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## Editing OpenStreetMap: iD Editor

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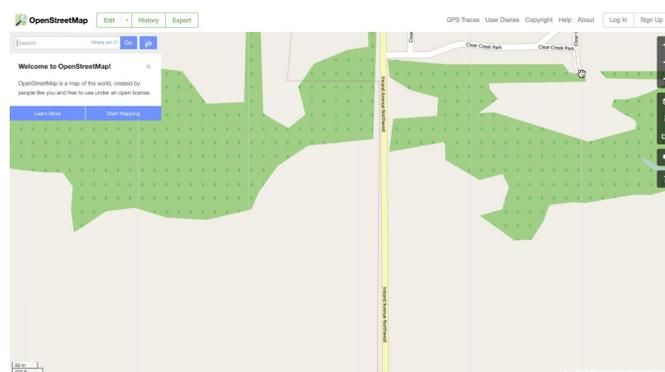
## Editing OpenStreetMap: iD Editor

Welcome to the Essential ArcGIS Task Sheet Series. This series supplements the Iowa State University Geospatial Technology Training Program short course series. The task sheets are designed to provide quick, easy instructions for performing mapping tasks.

OpenStreetMap (OSM) is a project that creates and distributes free geographic data for the world. Editing OpenStreetMap is the process of making changes to the map data - such as adding roads, grocery stores, or changing feature names. Several editors can be used to edit features in the OpenStreetMap database. This task sheet will focus on using the iD editor, it is an easy to use, in-browser editor and is a default editor for OpenStreetMap data.

### 1. Introduction

- Before you can start editing OpenStreetMap you will need to create an account. Navigate to <https://www.openstreetmap.org> and click **Sign Up**. You will be asked to provide your email address, display name and a password.
- After you've created an account, **Log In** with your new account information.



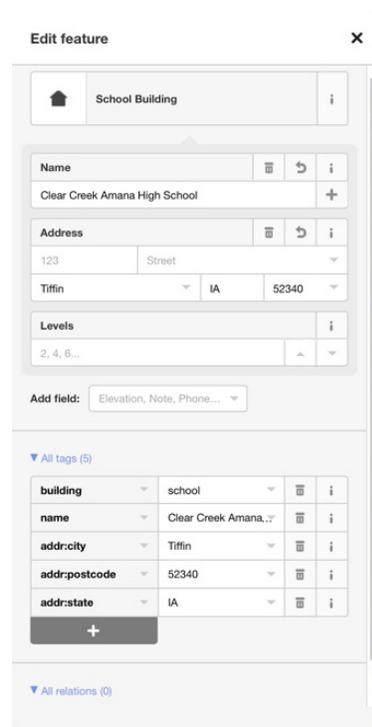
### 2. OSM Editing Process for iD Editor

- Click on the down arrow next to the **Edit** button on the OSM web page. Three different type of OSM editors will be displayed, select **Edit with iD (in-browser editor)**. You will now have the option to add a **Point**, **Line**, or **Area** element to the map.
- After adding an element, add the descriptive information about the feature. For example, feature type, name, and address. *Note: descriptive information fields will vary based on feature type and element type.*
- Next, add tags to each feature. Tags consist of a key and a value. Each tag describes a specific feature of the data element. Both the key and the value are free format text fields, but there are conventions of how tags should be used. *Note: tagging is a very important part of OSM data. Please review information on tagging at [http://wiki.openstreetmap.org/wiki/Map\\_Features](http://wiki.openstreetmap.org/wiki/Map_Features).*



### 3. Editing Example

- Zoom to an area you are familiar with and use the **Point**, **Line** or **Area** tool to begin mapping well known features or adding information to existing features. For this demonstration I mapped features in Tiffin, Iowa. *Note: features become uneditable at further zoom levels.*



**Edit feature**

School Building

Name: Clear Creek Amana High School

Address: 123 Street, Tiffin, IA 52340

Levels: 2, 4, 6...

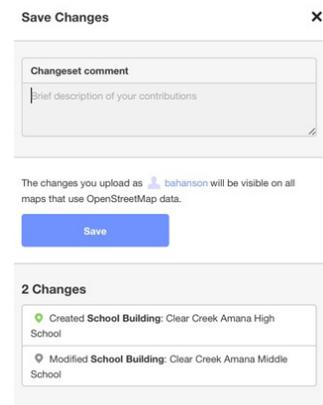
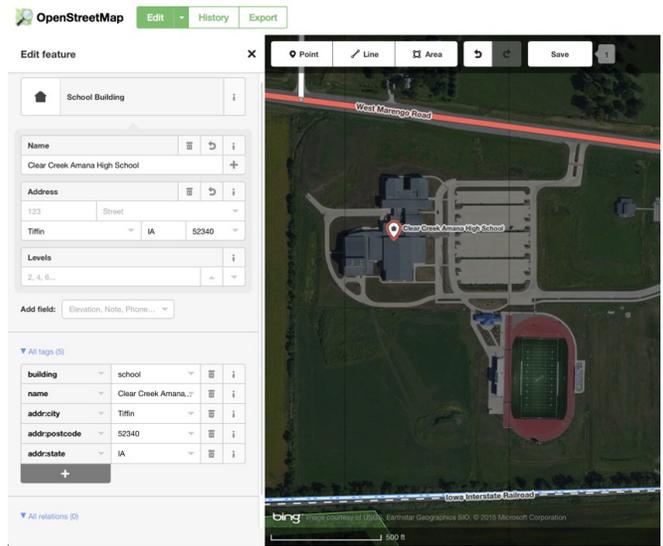
Add field: Elevation, Note, Phone...

All tags (5):

building	school
name	Clear Creek Amana...
addr:city	Tiffin
addr:postcode	52340
addr:state	IA

All relations (0)

- b. To edit a point, select the point by clicking on the marker. You then have the ability to edit the location of the point, or edit any descriptive information or tags for the point. In this example I rename a school building by typing over the school name in the **Name** text box field.
- c. To map a new point, click on the **Point** tool then click on the map. A new marker will be added to the map. Next, tell OSM the type of feature you are adding by selecting or using the search bar provided under **Select Feature Type**. For this example I add a school point to the map and I select **School Building** as the feature type. *Note: fill in any additional information you know about the feature, visit the link from [step 2c](#) for more examples.*
- d. It is important to save edits often. The number next to the **Save** button will show you the number of changes you have made since the last save. Click **Save** at the top of the window. In the next window, you will have the option to add a brief description about your contribution. This is optional but is good practice. Click **Save**.
- e. To map an area, use the **Area** tool and click to add vertices, double-click to close and finish the area. In this example, I add the area around the school buildings and amenities and set the feature type to **School Grounds**. Next, I draw the area around both football fields and the baseball field using the same steps. *Note: a football field should be tagged as an American Football Field.*
- f. Since I have spare time to continue editing OSM, I'm going to go back and modify the mapping I did earlier for the high school and the middle school buildings. It is preferable to map building footprints over points of interest, but because this process is more time consuming it is common to see points rather than areas.
- g. I use the **Area** tool to draw the middle school building and apply the feature information from the point to the area. I do the same process for the high school building. Now, there is a building area for both schools with the attributes from the point markers.
- h. Features should not be mapped with multiple OSM elements so I need to delete the points for each school so there is no duplication. Click on the marker to select it and click on the trash icon to delete it. Save edits.



for more information about OpenStreetMap visit:  
[http://wiki.openstreetmap.org/wiki/Main\\_Page](http://wiki.openstreetmap.org/wiki/Main_Page)

## Contact:

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...and justice for all

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