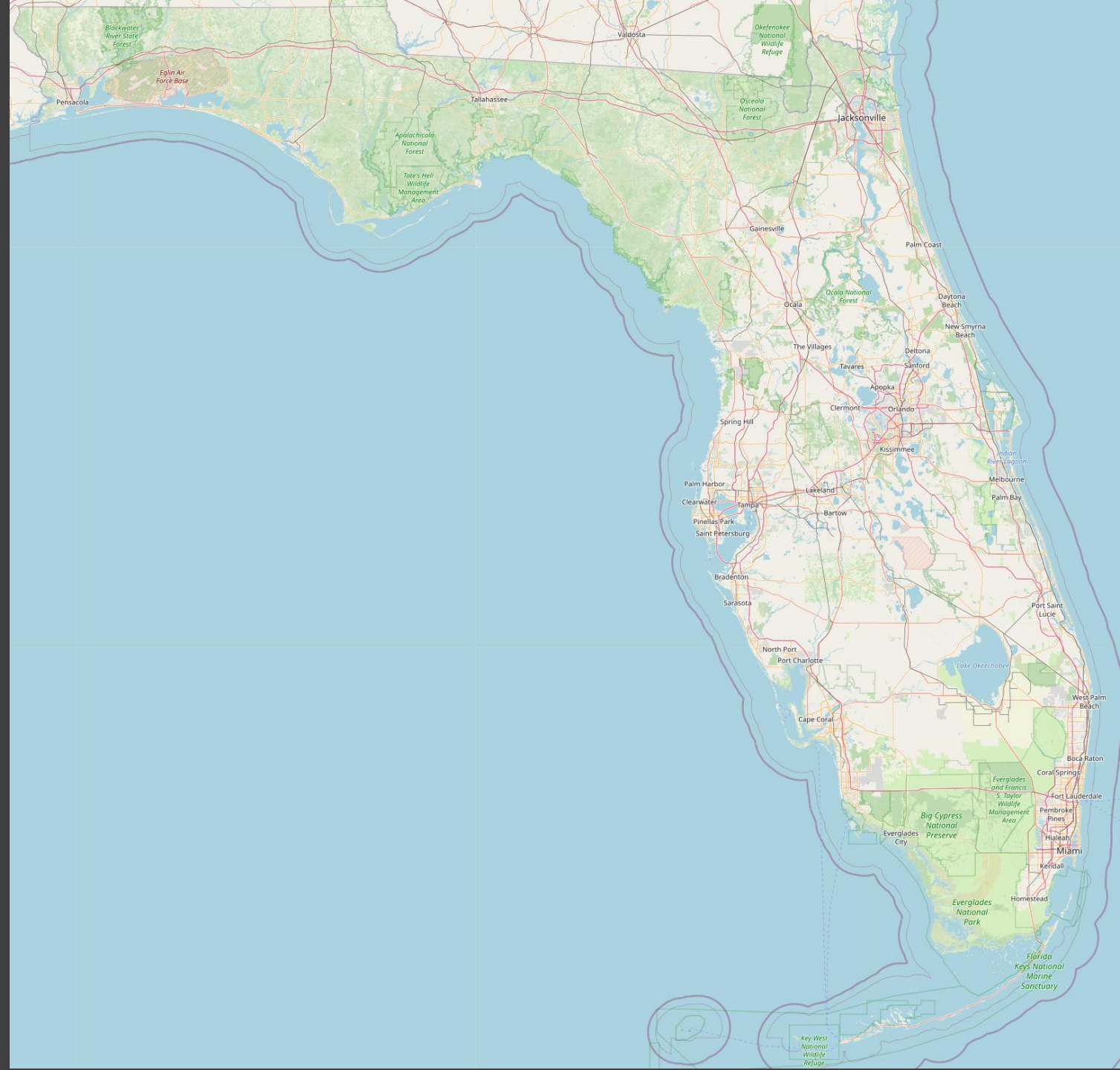


# External Data and Importing in the United States

James Crawford

# Florida



# Florida Process

- Conflation
- QGIS
- JOSM



# Conflation

# QGIS

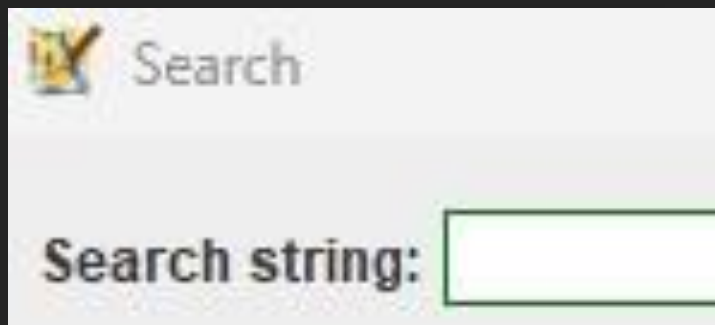
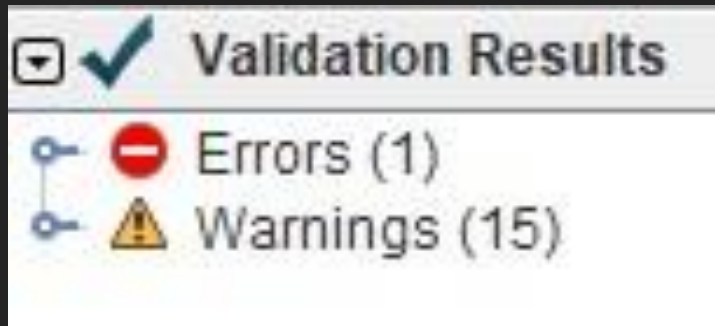
## **Buffer**

This algorithm computes a buffer area for all the features in an input layer, using a fixed or dynamic distance.

## **Difference**

This algorithm extracts features from the Input layer that fall outside, or partially overlap, features in the Overlay layer. Input layer features that partially overlap feature(s) in the Overlay layer are split along those features' boundary and only the portions outside the Overlay layer features are retained.

# JOSM



- Validator and search tools used to find and fix issues
- Process described on the wiki

# Current Imports

- **Florida Landuse Import** (OSM Wiki)
- **HIFLD** (OSM Wiki)
- NAD (OSM Wiki)
- PASDA ([pasda.psu.edu](http://pasda.psu.edu))
- BOEM ([marinecadastre.gov](http://marinecadastre.gov))

# Import Guidelines

- Missing Important tagging guidelines
- Doesn't have definite and concrete language
- Replacing the mailing list with the community forum

## Import/Guidelines

[< Import](#)

[català](#) [Deutsch](#) [English](#) [español](#) [français](#) [italiano](#) [port](#)

The **Import Guidelines**, along with the Automated Edits code of conduct, are more important than other edits, because poor imports can have significant impacts on the project. Following these guidelines may put your account at risk of being blocked.

### Contents [\[hide\]](#)

#### 1 Process

- 1.1 [Step 1 - Prerequisites](#)
- 1.2 [Step 2 - License approval](#)
- 1.3 [Step 3 - Documentation](#)
- 1.4 [Step 4 - Community Buy-in](#)
- 1.5 [Step 5 - Import Review](#)
- 1.6 [Step 6 - Uploading](#)

#### 2 Key considerations

- 2.1 [Discuss your proposed import](#)
- 2.2 [Document your import](#)
- 2.3 [Ensure that the data license is OK](#)
- 2.4 [Using a dedicated user account](#)
- 2.5 [Use the right tags](#)
- 2.6 [Don't put data on top of data](#)
- 2.7 [Consider simplifying](#)
- 2.8 [Keep server resources in mind](#)
- 2.9 [Take great care to avoid damaging the database](#)



I suggest you also document your changeset tags, for example  
comment=importing road and address  
import=yes  
website=[https://wiki.openstreetmap.org/wiki/Import\\_Usa\\_Florida](https://wiki.openstreetmap.org/wiki/Import_Usa_Florida)  
source=OpenData  
source:url=....

Regards,  
Marc

# Concrete Language

- “The Import Guidelines, along with the Automated Edits code of conduct, **shall** be followed when importing data”
- “If you are going ahead with your import, **please** create a page about it on the wiki”

# Replacing the Mailing List

## Imports community category?

■ This Site Feedback ■ + New category requests community, import



**SherbetS** James Crawford

Apr 12

Since [community.openstreetmap.org](https://community.openstreetmap.org) is more accessible than the mailing list, would it be worth considering to add an imports category here that can be another place by which to communicate on imports?

- (cur | prev)   14:22, 2 June 2023 SherbetS (talk | contribs) . . (21,426 bytes) (+194) . . (→Loa
- (cur | prev)   22:41, 28 May 2023 SherbetS (talk | contribs) . . (21,232 bytes) (+26) . . (→Loac
- (cur | prev)   22:38, 28 May 2023 SherbetS (talk | contribs) . . (21,206 bytes) (+26) . . (→Loac
- (cur | prev)   22:35, 28 May 2023 SherbetS (talk | contribs) . . (21,180 bytes) (+27) . . (→Loac
- (cur | prev)   01:02, 19 May 2023 SherbetS (talk | contribs) . . (21,153 bytes) (+20) . . (→Loac
- (cur | prev)   00:59, 19 May 2023 SherbetS (talk | contribs) . . (21,133 bytes) (+194) . . (→Dal
- (cur | prev)   00:19, 19 May 2023 SherbetS (talk | contribs) . . (20,939 bytes) (+71) . . (→Loac
- (cur | prev)   04:07, 17 May 2023 SherbetS (talk | contribs) . . (20,868 bytes) (+2,180) . . (→D
- (cur | prev)   02:18, 26 March 2023 SherbetS (talk | contribs) . . (18,688 bytes) (+36) . . (→De
- (cur | prev)   16:27, 6 December 2022 SherbetS (talk | contribs) . . (18,652 bytes) (+146) . . (-
- (cur | prev)   17:01, 5 December 2022 SherbetS (talk | contribs) . . (18,506 bytes) (+1,050) . .
- (cur | prev)   14:45, 25 November 2022 Minh Nguyen (talk | contribs) . . (17,456 bytes) (-54) . .  
(undo | thank)
- (cur | prev)   15:17, 21 November 2022 SherbetS (talk | contribs) . . (17,510 bytes) (-148) . .
- (cur | prev)   14:45, 21 November 2022 SherbetS (talk | contribs) m . . (17,658 bytes) (+92) . .
- (cur | prev)   00:47, 19 November 2022 SherbetS (talk | contribs) . . (17,566 bytes) (+1,176) . .
- (cur | prev)   22:03, 17 November 2022 SherbetS (talk | contribs) . . (16,390 bytes) (+2,366) . .
- (cur | prev)   17:04, 15 November 2022 SherbetS (talk | contribs) . . (14,024 bytes) (-35) . . (-
- (cur | prev)   02:55, 15 November 2022 SherbetS (talk | contribs) m . . (14,059 bytes) (+37) . .
- (cur | prev)   14:45, 13 November 2022 SherbetS (talk | contribs) . . (14,022 bytes) (+212) . .
- (cur | prev)   00:50, 12 November 2022 SherbetS (talk | contribs) m . . (13,810 bytes) (+13) . .
- (cur | prev)   19:16, 11 November 2022 SherbetS (talk | contribs) . . (13,797 bytes) (+1) . . (→
- (cur | prev)   02:10, 30 September 2022 SherbetS (talk | contribs) m . . (13,796 bytes) (+79) . .
- (cur | prev)   02:08, 30 September 2022 SherbetS (talk | contribs) . . (13,717 bytes) (-1,087) . .
- (cur | prev)   15:17, 25 September 2022 SherbetS (talk | contribs) . . (14,804 bytes) (+158) . .
- (cur | prev)   20:49, 24 September 2022 SherbetS (talk | contribs) . . (14,646 bytes) (-519) . .
- (cur | prev)   16:18, 11 September 2022 SherbetS (talk | contribs) . . (15,165 bytes) (-1,580) . .

- (cur | prev)   13:39, 22 April 2023 Wcedmisten (talk | contribs) . . (10,796 bytes) (+29) . .
- (cur | prev)   15:58, 19 April 2023 SherbetS (talk | contribs) . . (10,767 bytes) (+604) . . (-
- (cur | prev)   20:52, 16 April 2023 Wcedmisten (talk | contribs) . . (10,163 bytes) (+132) . .
- (cur | prev)   19:06, 27 February 2023 SherbetS (talk | contribs) . . (10,031 bytes) (0) . . (
- (cur | prev)   19:05, 27 February 2023 SherbetS (talk | contribs) . . (10,031 bytes) (+272) . .
- (cur | prev)   15:47, 23 February 2023 SherbetS (talk | contribs) . . (9,759 bytes) (-285) . .
- (cur | prev)   05:17, 23 February 2023 SherbetS (talk | contribs) . . (10,044 bytes) (-208) . .
- (cur | prev)   06:50, 22 February 2023 SherbetS (talk | contribs) . . (10,252 bytes) (-434) . .
- (cur | prev)   14:43, 21 November 2022 SherbetS (talk | contribs) m . . (10,686 bytes) (+4
- (cur | prev)   04:25, 19 November 2022 SherbetS (talk | contribs) m . . (10,642 bytes) (+3
- (cur | prev)   04:16, 19 November 2022 SherbetS (talk | contribs) . . (10,290 bytes) (-658
- (cur | prev)   21:16, 6 November 2022 SherbetS (talk | contribs) . . (10,948 bytes) (-3,950
- (cur | prev)   00:27, 26 October 2022 SherbetS (talk | contribs) m . . (14,898 bytes) (-21
- (cur | prev)   15:52, 25 October 2022 SherbetS (talk | contribs) . . (15,113 bytes) (-40) . .
- (cur | prev)   15:50, 25 October 2022 SherbetS (talk | contribs) . . (15,153 bytes) (+383) . .
- (cur | prev)   15:24, 25 October 2022 SherbetS (talk | contribs) . . (14,770 bytes) (-312) . .
- (cur | prev)   03:28, 25 October 2022 SherbetS (talk | contribs) . . (15,082 bytes) (-1,504
- (cur | prev)   22:45, 23 October 2022 SherbetS (talk | contribs) . . (16,586 bytes) (-941) . .
- (cur | prev)   20:40, 16 October 2022 SherbetS (talk | contribs) . . (17,527 bytes) (-1,502
- (cur | prev)   03:48, 16 October 2022 SherbetS (talk | contribs) . . (19,029 bytes) (-439) . .
- (cur | prev)   01:20, 3 October 2022 SherbetS (talk | contribs) . . (19,468 bytes) (-452) . .
- (cur | prev)   11:39, 1 September 2022 Ianlopez1115 (talk | contribs) m . . (19,920 bytes)
- (cur | prev)   14:17, 24 August 2022 SherbetS (talk | contribs) . . (19,870 bytes) (+27) . .
- (cur | prev)   21:36, 22 August 2022 SherbetS (talk | contribs) . . (19,843 bytes) (+78) . .
- (cur | prev)   14:22, 22 August 2022 Hiausirg (talk | contribs) . . (19,765 bytes) (+60) . . (-
- (cur | prev)   08:09, 22 August 2022 JesseFW (talk | contribs) . . (19,705 bytes) (+54) . .
- (cur | prev)   21:41, 21 August 2022 SherbetS (talk | contribs) . . (19,651 bytes) (-82) . .
- (cur | prev)   20:15, 20 August 2022 SherbetS (talk | contribs) . . (19,733 bytes) (-187) . .
- (cur | prev)   18:47, 20 August 2022 SherbetS (talk | contribs) . . (19,920 bytes) (-637) . .

# Collaborators

- lostlost – Florida Landuse Import
- Wcedmisten – HIFLD/Hospitals
- Various – HIFLD/Electric Power Transmission Lines

# Questions + Contact

- Discord: SherbetS#3100
- Slack: SherbetS
- SherbetS everywhere else