



Appendix

Mapathon with Doctors without Borders - Saarbrücken

- Joint Presentation Doctors Without Borders and euYouth_OSM - Introduction of the Region - What and how to map? (24)
- How do I work with the HOT - Tasking Manager (3)
- Handout - Mapping Buildings and Places (1)
- JOSM-Editor (1)

HERZLICH WILLKOMMEN

zum Mapathon
am 29. Mai 2019

Saarbrücken
- ehemalige französische Botschaft



VORBEREITUNG - registrieren & Editor

Während wir auf die Ankunft weiterer Teilnehmer warten, könnt ihr schon einmal Folgendes tun

- **(1) Registriert euch bei www.openstreetmap.org.**

Folgt dem Link in der E-Mail, die ihr daraufhin bekommt.

- **(2) Editor installieren**

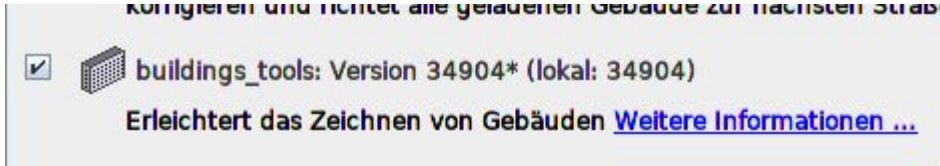
- * <https://josm.openstreetmap.de/>

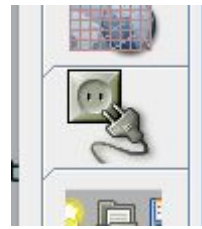
- * [josm-tested.jar](#) herunterladen

Leonie, Max, Jonas & Dennis helfen ;-)



VORBEREITUNG (2) - JOSM Building Tool

- Plugin Building Tool
 - * Bearbeiten - Einstellungen
 - * verfügbare Erweiterungen
 - * 
 - * OK



WAS IST MAPPEN?

Missing Maps: nothing less than a human genome project for cities

A huge number of the world's most vulnerable human settlements have remained unmapped ... until now. Enter an unprecedented plan to map the world's forgotten places

Gründer von Missing Maps:

(The Guardian)



WARUM MAPPEN?

Ziel eines Mapathons ist es, digitale Karten zu erstellen von bisher nicht kartographierten Regionen!



Medical supplies
+ logistics



Infectious diseases
e.g. Ebola



Vaccination
campaigns



Waterborne diseases
e.g. cholera

Dank dieser
Karten können
HelferInnen
Menschen in
Not erreichen.



Malnutrition



Earthquakes



Hurricanes

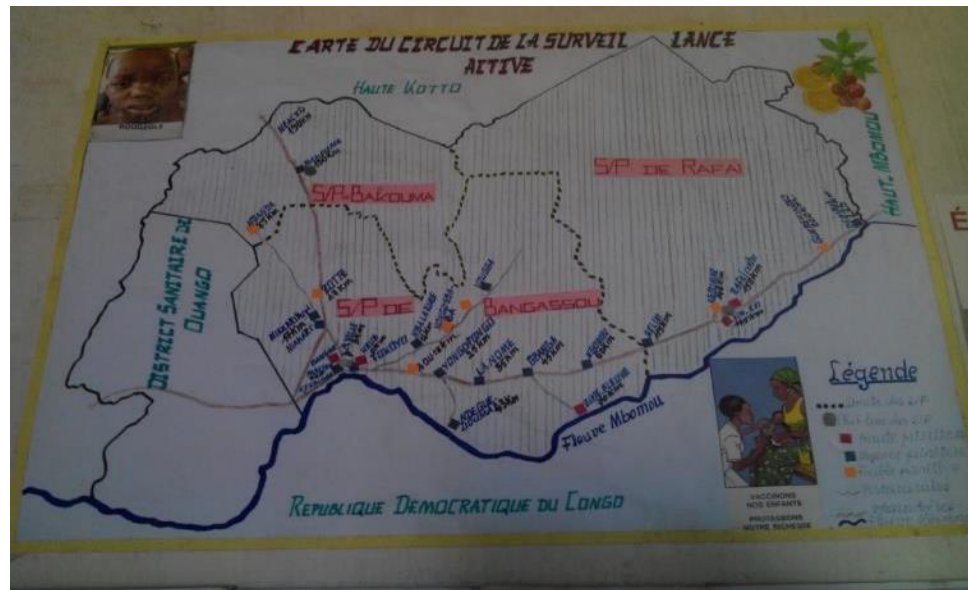


Flooding

WARUM MAPPEN?

Viele Karten mit denen NGOs arbeiten müssen, sind **extrem ungenau**.

In der Gegend, die ihr auf dem Bild seht, leben ca. 80.000 Menschen ...

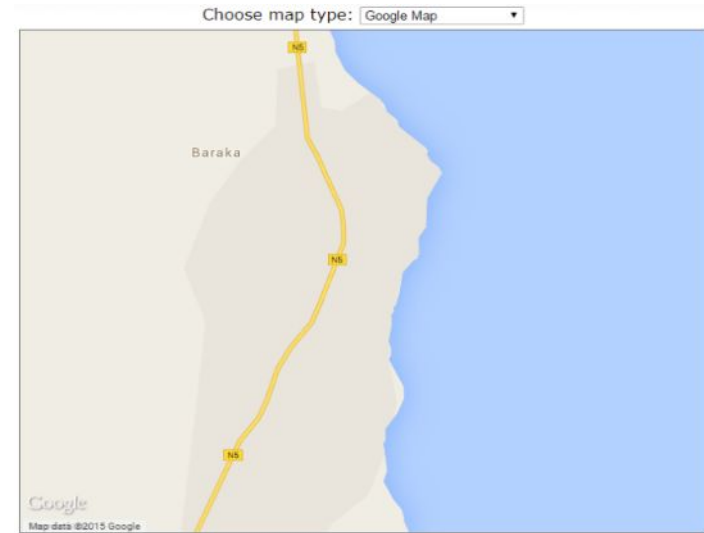


... ihren genauen Standpunkt in einer Notsituation zu bestimmen, ist mit dieser Karte nahezu unmöglich.

MAPPEN HILFT!

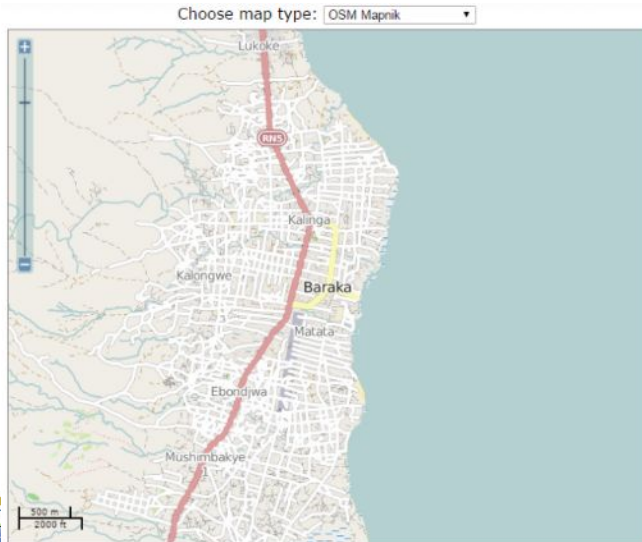
Das Vorgehen:

Die Karte zeigt eine Handelsstadt mit 120.000 Einwohnern



...

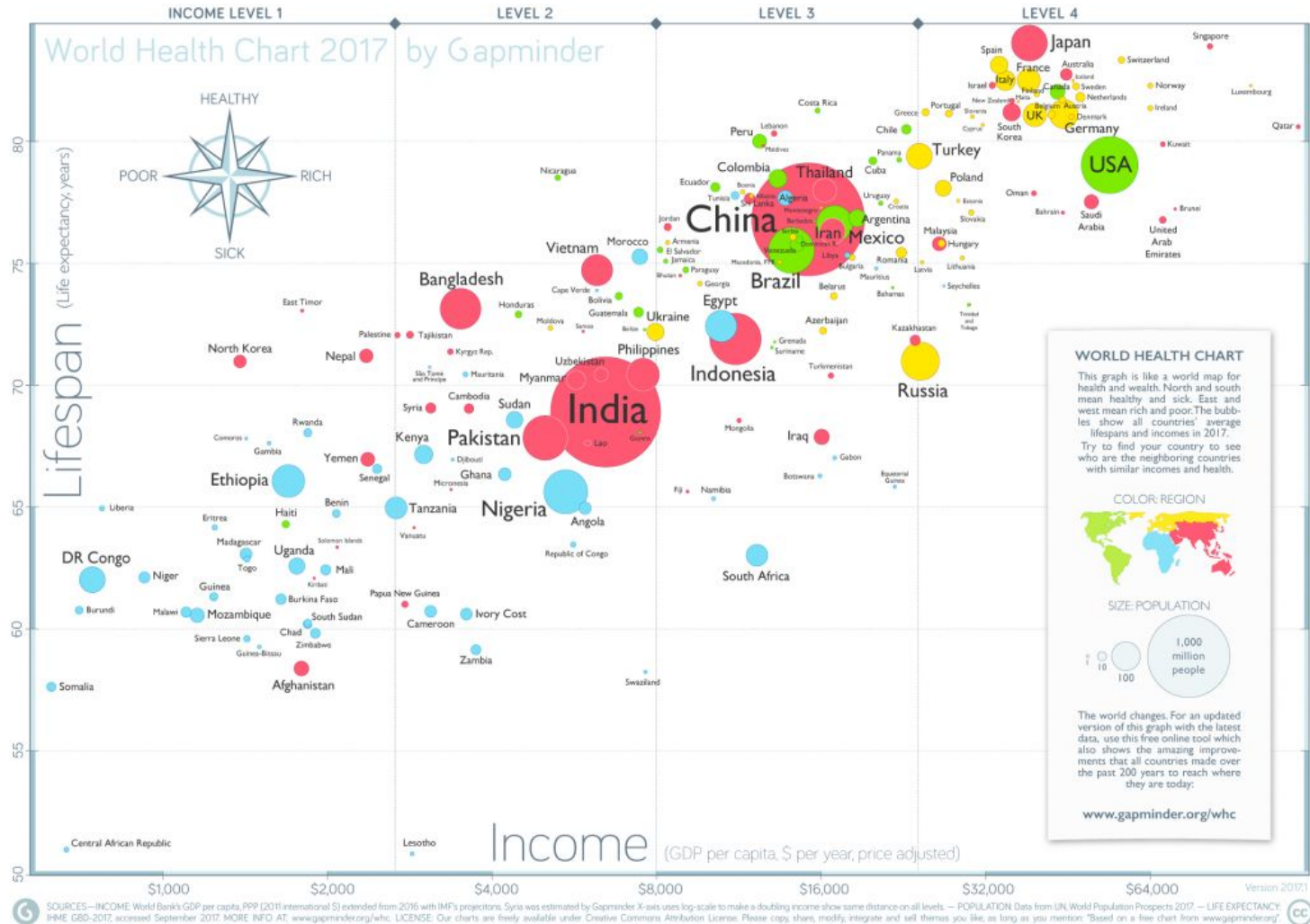
nachdem 70 Freiwillige einen Abend gemappt haben.



Demokratische Republik Kongo



Demokratische Republik Kongo



Demokratische Republik Kongo



Demokratische Republik Kongo



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LETZTE TIPPS

- Nutzt **Chrome** oder **Mozilla** zum Mappen.
- Mappt nur die **Gebäude** und **Dörfer**, nicht die Straßen:
 - Ein Dorf definiert sich durch mehr als vier Gebäude.
 - Mehr als vier Gebäude bilden ein Dorf.
 - Wenn ihr euch bei dem Grenzverlauf eines Dorfes nicht sicher seid, zoomt ein Stück heraus.
 - Solltet ihr euch bei irgendetwas nicht sicher sein – fragt und diskutiert mit anderen Mappern.

Gebäude: building=yes
Dorf: landuse=residential



LETZTE TIPPS

- Um ein **Dorf** zu umschließen, müssen Start- und Endpunkt der Grenzlinie genau aufeinanderliegen.
- Die Linien, die ihr zieht, können Straßen, Gebäude u.ä. kreuzen. Sie sollten jedoch **keine Punkte mit einem anderen Objekt, gemeinsam haben.**
- Wenn ein Dorf (landuse=residential) über euer ausgewähltes Quadrat hinaus geht, zieht die Linie nur ein wenig darüber hinaus. Der Mapper des anliegenden Quadrats nimmt die Linie auf und kann es vervollständigen und auch den Tag vergeben

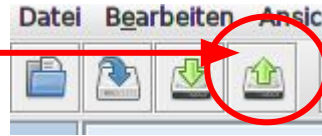
Los geht's

- JOSM starten
- Chrome oder Mozilla öffnen
- <https://tasks.hotosm.org/>
- Projekt **5912**



„TM“ - Häuser

1. Kachel auswählen
2. Kartografieren beginnen - Klick
3. JOSM Editor starten - Klick
4. zu JOSM wechseln
5. Hintergrundbild → DigtalGlobe Premium
6. Gebäude zeichnen →
7. hoch laden →
8. fertig



Dörfer

Dorf mappen

1. Umriss zeichnen
2. Umriss anfassen
3. Tag vergeben



4. hochladen
5. fertig



HILFE BEIM LESEN VON SATELITENBILDERN

- **Links:**

https://docs.google.com/presentation/d/1N_3G3EwYQjtJ_5c9FrbPMY7W7QjILqGeZvDID8tH4Kw/edit#slide=id.g359154f142_0_7

https://wiki.openstreetmap.org/wiki/User:Bgirardot/West_African_HOT_Mapping_Tips#Surface_Mines





VIELEN DANK UND VIEL SPASS!

Ärzte ohne Grenzen

www.aerzte-ohne-grenzen.de

Am Kölnischen Park 1

030 7001300

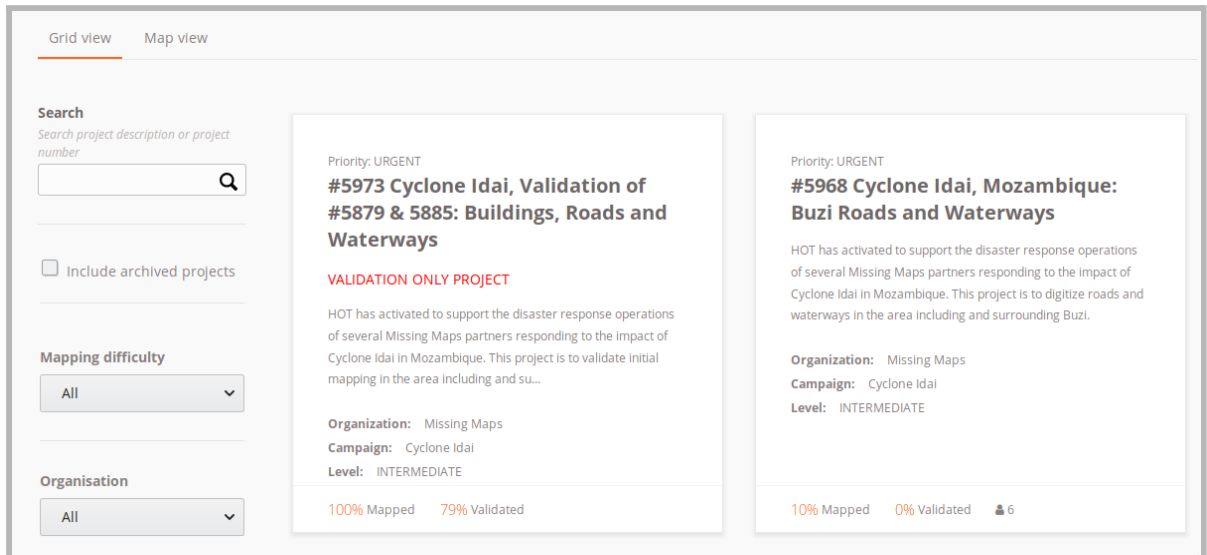
10179 Berlin

office@berlin.msf.org

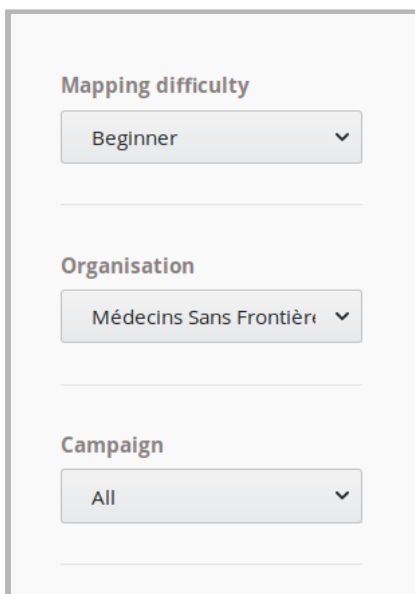


How do I work with the HOT - Tasking Manager? (Results of online training with a "Student named Max")

1. Start **JOSM**
2. Open <https://tasks.hotosm.org/>
3. Click **Start Mapping**
4. Your screen should now look like this:



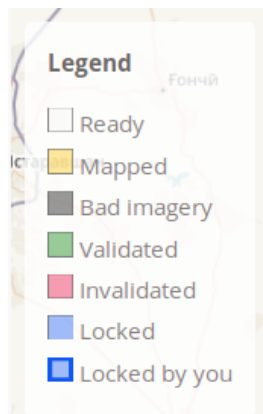
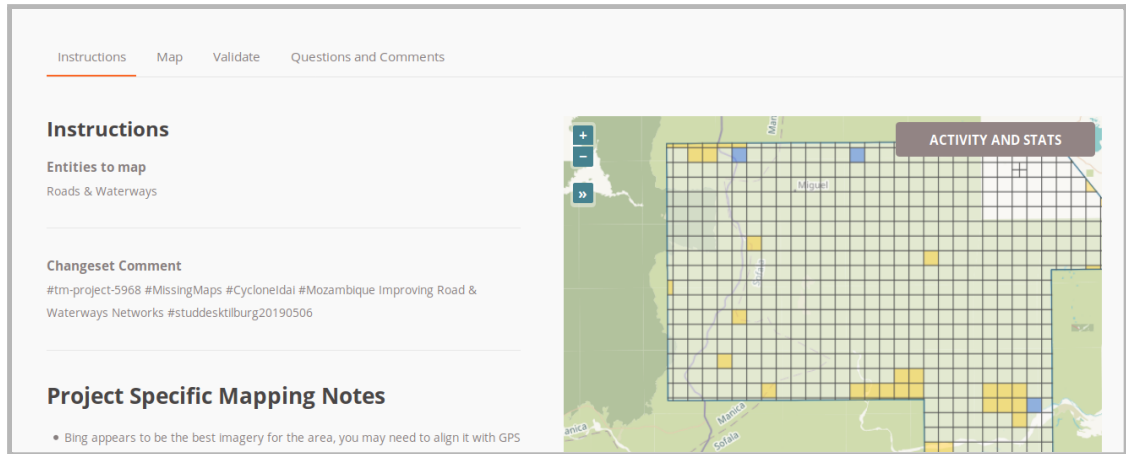
5. **Teacher:** Now you see two tasks = two tasks ... you can scroll, then you find more. But now we take the number #5968 - Do you have an idea why this one and not the 5973?
Student: The #5973 is 100% mapped and the #5968 only 10% **Teacher:** Very good!
6. So please click on #5968 (This fits for Max, because he is already an intermediate mapper. ;-)



Note: - when selecting a task you should make sure that there are different levels (BEGINNER, INTERMEDIATE, etc.)

You can even choose what you want to map. See the pull-down menus on the left.

7. Now scroll down ... and what do you see there?
8. **Student says:** "The map where you can see in which area exactly in this area was mapped and what not yet".
9. **Teacher:** Very well spotted, Max! - we know that from the other Tasking Manager. OK?



Note. The colours of the tiles are exactly the same as we already know them from <http://taches.francophonelibre.org/>.

Ready
Mapped
Bad picture
Validate
unaudited
locked
locked by you

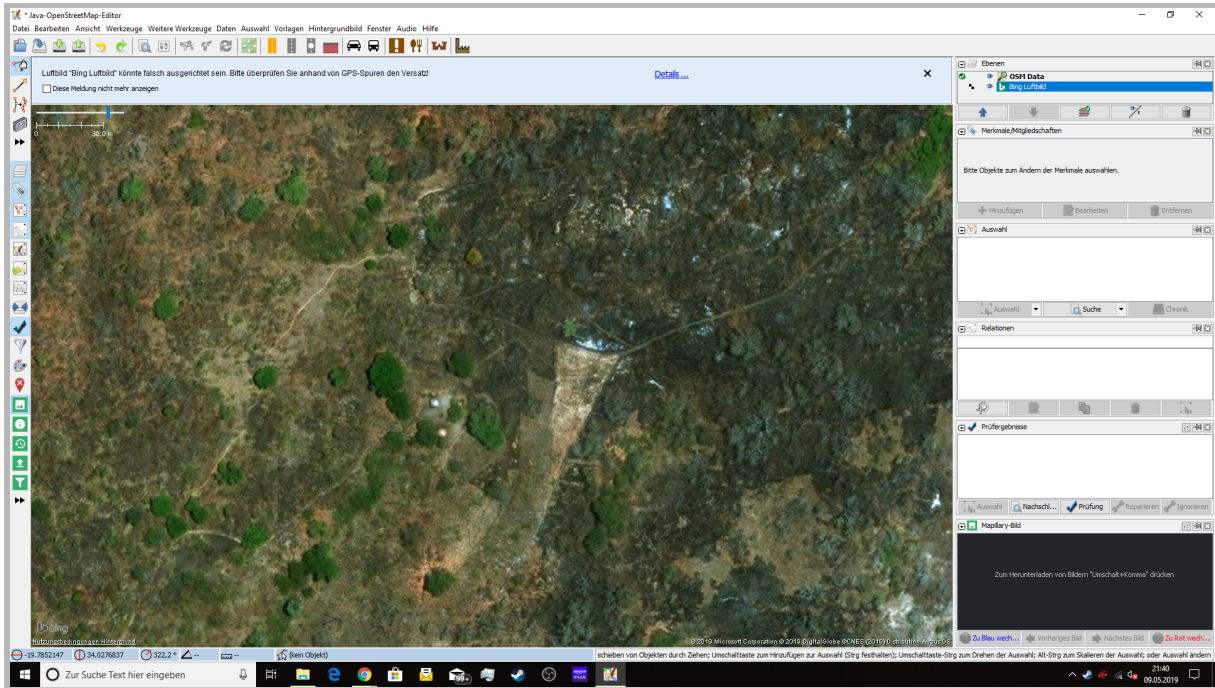
10. Now we choose - exactly as we already know it, but first read the instructions on the left (what to map!). Namely what? Exactly - roads and waterways
11. <https://wiki.openstreetmap.org/wiki/DE:Highways> und <https://wiki.openstreetmap.org/wiki/DE:Waterways>
12. So select a box now ... and get started;-)
13. Aha - you can't get started, on the left you see: Login ;-) ... please have a look at the top right ;-)

On the left we still see the **instructions** what exactly is to be mapped.

If you actually take the #5968, then there is something about "pictures, roads and waterways". You can find the translation of this text in the appendix. ;-)

For every other task there are different texts.
These texts can easily be translated with deepl.com.

Student: - Hello, are these streets?



Teacher: Yes, these are streets ... clearly and you give them the tag "highway=unclassified"
Remember, this is Africa. Roads sometimes look different. :) You see houses there too!

Student: Okay thanks and if they just stop or you can't see the way anymore then I just do the points until you can see the streets or?
and the houses I should also draw them because there was nothing about it in the instructions.
If you see houses that aren't mapped yet, put them in.

Teacher: exactly, unless you see another street nearby, then connect - because people won't just go to one place - or drive and then don't go on to the next street. ;-)

14. upload and finish JOSM - with **#5968 - Cyclone Idai, Mozambique: Buzi Roads and Waterways**. Exactly this marking we find again in OSM ;-)

15. on the Tasking-Manager page ... now still ... **STOP Mapping**, so that the area is released again for other mappers. ;-)



**AND TOMORROW
EXPERIENCE the WHOLE again
OK?**

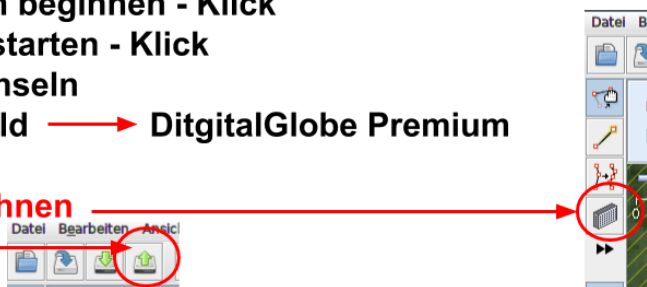


Anleitung zur Benutzung von JOSM anlässlich des Mapathons von „Ärzte ohne Grenzen“ und „OpenSaar e.V.“ begleitet von Schüler*innen des Erasmus+ Projektes **euYouth_OSM** der GSS-BBS Saarburg

„Häuser“ mit Plugin und „Dörfer“ mit Vergabe von TAGs

„TM“ - Häuser

1. Kachel auswählen
2. Kartografieren beginnen - Klick
3. JOSM Editor starten - Klick
4. zu JOSM wechseln
5. Hintergrundbild → DigitalGlobe Premium
6. Gebäude zeichnen
7. hoch laden
8. fertig



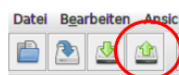
Dörfer

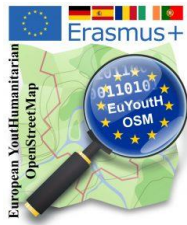
- Dorf mappen**
1. Umriss zeichnen
 2. Umriss anfassen
 3. Tag vergeben

Merkmal: 1 / Mitgliedschaften: 0	
Geografie/Landnutzung/Wohngebiet ...	
Schlüssel	Wert
landuse	residential

Hinzufügen Bearbeiten Entfernen

4. hochladen
5. fertig





Anleitung zur Benutzung von JOSM anlässlich des Mapathons von „Ärzte ohne Grenzen“ und „OpenSaar e.V.“ begleitet von Schüler*innen des Erasmus+ Projektes **euYouth_OSM** der GSS-BBS Saarburg

JOSM - der Editor

The screenshot shows the JOSM interface with the following components:

- Toolbar:** Includes icons for file operations, navigation, editing, and data management.
- Message Box:** Displays a warning: "Luftbild 'Bing Luftbild' könnte falsch ausgerichtet sein. Bitte überprüfen Sie anhand von GPS-Spuren den Versatz!" with a "Details..." link and a checkbox "Diese Meldung nicht mehr anzeigen".
- Map View:** Shows a satellite view of a building with a yellow outline and a green dashed line. A scale bar indicates 20.0 m. Text on the map reads "Keine Kacheln auf dieser Zoomstufe".
- Layers Panel (Ebene):** Shows "Heruntergeladene GPS-Daten" and "Esri World Imagery (Clarity) Beta".
- Feature Panel (Merkmal):** Shows "Zivilisationsbauten/Historische Stätten/Gedenkstätte ...". It contains a table with the following data:

Schlüssel	Wert
historic	memorial
inscription	1951-54 nach Plänen von George...
- Author Panel (Autor):** Shows a table with the following data:

Autor	# Objekte	%
gglgl	1	100%
- Check Results Panel (Prüfergebnisse):** Shows a table with the following data:

Auswahl	Nachsc...	Prüfung	Reparie...	Ignorier...
- Status Bar:** Shows coordinates (49.2362172, 6.9849122) and the text "(kein Objekt) zum Skalieren der Auswahl; oder Auswahl ändern".



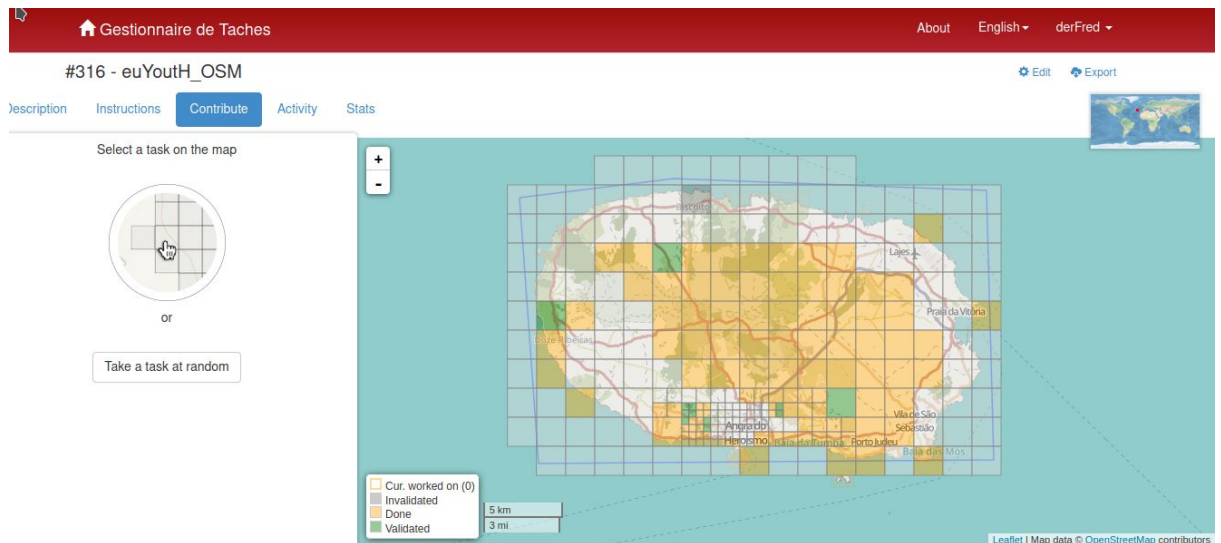
Appendix

Participation Erasmusdays 2020

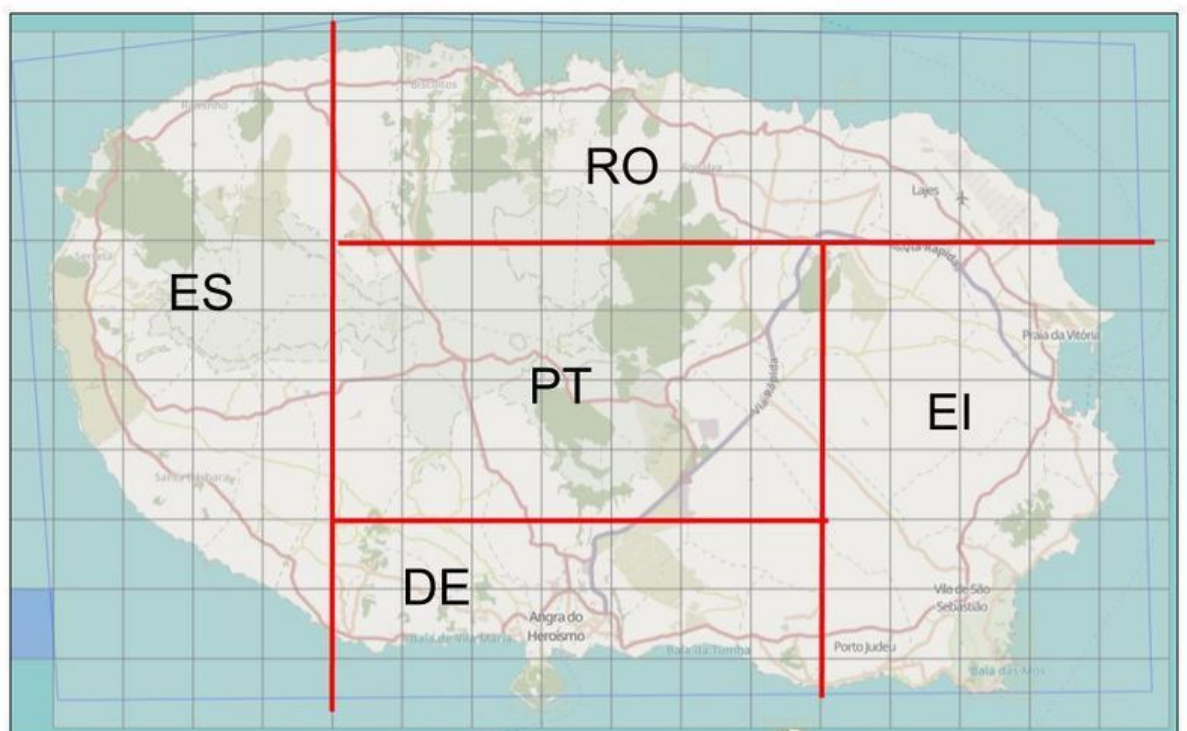
- ErasmusDays2020 - RemoteMappingGuide (4)

Erasmus Days 2020 - Remote Mapping

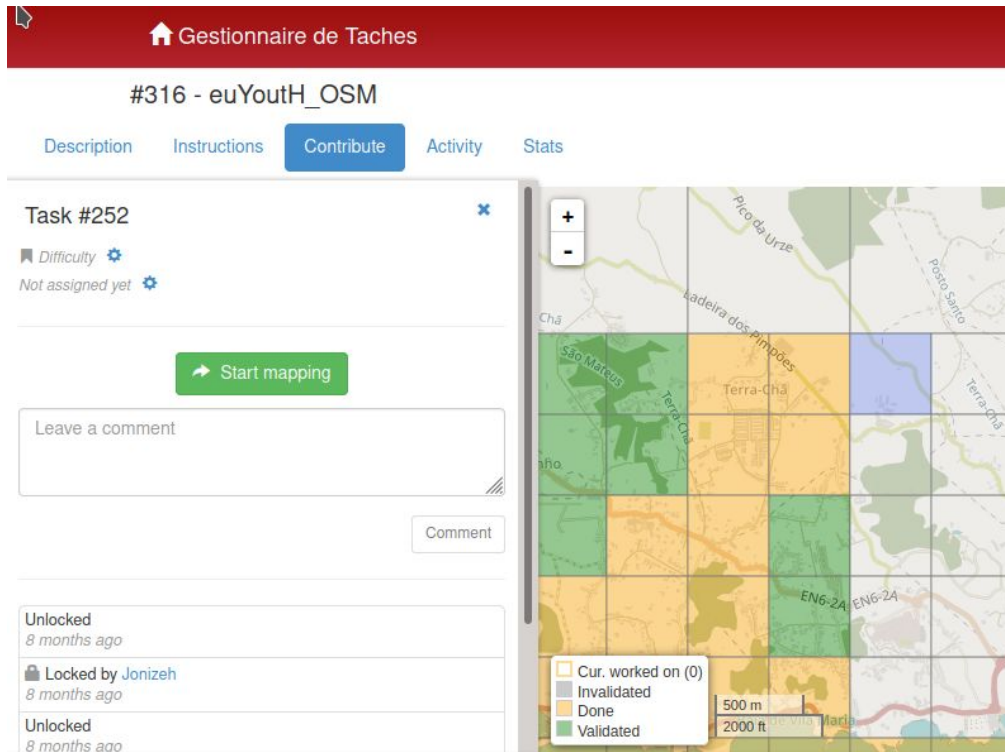
1. Start **JOSM**
2. Open in your Browser our tasking Manager:
<http://taches.francophonelibre.org/project/316>
Your screen should now look like this:



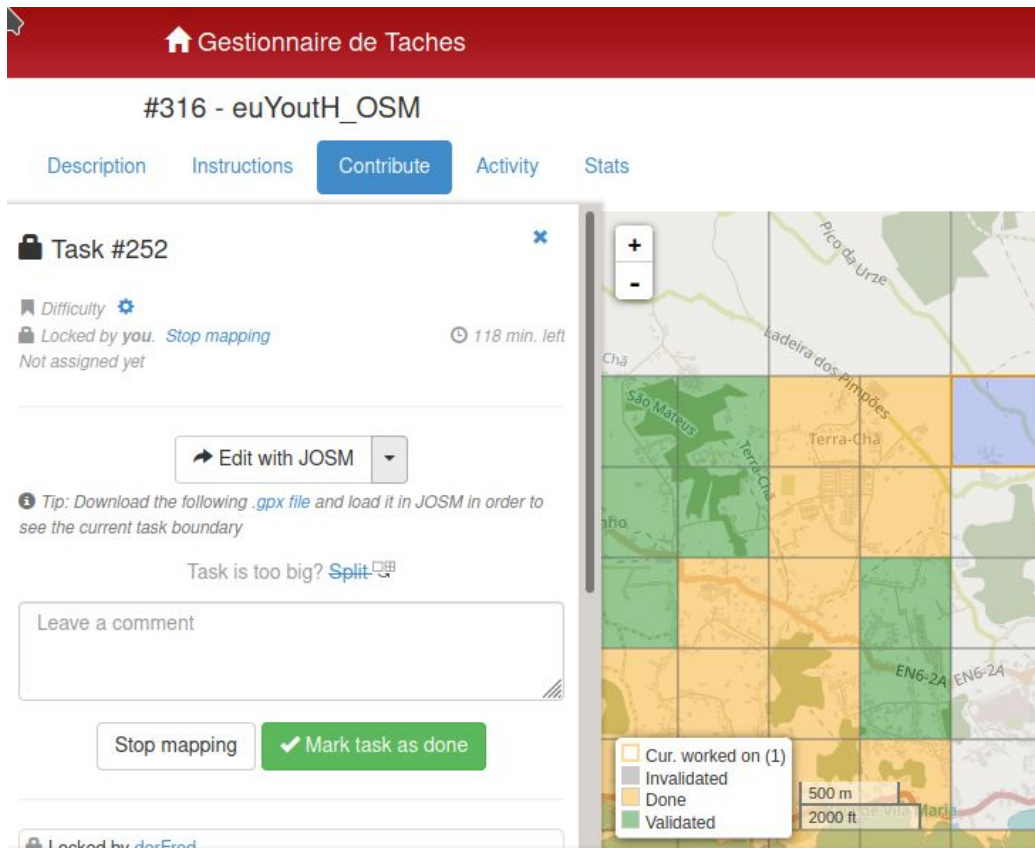
3. Depending from your country

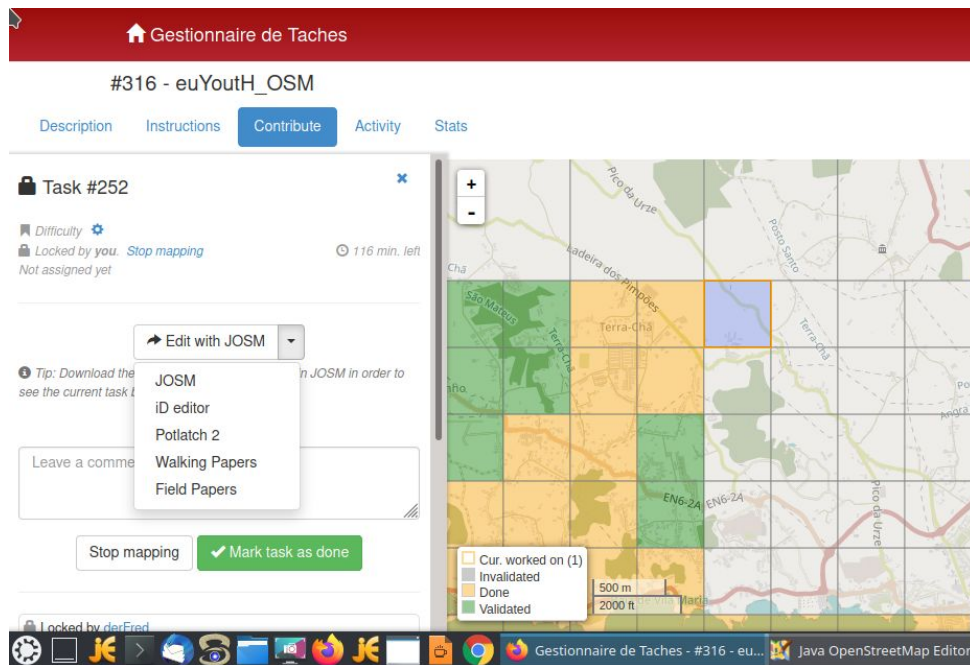


- please click on one of the squares (the blue one is selected)

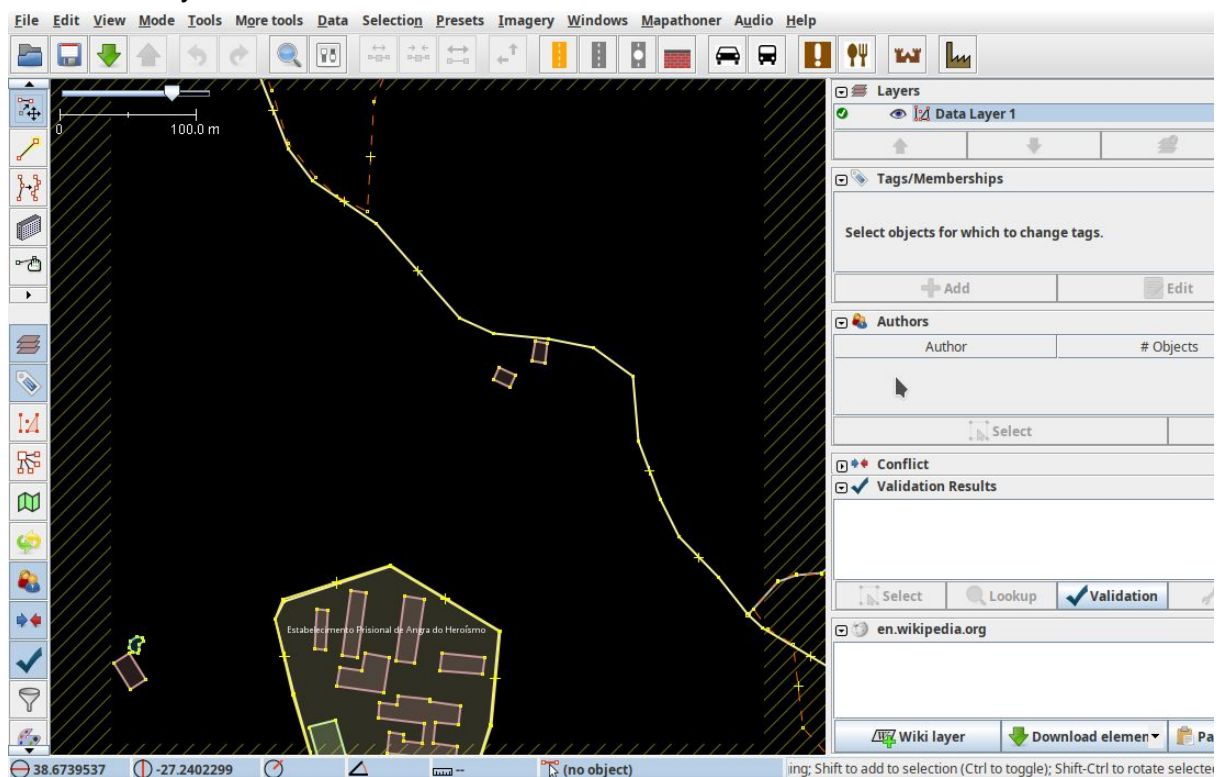


- Click **Start mapping**

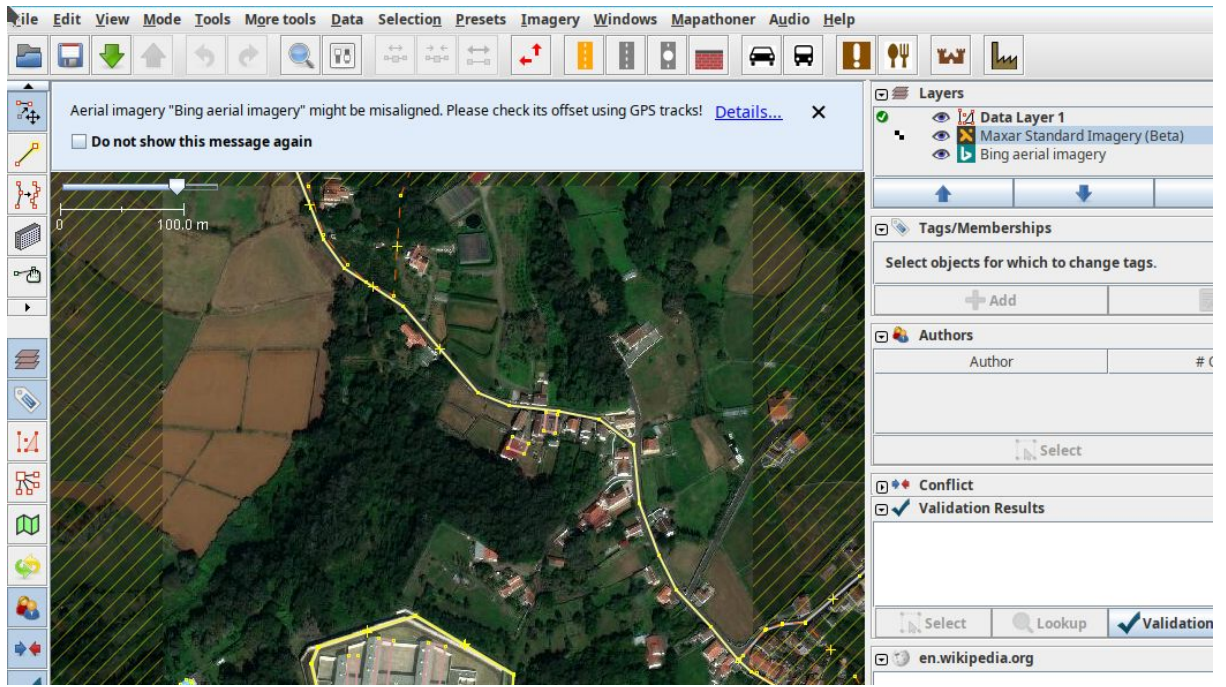


6. Open **Edit with JOSM**

7. Move your mouse to JOSM and click it

8. In JOSM the selected Square is **automatically opened**

9. Now choose - Imagery
and select - **Bing aerial imagery** or **Maxar Standard Imagery** ...
the one which looks best to you



10. Then start mapping buildings or roads



Appendix

Participation OSM Geography Awareness Week

- OSM Geography Awareness Week 2020 - Participation Guide (4)

OSM Geography Awareness Week 2020

1. What do I need to participate?

1.1. JOSM

1.1.1. The plugins “Buildings” and “Terracer” **should be** installed in JOSM

1.1.2. Remote control in JOSM - **must** be enabled

1.2. <http://taches.francophonelibre.org/project/316>

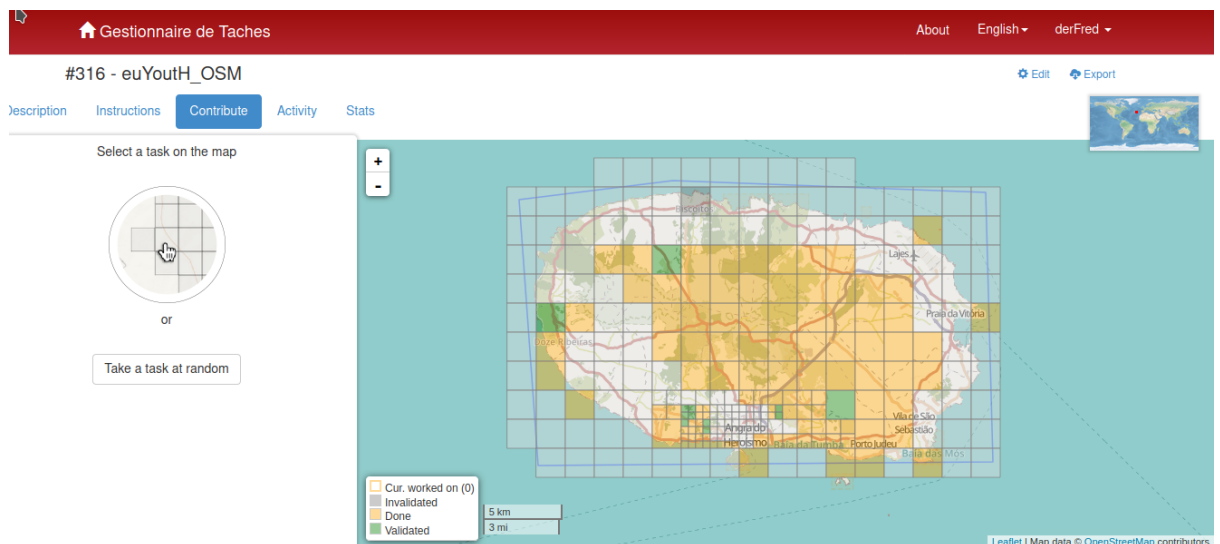
2. How do I proceed?

2.1. Start JOSM and

2.2. Start your browser and

2.3. Open the link above to project 316

Your screen should now more or less look like this:



1. please click on one of the squares (on the picture the blue one is selected)

Home Gestionnaire de Taches

#316 - euYouth_OSM

Description Instructions **Contribute** Activity Stats

Task #252

Difficulty Not assigned yet

[Start mapping](#)

Leave a comment

Comment

Unlocked 8 months ago

Locked by Jonizeh 8 months ago

Unlocked 8 months ago

2. Now click **Start mapping**

Home Gestionnaire de Taches

#316 - euYouth_OSM

Description Instructions **Contribute** Activity Stats

Task #252

Difficulty Locked by you. Stop mapping 118 min. left Not assigned yet

[Edit with JOSM](#)

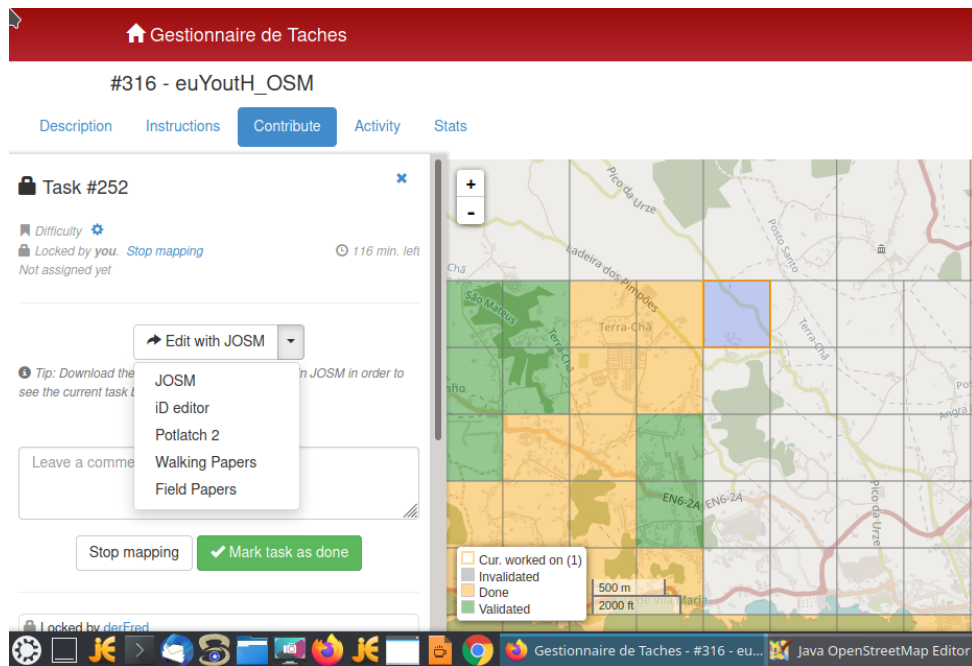
Tip: Download the following .gpx file and load it in JOSM in order to see the current task boundary

Task is too big? [Split](#)

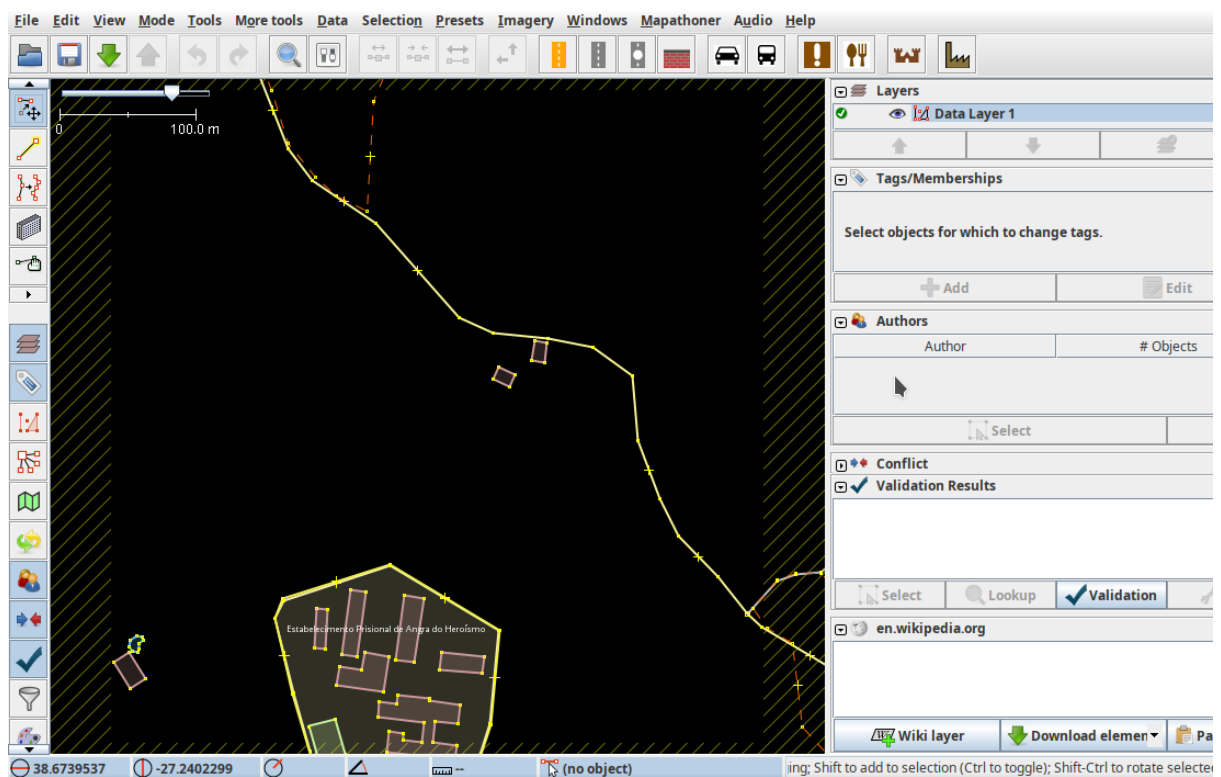
Leave a comment

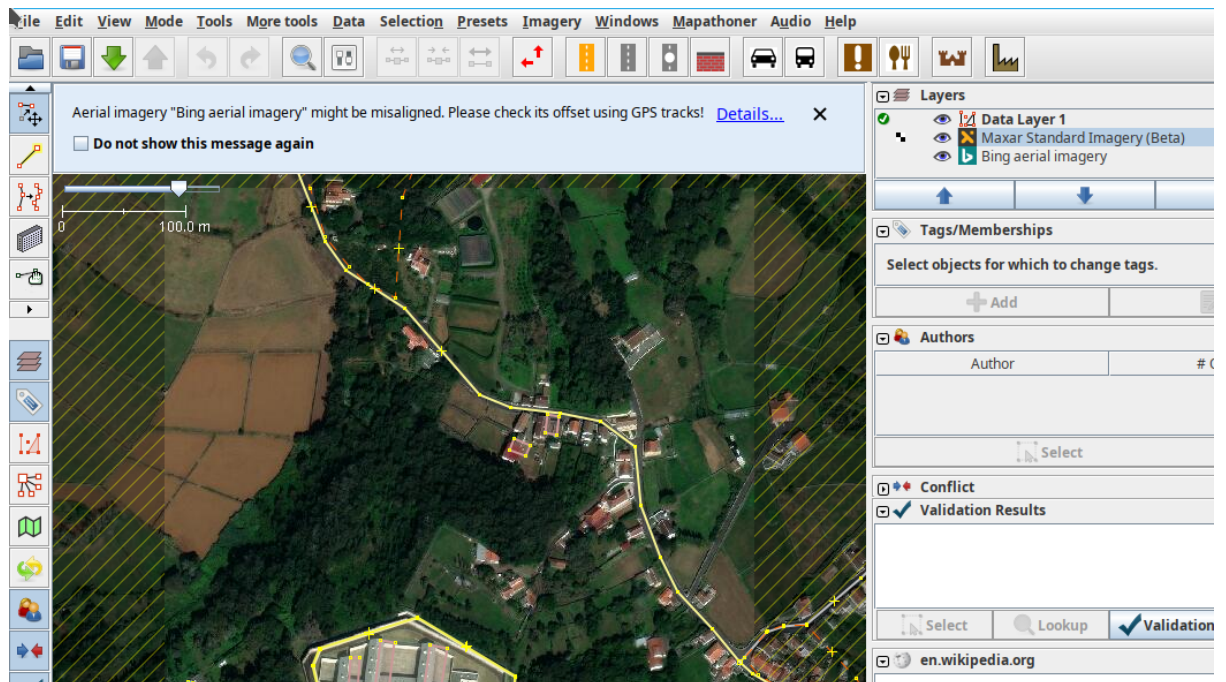
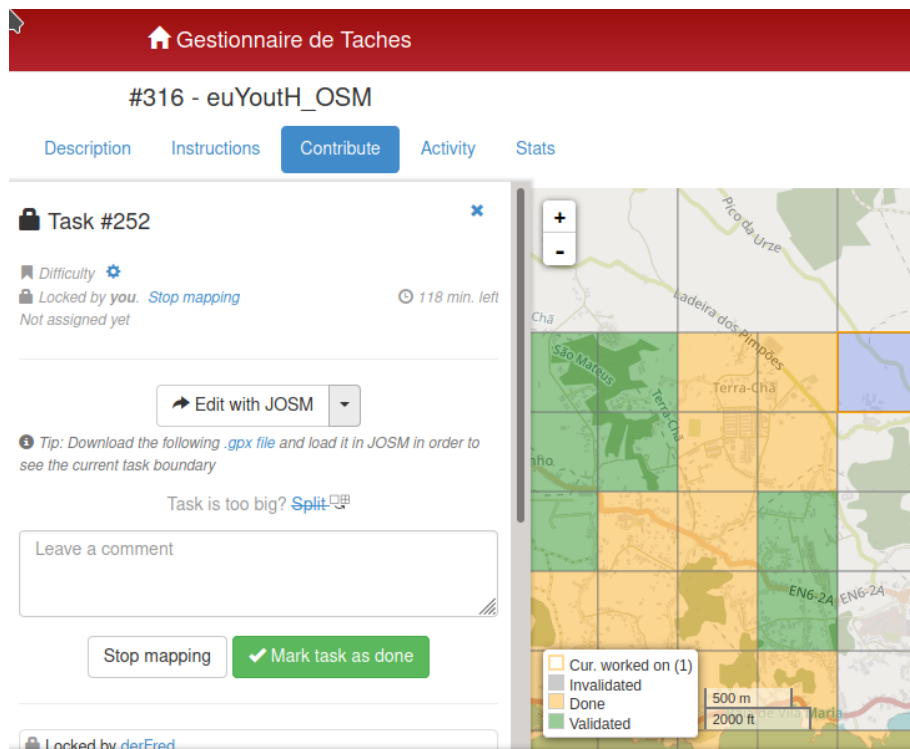
Locked by derFred

3. Open **Edit with JOSM**



4. Move your mouse to JOSM and click it - the selected Square will be **automatically opened** in JOSM (because you enabled Remote control in JOSM ;-)
5. Switch to JOSM and see the the selected Square is **automatically opened**



6. Now open Imagery in the Menu and select - **Bing aerial imagery**7. You find unmapped **buildings** or **roads** - happy mapping ;-)8. to finish switch back to your Browser dan click on **Stop mapping**
OR even better ;-)
Mark as done

Any question - just go to our BigBlueButton your teachers are waiting for you ;-)

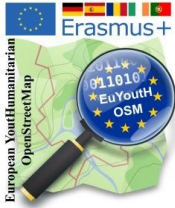



Appendix

Erasmus+ "virtual mobility/activity" with UN - Mapper

- Romania Host 2021-02-22 until 2021-02-24

- Tools to know for mapping OSM - JOSM - Tasking Manager (1)
- Solution Tools_to_know_for_mapping_OSM - JOSM - Tasking Manager (1)
- What we see on the map? - How objects are saved in the OSM Database? (3)
- Solution What we see on the map? - How objects are saved in the OSM Database? (3)
- Useful tags for our mapathon (1)
- Useful tags for our mapathon - Solution (1)
- Mapping - JOSM/Tasking Manager - we map in Terceira (5)
- Adjust imagery offset (2)
- JOSM - First Upload Authentication (2)

	<p>Tools to know: JOSM, Tasking Manager, ...</p> <p>mapathon Erasmus+ euYouth_OSM and UN mappers</p> <p>© CC BY</p>	
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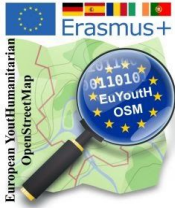



Wiki is our friend.
 OpenStreetMap has its own Wiki.
https://wiki.openstreetmap.org/wiki/Main_Page
 10/15 minutes - **break out rooms**

Questions: **What is JOSM?** - Powerful or not? Where is its homepage?

Questions: **What is a Tasking manager?** Why volunteers use it? What's the purpose of this tool?

Questions: **What is a mapathon?**

	<p>Tools to know: JOSM, Tasking Manager, ...</p> <p>mapathon Erasmus+ euYouth_OSM and UN mappers</p> <p>© CC BY</p>	
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Wiki is our friend.

OpenStreetMap has its own Wiki.

https://wiki.openstreetmap.org/wiki/Main_Page

10/15 minutes - **break out rooms**

Questions: **What is JOSM?** - Powerful or not? Where is its homepage?

JOSM (Java OpenStreetMap Editor) is a desktop application for editing OpenStreetMap.

It is the most powerful out of available editors.

Its homepage is located at josm.openstreetmap.de.

Questions: **What is a Tasking manager?** Why volunteers use it? What's the purpose of this tool?

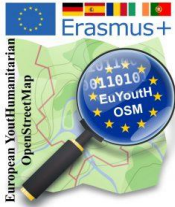
The Tasking Manager is the tool for coordination of volunteers and organization of groups to map on OpenStreetMap.

The purpose of the tool is to divide up a mapping job into smaller tasks that can be completed rapidly.

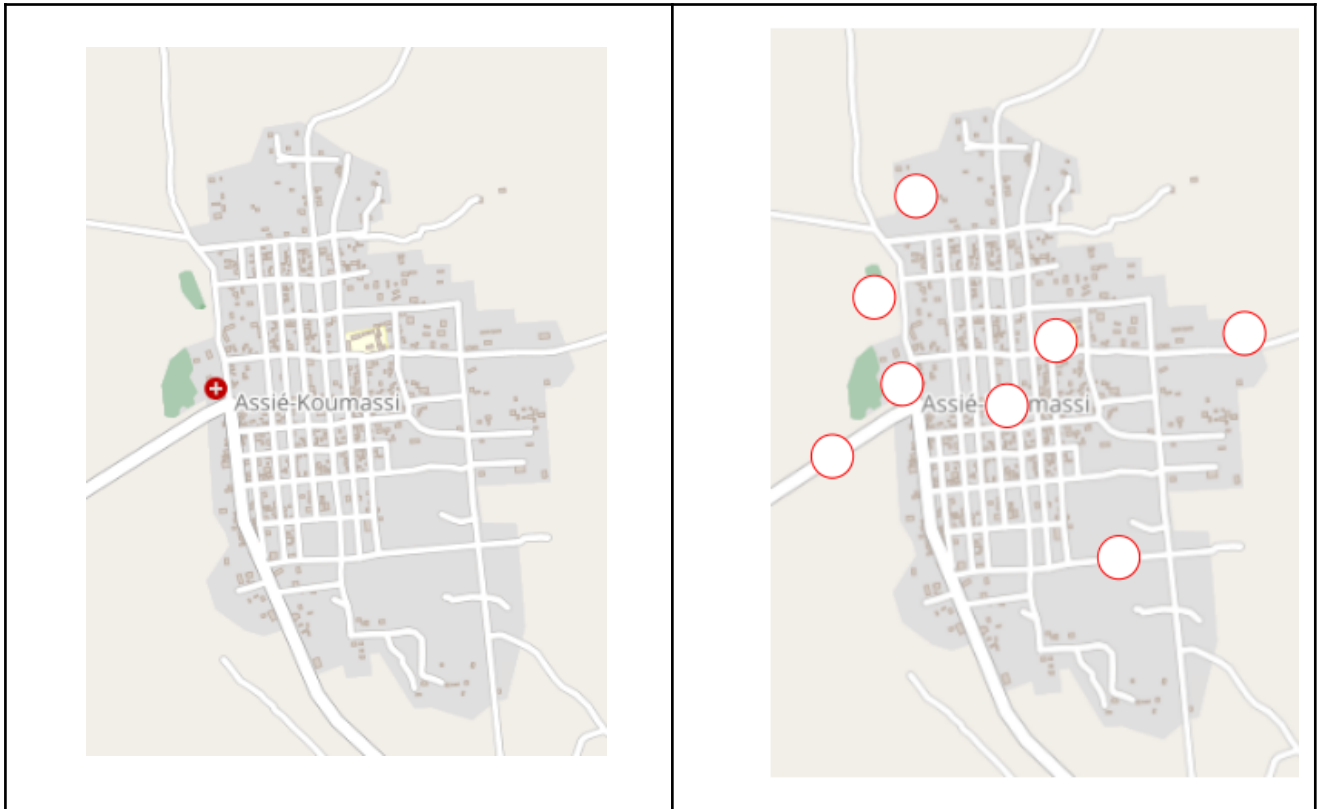
This approach facilitates the distribution of tasks to the various mappers.

Questions: **What is a mapathon?**

A Mapathon is a coordinated mapping event.

	<p>What we see on the map? How objects are saved in the OSM database?</p> <p>mapathon Erasmus+ euYouth OSM and UN mappers</p> <p>© CC BY</p>	
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Map of Assié Koumassi - Cote d'Ivoire
<https://www.openstreetmap.org/#map=13/6.7602/-4.2740>



1. For each symbol in the table (below), find the **point** in the map at the top left and enter the corresponding **number** in the map on the right. Use the link above to get more details from the map if necessary.

2. Write what you see on the map

3. We **discover** with **JOSM** how it is represented in OSM

Number	Map	Write here what you see on the map. 👉👉👉👉👉👉👉👉	How is it in the database? We check it with JOSM. We call it a "tag". ¹
1			
2			

¹ <https://wiki.openstreetmap.org/wiki/Tags>



Erasmus+



European Youth Humanitarian
OpenStreetMap







What we see on the map?

How objects are saved in the OSM database?

mapathon [Erasmus+ euYouth OSM](#) and
[UN mappers](#)

© CC BY

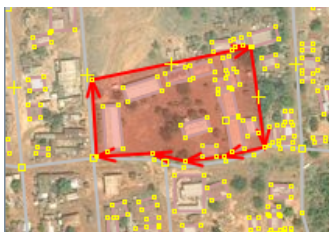



3			
4			
5			
6			
7			
8		VERY DIFFICULT ;-)	

4. Technical expressions

	technical expression in OSM	How many of the 8 objects?	name the objects
Objects can be a single point .		2	
Objects can be a line .		2	
Object can be a polygon .		4	

School found in JOSM - The combination of Key and Value is called a **tag**.



Facilities/education/School ...

Key	Value
amenity	school

+ Add
Edit
Delete

1. Why a polygon on the map is "painted" as a grave_yard and the other polygon is a building? _____.
2. What makes a single line in the database on the map a river or a road? _____.
3. How a node, way or an area is represented on a map is defined by the _____.
4. A _____ consists always of a _____ and a _____.

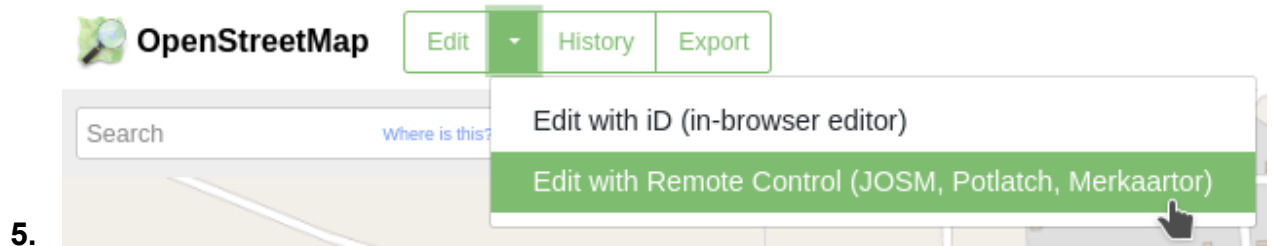
	<p>What we see on the map? How objects are saved in the OSM database?</p> <p>mapathon Erasmus+ euYouth OSM and UN mappers</p> <p>© CC BY</p>	
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Exercise / homework:

- Find the eight tags using JOSM and enter the key and value in the table.
- Write in the form: **Key = Value**

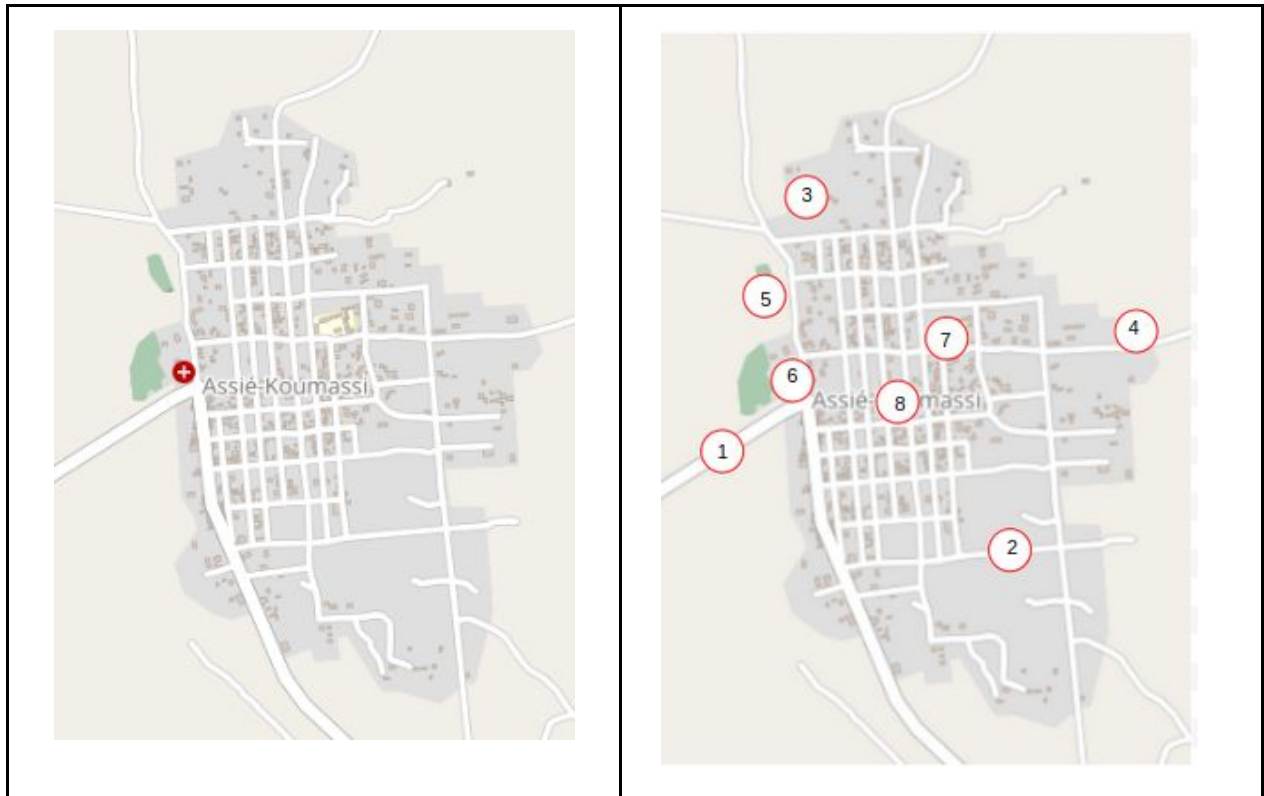
How to:

1. **Launch** your preferred browser like Firefox or Chrome e. g.
2. **Start** JOSM
3. **Configure (if you did it not before)** JOSM due to activate the remote control in jsom using Edit/Preferences/Remote Control -> Enable remote control
4. **Don't close JOSM. Switch back** to your Browser. **Open** Assié Koumassi in OpenStreetMap (see the link above 😊) and open JOSM directly from your Browser



	<p>What we see on the map? How objects are saved in the OSM database?</p> <p>mapathon Erasmus+ euYouthH_OSM and UN mappers</p> <p>© CC BY</p>	
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Map of Assié Koumassi - Cote d'Ivoire
<https://www.openstreetmap.org/#map=13/6.7602/-4.2740>



1. For each symbol in the table (below), find the **point** in the map at the top left and enter the corresponding **number** in the map on the right. Use the link above to get more details from the map if necessary.

2. Write what you see on the map

3. We **discover** with **JOSM** how it is represented in OSM

Number	Map	Write here what you see on the map. 👉👉👉👉👉👉👉👉	How it is in the database? We check it with JOSM. We call it a "tag". ¹
1		Road outside the village	highway=teritary
2		Road inside the village	highway=residential

¹ <https://wiki.openstreetmap.org/wiki/Tags>






What we see on the map?

How objects are saved in the OSM database?

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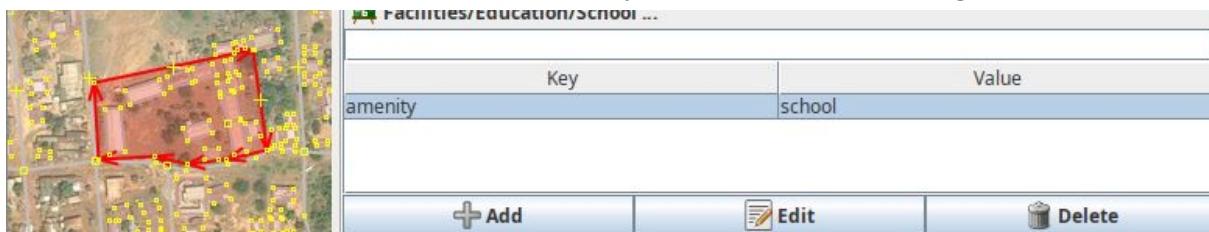


3		Buildings	building=yes
4		Village border	landuse=residential
5		Cemetery	amenity=grave_yard
6		Hospital	amenity=hospital ; name=...
7		School	amenity=school ; name=Ecole Privée Tchiambie
8		Place name	place=village ; name=...


4. Technical expressions

	technical expression in OSM	How many of the 8 objects?	name the objects
Object can be a single point .	node	2	Hospital, Village name
Object can be a line .	way	2	2 roads
Object can be a polygon .	area	4	school, village, cemetery, building

School found in JOSM - The combination of Key and Value is called a **tag**.



1. Why a polygon on the map is “painted” as a grave_yard and the other polygon is a building? **Because of the different tags.**
2. What makes a single line in the database on the map a river or a road? **The tag.**
3. How a node, way or an area is represented on a map is defined by the **tags**.
4. A **tag** consists always of a **key** and a **value**.




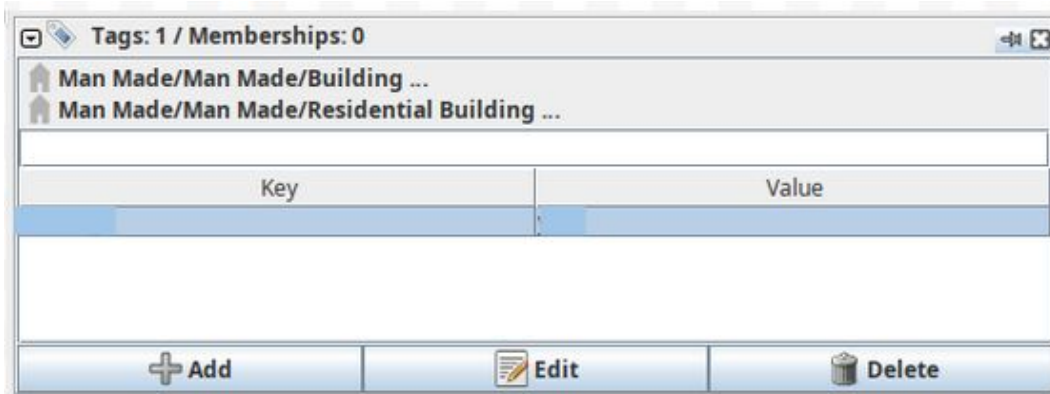
Erasmus+

Useful tags for our mapathon

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EXAMPLES

we found in “our JOSM-Task” in Santa Barbara, Terceira

OSM-Wiki is your friend

<https://wiki.openstreetmap.org/>

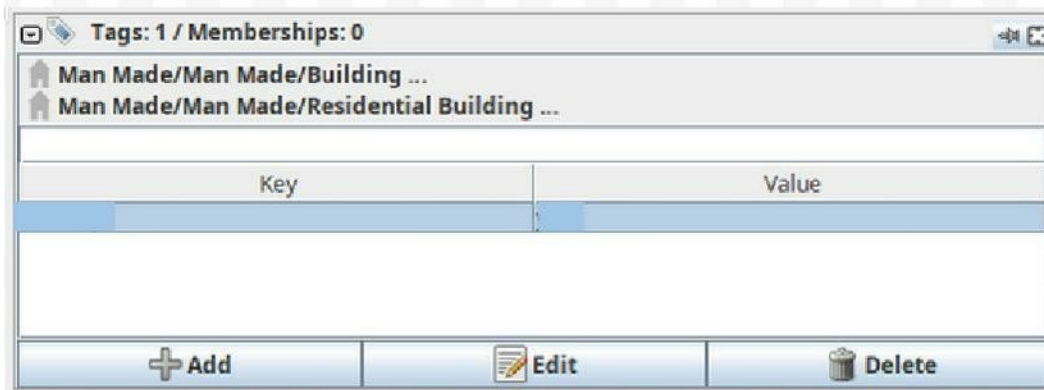
Object	Key	Value	Link to our OSM Wiki
Place of residence			https://wiki.openstreetmap.org/wiki/Tag:landuse%3Dresidential
			https://wiki.openstreetmap.org/wiki/Key:place#Populated_settlements.2C_urban_and_rural
building			https://wiki.openstreetmap.org/wiki/Key:building#Values
waterway			https://wiki.openstreetmap.org/wiki/Key:waterway
road			https://wiki.openstreetmap.org/wiki/Highways#Classification
powerline			https://wiki.openstreetmap.org/wiki/Power_lines#keys_and_values



Useful tags for our mapathon
SOLUTION
 mapathon [Erasmus+](#) [euYouth](#) [OSM](#) and
[UN mappers](#)



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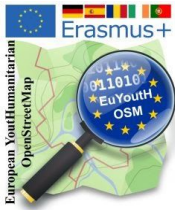

EXAMPLES

we found in “our JOSM-Task” in Santa Barbara, Terceira

OSM-Wiki is your friend

<https://wiki.openstreetmap.org/>

Object	Key	Value	Link to our OSM Wiki
Place of residence	landuse	residential	https://wiki.openstreetmap.org/wiki/Tag:landuse%3Dresidential
	place	village	https://wiki.openstreetmap.org/wiki/Key:place#Populated_settlements.2C_urban_and_rural
building	building	yes	https://wiki.openstreetmap.org/wiki/Key:building#Values
waterway	waterway	stream	https://wiki.openstreetmap.org/wiki/Key:waterway
road	highway	residential	https://wiki.openstreetmap.org/wiki/Highways#Classification
powerline	power	line	https://wiki.openstreetmap.org/wiki/Power_lines#keys_and_values

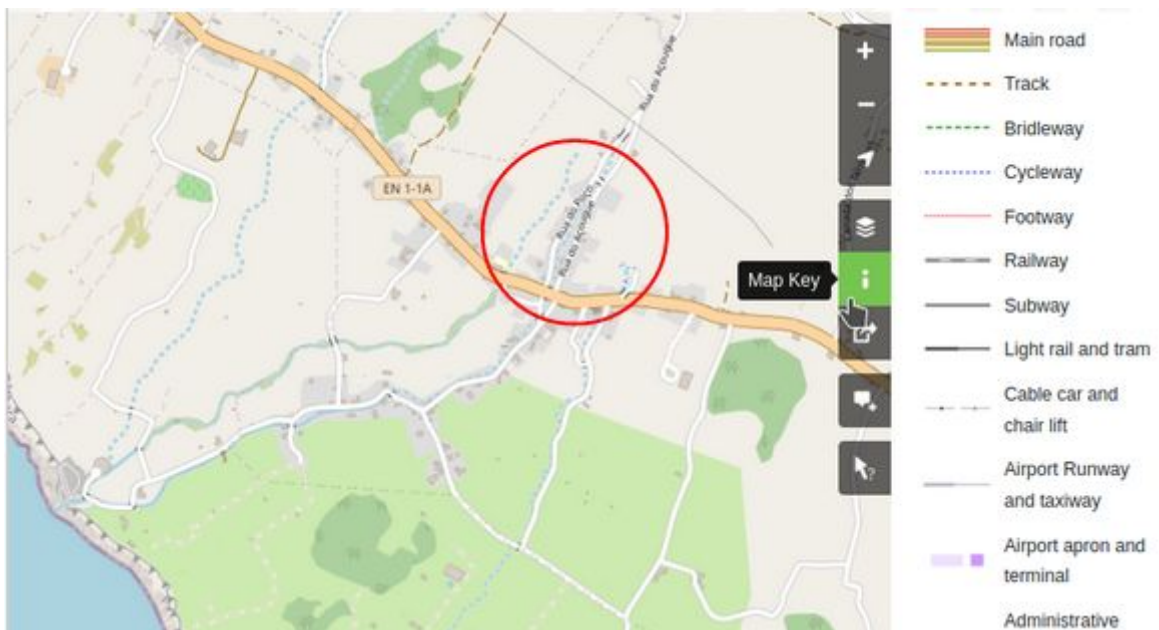
	<h2>Mapping JOSM/Tasking Manager we map in Terceira</h2> <p>mapathon Erasmus+ euYouth_OSM and UN mappers</p> <p>© CC BY</p>	
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We check the region where we have in mind to map

We will map our first building in Santa Barbara, Terceira

1. we open the following link:

<https://www.openstreetmap.org/#map=16/38.6949/-27.3336>



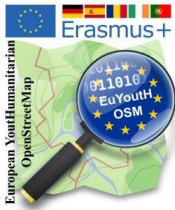

The map shows a lot more as we saw until now.

Therefore - as every map - OSM offers a "legend". For end uses they call it "Map key".

You find the "legend", clicking on the "i". When you click on it it changes the colour to green.

You know meanwhile, - OSM-wiki is our friend -
therefore some links to map features.

all features	https://wiki.openstreetmap.org/wiki/Map_features
landuse	https://wiki.openstreetmap.org/wiki/Map_features#Landuse
rural - agricultural landuse	https://wiki.openstreetmap.org/wiki/Map_features#Common_Landuse_Key_Values_-_Rural_and_agricultural_land

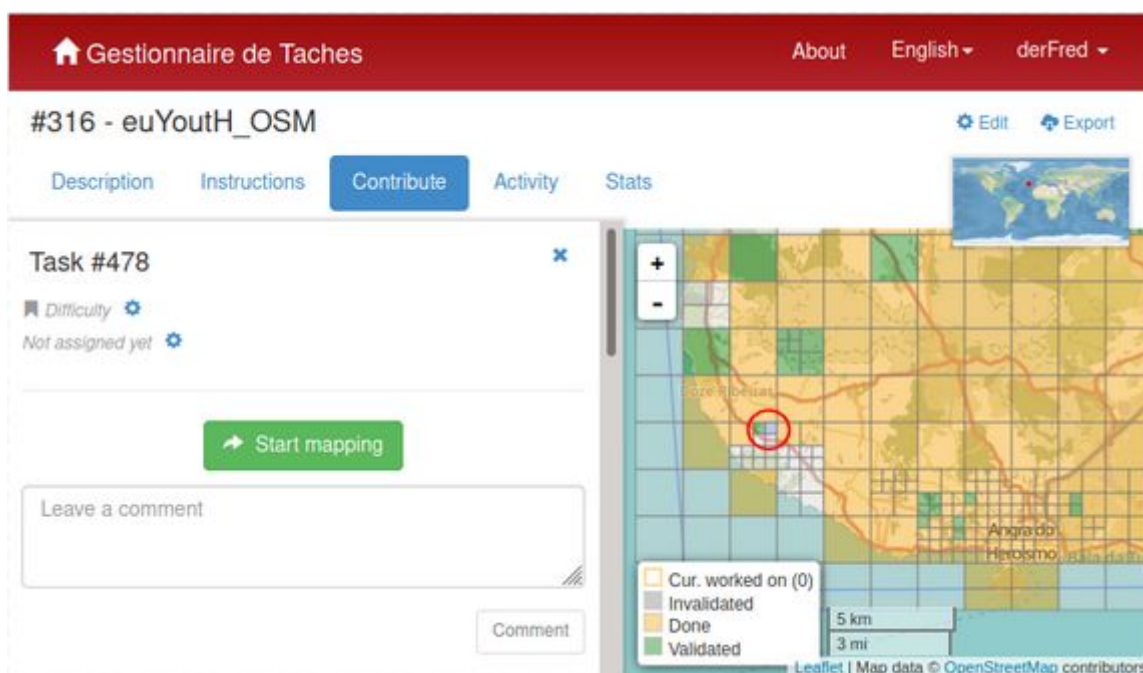
	<h2>Mapping JOSM/Tasking Manager we map in Terceira</h2> <p>mapathon Erasmus+ euYouth_OSM and UN mappers</p> <p>© CC BY</p>	
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We open the OSM data in JOSM via the Tasking Manager

1. We start **JOSM**
2. We open in a browser the tasking manager:
<http://taches.francophonelibre.org/project/316> #316 is the Project
3. We must login with OpenStreetMap

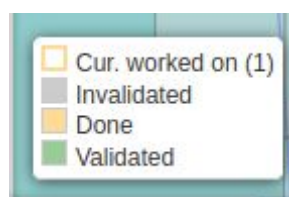


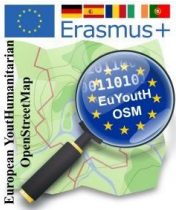
4. We click on **Contribute** and click a task to select it (see the one in light blue)



- see in our mapping activity in Terceira it is **task #478** in the project #316

please observe:






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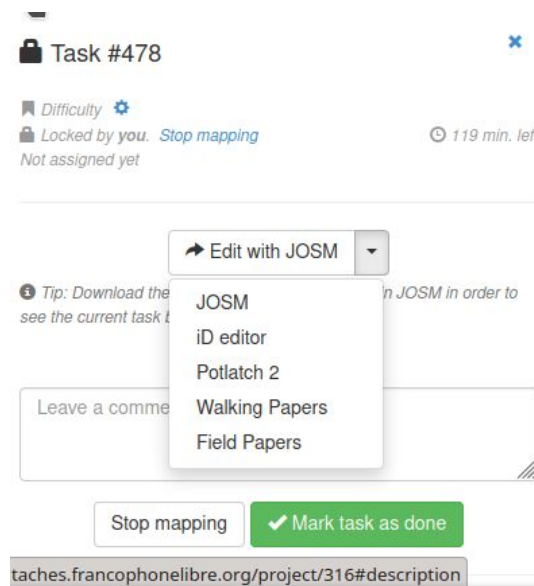
Mapping JOSM/Tasking Manager we map in Terceira

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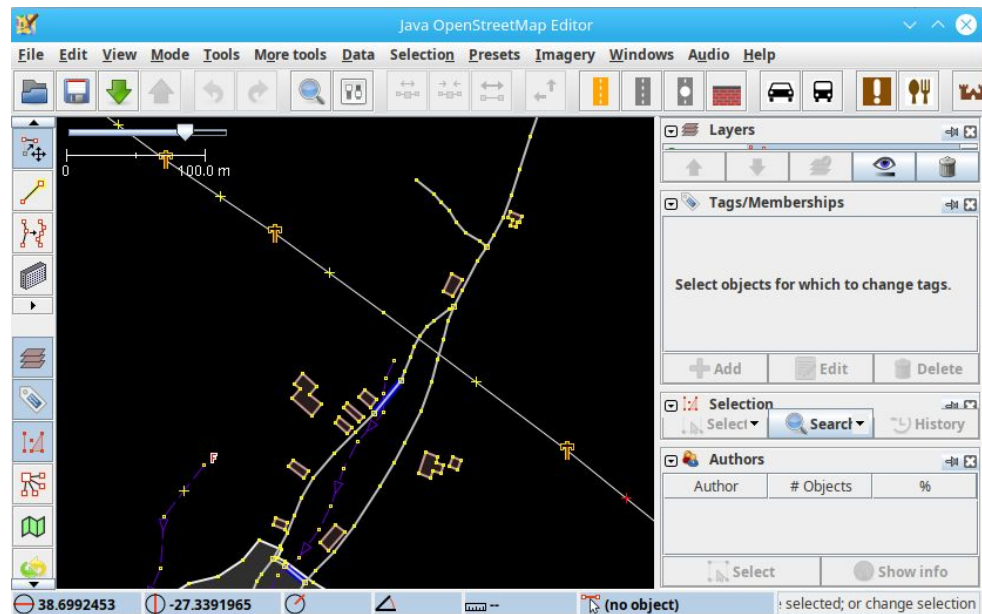
© CC BY

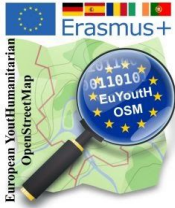


5. Now we click **Start Mapping**



6. and we
move the
cursor to
JOSM,
click on it
.... and
... here
the OSM
data
appear in
JOSM






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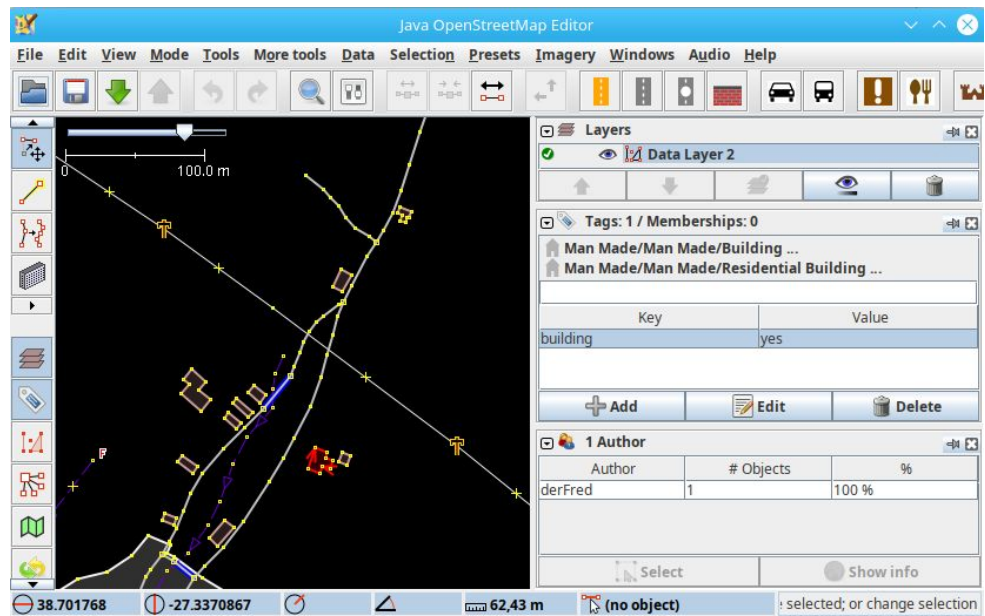
Mapping JOSM/Tasking Manager we map in Terceira

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[UN mappers](#)

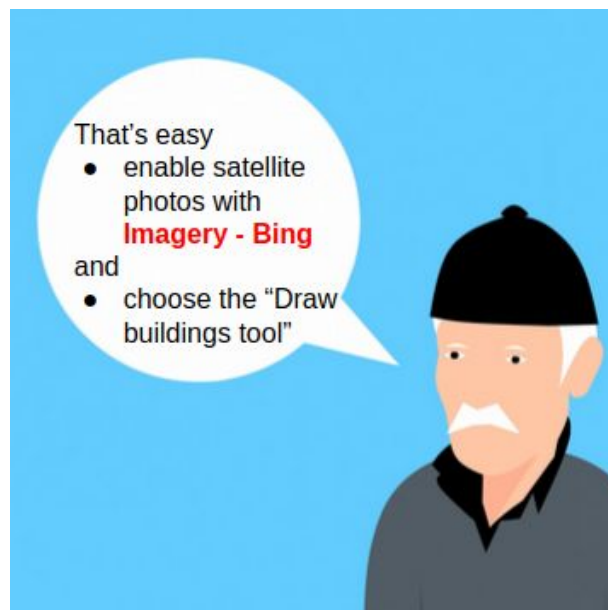
© CC BY

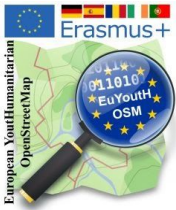


7. We select a building by clicking on it, and we see



the tag
and
who
did it






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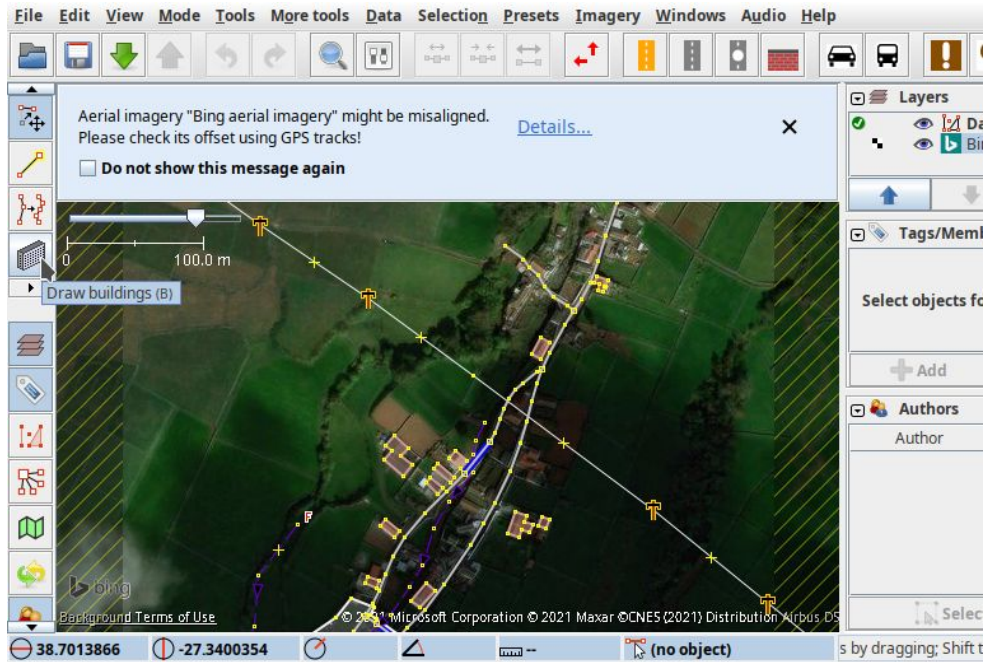
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- Imagery
 - Bing
- switched on

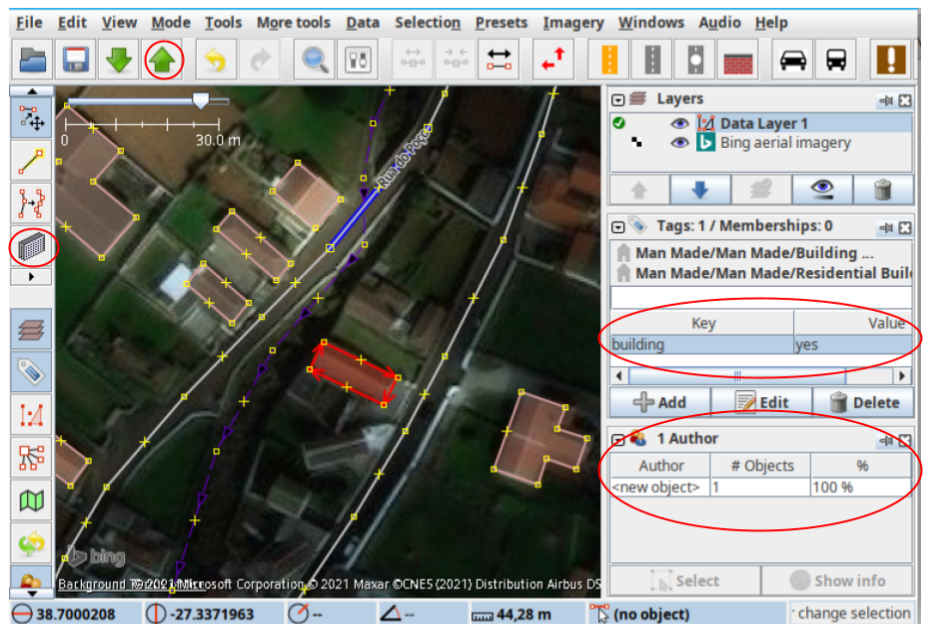


we scroll with the mouse wheel closer

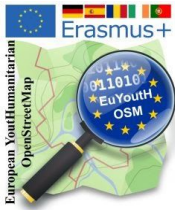

and we click on the “Building tool” and draw a building

The tag with the key and the value is done automatically by the “Building tool”

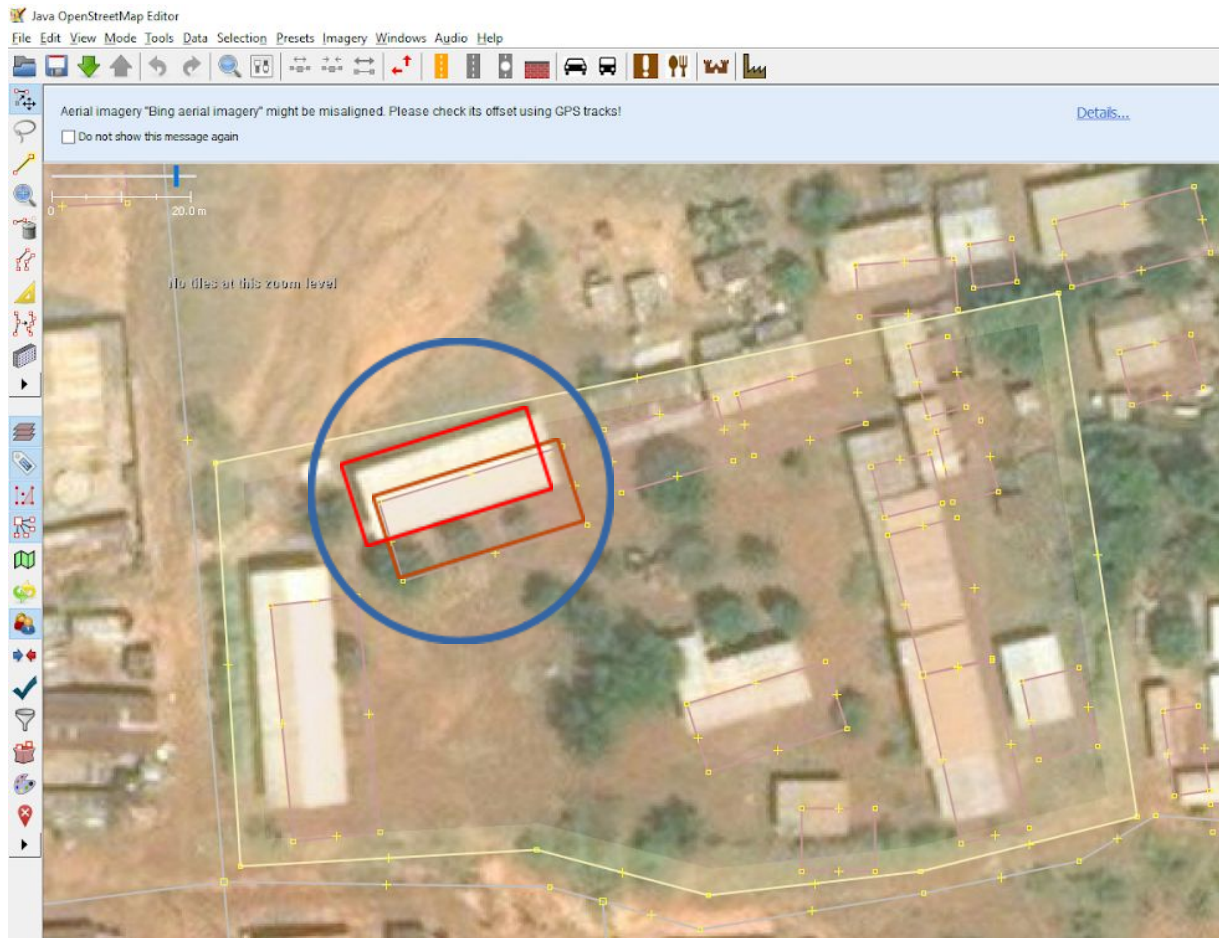
Upload to database



The Information the author appears directly. The building now exists on the map as well.

	<h2>Adjust imagery offset</h2> <p>Instructions just in case!</p> <p>mapathon Erasmus+ euYouthH_OSM and UN mappers</p> <p>© CC BY</p>	
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When using aerial images (e.g. Bing) for mapping, it can happen that existing objects are inaccurately placed or distorted (see the following image). The real location of objects can best be traced with your own GPS data. Since this data is not always available, **the map must be adapted to the existing objects.**



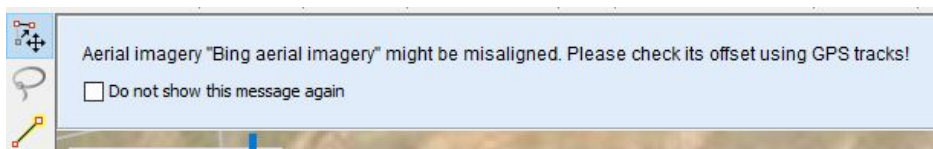
Further information and explanations: https://wiki.openstreetmap.org/wiki/Using_Imagery

Instructions for correcting the offset:

Step 1: Open JOSM with the appropriate data (e.g. from browser via remote control).

Step 2: Blend aerial photographs such as those used by Microsoft Bing (JOSM → Imagery/Bing aerial imagery).

Step 3: Visually check for possible displacement. Sometimes the following message appears:

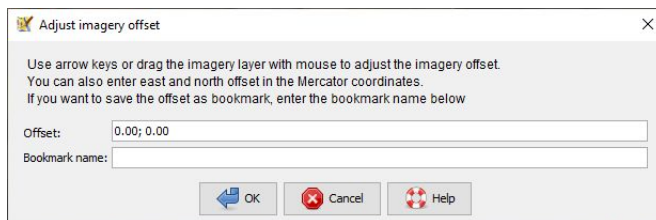


	<h2>Adjust imagery offset</h2> <p>Instructions just in case!</p> <p>mapathon Erasmus+ euYouth OSM and UN mappers</p> <p>© CC BY</p>	
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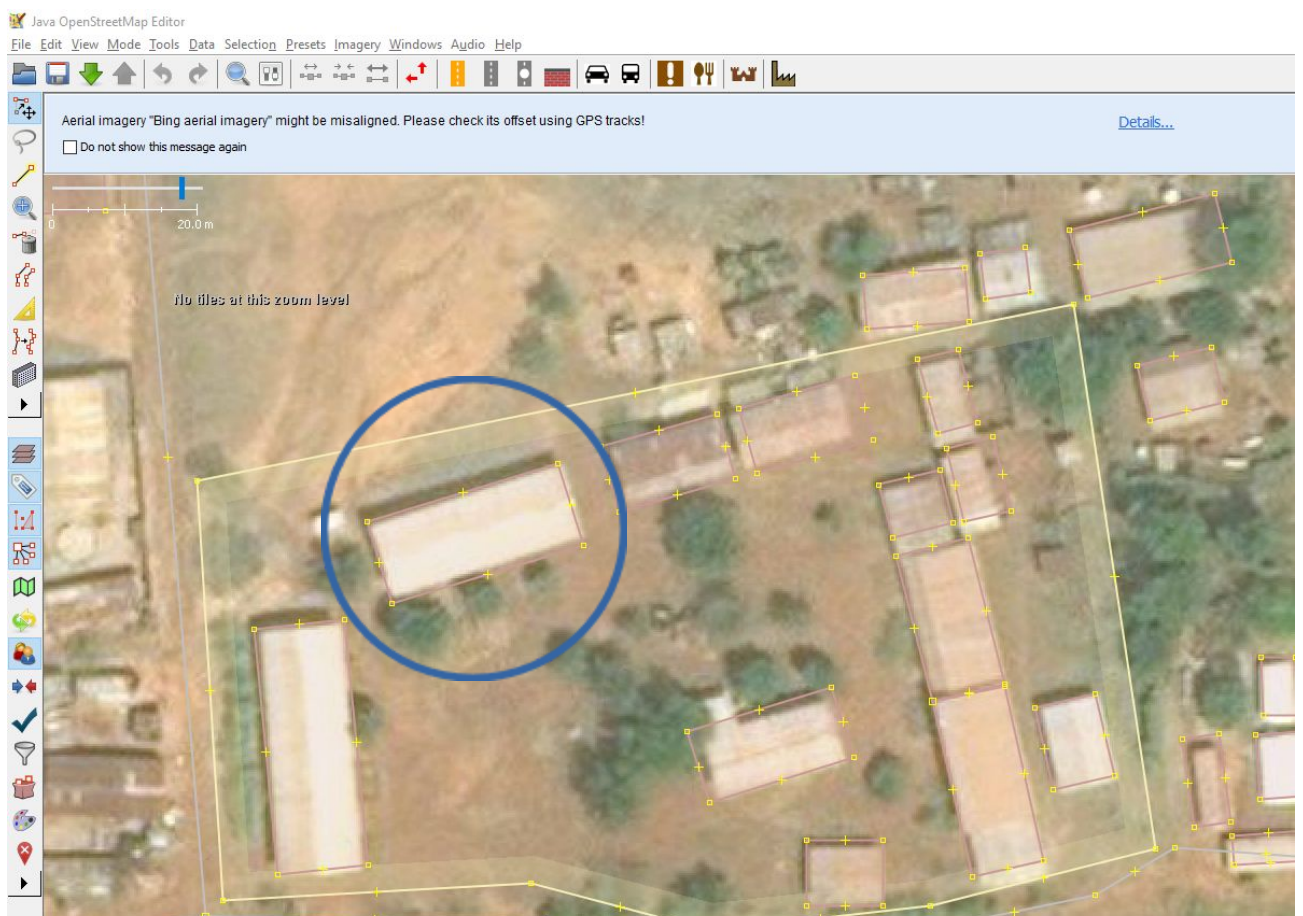
Step 4: If there is an offset, correct it before you start mapping.
Click on the following button in JOSM:



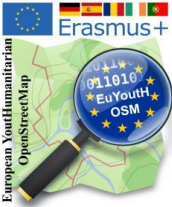
This window appears:



Move the aerial view with the left mouse button to fit the objects and close the window with [OK].



Now you can start mapping. Have fun.




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JOSM - First Upload - Authentication

Instructions just in case!

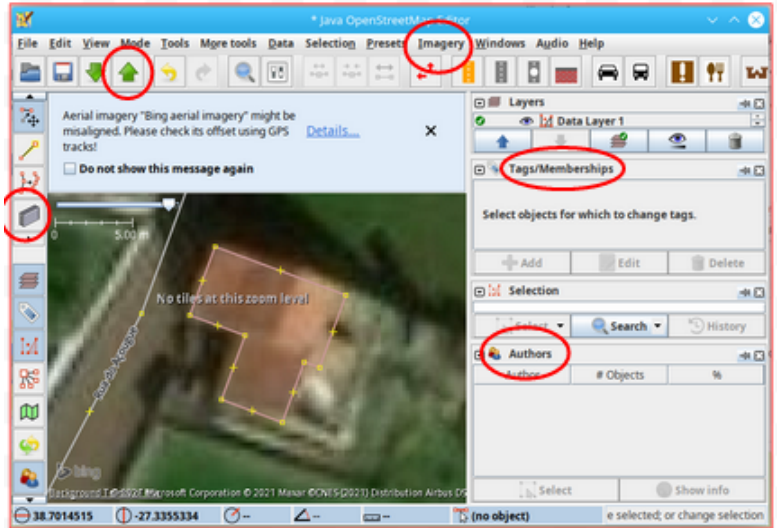
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1. Locals **explain** the main buttons

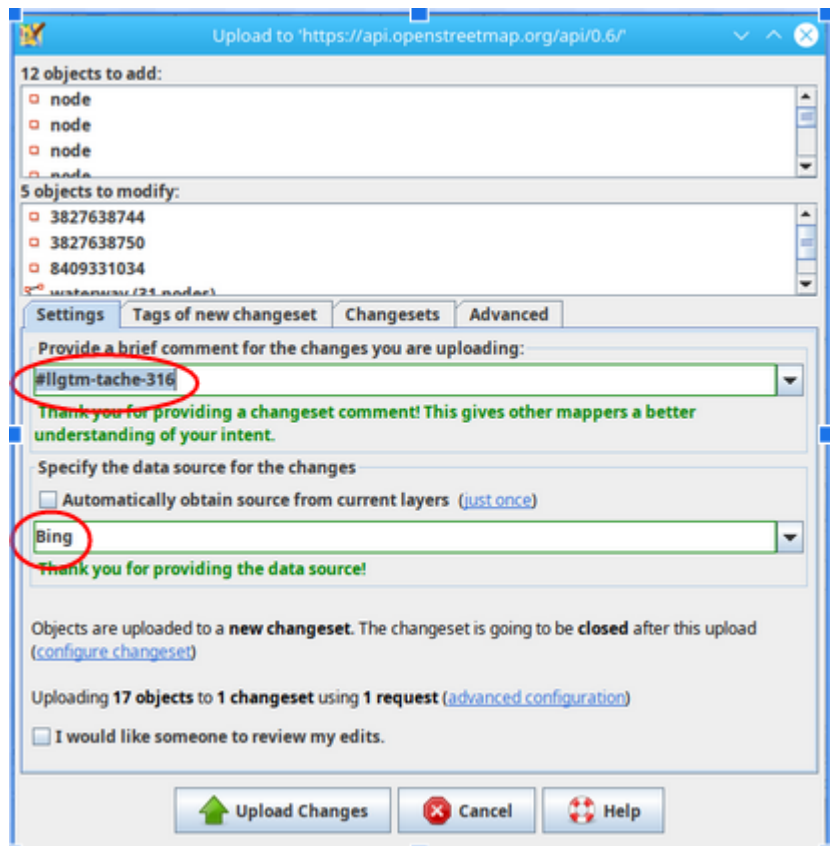
- Building_tools
- Upload
- Imagery
- windows
 - Tags/Memberships
 - Authors

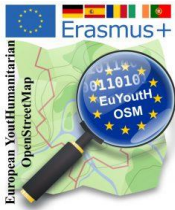



2. Try to upload

Explain
Changeset comment

Explain
Data Source



	<p>JOSM - First Upload - Authentication Instructions just in case!</p> <p>mapathon Erasmus+ euYouth_OSM and UN mappers</p> <p>© CC BY</p>	
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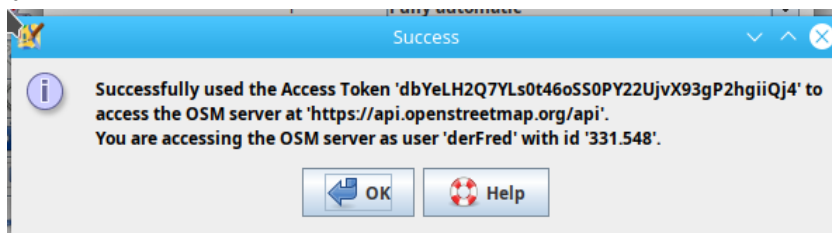
- When uploading for the **first time**, you must authenticate the upload so that it is known who uploaded the data.



- No you can **Test the Access**.



- If it works fine, you should get this message. Otherwise talk to your teacher and he/she will try to connect you with the "Semi automatic" feature.



- Congratulations, your upload is now working. Reminder: Steps 4. and 5. are only necessary if JOSM has not yet been used.

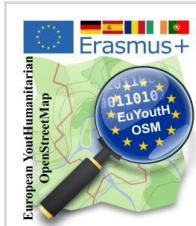


Appendix

Erasmus+ "virtual mobility/activity" with UN - Mappers

Portugal Host 2021-03-22 until 2021-03-24

- Mapping from satellite images in desert areas (6)



Mapping from satellite images in desert areas

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Issue #1

<https://tasks.hotosm.org/projects/10563/tasks/?search=78>

Selected features

The screenshot shows a map editor interface. The main map area displays a satellite image of a desert region with several red dashed lines tracing the boundaries of roads. The interface includes a Layers panel on the right, an Objects panel, and a Validation Results panel. The Objects panel shows a table with the following data:

Key	Value
highway	unclassified

The Validation Results panel shows the following data:

Author	# Objects	%
Francisca	7	100%

without the OSM features, in order to see the imagery better

This screenshot shows the same map editor interface as above, but with the red dashed lines removed. The satellite imagery is now more prominent, showing the desert terrain and road patterns. The interface elements (Layers, Objects, and Validation Results panels) remain the same as in the previous screenshot.



Mapping from satellite images in desert areas

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Solution:

There is a misinterpretation of the map features: the selected ways are not unclassified highways but intermittent streams. You can understand the difference between highways and waterways as streams have a more complex and natural flow direction, while highways tend to be more linear and simple. Also, around waterways there could be some more vegetation, or shady areas given by the water which digs the ground. In this example, waterways do not connect to the unclassified road at the bottom of the picture, as they are flowing to the NE.



Mapping from satellite images in desert areas

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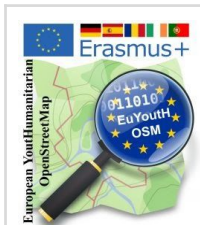
Issue#2

<https://tasks.hotosm.org/projects/10563/tasks/?search=90>



Solution :

It lacks a tag to clarify how the waterway and the highway interact. ford=yes in this example, as the roads are passable when there is no or low water.



Mapping from satellite images in desert areas

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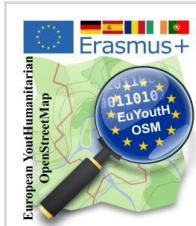
Issue #3

<https://tasks.hotosm.org/projects/10563/tasks/?search=90>



Solution:

The highway should not be connected to the place and continue down to the South.
The residential area needs to be updated as it does not include all the buildings.



Mapping from satellite images in desert areas

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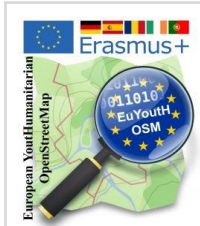
Issue #4

<https://tasks.hotosm.org/projects/10563/tasks/?search=90>



Solution:

The residential area is not closed and is also connected to a path whereas it should not. The place is at the intersection of two roads whereas it should not be connected to any other feature, but to be a standalone node at the middle of the residential area polygon. As a general rule, landuse and network-like features (highways, waterways) should not be connected.



Mapping from satellite images in desert areas

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Issue #5

<https://tasks.hotosm.org/projects/10563/tasks/?search=90>



Solution:

The path is connected to the river while it seems there is no path there