

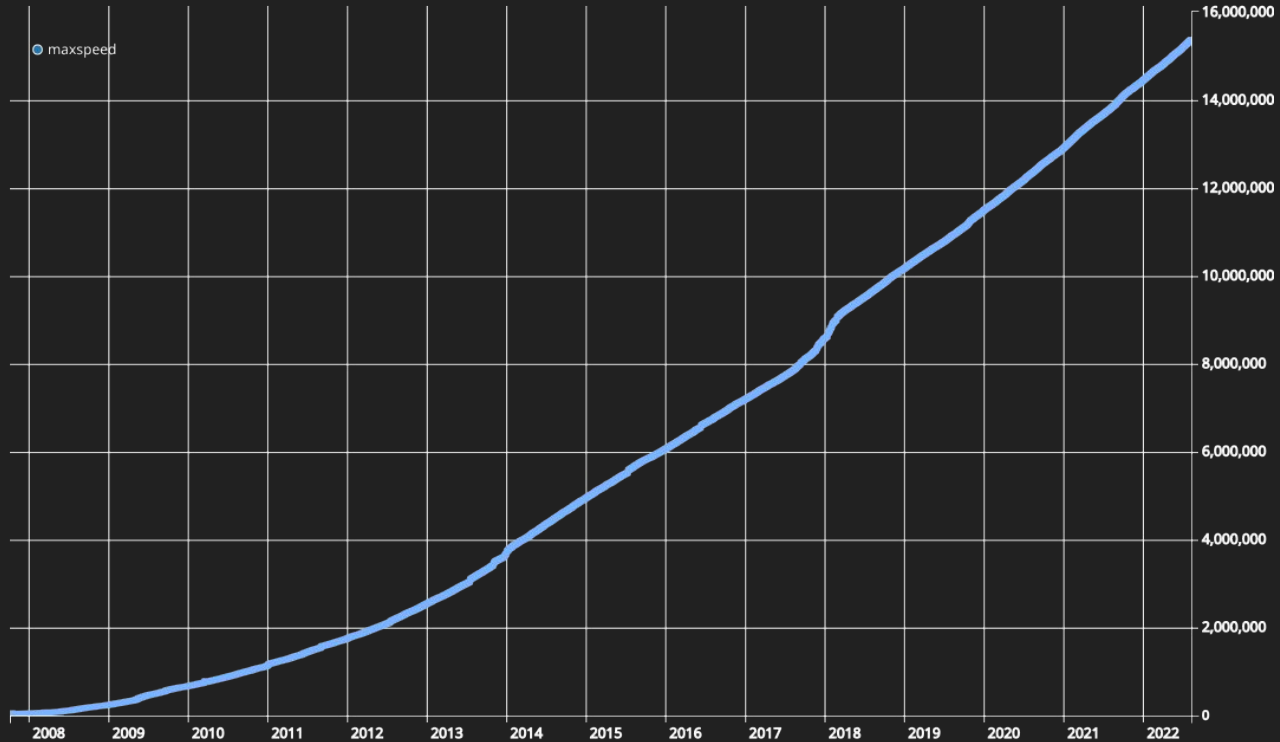
maxspeed

What percentage of roads
have maxspeed tagged?

What percentage of roads
have maxspeed tagged?

15 %

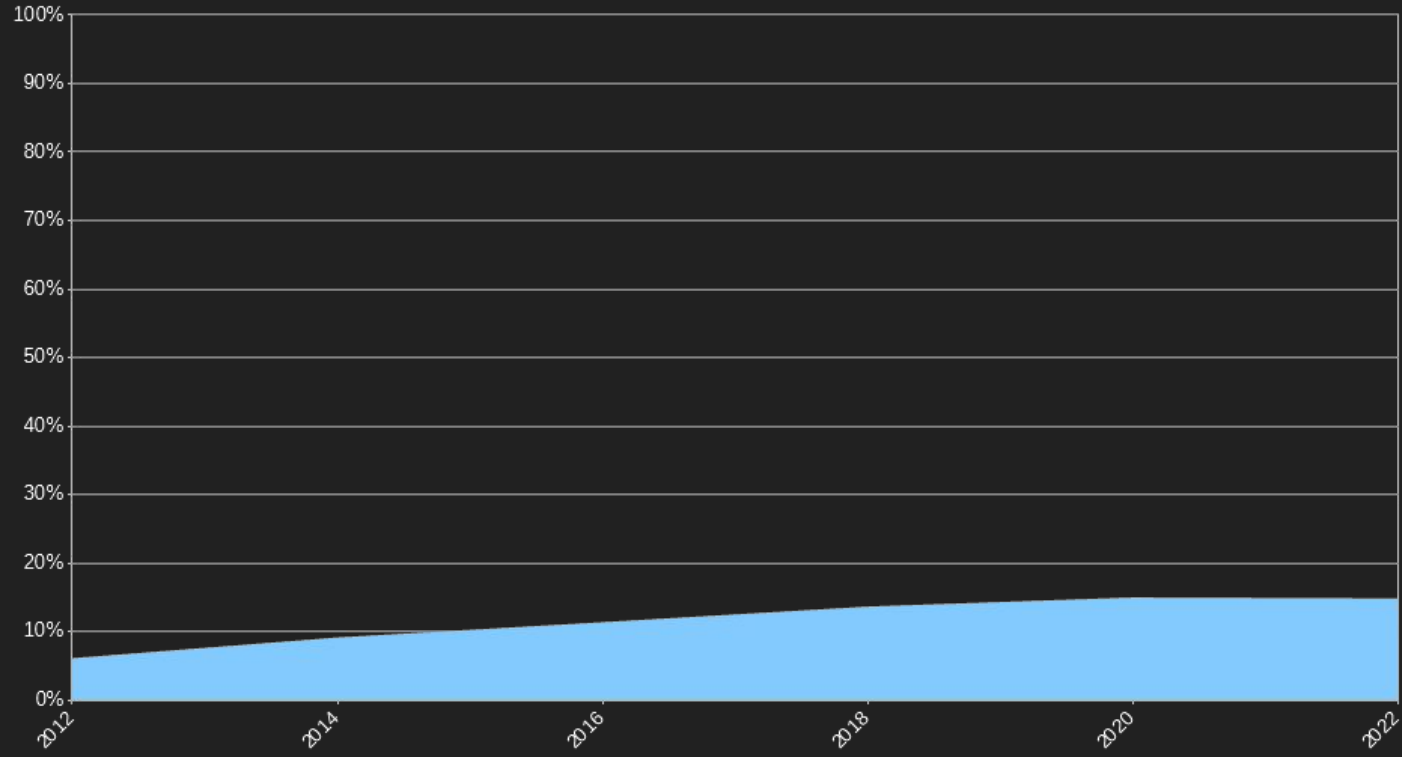
Just a matter of time..



Just a matter of time?



Nope.



But why?

But why?

1. Adding roads is easier



VS



But why?

1. Adding roads is easier
2. No sign, what to tag?



No sign, what to tag?

`maxspeed=90`

`maxspeed=90 80`

When the legislation changed but you mapped all unsigned speed limits with `maxspeed`



`maxspeed=80`

`source : maxspeed=FR : rural`

`maxspeed=80`

`source : maxspeed=FR : rural`



`maxspeed=80`

(maxspeed=80)

source : maxspeed=FR : rural



maxspeed=80

maxspeed=80

~~source:maxspeed~~

maxspeed: type



maxspeed=80

~~source:maxspeed~~

~~maxspeed:type~~

zone:maxspeed

maxspeed=80

~~source:maxspeed~~

~~maxspeed:type~~

~~zone:maxspeed~~

zone:traffic

maxspeed=FR:rural

~~source:maxspeed~~

~~maxspeed:type~~

~~zone:maxspeed~~

~~zone:traffic~~



maxspeed

source:maxspeed

maxspeed:type

zone:maxspeed

zone:traffic



=FR:rural

Sounds good, doesn't work

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- Mappers still need to know in which “road category” they are to make any contribution at all

Sounds good, doesn't work

- Mappers still need to know in which “road category” they are to make any contribution at all
- Those “road categories” need to be defined comprehensively and mappers need to know about them (for each country)
- But they aren't (it's not always just urban/rural)

Default Speed Limits

wiki.osm.org/wiki/Default_speed_limits

Findings

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- `source:maxspeed` (etc.) schema is only good to determine if it is signed, urban or rural (But: it is only set if no explicit maxspeed is specified 😞)

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- `source:maxspeed` (etc.) schema is only good to determine if it is signed, urban or rural (But: it is only set if no explicit maxspeed is specified 😞)
- Many road types can be determined from physical properties or their classification in OSM with certainty. A plethora of more tags are used in different countries

Demo!!



westnordost.github.io/osm-legal-default-speeds/

Thank You!

Made possible through grant from

