



Adding footpaths to OSM - Quick guide

Editing OpenStreetMaps

1. Create an account at <https://www.openstreetmap.org/>

2. Log in

Log In

3. Zoom in your area of interest

+

4. Click in Edit

Edit

Adding a Footpath

1. Create a line

Line

2. Single click to start, double click to finish.



3. Add tags:

`highway = footway`

(if it is associated to a street)

`footway = sidewalk`

Tags (2)

highway	footway	🗑️	i
footway	sidewalk	🗑️	i

4. After mapping all sidewalks in a street, add the following tag to the street:

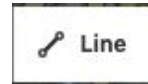
`sidewalk = separate`

sidewalk	separate	🗑️	i
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Adding a Street Crossing

1. Create a line



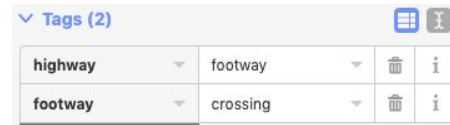
2. Single click on the node from one footpath, single click on the line with the road being crossed, single click on the node from the other footpath.



3. Add tags:

`highway = footway`

`footway = crossing`



4. Check the type of crossing and choose the most appropriate tag:

`crossing = unmarked`



`crossing = uncontrolled`

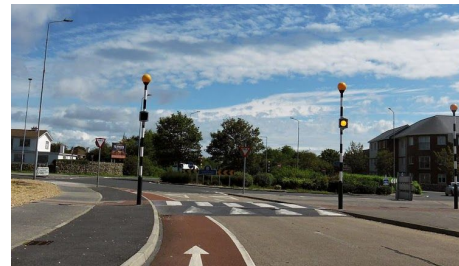


Image credits: Mapillary

`crossing = traffic_lights`



5. If it has a refuge island, add the following tag:

`crossing:island = yes`



Enabling Mapillary images

1. Click on the `Map Data` menu on the right hand side (or press `F` in your keyboard)



2. Expand the `Photo Overlays` heading

> Photo Overlays

3. Check the `Mapillary` option

Mapillary

4. Click on any green dot to visualise an image of that location.



Add traffic light information

1. Click at the street crossing and add any relevant tags:

`button_operated = yes/no`

`traffic_signals:sound = yes/no`

`traffic_signals:vibration = yes/no`

`traffic_signals:arrow = yes/no`

Add tactile paving information at street crossings

1. Double click on the street crossing line where the kerb is located (i.e. near the junction with the footpath). It will create a new point there.



(NOTE: Do not reuse the point that intersects the footpath and the street crossing)

2. Add the relevant tag:

`tactile_paving =`

`yes/no/incorrect`

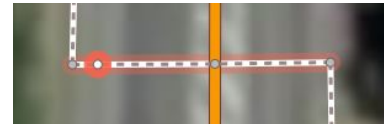


3. Do the same thing for the other side of the street crossing.



Adding kerb information at street crossings

1. Reuse the point for the tactile pavement OR double click on the street crossing line where the kerb is located (i.e. near the junction with the footpath). It will create a new point there.



(NOTE: Do not reuse the point that intersects the footpath and the street crossing)

2. Add the relevant tag to that point:

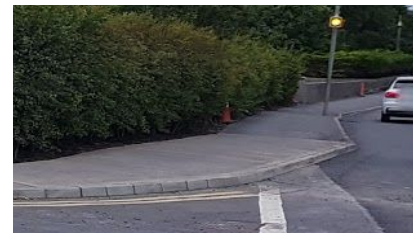
`kerb = flush` (0 cm)



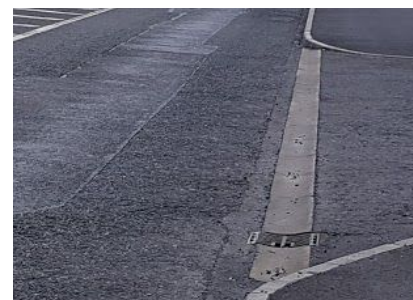
`kerb = lowered` (3 cm)



`kerb = raised` (5+ cm)



`kerb = rolled`

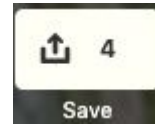


3. Do the same for the kerb on the other side of the street crossing.



Saving your contributions

1. Click on Save



2. Check if there are no errors in your submission

3. Add a meaningful changeset comment.

Example:

*Adding footpaths and street crossings
in Street X*



4. Add the Crowd4Access and osm IRL footpaths hashtags.

#Crowd4Access #osmIRL_footpaths

5. Inform if you would like someone to review your edits

I would like someone to review my edits.

6. Click in Upload



For more detailed information on how to add footpath information into Open Street Maps, please access <http://crowd4access.insight-centre.org> and check our videos and online webinars.

This guide was sponsored by:



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