

Working on the coastline of an island with different teams

01. Split the coastline in several parts

- JOSM -> TOOLS -> Split ways (P)
read more about [way splitting](#)

02. IMPORTANT: now upload each part. (So the different parts get different IDs on the Server!)

- read more about [Object IDs](#)

03. Distribute different parts of the coastline to different students

04. Each student downloads only one of the ways ... (one object)

- How do I download only one object? Here are two possibilities:

1. choose a minimal [Bbox](#) ... that is the area we choose in the download window from JOSM ... and to choose only one object is quite difficult ;-)) OR

2. **much better** download with the Object-ID.

- How do I do download with an Object-ID? -

- First you need the ID of the object to download ;-)

1. select one part of your splitted coastline with a click (see 01.)

2. JOSM -> VIEW -> [Advanced Info](#) = CTRL+I

or

JOSM -> VIEW -> [Advanced Info \(web\)](#) = CTRL+Shift+I

and you get the ID from your way ;-) ... nice isn't it?

- Then with the ID you can open that object in JOSM as follows:

JOSM -> FILE -> "[download object](#)" in the opening window specify object type: way/node ...
and the object ID number

05. Now correct the coastline

- moving existing points and adding new points. (as you did it before ;-)) but make clear not to draw beyond the start/end points of the way nor to move these two points.

- if a way gets to many nodes (>1000) just split it.

Note: best but not necessary: Edit mode "[Improve Way Accuracy](#)" (only available in [Expert mode](#))

06. save locally (on your PC)

- JOSM -> FILE -> Save

not needed but much safer

(07. actualize the modified objects: JOSM -> FILE -> [Update modified](#), to see conflicts very early, and not during upload)

(08. maybe save again ... and continue)

09. finally upload

10. done ;-)