# Problems we had ... with the coastline at Terceira island (PT) and a solution

(special thanks to Skyper 🔗)

01. Split the coastline in serveral parts

  ↻ JOSM -> TOOLS ->Split ways 🔗 (P)

  read more about way splitting

02. IMPORTANT: now upload each part. (So the different parts get different IDs on the Server!)

  read more about Object IDs 🔗

03. Distribute different parts of the coastline to different students

04. Each student downloads only one of the ways ... (one object)

  ↻ How do I download only one object? Here are two possibilities:

    1. choose a minimal Bbox ... that is the area we choose in the download window from JOSM ... and to choose only one object is quite difficult ;-) ) OR
    2. much better download with the Object-ID.

  ↻ How do I do download with an Object-ID? -

    ↻ First you need the ID of the object to download ;-)

        1. select one part of your splitted coastline with a click (see 01.)
        2. JOSM -> VIEW -> Advanced Info 🔗 = CTRL+I

          or

        JOSM -> VIEW -> Advanced Info (web) 🔗 = CTRL+Shift+I

      and you get the ID from your way ;-) ... nice isn't it?

    ↻ Then with the ID you can open that object in JOSM as follows:

      JOSM -> FILE ->"download object 🔗" in the opening window specify object type: way/node ... and the object ID number

05. Now correct the coastline

  ↻ moving existing points and adding new points. (as you did it before ;-)) but make clear not to draw beyond the start/end points of the way nor to move these two points.
  ↻ If a way gets to many nodes (>1000) just split it.

  Note: best but not necessary: Edit mode "Improve Way Accuracy 🔗" (only available in Expert mode 🔗 )

06. save locally (on your PC)

  ↻ JOSM -> FILE -> Save


not needed but much safer

(07. actualize the modified objects: JOSM -> FILE -> Update modified 🔗, to see conflicts very early, and not during upload)

(08. maybe save again ... and continue)


09. finally upload

10. done ;-)