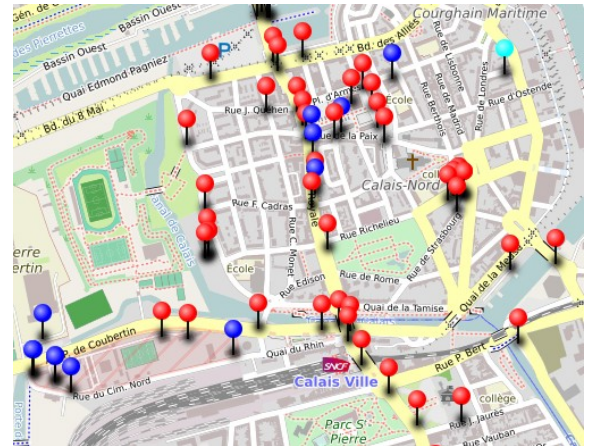# Surveillance camera map

On the French-British border as elsewhere, there are 1 000 reasons to locate and record cameras as best as possible. Small collaborative tool to better thwart surveillance and generalized policing...

The online map (full link):
https://umap.openstreetmap.fr/en/map/
cameras-fr-uk-border_929875#13/

A shortened link:

http://u.osmfr.org/m/929875/

This map is accessible to all and collaborative: everyone can locate and add cameras! It works with the free uMap software which uses OpenStreetMap maps (a collaborative alternative to Google Maps). A team of administrators watches over to validate the contributions (to prevent a cop or other fascist from coming to disturb all that).

Help complete the map! On the way to work or to sports class, coming back from the bar or shopping... you can even motivate your friends for group walks and spot lot of cameras! Let's be as many as possible to keep this map updated!

To increase efficiency, this map allows you to indicate the areas that have already been checked and when it was done. It is also possible to specify the type of camera, and therefore to better adapt to the different risks (for example, public cameras can be watched in real time by the police, while private cameras are more likely to be revised later).

Here is a little tuto on how to use it...

Broadcast without restraint 😈

For more info, see the "Guide pour lutter contre la vidéosurveillance":
https://technopolice.fr/
guide-videosurveillance.pdf
(in French)

UMAP TUTO | COLLABORATIVE CAMERA MAP

📍The markers indicate **camera locations** according to this color code:
- Red = public camera (municipality, police, etc.)
- Dark blue = private camera of a company or establishment (bank, SNCF…)
- Light blue = private camera of an individual
- Green = unknown or unspecified camera type
- Gray = camera to delete, which does not exist but is indicated on the map

The colored areas indicate the **checked areas** and on what date:
- In yellow for those which have been validated by the admins
- In pink for those waiting for validation

With the **"See data layers" icon** you can hide/show the data of your choice by clicking on the eye logo .

To edit the map, click the **"Edit" icon** at the top right of the map.

After modification, remember to click on the **"Save" icon** at the top right!

To add a camera, click on the **"draw a marker" icon** and click as precisely as possible on its location on the map. A window opens, indicate the type of camera in the "choose the layer of the feature" drop-down menu. If you have any comments/clarifications, feel free to write them in "description".

To add a checked areas:

→ You can ***use a smartphone application that traces your route***. This is possible e.g with Maps.Me (https://maps.me/), downloadable for free from *Google Play* or the *App Store*. When you start spotting cameras, turn on your phone's geolocation then open Maps.Me and go to "More", then "Recording a track". Your route will be traced on the application. When you have finished scouting, stop recording and save it to your files. Then go to the uMap map, click on **"import data"** , with "browse" select the record you saved. Then, in the drop-down menus, specify the format (the letters after the dot in the file name: .kml, .csv, .geojson…) and the "Zones vérifiées" layer. Then, in "name", indicate the update date.

→ Otherwise, if you don't want/can't use geolocation, you can ***draw them directly on uMap***. You can either trace your route with **"draw a polyline"** , or outline an area with **"draw a polygon"** . To complete the polygon or line, click on the last point you added. A window opens: in the "choose the layer of the feature" menu, choose "Zones vérifiées" then in "name" indicate the update date.

Edit/delete a camera or a checked areas:

In edit mode, **click on the item**, then click on the **pen** **to edit** or on the **trash can** **to delete**. If a camera to be deleted has already been validated, place a gray marker ("caméra inexistante").

*With « **share and dowload** » , it is possible to download the map data (for example in geojson or csv format). Do not hesitate to keep a copy, especially when you have just made some modifications: anyone can modify/delete the data as long as the admins haven't validated it!*