

# Creating a vector map

## Overview

In this section, we will explain how to create Lanelet2 maps with TIER IV's [Vector Map Builder tool](#).

There are alternative tools such as Unity-based app [MapToolbox](#) and Java-based app [JOSM](#) that you may use for creating a Lanelet2 map. We will be using TIER IV's Vector Map Builder in the tutorial since it works on a browser without installation of extra dependency applications.

## Vector Map Builder

You need a TIER IV account for using Vector Map Builder tool. If it is the first time to use the tool, [create a TIER IV account](#) in order to use [Vector Map Builder tool](#). For more information about this tool, please check the [official guide](#).

You can follow these pages for creating a Lanelet2 map and understanding its regulatory elements.

- [Lanelet2](#)
- [Crosswalk](#)
- [Stop Line](#)
- [Traffic Light](#)
- [Speed Bump](#)
- [Detection Area](#)