

Automatische Edits und Importe in OpenStreetMap

Gut gemeint ist nicht immer auch gut gemacht

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Salzburg, 4.7.2016



I. Automatische (und mechanische) Edits

II. Importe



Was ist eigentlich ein automatischer Edit?



Editoren

Datenbank

z.B.
JOSM

API
(Rails)

zentrale
Postgres-
DB



Editoren

Datenbank

z.B.
JOSM

API
(Rails)



zentrale
Postgres-
DB



Editoren

Datenbank

z.B.
JOSM

API
(Rails)

zentrale
Postgres-
DB





Ein automatischer oder mechanischer Edit ist jeder Edit, der ohne Ansehen des Einzelfalles durchgeführt wird.





Automated Edits code of conduct

Available languages — *Automated Edits code of conduct*

[purge](#) · [Help](#)

· **English** · [français](#) · [português](#)

Other languages — Help us [translate this wiki](#)

[show](#)

The **Automated Edits code of conduct** must be followed at all times when performing [Automated edits](#) to the OpenStreetMap database. These rules apply both to people using [bots](#), scripts used of created to import new data and to make other systematic edits to the database by other means without consideration of each change. This policy also applies to substantial changes made using 'find and replace' or similar functions within standard editors such as [JOSM](#).

The purpose of this policy is to avoid the database being damaged. Be very aware that it can be hard or impossible to revert or '[roll back](#)' inappropriate edits, particularly where further edits have been made to features touched by the changes and careless automated edits can therefore create considerable work for other parties to repair the damage. Ignoring this policy will be treated as [vandalism](#) and will be responded to as such if it persists.

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Automatische Edits und Importe in OSM





*** Java OpenStreetMap Editor**

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

+ Add Edit Delete

35.0820807 -2.2314379 91.7 m (no object) scale selected; or change selection



*** Java OpenStreetMap Editor**

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

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35.0813827 -2.2315077 91.7 m building (9 nodes) scale selected; or change selection



*** Java OpenStreetMap Editor**

File Edit View Tools Selection Presets Imagery Windows Audio Help

Layers

- Data Layer 1
- OpenStreetMap (Mapnik)

Tags: 1 / Memberships: 0

Key	Value
Building	yes

35.0819095 -2.2312663 91.7 m (no object) scale selected; or change selection

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*** Java OpenStreetMap Editor**

File Edit View Tools Selection Presets Imagery Windows Audio Help

0 50.0 m

Boulevard Youssef Ibn Achfine inc

Lycée Al Ibn Ma

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35.0812773 -2.2314862 91.7 m (no object) scale selected; or change selection

Layers

- Data Layer 1
 - OpenStreetMap (Mapnik)

Objects: 5 / Tags: 1 / Memberships: 0

- Man Made/Man Made/Building ...
- Man Made/Man Made/Residential Building ...

Key	Value
building	yes

+ Add Edit Delete

Warum machen die das?





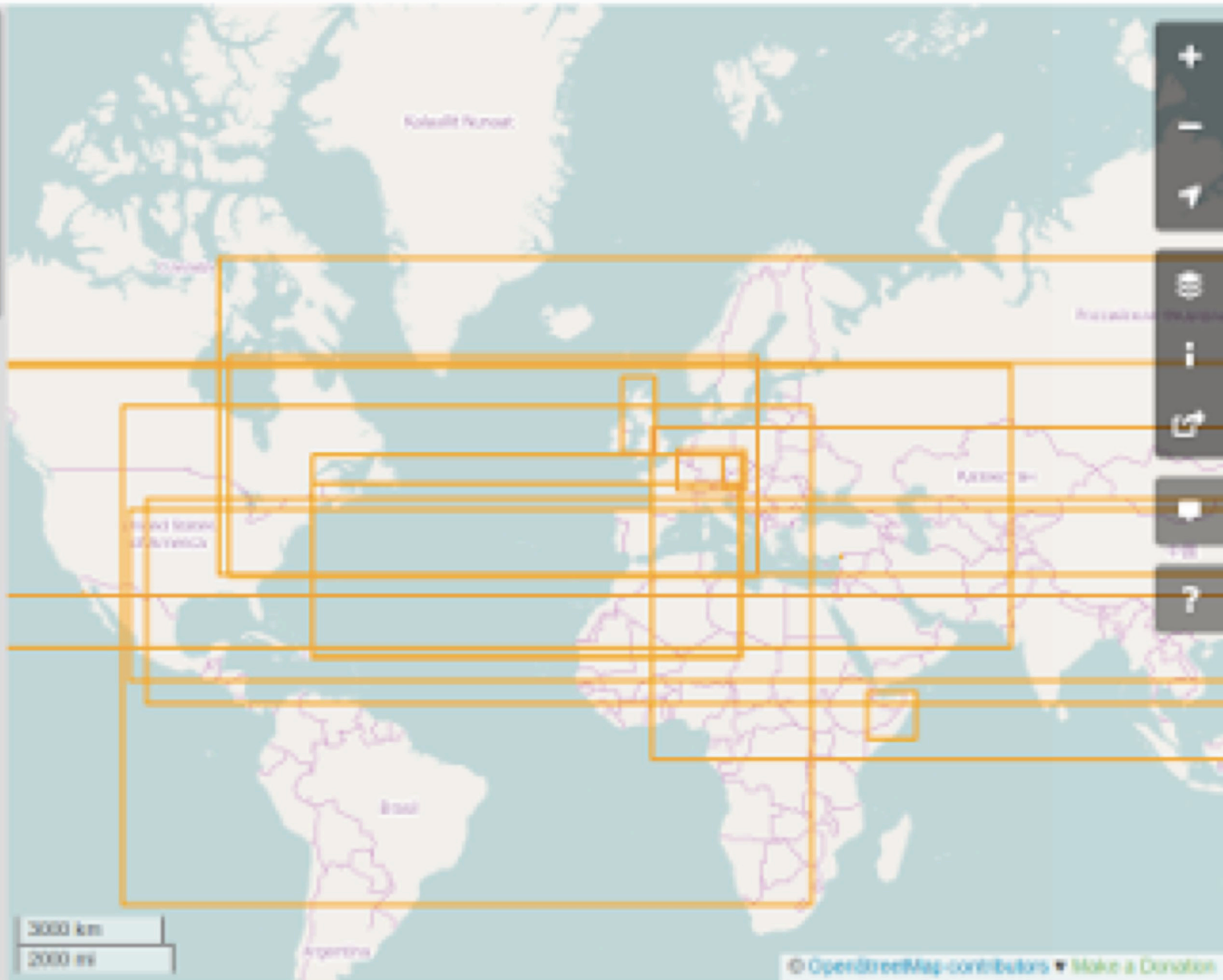


**Ich wollte doch nur
helfen...**



Search Where are you? Go

- Changesets by
- [Blurred]
 - [Blurred]
 - [Blurred]
 - [Blurred]
 - [Blurred]
 - [Blurred]



Automatische Edits und Importe in OSM



**Falscher Eindruck von
Aktualität**

**Fehlende Kenntnis von
Ort und Sprache**



**Mechanische Edits machen
aus offensichtlich falschen
Daten weniger offensichtlich
falsche Daten.**



Aber was denn dann?



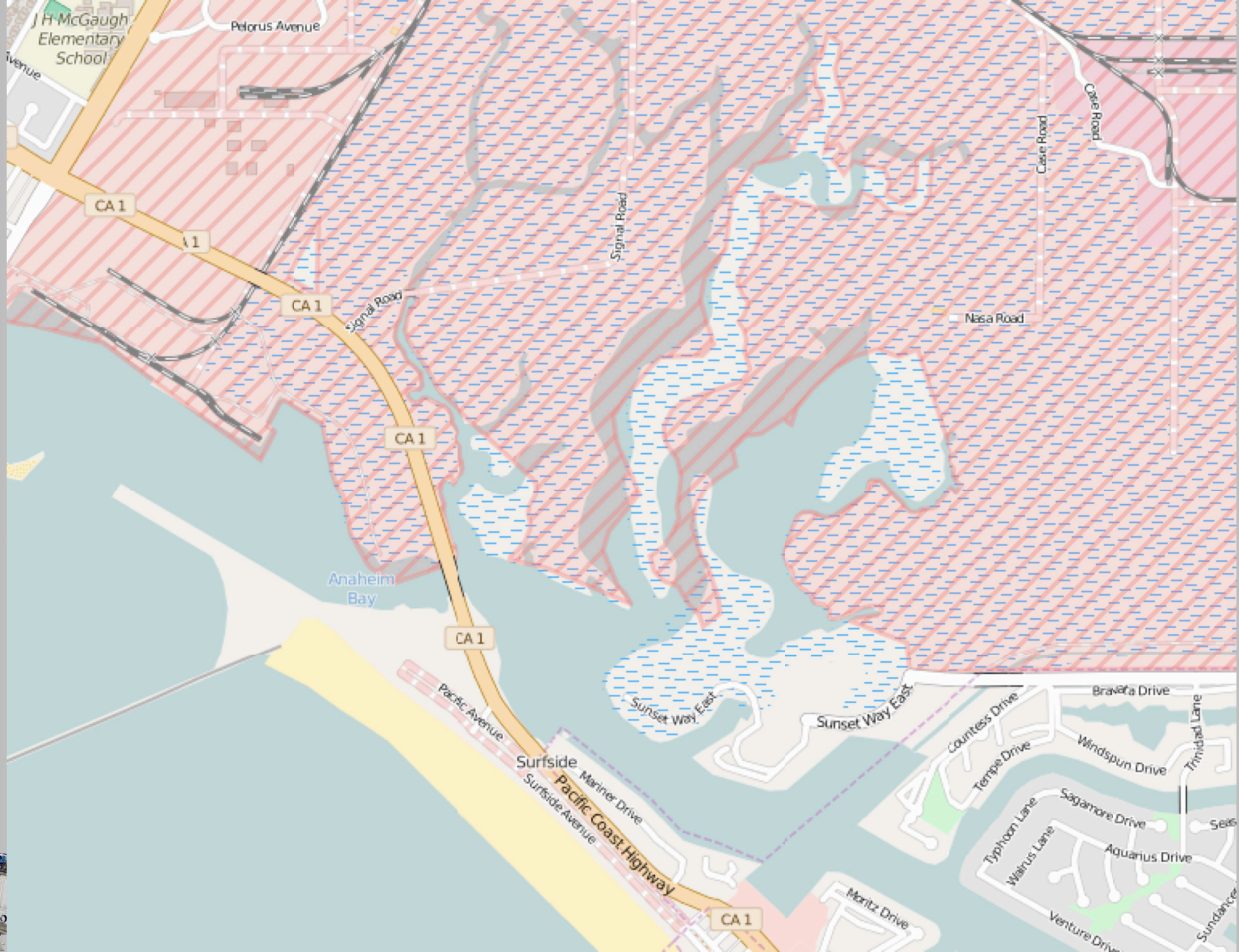
- **Problem analysieren**
- **kommunizieren**
- **Wochenaufgabe oder
MapRoulette-Challenge?**
- **Mechanische Edits nach
Regeln**

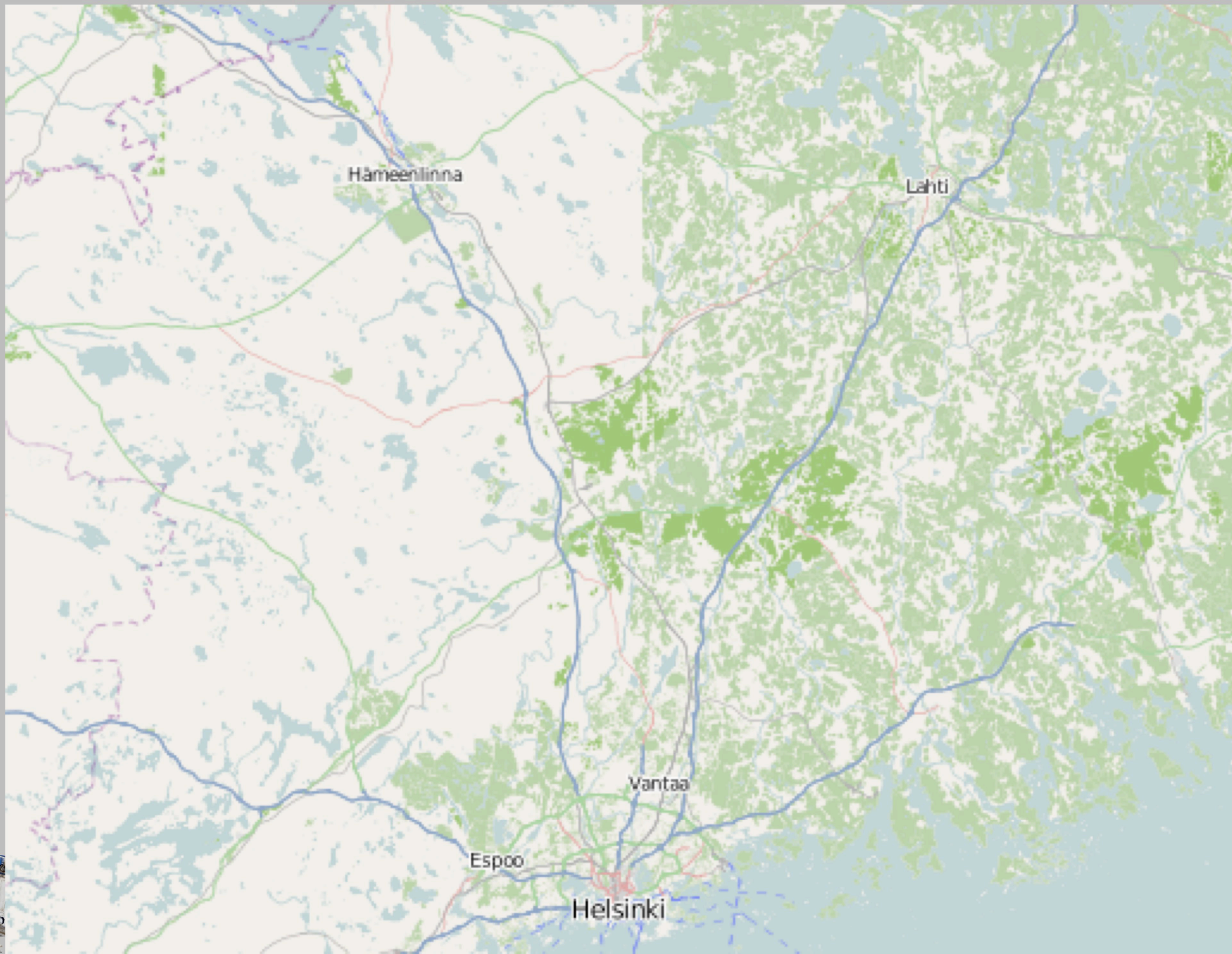


**Die Stärke von OSM sind
Edits von Menschen
mit Sach- und
Ortskenntnis.**













Node: 蓮田 (248181927)

Edited at: Mon, 04 Jul 2011 08:59:49 +0000

Edited by: [watao](#)

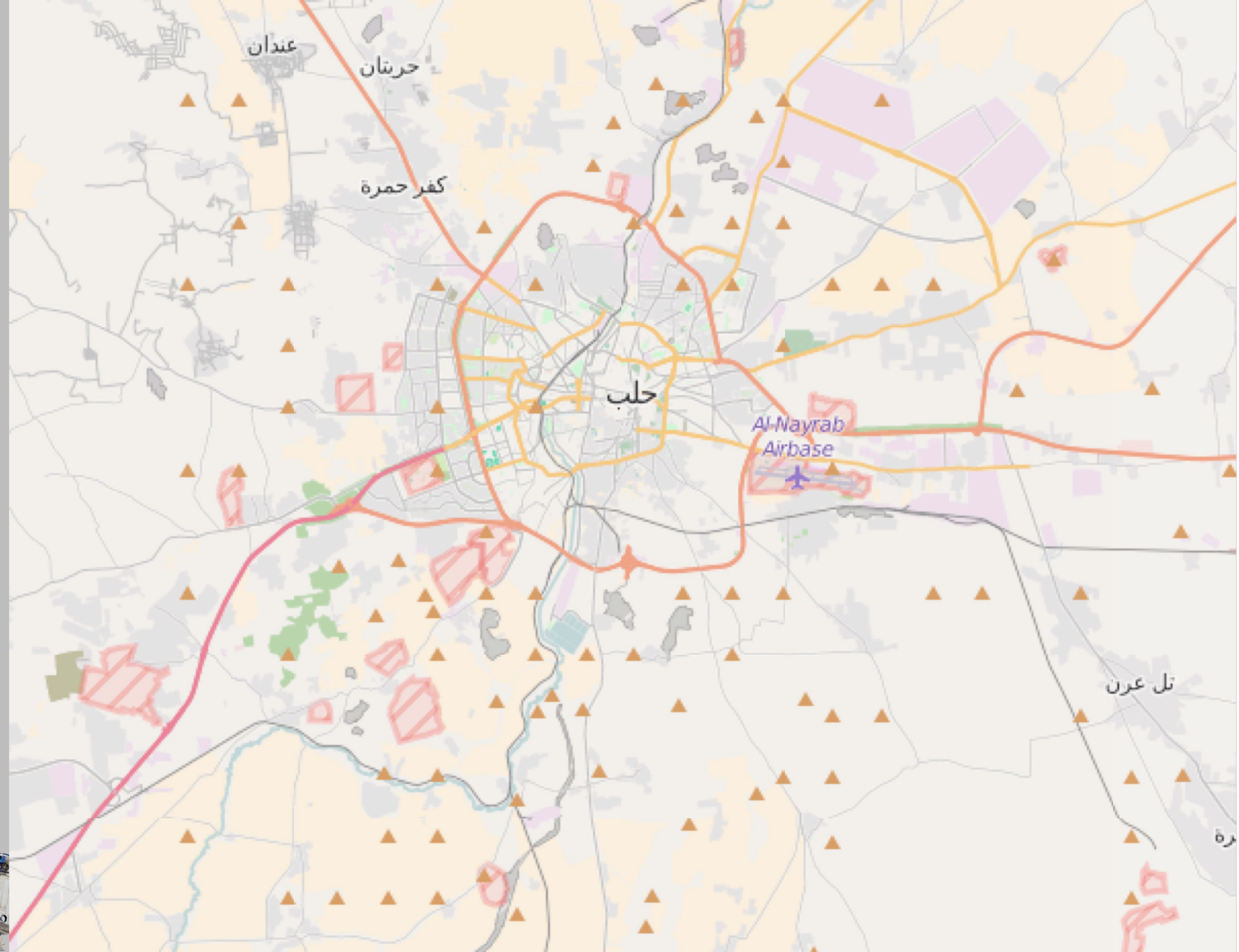
Version: 2

In changeset: [8627220](#)

Comment: 白岡 source Bing

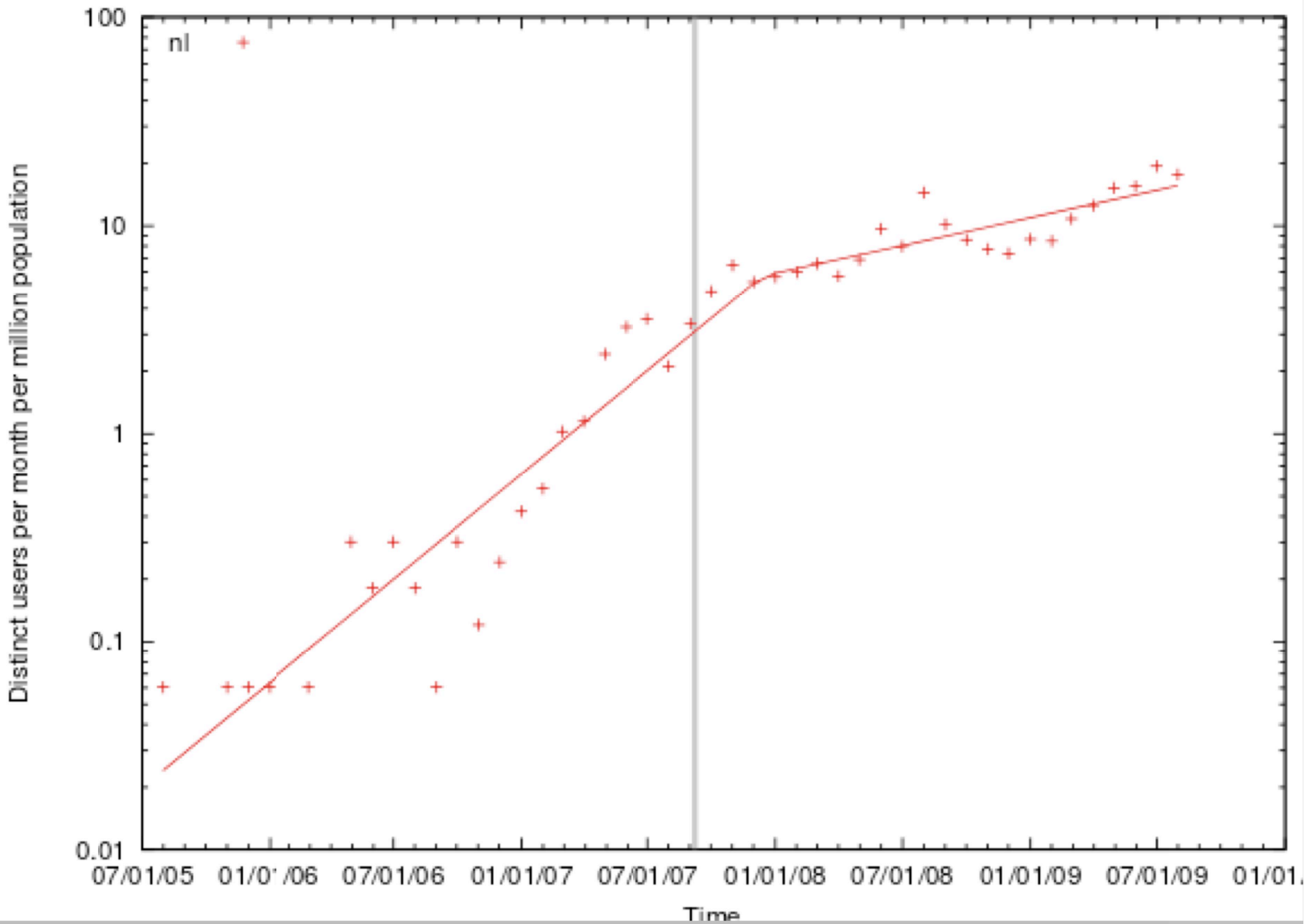
Tags: KSJ2:INT = 2
KSJ2:INT_label = JR在来線
KSJ2:LIN = 東北線
KSJ2:OPC = 東日本旅客鉄道
KSJ2:RAC = 11
KSJ2:RAC_label = 普通鉄道JR
KSJ2:STN = 蓮田
KSJ2:coordinate = 35.982406 139.653669
KSJ2:lat = 35.982406
KSJ2:long = 139.653669
[name](#) = 蓮田
name:en = Hasuda
name:ia = 蓮田

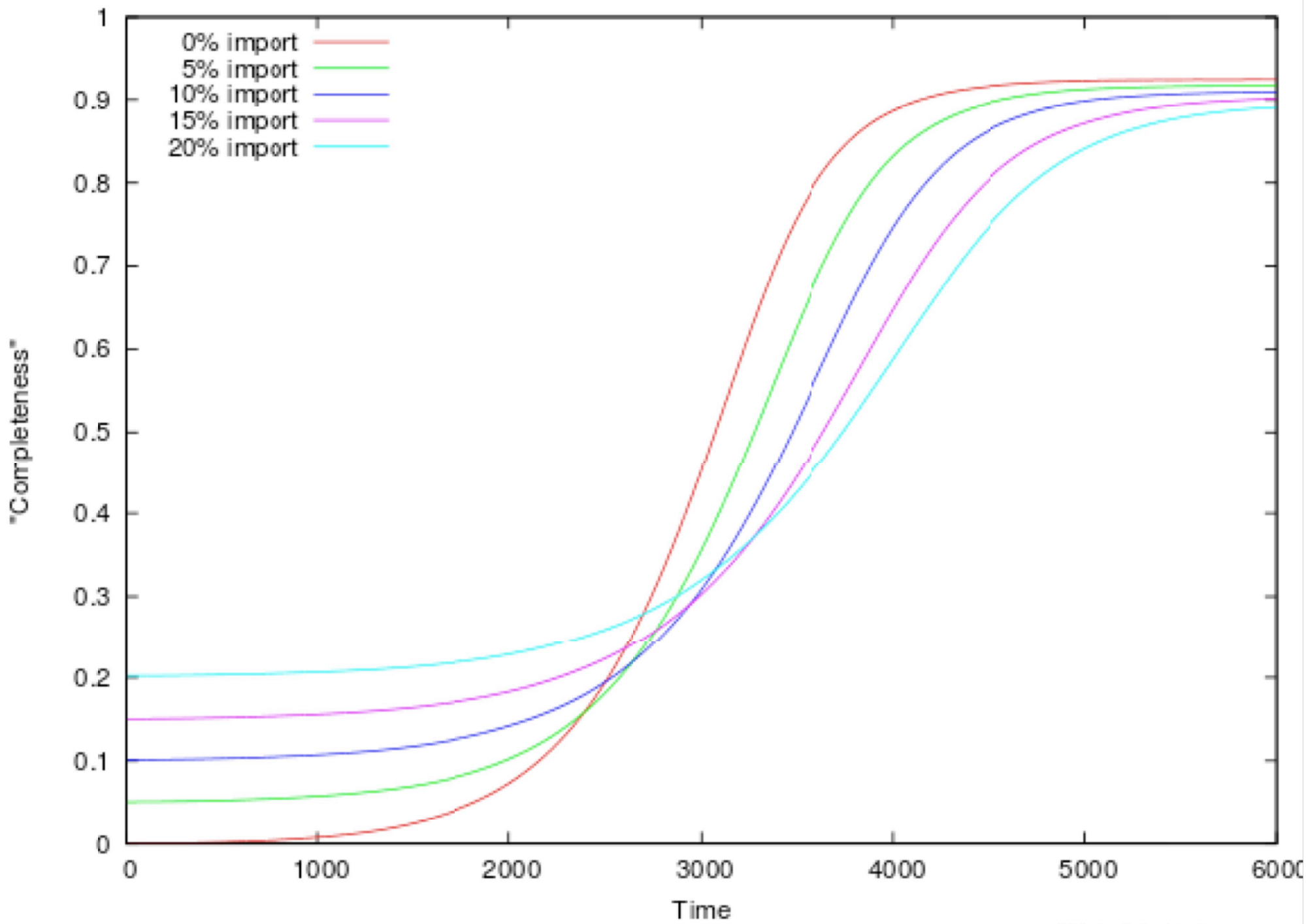




**Importe sind oft
handwerklich schlecht
gemacht.**







**Importe können den
Enthusiasmus in der
Community gefährden.**



Aber was denn dann?



- **Importe nur mit Ortskenntnis**
- **“Community-Import”:
Menschen einbeziehen**
- **sonst lieber warten!**



Danke!

Frederik Ramm <frederik@remote.org>
Salzburg, 4.7.2016

