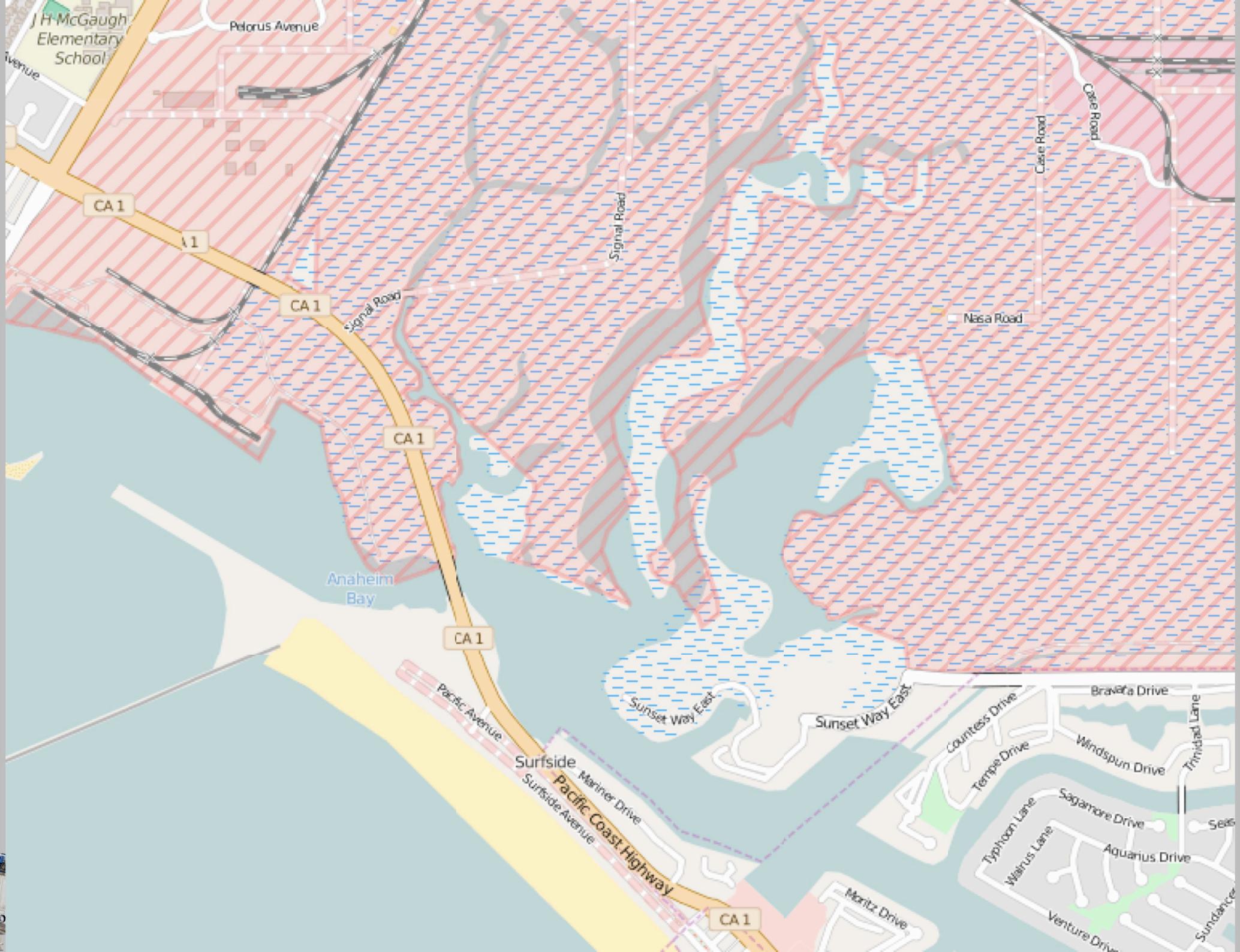


**Die Stärke von OSM sind  
Edits von Menschen  
mit Sach- und  
Ortskenntnis.**

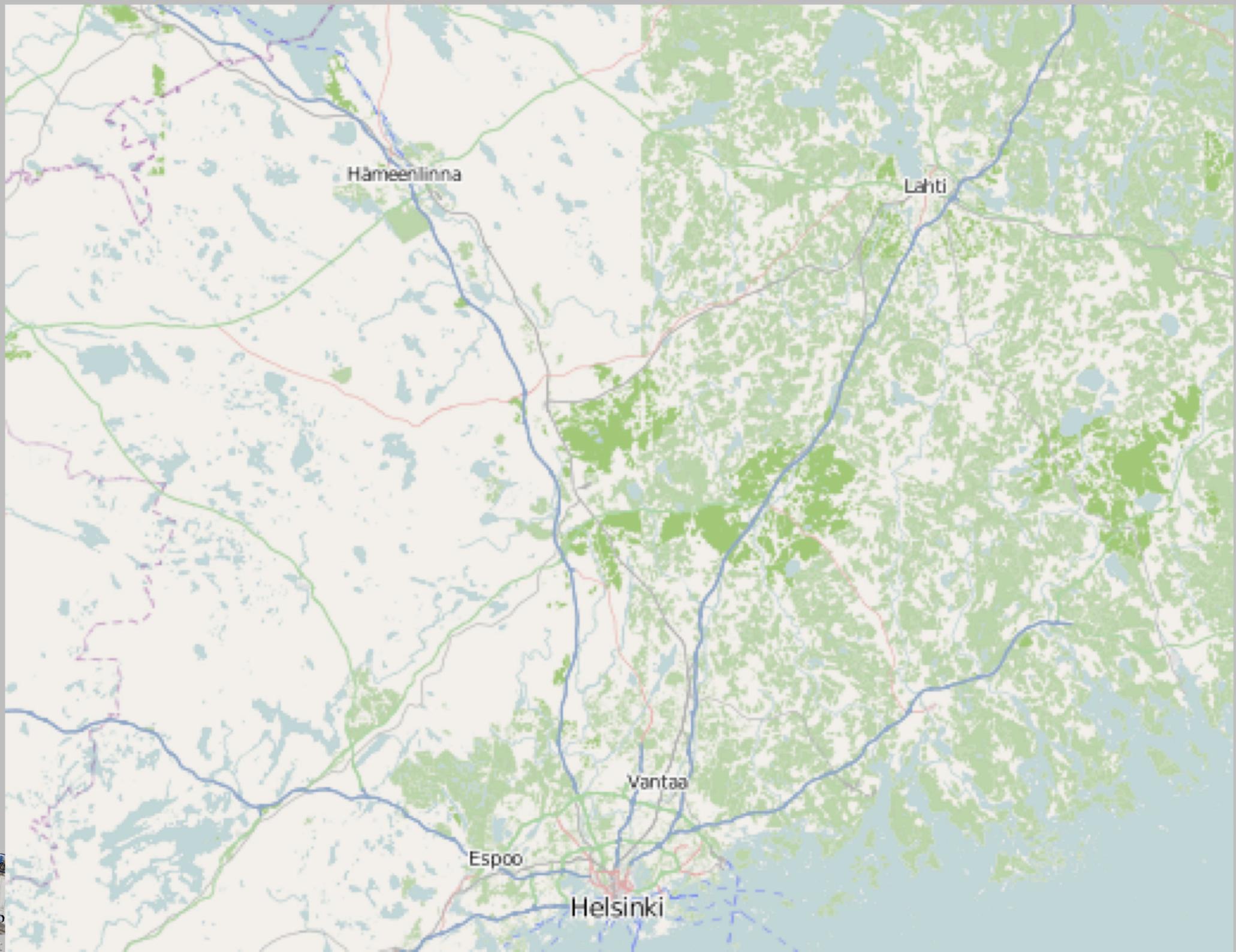




## Automatische Edits und Importe in OSM



## Automatische Edits und Importe in OSM



## Automatische Edits und Importe in OSM



## Automatische Edits und Importe in OSM



# Node: 蓮田 (248181927)

Edited at: Mon, 04 Jul 2011 08:59:49 +0000

Edited by: watao

Version: 2

In changeset: 8627220

Comment: 白岡 source Bing

Tags:

- KSJ2:INT = 2

- KSJ2:INT\_label = JR在來線

- KSJ2:LIN = 東北線

- KSJ2:OPC = 東日本旅客鉄道

- KSJ2:RAC = 11

- KSJ2:RAC\_label = 普通鉄道JR

- KSJ2:STN = 蓮田

- KSJ2:coordinate = 35.982406 139.653669

- KSJ2:lat = 35.982406

- KSJ2:long = 139.653669

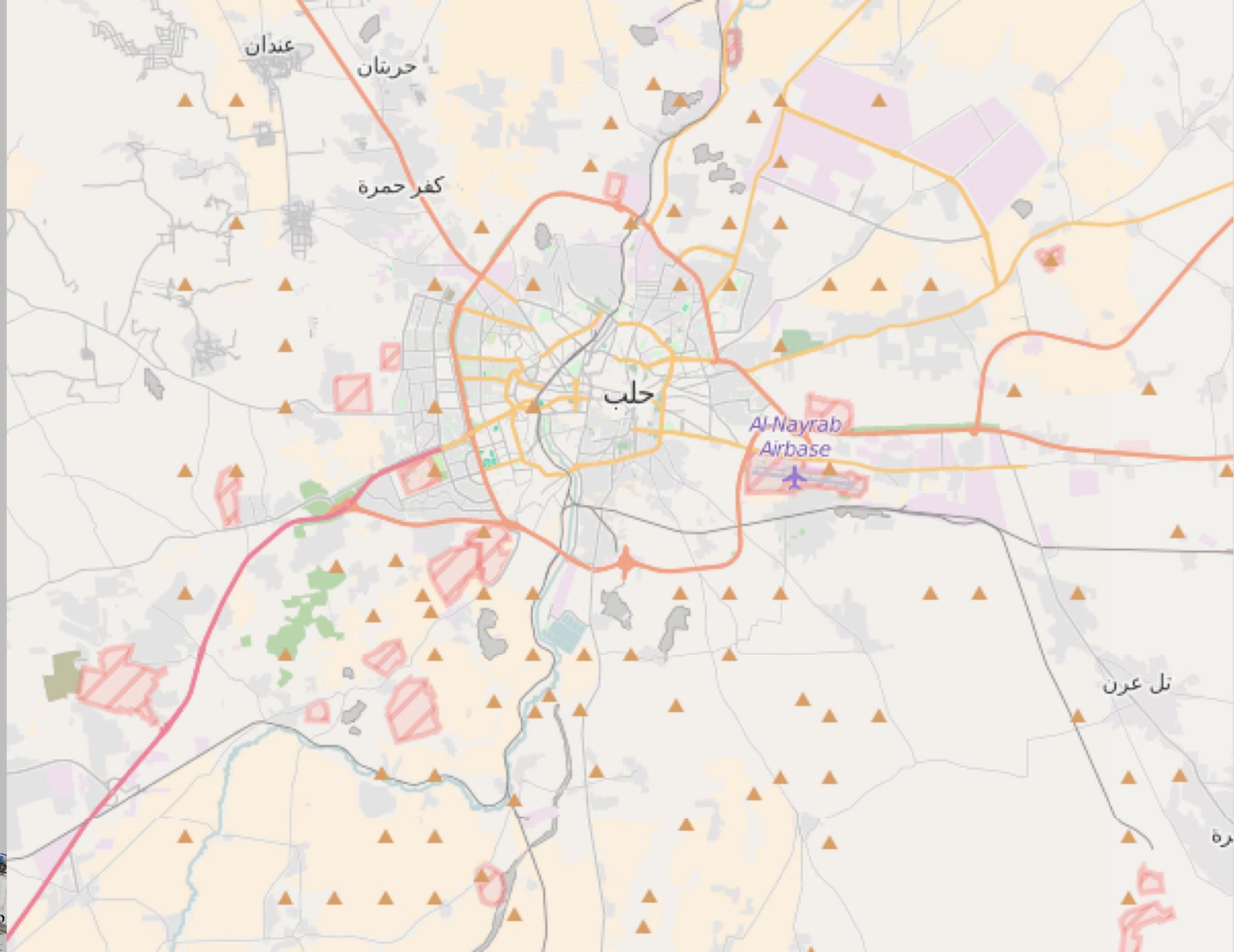
- name = 蓮田

- name:en = Hasuda

- name:ja = 蓮田



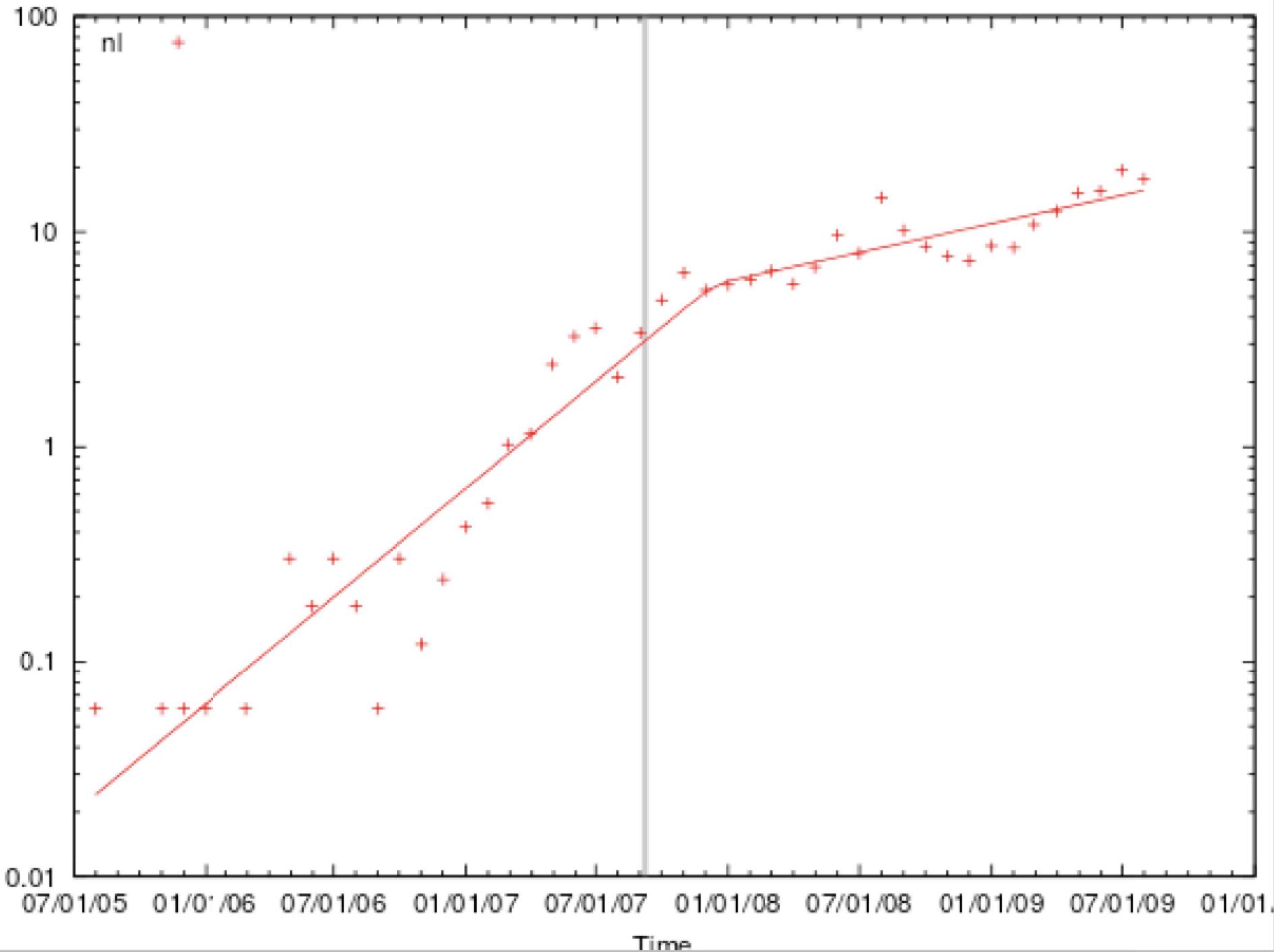
## Automatische Edits und Importe in OSM



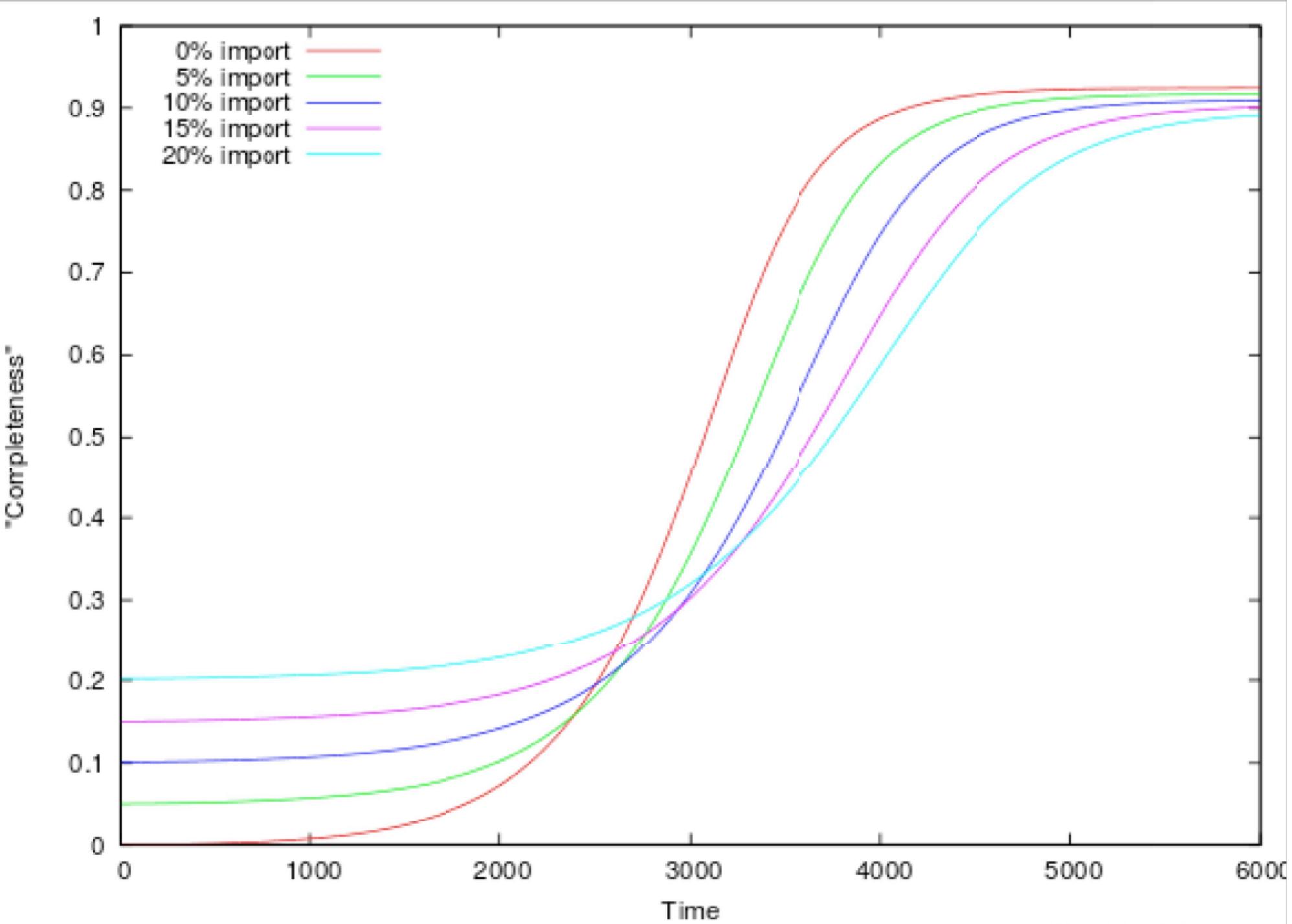
**Importe sind oft  
handwerklich schlecht  
gemacht.**



## Automatische Edits und Importe in OSM



Bid: Matt Amos



**Importe können den  
Enthusiasmus in der  
Community gefährden.**



# Aber was denn dann?



- Importe nur mit  
**Ortskenntnis**
- “Community-Import”:  
**Menschen einbeziehen**
- sonst lieber warten!



# Danke!

**Frederik Ramm <[frederik@remote.org](mailto:frederik@remote.org)>**  
**Salzburg, 4.7.2016**

