The „roundabout“ in Erdek, Turkey
a short story in pictures ;-)

On the left you see the roundabout in Erdek as we found it after our visit.

This paper should help you to understand a little bit more about mapping and „designing maps.“

We suppose you can see, that the roundabout looks a little bit strange. ;-) … and when we opened the roundabout in JOSM it looked even stranger … ;-) 

Opening Bing behind doesn't help either ... ;-)
Comenius Project – **BoostOSM** –

We tried to understand, why the streets are going zigzag and crossing each other ...

… so we clicked on one of the streets
… strange
… please notice the way the cars should go

… imagine how many crashes would take place here on that roundabout ;-) 

Looking on another „street“ doesn't help either. The only possibility to solve this problem in such a case is to use in JOSM the following possibilities

Tools → Split way
Tools → Unglue way

and **delete the whole „roundabout“** but not the streets leading to the roundabout. Then we can **rebuild** the roundabout. ;-)

**Who to build a roundabout?**

In JOSM go to the area which needs a roundabout put there **THREE** points which could be part of the roundabout.

Select the way.
Then: Tools → Create Circle

... and … tatataaaaaaaaaaaaa

here is your roundabout

Now … you can connect the roads to the roundabout

if the direction of the roundabout is wrong (like in our picture)
… then choose: **Tools → reverse ways**
now you can connect the preexisting roads to the roundabout

Tools → Merge Nodes

and finally choose the right tags as you see here

and don't use such stupid tags like „source=bing“ or „source=gps“ … that's rubbish ;-)

Now the result looks like a roundabout. ;-)