

How to edit OpenStreetMap

To edit [OpenStreetMap](#) (OSM), you sign up for a free account at OpenStreetMap.org, log in, find your area on the map, click "Edit" (usually selecting the simple iD editor for beginners), and follow the walkthrough to add or correct features like buildings, roads, and points of interest (POIs). Remember to keep edits factual, avoid copying from other maps, and save/upload your changes with a description of what you did, using satellite imagery for accuracy.

Instructions

1. Register/Login: Go to OpenStreetMap.org, create an account (username/password), and log in.
2. Locate Area: Use the search bar or pan/zoom to find the location you want to edit.
3. Start Editor: Click the "Edit" button (often showing the iD icon) and select "Edit with iD" for a beginner-friendly experience, or "Edit Now".
4. Follow Tutorial: Click the help icon within the editor to start the interactive walkthrough.
5. Make Edits:
 - Draw: Use tools to draw buildings (as areas) or roads (as lines).
 - Tag: Select features and add details like building=house, amenity=cafe, or name=Main Street.
 - Correct: Move nodes, reshape lines, or add missing features using satellite imagery for reference.
6. Save Changes: Click the "Save" button, describe your changes (e.g., "Added new park entrance"), and then "Upload" to contribute to the map.

Key Rules & Tips

- Factual Data: Only add confirmed, factual information.
- No Copying: Do not copy data from other map services like Google Maps or Ordnance Survey.
- Know Your Area: Edits are best in places you know well.
- Elements: Understand nodes (points), ways (lines/polygons), and relations (groupings).