

# AIV GRB Import Tool

Instructions for mappers

Version 3 –  
30/11/2019

# Before you start

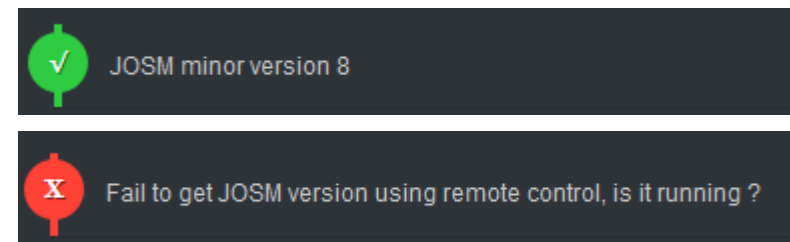
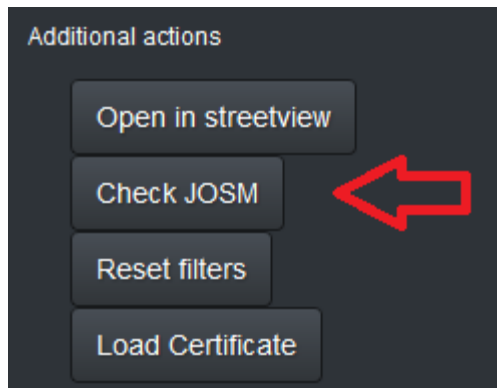
- Good mapping starts with good surveying / sourcedata. This applies to both sourcedata from the tool as actual fieldwork.
- Go in small chunks. Don't get too carried away. Quality over speed.
- Report a changeset link of your first changesets in the dedicated Riot-Channel ( <https://riot.im/app/#/room/#osmbe-grb:matrix.org> )

# Setting up JOSM

- This tool is specifically tailored to work with JOSM. No compatibility for other editors.
- You need to allow access by 'remote control', so the tool can feed data into JOSM.
  - Assuming dutch language settings: Voorkeuzen / Voorkeuzen voor voorkeuzen / Icon with a 'TV remote' (above WMS) / toggle the top two checkboxes.  
( 'afstandsbediening inschakelen' and 'ondersteuning voor HTTPS inschakelen' )
  - For frequent users, probably wise to uncheck the last box. (about confirming each action for remote control)

# Finding the tool

- <https://grbosm.site/> (note: https !)
- Testing remote access:  
With JOSM open, hit the 'check JOSM' button:



Look for these BELOW the map

# Remote control - troubleshooting

- If you get the error warning as shown in previous slide, try the 'load certificate' button on the left side of the tool website.
- Info:
  - For Firefox users: <https://github.com/gplv2/grbtool/issues/9>
  - For IE users: <https://github.com/gplv2/grbtool/issues/12>

Assumed the process is similar for other browsers.

# Getting data from tool to JOSM

- Zoom in to the area where you want to map. (just a little wider then the area you want to map) and hit 'open area in JOSM
- Zoom in untill you can actually see buildings appear in overlay (red/purple) – around zoom level 18.
- Hit 'Load OSM data', 'Filter GRB layer' and then 'export GRB'  
This should look at the OSM data, filter out the buildings already in OSM and 'up to date', to avoid you having to filter manually later on.

NOTE: if you get an error message in this step refering to a 'malformed url', it means there's too much data to try and transfer compared to the maximum string lenght that certain browers allow to pass to JOSM. Zoom in closer and retry.

# Working layer vs Filtered Sourcelayer

- You'll see the opened OSM data ('working layer') with a randomized name and the prepared data ('filtered-sourcelayer')
- Next you want (some of) the buildings to be moved from 'filtered-sourcelayer' to 'working layer':
  - Either you delete the parts you don't want from the 'filtered sourcelayer', and select all + COPY
  - Or you select only what you want, and COPY
- Activate the 'working layer' (green checkmark), and paste by using **Ctrl+Alt+V** (the extra 'Alt'-key in the combination ensures you paste it as its sources coördinates)

# Cleaning up

- Cleaning up duplicate buildings: MERGING
  - Requires the 'utilsplugin2' plugin and a sufficiently recent version of JOSM
  - Select the 'old' and 'new' geometry you want to merge (using Shift)
  - Use shortcut '**Ctrl+Shift+G**' to merge the tags (you'll get a messagebox in case of conflicts)  
=> This assigns the NEW geometry to the OLD number for the building 'way' (avoids breaking links), but also adds all additional tags to it.



# Cleaning up

- Cleaning up 'fixme' tags
  - Some building parts (carports, roof extensions, building overpasses, ...) come from the 'GBA' data. As it's not always clear which is which, they get a 'fixme' tag. Before submitting your data, see what's what and get rid of the 'fixme' issues.
  - Most convenient detection way:
    - Hit Ctrl + F, find 'fixme = \*'
    - Be carefull, often small objects . Don't assume none are found unless you explicitly get a message saying so. Some people find it convenient to copy these to a seperate layer to be able to spot them.
    - If you have 'expert mode' enabled in JOSM, you'll have a checkbox on the left allowing you to add a toolbar button for that search (for use in future edits).

# Cleaning up

- Validation


- At a minimum, if you try to upload a changeset, it'll validate your new buildings. Expect:
  - Warnings for double housenumbers (based on survey, decide proper action)
  - Warnings for building overlaps (very often this is about buildings with holes, where you need to rebuild the 'inner' and 'outer' relations, and set the tags to the building.
  - Warnings about duplicate nodes (if you paste an adjacent building to an existing one, sometimes you'll have duplicate nodes. Select both, merge with 'M')
  - Untagged single nodes (often relics of incomplete building removal when cleaning up the 'filtered sourcelayers')

GOING BEYOND AND DOING A 'FULL' VALIDATION IS ENCOURAGED BUT NOT MANDATORY.

# Checking up on building tags

- We're aware it's not easy to visually distinguish houses, garages, apartments, sheds, ... just by looking at a default view in JOSM. Help is available through the use of 'paint styles':

[https://framagit.org/Midgard/osm/raw/master/josm\\_style\\_grb.mapcss](https://framagit.org/Midgard/osm/raw/master/josm_style_grb.mapcss)

- As for how to set it up:
  - In JOSM, go to Voorkeuzen / Voorkeuzen voor voorkeuzen and select the third option down in the menu on the left : 
  - On the right side, select the second tab 'Kaarttekenstijlen', and find the '+' icon on the top right. Select a path for the downloaded file.
- What it does:
  - It render the first three letters of the building type over each building, making it easier to see what's what without manually selecting the building to read the tags.

# Going beyond just buildings


- Add what you can:

Driveways? Playgrounds? POI's?  
Speed limits? Landuses? Parking spaces?  
Paths? Cycleways? Water surfaces?  
...

The list of options is near endless. While you're 'working' the area, try and make the most of it.

# Uploading / review

Alright! You've gotten this far... upload that changeset!

(have the 'working layer' as active – do get the RIGHT layer, and ONLY that one to avoid duplicates! – and hit  )

Please do:

- Mention GRB as source in the changeset. We chose not to add it to the object tags, but it should definitely be on the changeset
- Copy a link to your first changesets in the dedicated Riot-channel for peer-review. Just so both YOU and the rest of the community have confidence we're doing this the RIGHT way. (see slide 2)
- Ignore trying to upload the data from your 'filtered sourcelayers' you used in the process of editing when you close the application. You've used what you needed and uploaded that, don't get duplicates with the source data!