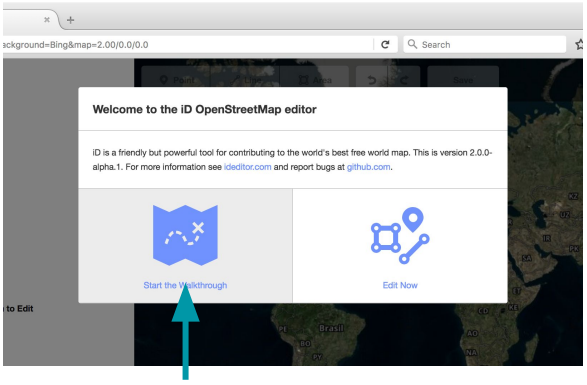
OpenSidewalks iD Editor

For a more comprehensive guide visit **Getting Started with OpenStreetMaps**
http://learnosm.org/en/beginner/id-editor/

1. Setup an account at **osm.org,**
2. **Login** with your new OSM account and go to **http://id.opensidewalks.com** (the custom OpenSidewalks editor uses the same credentials as OpenStreetMap)
3. Select **Start the Walkthrough,** and follow along with the basics of how to edit using iD
4. Pan and zoom the map to the area that you wish to edit, you can also zoom to your current location with the white arrow



ID Interface

Shortcut keys in blue

Point (node) Kerb cuts, benches...etc 1

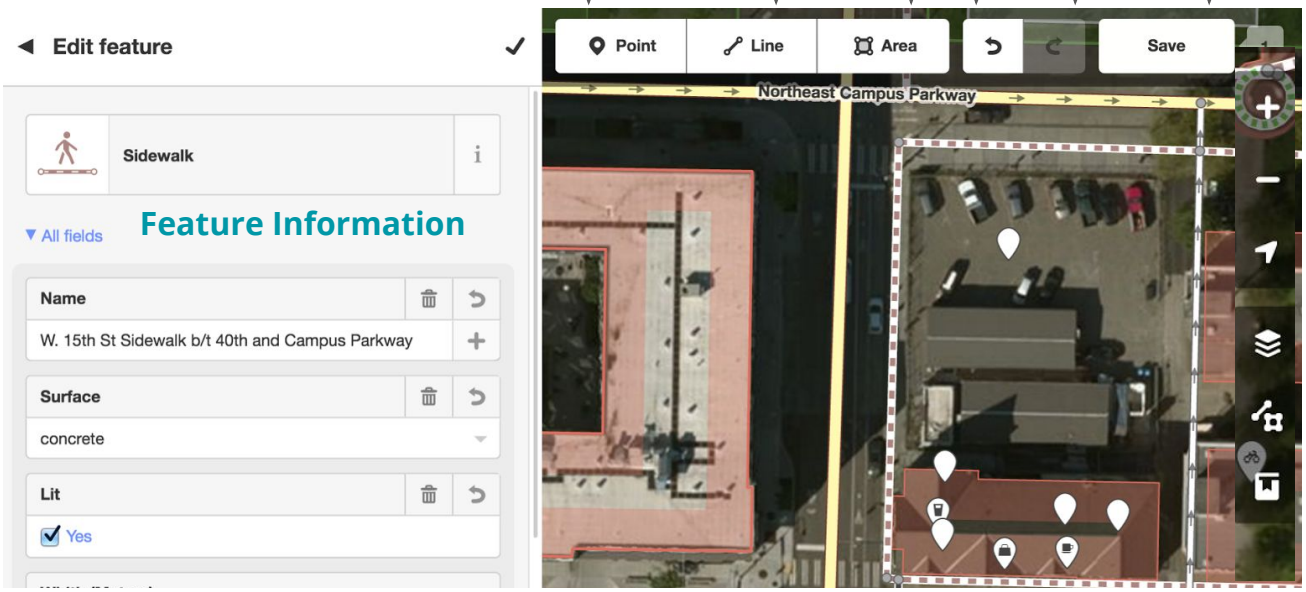
Line (way) sidewalks , crossings... 2

Area plazas ... 3

Undo CTRL + Z

Redo CTRL + Y

Save CTRL + S



Zoom In +

Zoom Out -

Zoom to Location

Background Settings B

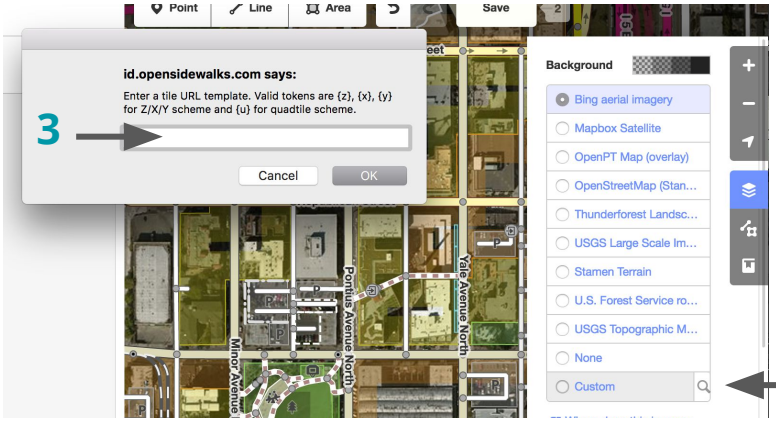
Map Info F

HELP H

Custom Field Paper Background

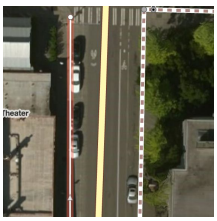
1. Select background settings (B)
2. Select search icon
3. Add custom field paper URL to pop-up

*it is often useful to toggle back and forth between aerial imagery and custom field papers

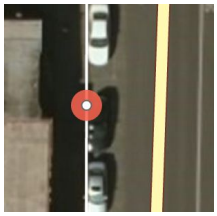


Basic Geometry for Pedestrian Mapping

Best practice note, if you aren't sure about a feature don't map it!

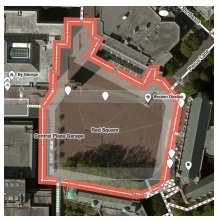


Lines (ways)*
Sidewalks
Footpaths
Stairs
Crossings**
Ramps



Points on Lines (nodes)
Curb Ramps
Elevators
Building Entrances
Crossings**

Points
Benches



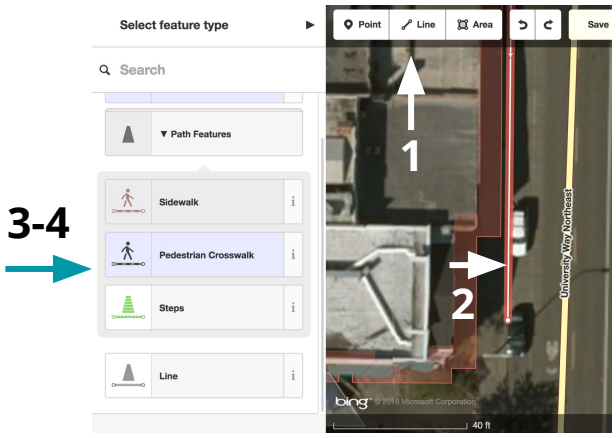
Areas
Pedestrian Plazas

*Multiple line features can be drawn as a single line with several points that can then be split, add **lights & surfaces** as attributes of these line features
**See next pages for details on mapping crossings

Basic Editing for Pedestrian Mapping

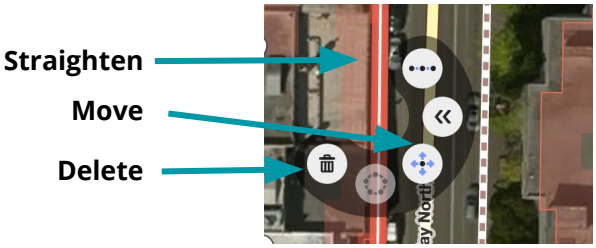
Drawing Lines:

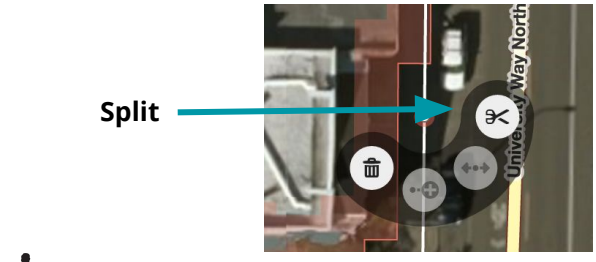
1. Select the Line Button
2. Start drawing the features you want to map by tracing aerial imagery or a custom field paper
3. Select the feature type you just mapped
4. Fill out the relevant tag information in the left sidebar (this will provide more detailed information on what you've mapped like surface and lighting)



Editing and Splitting Lines:

- **Move lines** by left clicking and dragging points or select the whole line and use the move tool
- **Add points** to lines by double clicking on the line, these points can then be used to mark curb cuts, elevators, buildings entrances, and places crossings intersect with streets and sidewalks
- **Split** a line by **selecting a point on a line** and using the split tool, you can then designate sections of a line differently, e.g. sidewalk-crossing-sidewalk





BE SURE TO SAVE YOUR WORK EVERY FEW MINUTES!

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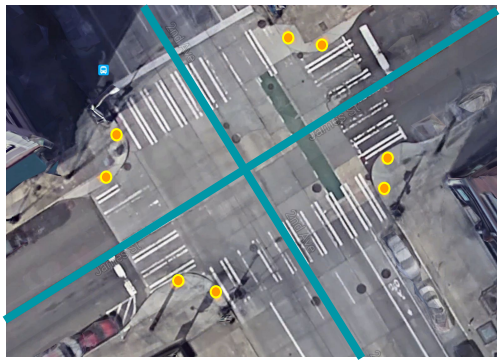
Mapping with the OpenSidewalks Schema

Intersection Data Goals:

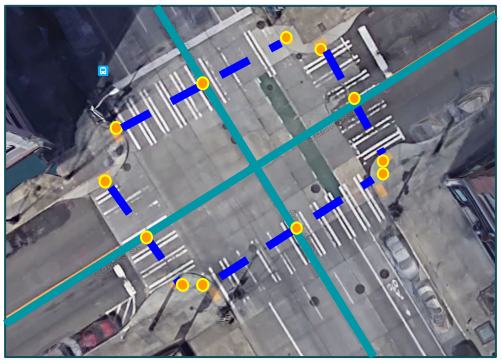
- **Accurate** feature locations
- **Connected** features
- **Detailed** feature types

Curbs: understanding the street / sidewalk interface allows us to know what pedestrian modes (like wheelchair, bike, or visually impaired user) can cross.



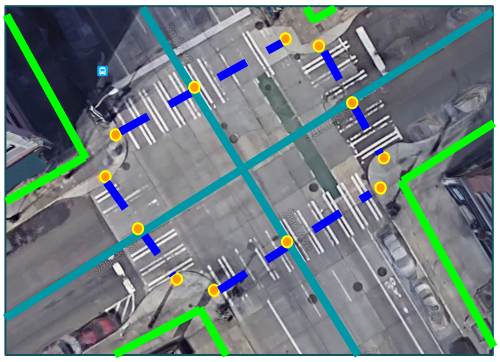
- Accurate Locations
- Tag: kerb = lowered (default) / raised / flush / rolled / unknown
- Tag: tactile_paving = yes / no / unknown (default)

Crossings: ensures pedestrian network connectivity and connections to the street network for multimodal travel.



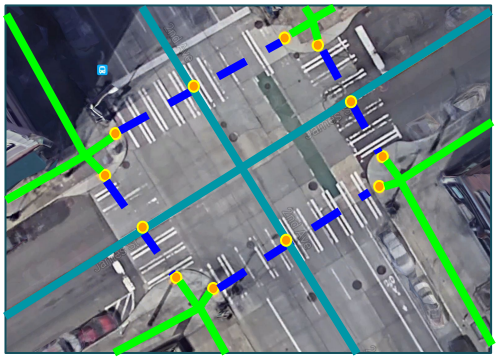
- Connects to sidewalks or curbs
- Shares node with street
  - Tag: highway = crossing
- Signal information tagged to street node
  - Tag: highway = traffic_signals, traffic_signals = ...
- Tag: highway = footway, footway = crossing
- Tag: crossing = marked / unmarked (line)

Sidewalks: give us understanding of the pedestrian network



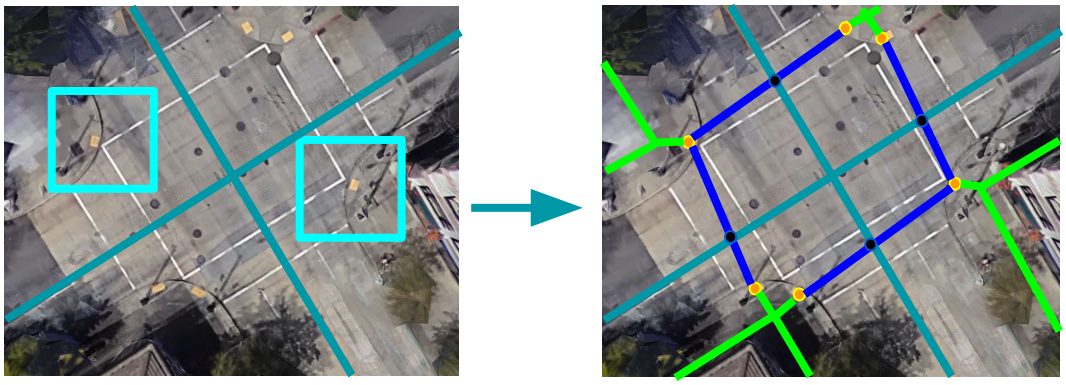
- Accurate Locations: follow sidewalk centerline
- Connected endpoints
- Tag: highway = footway, footway = sidewalk
- Tag: wheelchair_accessible=yes/no

Links: completes the connectivity of the network, allowing routing across intersections

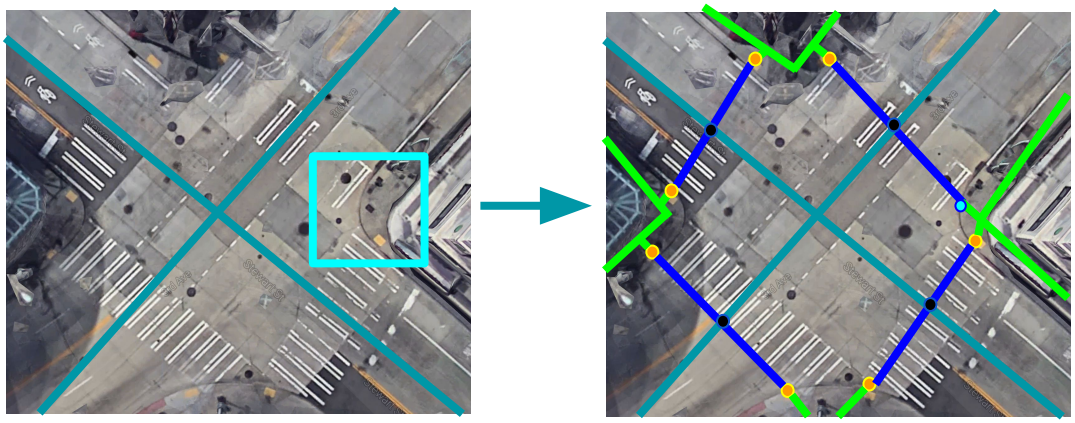


- Connect to crossings or curbs
- Shares a node with sidewalks
- Tag: highway = footway, footway = sidewalk

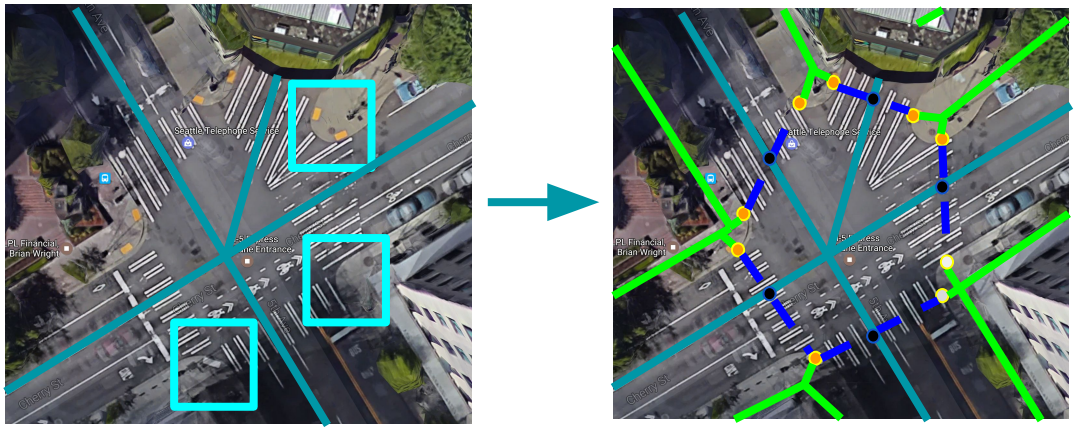
Corner Curb Ramps



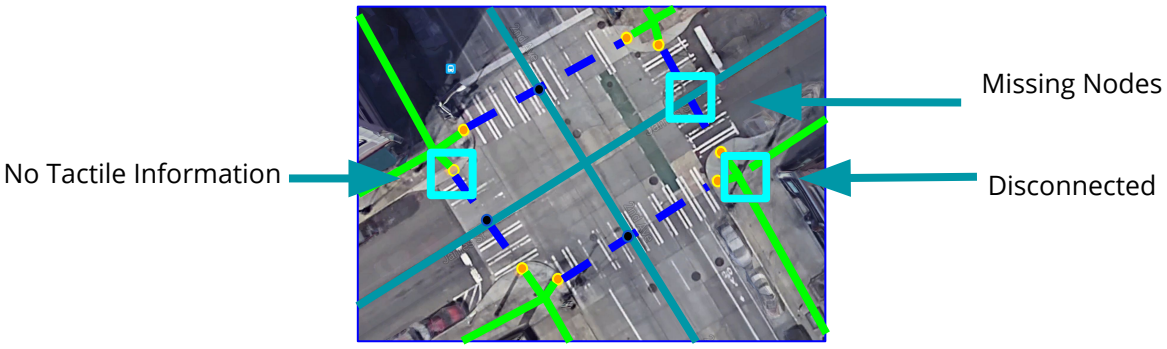
Single Curb Cut



Complex Intersections



Common Mistakes



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