

# ARM-CHAIR STYLE MAPPING FROM HOME



## GETTING STARTED

- 1 Go to the OpenStreetMap website (<https://www.openstreetmap.org>) and register an account.
- 2 Navigate to the Task Manager for our event: <https://tasks.openstreetmap.us/project/226>

## MAPPING SIDEWALKS

Sidewalks should not cross streets that carry motor vehicles. See “Mapping crosswalks” below for details on crossings. If you are trying to map a path used by pedestrians, see “Mapping footways” below for details on non-sidewalk paths. Map all visible sidewalks as lines with the Sidewalk preset in iD. Optionally add the surface type/tag if it is visible (often in Athens, Georgia this will be concrete).

- 1 Draw a line using the line tool in iD. Select the line tool in the top center, click one end of the sidewalk, then click the next corner of the sidewalk.



Click the final point again to close the line.

- 2 With the line selected, search on the left for sidewalk:



- 3 Select Sidewalk. You will likely see a warning about the sidewalk being disconnected: Don't worry, we'll connect it when we make crossings.

- 4 While you're here, if you can see other attributes of the sidewalk that you'd like to map (such as the surface), you can do so in the “All fields” tab.

**Advanced** The resulting tags should be: `footway=sidewalk`, `highway=footway`

## MAPPING CROSSWALKS

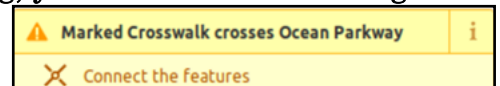
Crosswalks connect sidewalks to each other and cross streets as they do. Draw a line that connects a sidewalk to the street it is connected to, then continue the line to the sidewalk across the street. Map this line as a Marked Crosswalk in iD. Optionally map the surface if it is visible (often this will be asphalt).

- 1 Use the line tool in iD. Start a new line at the end of the sidewalk you made earlier. Put a point on the street line that the crossing crosses, then put the final point on the sidewalk at the opposite side of the street. It's okay



- 2 On the left, search for crosswalk and select the appropriate option.

- 3 If you forget to connect the crossing to the street it is crossing, you should see a warning. You should select “Connect the features” to ensure that the sidewalk and street both know about each other.



- 4 While you're editing the crosswalk feel free to set other options, such as Allowed Access, Surface, etc.

**Advanced** The resulting tags should be: `crossway=marked`, `footway=crossing`, `highway=footway`

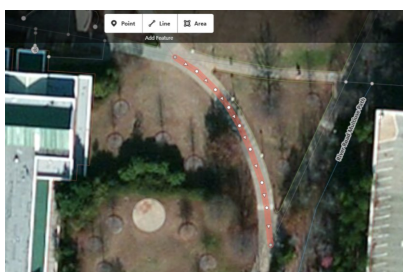
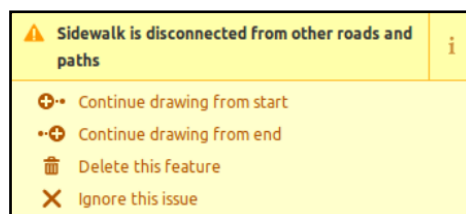
## MAPPING FOOTWAYS

- Footways are paths that do not run along streets and roads. Depending on location, size and surface type, footways can also accommodate bicycles. Footways should not cross streets that carry motor vehicles. See “Mapping crosswalks” below for details on crossings as same rules apply when a footway crosses streets.
- Map all visible sidewalks as lines with the Foot Path preset in iD. Optionally, add the surface type/tag if it is visible (often in Athens, Georgia this will be concrete).

1 Draw a line using the line tool in iD. Select the line tool in the top center, and click to create points and trace along the footway. Click the final point again to close the line.

2 With the line selected, search on the left for foot path:

3 Select Foot Path. You will likely see a warning about the sidewalk being disconnected:



4 Connect the foot path to adjacent foot paths, sidewalk or streets:


5 If applicable add bicycle allowance tags. If the drawn/selected footway also permits the use of biking on the path, add the bicycle=yes tag. While you're here, if you can see other attributes of the footway that you'd like to map (such as the surface), you can do so:

### Advanced

The resulting tags should be: highway=footway. If the footway can accommodate bicycles, the resulting tags should be: highway=footway, bicycle=yes

All fields		i
Allowed Access		
All	yes	
Foot	designated	
Motor Vehicles	no	
Bicycles	Not Specified	
Horses	Not Specified	

Set bicycle to yes, if applicable.



## MAPPING CURBS

- Once you are comfortable mapping sidewalks and crosswalks, consider also mapping curbs. This is a little more involved, so it's okay if you decide not to.
- Map curbs at the point where a sidewalk connects to a crosswalk. It will often make sense to draw a separate sidewalk line connecting the main sidewalk line to the curb. Here's an example of one corner mapped this way:
- If you do not know if the curb has a ramp (it isn't really possible to do this with aerial imagery), simply use the iD preset Curb for the point you just created, which is this tag: barrier=kerb
- If you know the curb has a ramp or can find the ramp in person, change it to a Lowered Curb with these tags: barrier=kerb, kerb=lowered