



The first decision after starting the editor is whether to load existing map data or to load a background image to create a new map. After doing one of these, the map can be modified. To do this the user can add, edit or remove nodes or edges between nodes. The tags of existing nodes and edges can be edited to attach further information to them, e.g. adding the name of a building to a node. When the user has finished editing the map, he can save his changes or drop them if they are not useful.