uMap

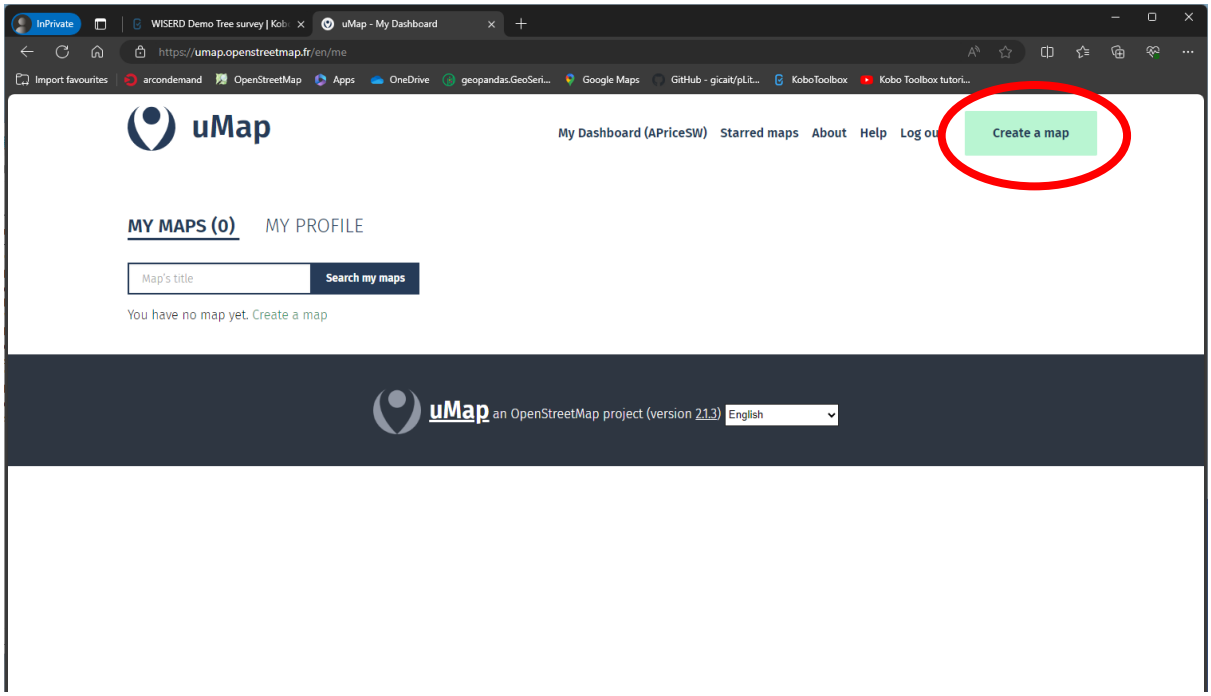
Adding Your Own Data To The Map

Loging into uMap

Go to https://umap.openstreetmap.fr/en/ and click ***log in / Sign in*** at the top of the page.

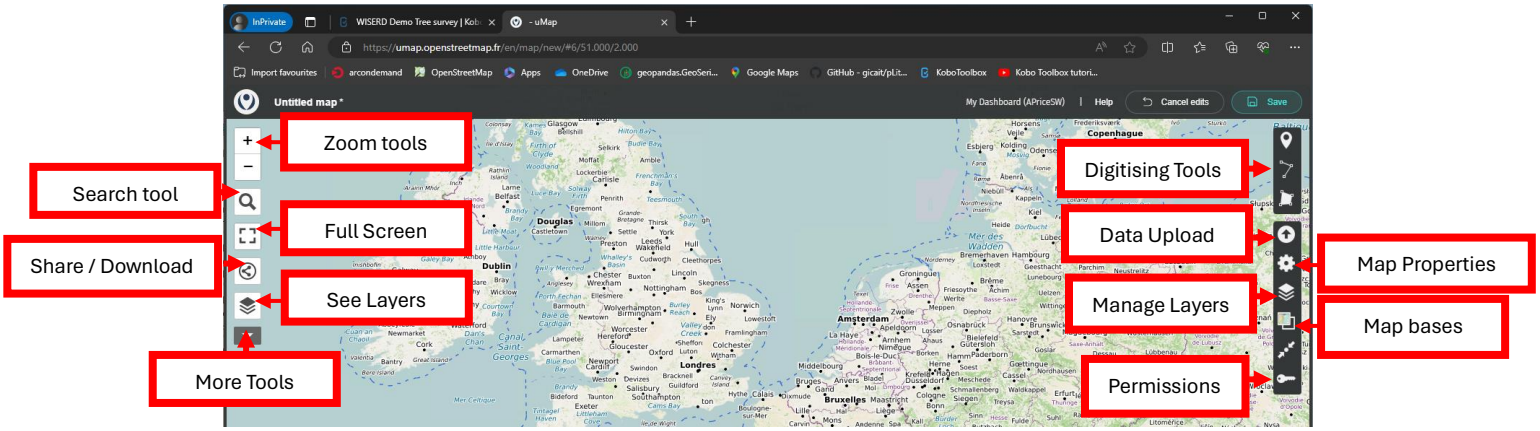
Click on the  icon, which will log you in with OpenStreetMap (OSM). This will take you to the OpenStreetMap page login. Use your OSM login or create a new account by clicking ***sign up*** in the top right corner. Ideally use the same display name as your KoboToolbox log in name to keep things consistent.

Once logged in you will land on the uMap dashboard.



Click on ***Create a map*** at the top right-hand side of the page.

You will now be on the uMap mapping interface.



The tools on the left-hand side are map navigation and map display tools. Click on the **More Tools** down arrow to show additional tools including a *measuring distances* tool and *a map centring* tool. It also allows you to select a different map base. It is recommended that you choose **Full Screen** when displaying the additional tools.

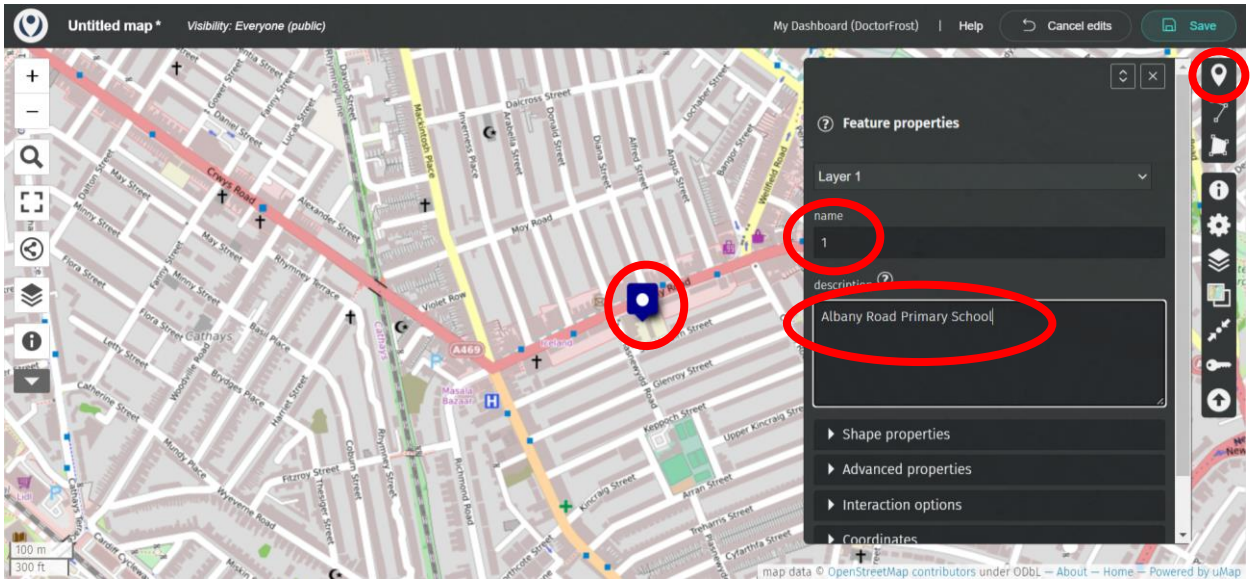
The tools on the right-hand side are map data creation tools, map data upload tools and tools that allow you to change editing permissions and the map base.

Adding Map Data

In this tutorial we are going to map the journeys to a primary school for **** school children who live locally. The journeys will be added as line feature on the map. We will also be adding points of interest on the way to school. Finally we will be adding in the school catchment area based on the journeys.

1. Adding in the School location

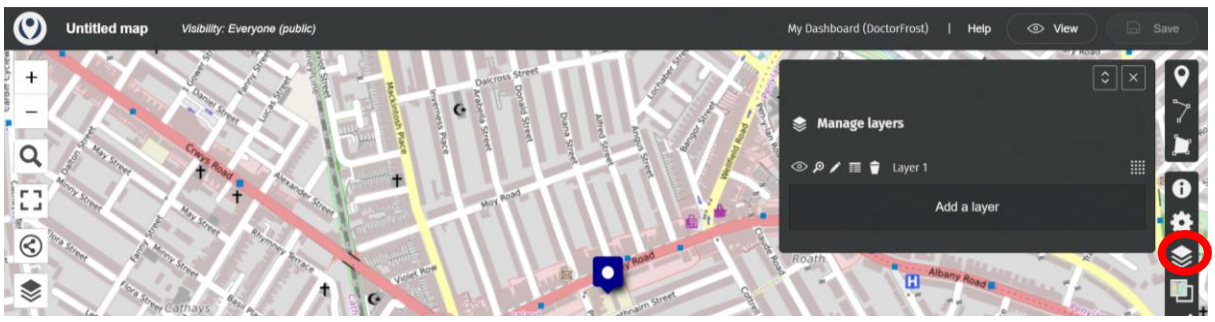
Use the navigation tools to zoom into your area of interest. The school should be at the centre of the map. Add in a point of interest to show the location of the school. From the Digitising Tools in the top right-hand corner, click on **Draw a maker** icon and click on the school location on the map to add a point.



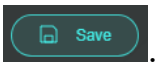
A **Feature properties** pop-up dialog box will appear. This shows that you have created a new layer called, by default, ***Layer 1***. In the **name** box, type in the number 1 (it is good practice to give each feature you add in a particular layer a unique number as this helps with managing the database you will create). Type in a description of the point (*Albany Road Primary School*). Click 

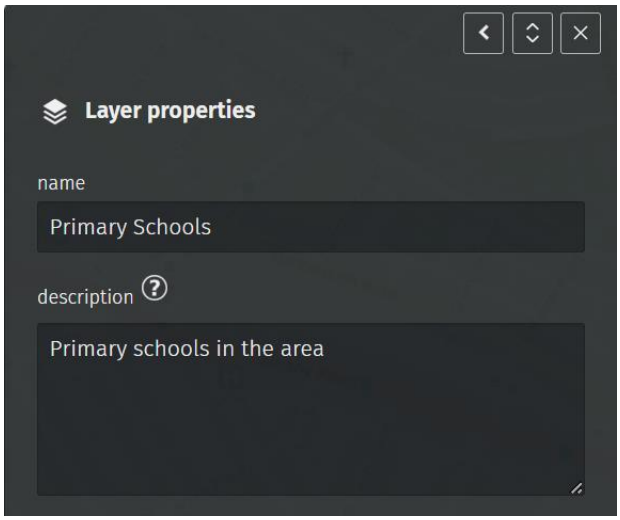
in the top right-hand corner to save the changes.

Click on the **Manage layers** icon on the right-hand side.

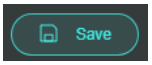


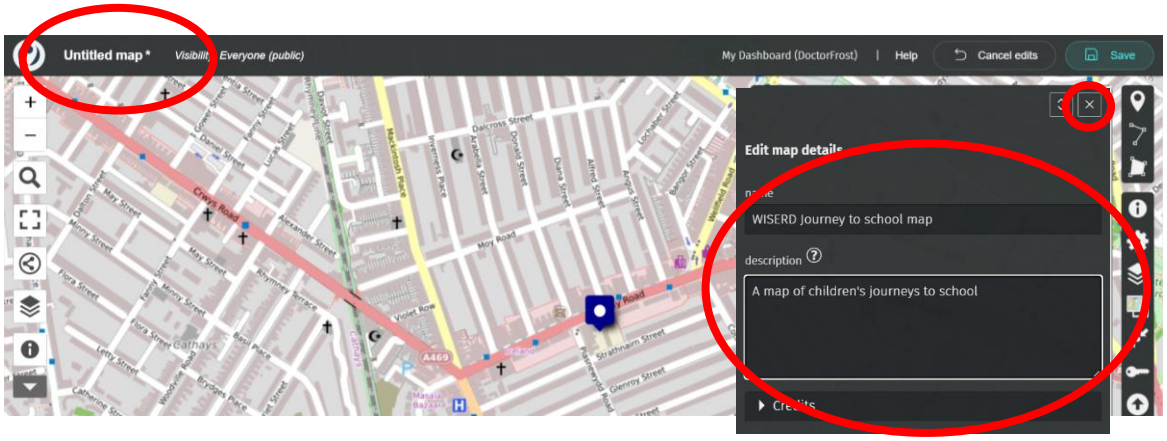
The **Manage layers** dialog box will appear showing the new point layer (Layer 1).

Click on the **Edit**  icon and change the name of the Layer to *Primary Schools* and the description "*Primary schools in the area*". Click  .



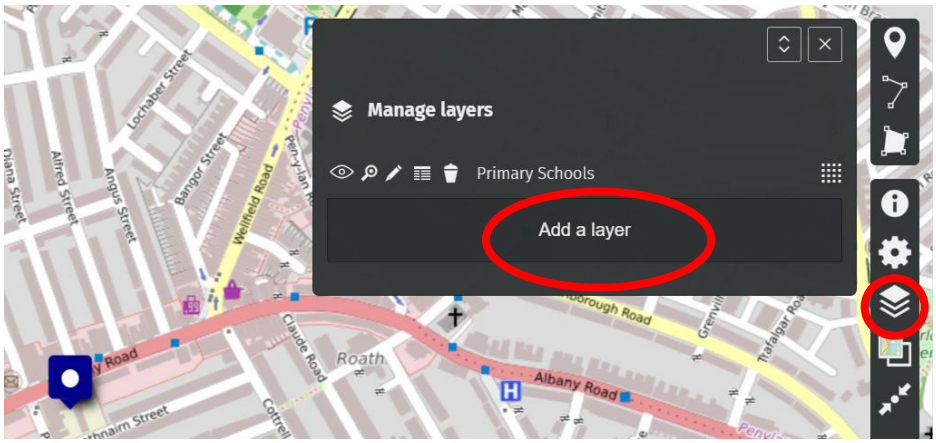
We have created a point layer called Primary Schools and added a point showing the location of Albany Road Primary School. We could add more primary schools as point locations to the same layer if we wish (and give each one a unique number and their name).

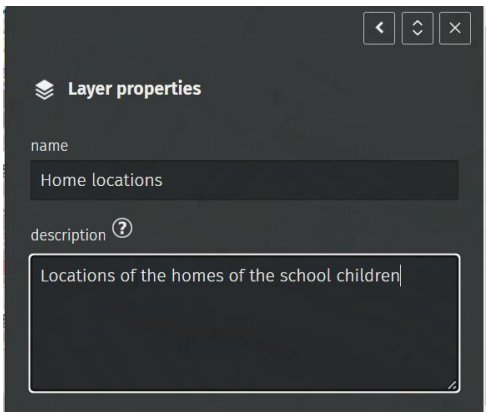
At this point we should save the map. Click on **Untitled map** in the top left-hand corner and complete the sections in the pop-up box. Click on the cross in the top left-hand corner of the pop-up box to close it. Click  to save the map.



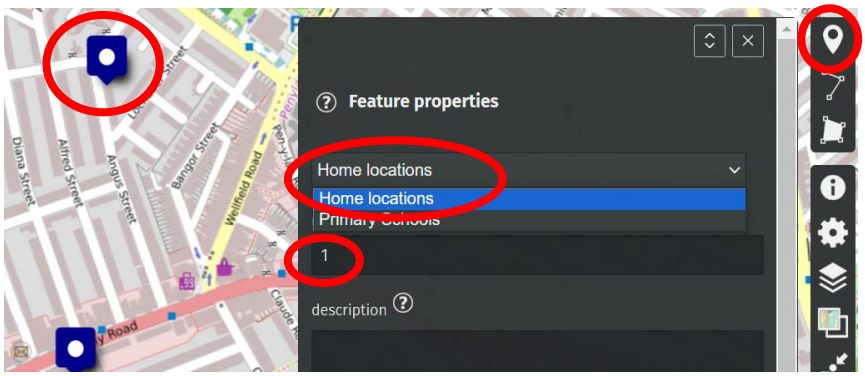
2. Adding in the Home locations

We are now going to add the home locations of three school children. Click on the **Manage layers** icon and click the **Add a layer** button.



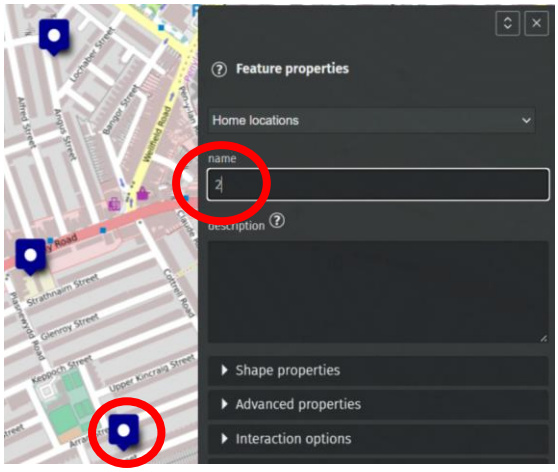


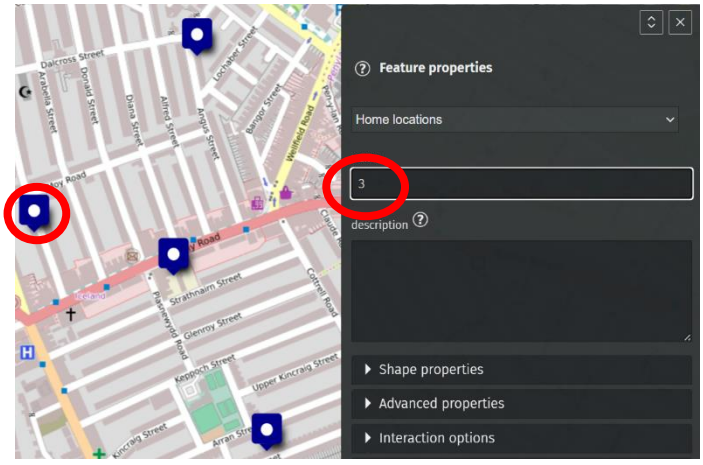
Give the name of the new layer "*Home locations*" and the description "*Locations of the homes of the school children*". Click **Save.** From the Digitising Tools in the top right-hand corner, click on **Draw a maker** icon and click on the map to add a point showing the first home location.



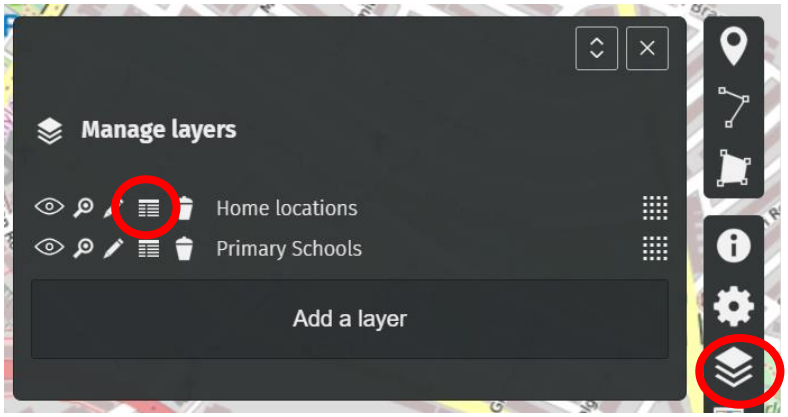
Select the **Home locations** from the list of layers we are adding the point to and in the **name** box type the number 1 (so this is home location 1). Click **Save.**

Repeat for home location 2 and home location 3.

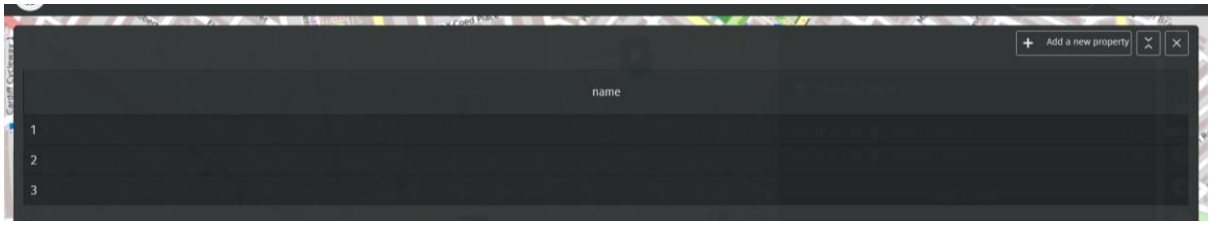




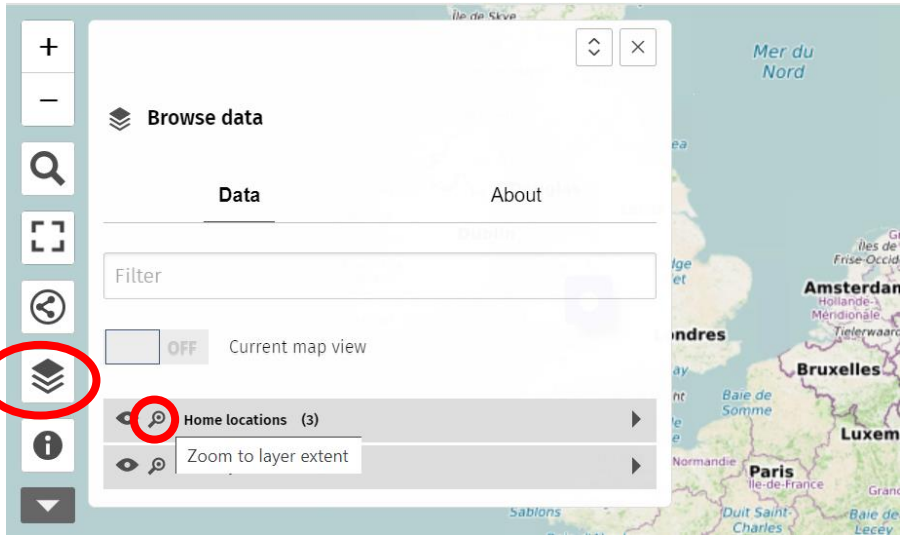
Click on the **Manage layers** icon and click on the **Table** icon for the *Home locations* layer. This displays the tag information about the points in a table which we can edit.



Currently the only tag is **name** which is the ID number of each house. Before we can go on, we need to reload the screen to allow us to add more tag information – this is a pain but something we need to do. **Click on <Clrl> F5 on the keyboard.**

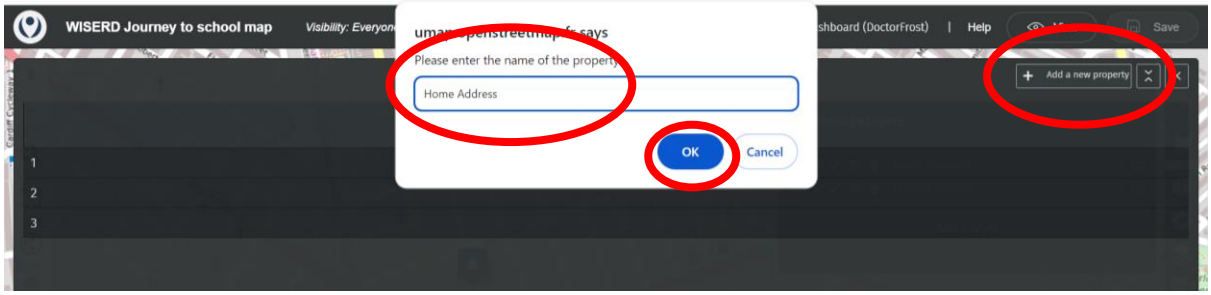


The table will closes down and the map **may** zoom out to show a wide area of Europe! If this happens, zoom back into your area of interest by clicking on the **See layers** icon on the left-hand side and click on the **Zoom to layer extent** icon for the *Home locations* layer in the **Browse data** legend panel. This will take you back to your map.



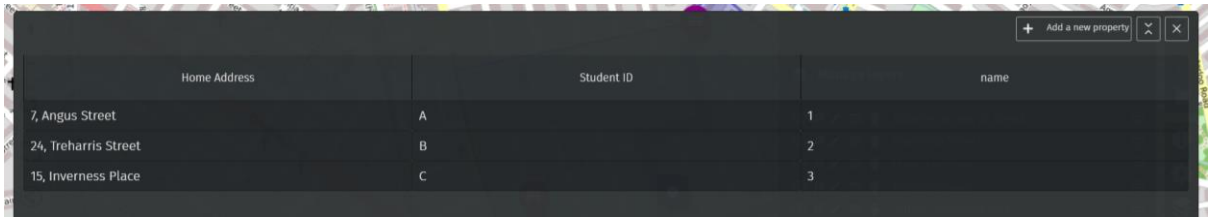
Click on Edit in the top right-hand corner and click on the **Manage layers** icon and click on the **Table**  icon for the *Home locations* layer again.

We are going to add a column which contains the address of each of the three houses. Click on the **Add a new property** button and enter *Home Address* as the new column label. Click **OK**.



This adds a new column. In the column we can add the three addresses.

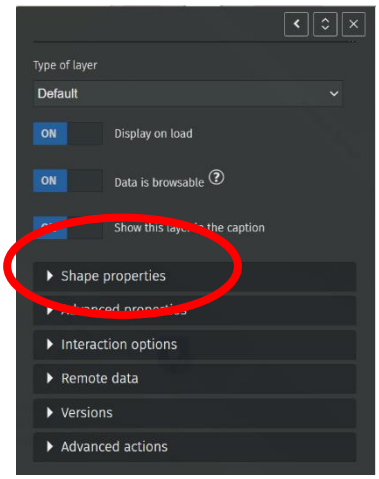
Once we have added the three addresses, add another new column following the process above. Give the column the label *Student ID*.



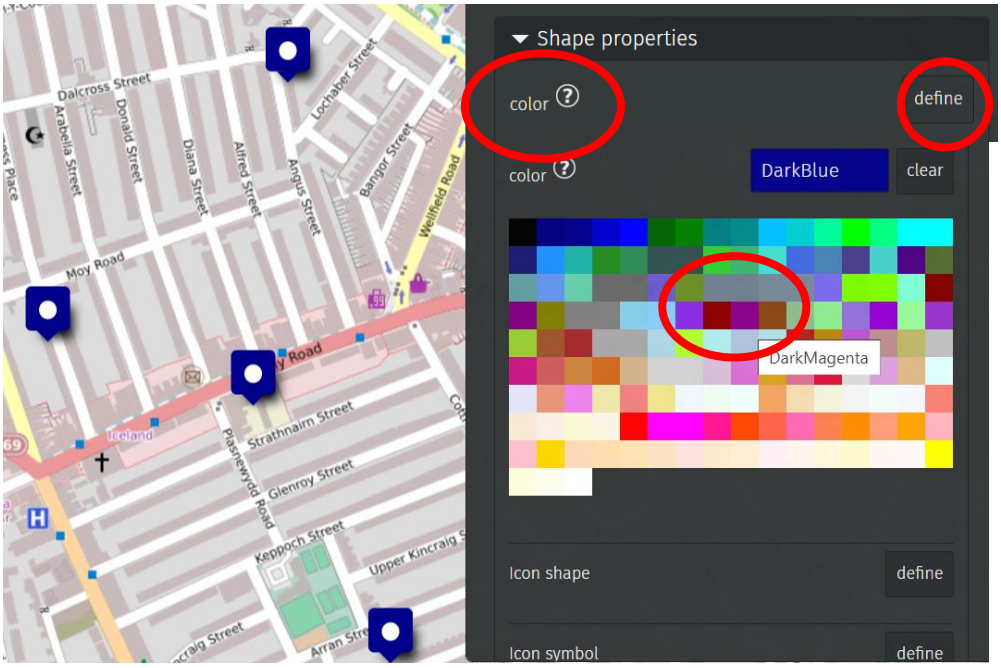
Enter the student ids A, B and C for homes 1, 2 and 3 respectively.

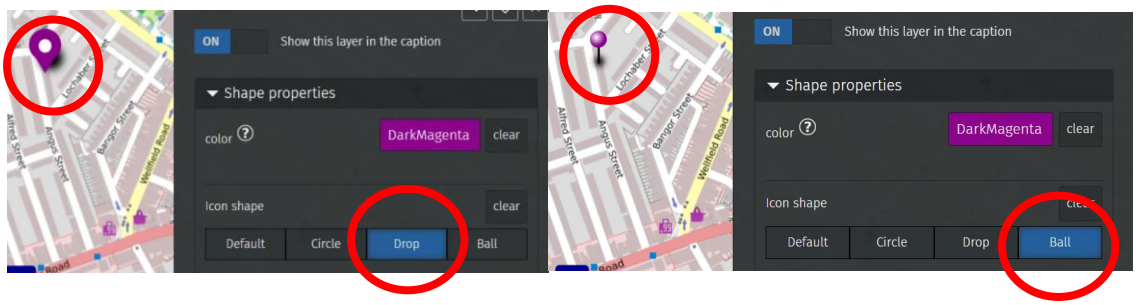
Click **Save** to save the changes. Click on the cross in the top left-hand corner of the table to close it . We are now going to change the symbols on the map to differentiate between the home location points and the school point.

In the **Manage layers** box, click on the Edit  icon of the *Home locations* layer. Scroll down to display the options.



Click on **Shape properties**. This allows us to change the look of the symbols on the map. To change the symbol colour from Dark Blue, click the **define** button next to ***color*** and select **Dark Magenta** from the colour palette.



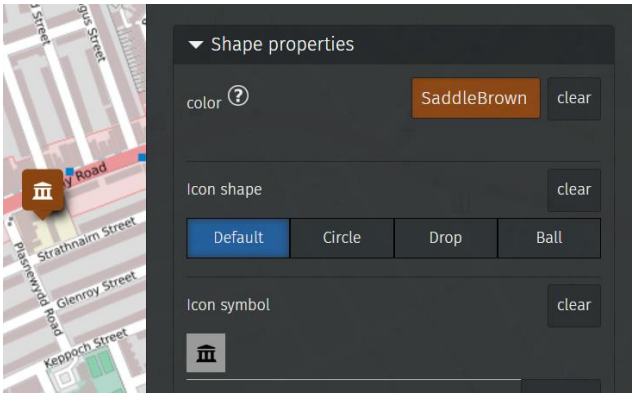


Click on the ***Icon shape*** **define** button to change the shape of the symbol. The **Default** symbol is the box with a point in the original map. The **Circle** symbol is a dot. The **Drop** symbol is a circle with a point. The **Ball** symbol is a pin. Select the **Drop** symbol.

Click on the ***Icon symbol*** **define** button to select a specialist map symbol from a list. The list is divided into categories – scroll to the **tourism** category and select the **castle – manor** symbol (NB there isn't a house symbol!) ***NB. We can only select a specialist map symbol for icon shapes that are Default or Drop, not Circle or Ball.***

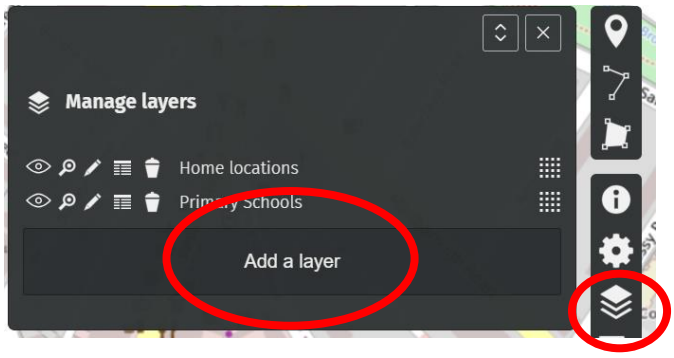
Click **Save**. The home locations are now dark magenta Drop house symbols.

Repeat for the School location point. I've chosen a **SaddleBrown** colour and the **Default** shape with the **Museum** symbol (as there is no school symbol). Click **Save**.

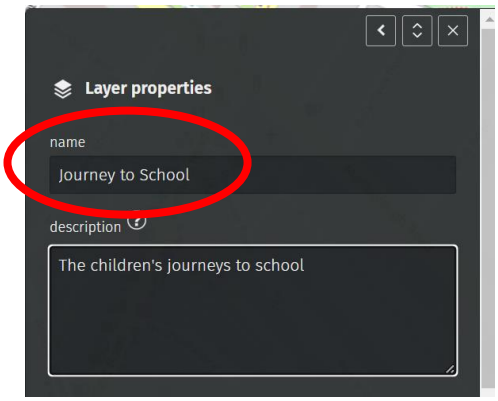


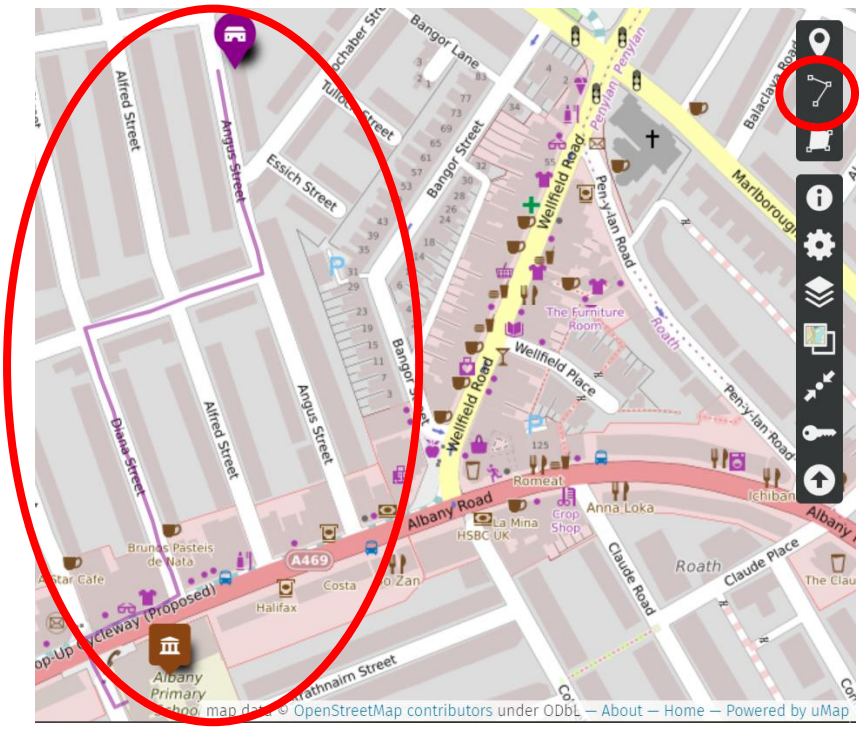
3. Adding in the journeys to school

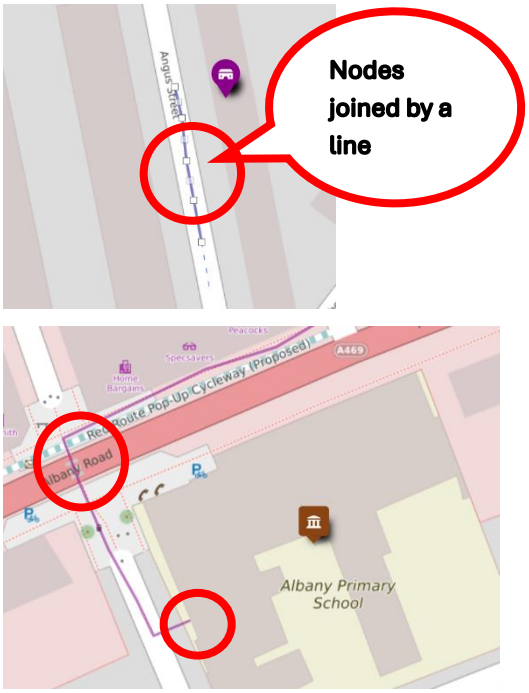
We can add in the three journeys to school as line features. First we need to create a new layer. Click on the **Manage layers** icon and then **Add a layer** in the dialog box.



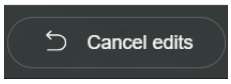
In the **Layer properties** box, call the new layer *Journey to School* in the **name** box and add in the description "*The children's journeys to school*". Click **Save**.



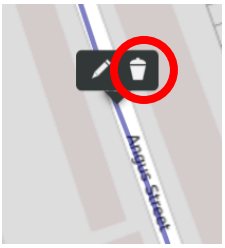


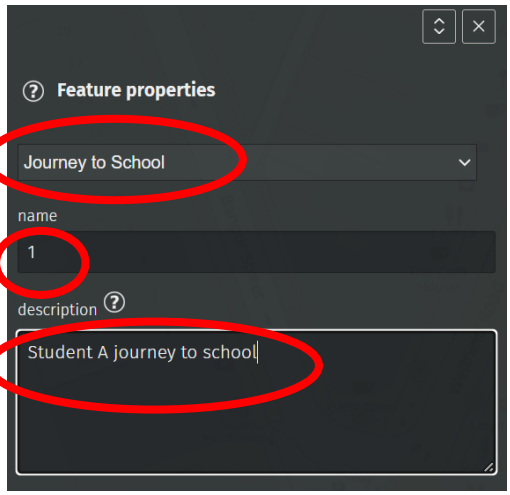


We will add the route to the school as a line feature. **Zoom** into the map so Home 1 and the School are both visible. Click on the **Draw a polyline** icon in the top right-hand corner. To add a line, **left-click** on the road next to Home 1, then move the mouse slowly down the road, left-clicking the mouse every few seconds so small points (**nodes**) appear joined together by a **line**. **Left-click** the mouse every time you want the line to change direction (e.g. down a side street). You can Zoom into the map by clicking on the Zoom button in the top left-hand corner. You can Pan around the map by pressing down continuously on the left-hand mouse button and dragging then releasing the mouse

button. It makes sense to Zoom in if you want to ensure that the route crosses the main road e.g. at the zebra crossing outside of the school. To end the line **left double-click** on the mouse. If you make a mistake, either click on the **Cancel edits** 

button on the top right-hand menu bar or select the line feature and click on the **Delete** button.

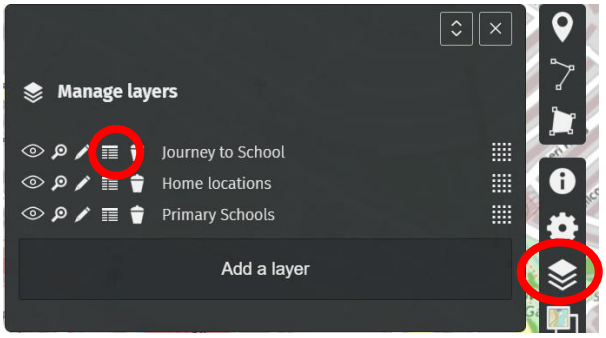




When you end the line feature by left double-clicking, the **Feature properties** dialog box appears. Ensure the **Journey to School** layer is chosen. In the **name** box type 1 and in the description box type "*Student A journey to school*". Click **Save**.

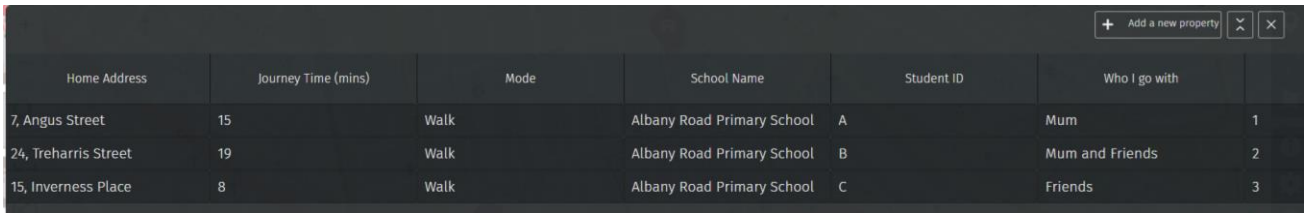
Repeat for Home 2, Student B and Home 3, Student C.

We are going to add some tag information to the line feature routes. Click on the **Manage layers** icon and the **Table**  icon of the **Journey to School** layer.



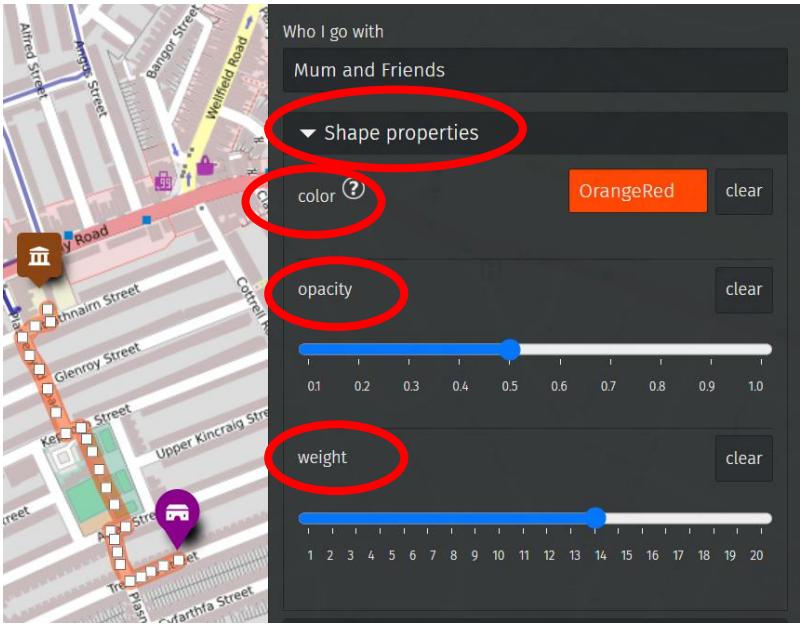
Click on the **Add a new property** button and enter the name ***Student ID*** as the new column label. Enter the student id's **A**, **B** and **C** into the new column. Click **Save**.

You can add in more columns as extra tags of information for each journey.



Home Address	Journey Time (mins)	Mode	School Name	Student ID	Who I go with	
7, Angus Street	15	Walk	Albany Road Primary School	A	Mum	1
24, Treharris Street	19	Walk	Albany Road Primary School	B	Mum and Friends	2
15, Inverness Place	8	Walk	Albany Road Primary School	C	Friends	3

To give each line feature a different colour, click on a line and click the **Edit**  icon. In the **Feature properties** dialog box, select **Shape properties** and select a **color**, change the transparency using the **opacity** slide bar (it is useful if you can see the street names through the line) and the line thickness using the **weight** slide bar. Click **Save**.

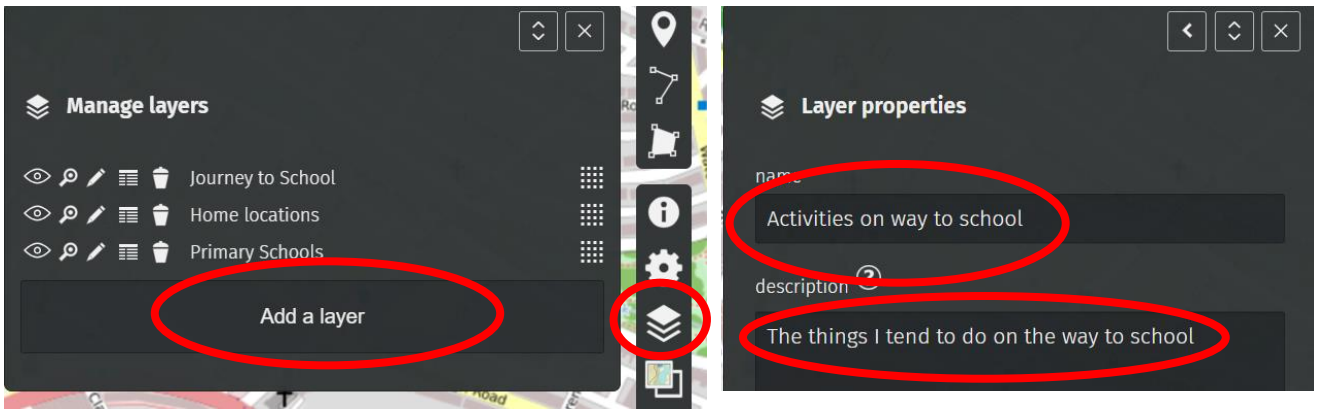


Repeat for the other two line features.

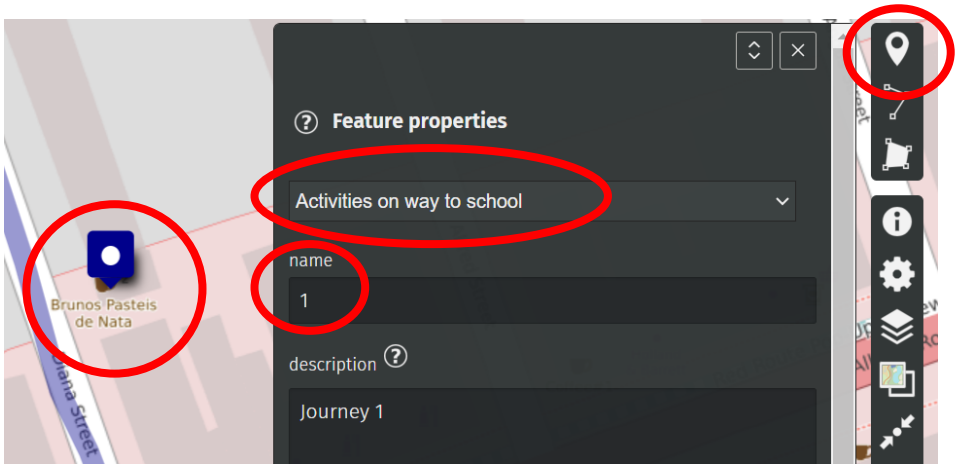
If you want all the line features to have the same colour, thickness and transparency, you can select these options using **Edit** tool in the **Manage layers** dialog box, which will edit all the lines in the same layer at the same time.

4. Adding in activities on the way to school

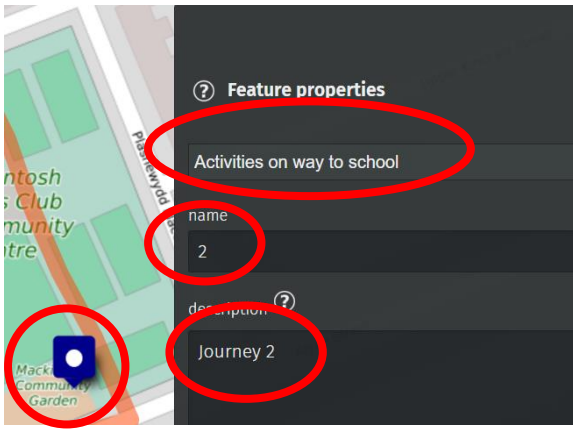
We can add in points along the journey to school where activities take place. Click on the **Manage layers** icon and the **Add a layer** button. In the **Layer properties** dialog box, **name** the layer *Activities on way to school* and give it the **description** "*The things I tend to do on the way to school*". Click **Save**.

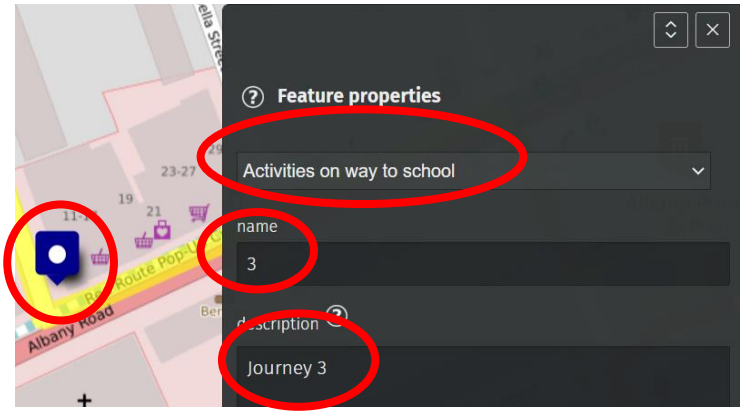


Click on the **Draw a marker** icon on the right-hand side and add a point on the location of *Bruno's pastéis de nata* Bakery on Diana Street next to the Journey 1 line feature. In the **Feature properties** dialog box, ensure that the Activities on way to school layer is selected, give it the **name** *1* and the **description** "*Journey 1*" as its part of journey 1 route to school. Click **Save**.

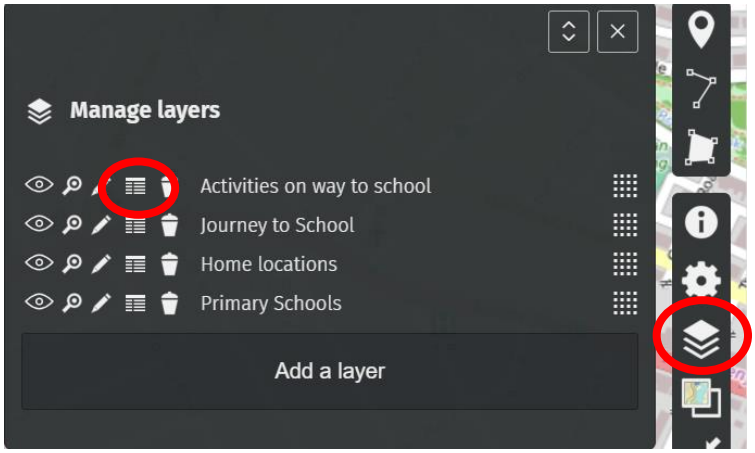


Repeat for Journey 2 - add a point on the location of *Makintosh Community Garden* and complete the **Features properties** box. **Repeat for Journey 3** - add a point at the junction of *Inverness Place* and *Albany Road* and complete the **Features properties** box.





Now add some tag information to the points. Click on the **Manage layers** icon and the **Table**  icon of the **Activities on way to school** layer.

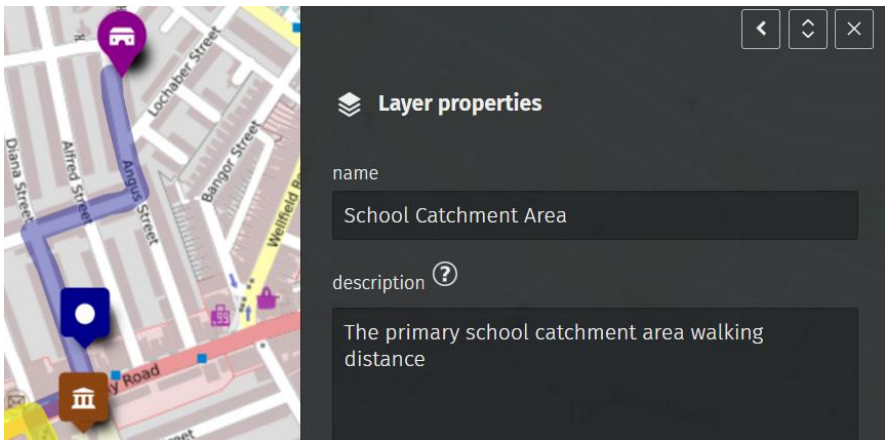


Click on the **Add a new property** button and enter the name ***Activities*** as the new column label. Enter the following activities for the three locations. Click **Save**.

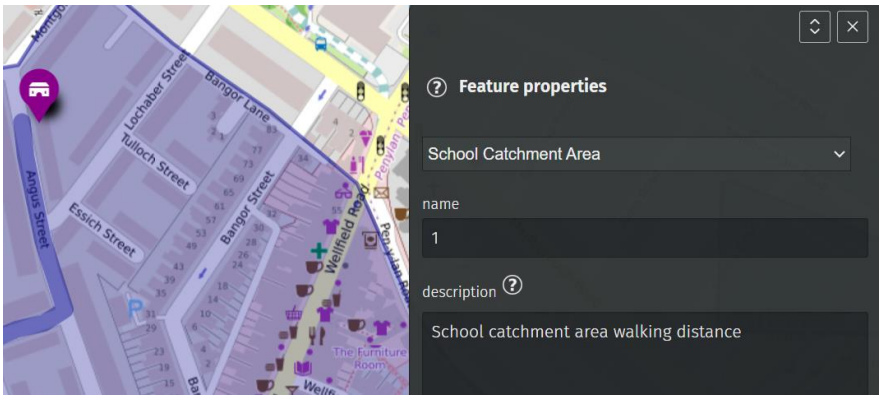
Activities	
Mum buys me a cake	1
I feed the squirrels	2
I meet my friends Chelsea and Briony and we walk to school	3

5. Adding in a school catchment area

We can add in a catchment area showing walking distance to the school. Click on the **Manage layers** icon and the **Add a layer** button. In the **Layer properties** dialog box, **name** the layer *School Catchment Area* and give it the **description** "*The primary school catchment area walking distance*". Click **Save**.



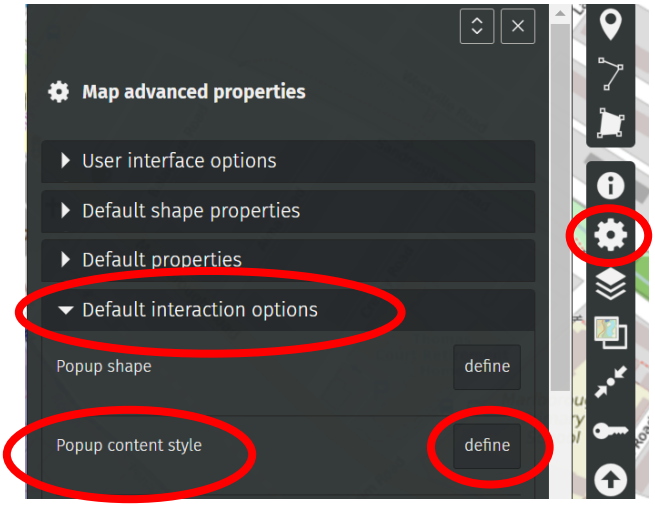
Click on **Draw a polygon**  icon on the right-hand side and carefully draw an area around the school following the major roads by **left-clicking** on the mouse in a similar way to drawing the line features. **Double left-click** to end the area.



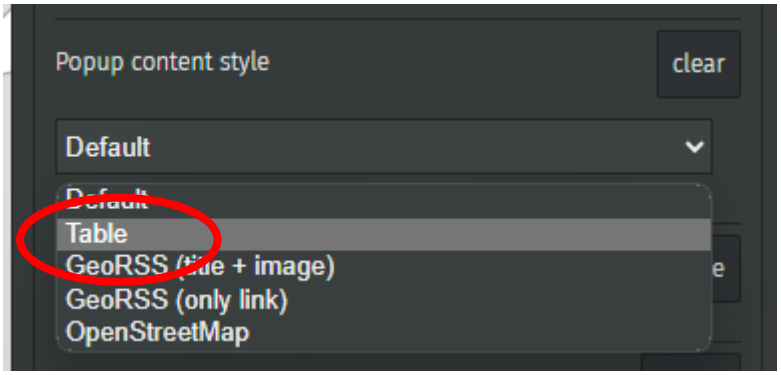
When you end the are feature by left double-clicking, the **Feature properties** dialog box appears. Ensure the **School Catchment Area** layer is chosen. In the **name** box type 1 and in the description box type "*School catchment area walking distance"*. Click **Save.**

6. Managing the map display

We need to allow the tag information to be displayed when you click on a feature on the map. We can select the different display options for each layer separately or select global display settings which are the same for all the layers. We will do the latter. Click on the **Map advanced properties** icon in the right-hand side and in the dialog box, select **Default Interaction options** from the list. This controls how tag information is displayed on the map.

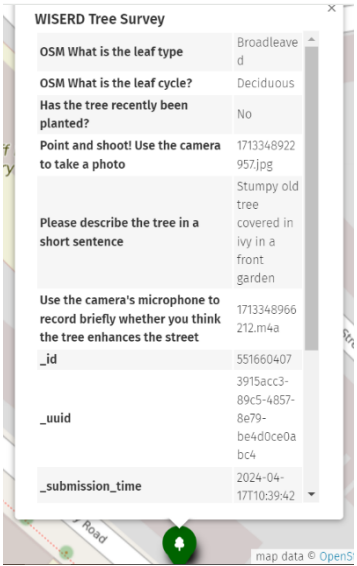


Next to ***Popup content style*** click on the **define** button and select **Table** from the dropdown menu. This will display all the data in the tag table as a pop-up on the map when you click on a symbol.

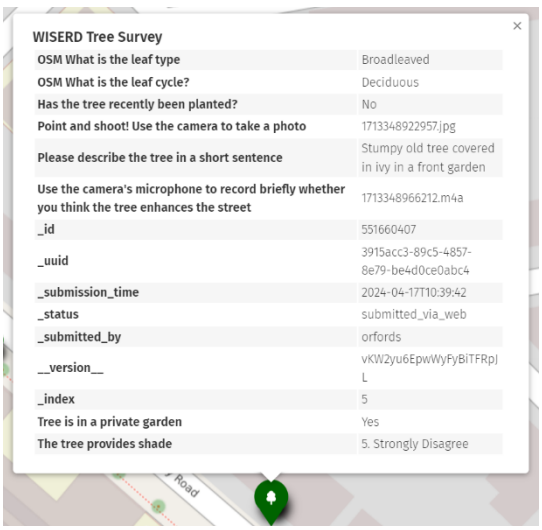


There are three ways to display the pop-up tag table: above the symbol in the default size pop-up; above the symbol in a large size pop-up; and in a pop-up side panel to the left-hand of the map.

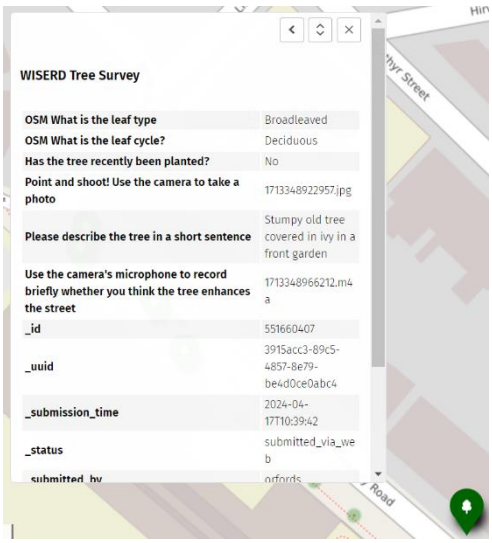
Default size pop-up

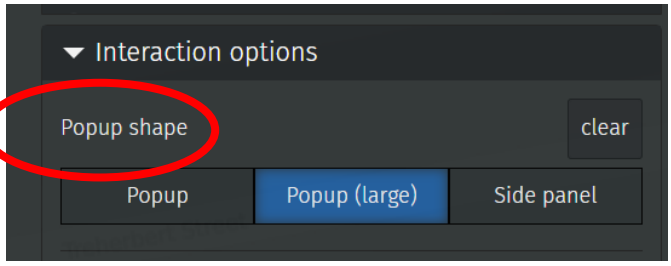


Large size pop-up



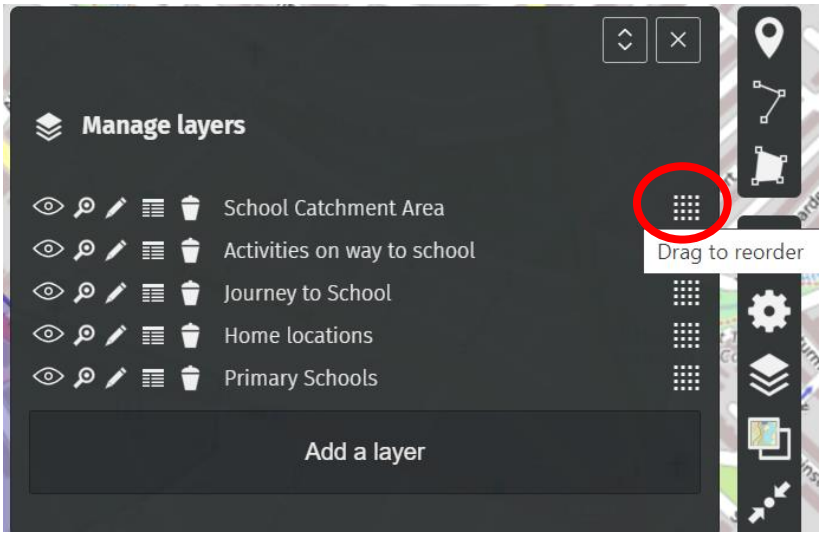
Side panel pop-up

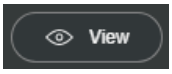




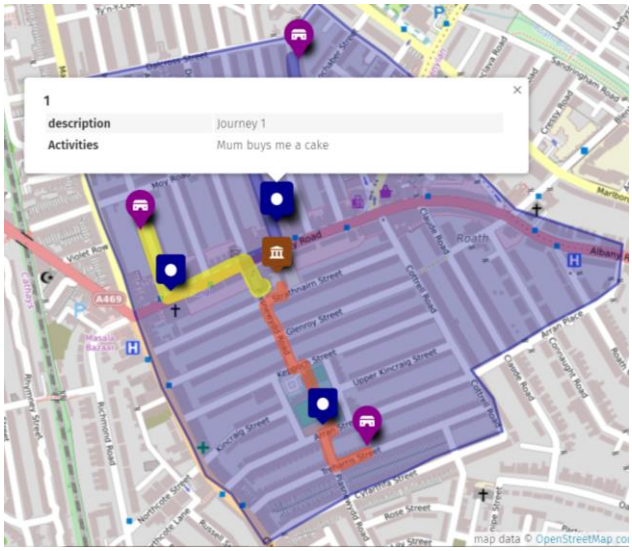
To choose which pop-up you want, click of the ***Popup shape*** **define** button and select the pop-up size – **Popup** is the default size. As the text in our table is long, select **Popup (large)** or **Side panel** as the optimal size. Once you have selected your **Default Interaction options**, click on **Save**.

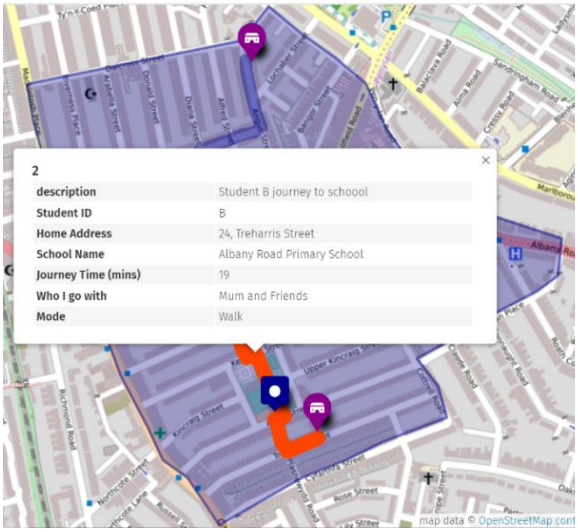
To be able to click on the features, we need to ensure that the ***School Catchment Area*** layer does not cover-up the other layers. To do this we need to move this layer to the bottom of the list of layers so the other layers are on top of it. Click on the **Manage layers** icon and click and drag the ***School Catchment Area*** layer from the top of the list of layers to the bottom of the list using the **Drag to reorder** icon on the right of the layer. Click **Save**.



Then click on 

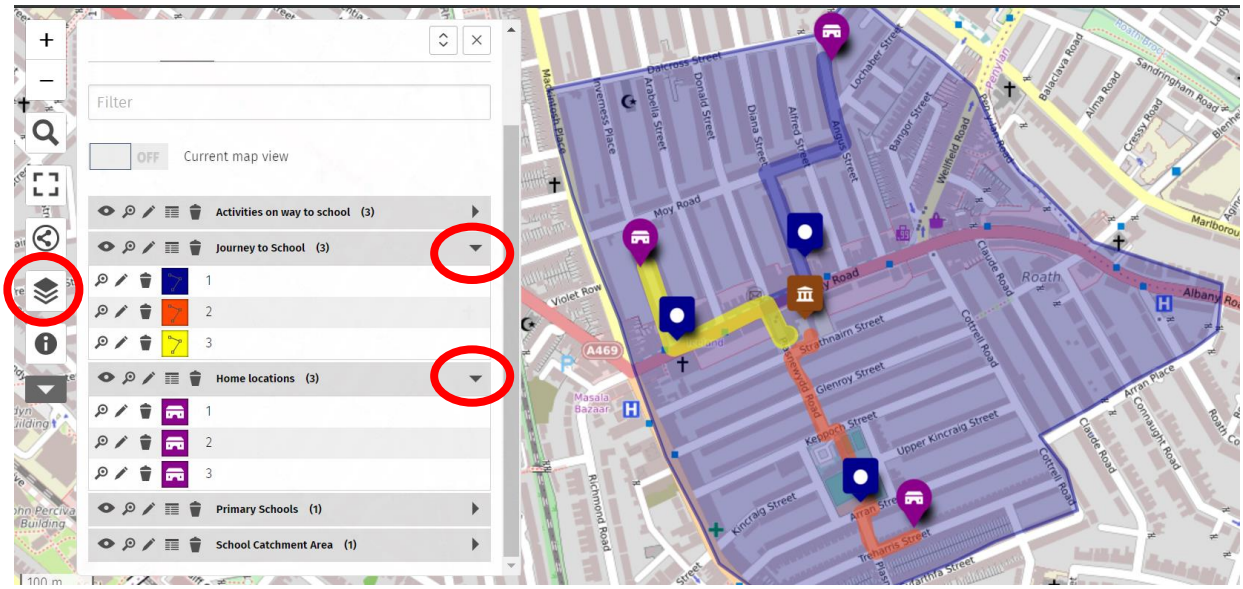
in the top right-hand corner.





Click on the features and the pop-up tag information window will appear depending on which ***Popup shape*** you selected – the example below shows **Popup (large)**. Click on **Edit** in the top right-hand corner to return to the map tools display.

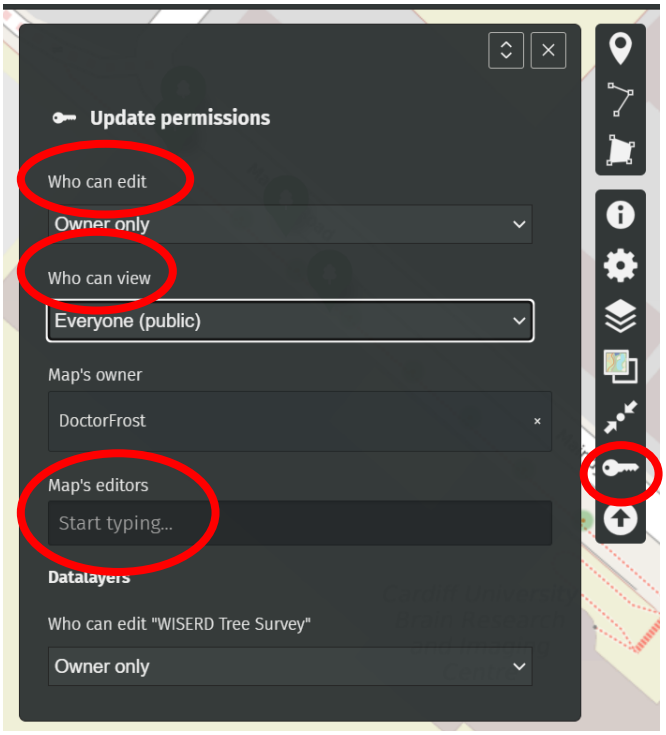
Click on the **See layers** button on the left-hand side. This brings up a **Browse data** Legend panel. Make sure **Data** is selected. It shows the all the layers. Click on the arrow at the end of each layer to display the features within each layer.



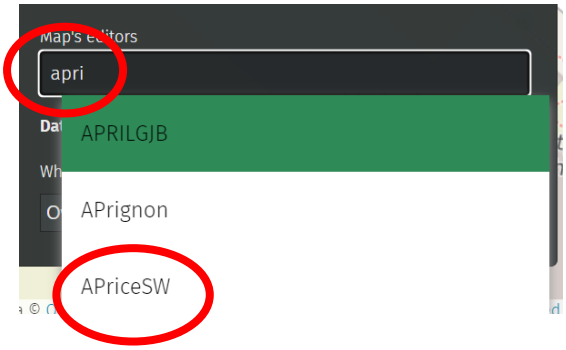
The five icons  from the **Manage layers** box are available and perform the same functions (e.g. hide and display the points on the map; display the tag information table etc).

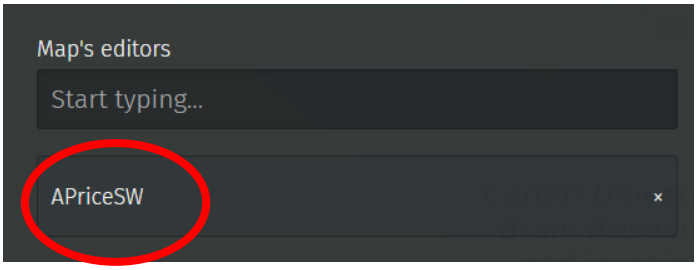
7. Sharing and exporting the map data

We can control who can edit and view the map as well as export the map data



Click on the **Update permissions and editors** button  on the right-hand side. This allows you to control who can edit the map and who can see the map. You can change **Who can edit** the map from **Owner** only to **Everyone** or **Editors only**. It is best to only allow the Owner or Editors only to be able to edit the map. You can change **Who can view** the map from **Everyone (public)** to **Anyone with a link** or **Editors only.** You may only want the Editors to see the map while it is being created. Once it has been finished you can decide whether Everyone (public) or Anyone with a link can view it. You can also control who can edit individual layers (eg School Catchment Area) – select **Inherit** so that the permissions are the same as for the map in general, or select permission on a layer by layer basis. If you want to assign editors, you can type their uMap usernames into the **Map's editors** box.





As you type in usernames, registered usernames will appear. Select the correct one from the list which will then appear underneath the **Start typing**... box. You can add as many editors as you wish. Click **Save**.

To share a link of the map, click on the **Share and download** button on the left-hand side. Click on the ***Short link*** **Copy** icon to copy the map URL. Share the URL to share the map.

To download the map data, click on the **full backup** button in the **Download** section of the **Share and download** dialog box. It only downloads visible data layers, so ensure all the layers you want to export data for are visible on the map.