





# Mapping Team User Guide

**mapping.team** is an index of OpenStreetMap teams. It allows other mappers to find their local communities, professional mappers to highlight the work they're doing, and for OSM developers to integrate applications with one another.

At the core of **mapping.team** is an OAuth2 server that builds new capabilities on top of the OpenStreetMap login. As a developer of say, a tasking manager application, you can connect to **mapping.team** and have users create, update and share teams made in your application with other applications in the ecosystem. This allows for teams and communities to persist across different apps.

This application is a barebones demonstration of how the **mapping.team** authentication and API work.

Oh hi,

[Connect mapping.team :\)](#)



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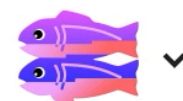
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Made by OpenStreetMap developers 



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# OSM Teams 0.0.0 OAS3

Teams for OpenStreetMap! [Log in to try out requests other than GET](#)

Servers

/api

## teams Teams



**GET** /teams list of teams

**POST** /teams create a team

**GET** /teams/{id} get a team

**PUT** /teams/{id} update a team

**DELETE** /teams/{id} delete a team

**PUT** /teams/add/{id}/{osmId} add a team member to a team

**PUT** /teams/remove/{id}/{osmId} remove a team member from a team

**PATCH** /teams/{id}/members add and remove team members from a team

## clients Clients

