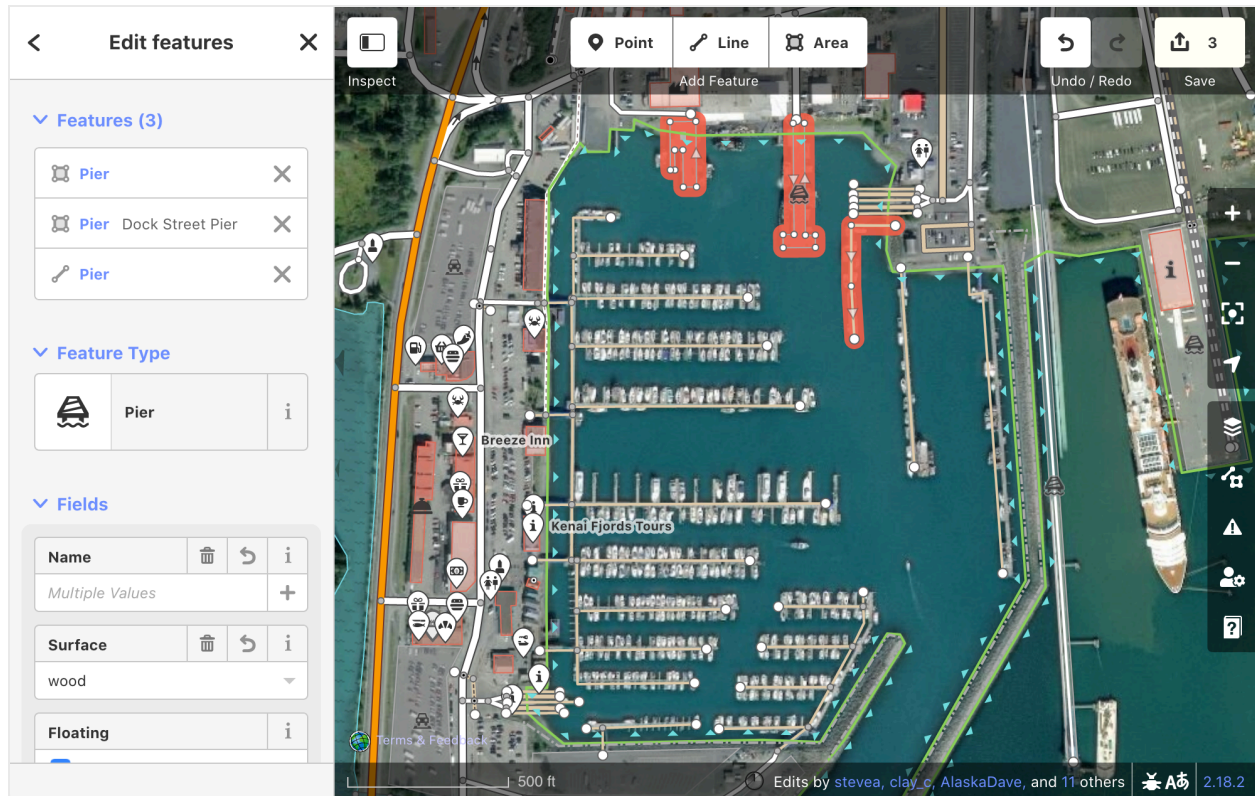


# Proposal for continued work on the iD editor by Quincy Morgan

July 27, 2020



The [iD editor](#) is a foundational project for OpenStreetMap. As the default editor, iD helps [hundreds of thousands](#) of people from around the globe contribute hundreds of millions of edits to the map every year.

I've been involved in iD development for nearly two years, most of that as a paid, full-time maintainer. I'm proud of what I've been able to accomplish so far, and am excited about the possibility of continuing to serve the project.

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## Looking Back

iD's [changelog](#) speaks to the scale of development. I've personally authored [over 2000 commits](#) and addressed [hundreds of issues](#). Since March, I've been the only full-time developer, and hence embraced a wide portfolio of responsibilities. Here's a small sampling of items I've worked on:

- **Live validation:** iD flags common errors during editing and helps mappers quickly fix them, saving time for downstream validators.
- **Tablet support:** The recent [2.18.0](#) release makes iD an adaptive mobile editor by finally supporting touchscreen tablets.
- **Offline country coding:** iD often needs to know a location's country, which required slow server calls. I built a [JavaScript package](#) to handle this offline.
- **iD blog:** [The blog](#) is a concise, shareable medium for promoting iD news. I designed and built the blog and write most of the posts.

I'm mindful that an open source maintainer's job is about more than code or design alone—it's also about community. I try to sustain a fun, professional online space where contributors feel safe and valued. This approach has the added benefit of encouraging volunteer work.

Beyond online, I've represented iD at conferences including State of the Map, State of the Map US, and State of the Map Southeast Europe.

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## Looking Forward

Here's how I plan to spend my work on iD over the next twelve months.

### *Accessibility, Compatibility, and Localization*

iD's development has often focused on new functionality for existing mappers. Though this goal remains, I'm increasingly interested in ways to bring the existing functionality to new mappers, namely those whose needs have so far been overlooked. Serving mappers with a greater diversity of backgrounds can only strengthen the OpenStreetMap database and its community.

The following areas will be my top priorities over the next few releases:

- **Accessibility:** Everyone has their own range of abilities. iD should be as accommodating as possible to people with permanent or temporary difficulties with vision, mobility, cognition, etc.

- **Compatibility:** It's 2020, not everyone is computing with a mouse and keyboard! iD should work well across the full landscape of modern hardware and software setups (take smartphones, for one notable example).
- **Localization:** Not everyone speaks English or is from the United States or Europe. iD is translatable, but could do more to adapt to its global user base.

I've started compiling a [detailed document](#) rating iD's strengths and weaknesses across various dimensions, with the purpose of identifying specific things to improve. Since I represent just one person, I'll make efforts to incorporate a broader range of perspectives in this initiative.

### *Advanced Features*

Last fall I [demoed](#) a prototype of "iD v3" at State of the Map US, featuring several big changes to the interface. The intention is to integrate more advanced features, such as a [buildings tool](#), [power lines tool](#), and [preset favoriting](#), while keeping the UI simple.

I've already brought some of the demoed functionality to the main iD branch, including [low-zoom selection](#) and [multiselection tag editing](#). It will be an intermediate priority of mine to refine and release the v3 interface design, making iD scale to the modern needs of advanced mappers while remaining easily approachable.

### *Ecosystem Support*

Dozens of projects depend directly on iD, like [RapiD](#) and [Tasking Manager 4](#). I've previously worked with downstream developers to address their needs in the main branch of iD, to the benefit of all. I will continue these relationships and also work to improve the development experience via modularization, generalization, and documentation.

Further, iD has a number of sister projects that the core app depends on, such as [editor-layer-index](#), [name-suggestion-index](#), [osm-community-index](#), [country-coder](#), and [temaki](#). While some of these projects run themselves, I'll continue to provide support as-needed.

## *Maintenance*

An app of iD's caliber requires constant maintenance to stay healthy. Some time must go into routine chores like fixing bugs, adapting to new web technologies, and supporting the latest OSM tags. Mappers post to the issue tracker daily, expecting timely feedback. New code contributors require assistance. I will necessarily continue this type of base technical and community work.

## *Communication*

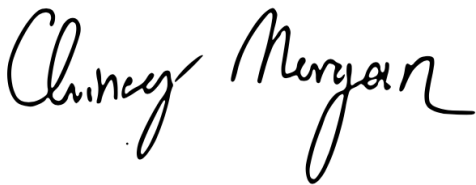
I will implement the [recommendations](#) laid out by the OSMF board around improving communication, which include documenting existing decision-making practices, publishing a roadmap of upcoming initiatives, and hosting quarterly public planning meetings in addition to our regular biweekly syncs.

While a community-driven project like iD cannot take direction from any single entity, it's imperative that the needs of all those who rely on the software are heard, considered, and balanced. Thus, the priorities of iD's many stakeholders will necessarily be incorporated into the roadmap via the planning meetings and direct feedback. Any unresolvable disagreement would be elevated to the processes designated by the OSMF board.

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Many thanks for taking the time to consider this proposal. Don't hesitate to get in touch if you have questions or would otherwise like to discuss my work.

Regards,



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