

Name	OSM tag	OSM tag proposal	AccessibleMaps Categories	AccessibleMaps Entities	AccessibleMaps Property	AccessibleMaps Sub-Property	A11yJSON tag	A11yJSON property
(health) clinic or infirmary or doctor	amenity=clinic, amenity=doctors, amenity=hospital, healthcare=clinic, healthcare=doctor, healthcare=hospital, healthcare=yes		Facility daily needs	Services	type [1]	[health] clinic or infirmary or doctor		PlaceInfo#category
3 levels above ground levels in a building	building:levels=3							
3 levels space between ground level and bottom level of building	building:min_level=3							
3 levels space between roof of part of building and top level of building	building:max_level=3							
a bioreactor for the production of biogas from biomas	building=digester							
a passage on foot designed to allow one person at a time to pass	barrier=turnstile							
abbreviation		abbreviation=user defined	General building information	Formal information	name [4]	abbreviation		
access conditions are unknown or unclear	access=unknown							
access for persons of the female sex or gender	female=yes							
access for persons of the male sex or gender	male=yes							
access for vehicles in general is not allowed	vehicle=private							
access is not allowed	access=no							
access key holder at doorway	access=private, door=yes	key_holder=yes	Building characteristics	Doorways	access [1]	key holder		
access keys for elevator	access=private, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	access [2]	keys		
access lecturer zone barrier-free: yes / yes, via separate input / no	room=lecture		General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	access lecturer zone barrier-free: yes / yes, via separate input / no		
access only for agricultural traffic	access=agricultural							
	access=customers, access:disabled=customers, disabled=customers							
access only for customers								
access only for delivering goods to or from a customer	access=delivery							
access only for forestry vehicles	access=forestry							
access only if you dismount	access=dismount							
	access=destination, access:disabled=destination, disabled=destination							
access only when traveling to this area								
access only with key	access=private							
access only with permit	access=permit, disabled=permit							WheelchairParking#neededParkingPermits
access permission for cyclists	bicycle=yes							

access restrictions	access=private		General building information	Formal information	access restrictions		PlaceInfo#accessibility
access to all persons regardless of sex or gender	unisex=yes						
access to doorway	access=yes, door=yes		Building characteristics	Doorways	access [1]		
access to elevator	access=yes, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	access [2]		
access to escalators	access=yes, escalator=yes		Change Elevation	Escalators	access [4]		
access to floor (pathway)	access=yes, highway=corridor, highway=footway, highway=path		Building characteristics	Floor (pathway)	access [5]		
access to toilet / toilet compartment	access=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes		Facility daily needs	Toilet / toilet compartment	access [3]		Restroom#toilet
accessibility sign existence at accessible parking place, min 60inch high	access=yes, access:disabled=yes, amenity=parking, height=0'60", information=guidepost, wheelchair=yes	sign=yes, sign=accessible_parking	Way to building	Accessible parking	sign [1]	accessibility sign existence, min 60inch high	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible door usable and under maintenance	access=no, access=yes, access=unknown, door=yes, usability=no, usability=yes, wheelchair=yes	access=under_maintenance	Building characteristics	Doorways	access [1]	usable / maintenance	Accessibility#accessibleWith.wheelchair, EquipmentProperties#door, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair
accessible doorway	access=yes, access:disabled=yes, door=yes, wheelchair=yes		Building characteristics	Doorways	accessibility [1]		Accessibility#accessibleWith.wheelchair, EquipmentProperties#door, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair
accessible elevator	access=yes, access:disabled=yes, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, wheelchair=yes		Change Elevation	Elevator	accessibility [2]		Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair

			Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for 1 disabled person	access:disabled=1, disabled=1, disabled_spaces=1, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for 2 disabled persons	access:disabled=2, disabled=2, disabled_spaces=2, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for 3 disabled persons	access:disabled=3, disabled=3, disabled_spaces=3, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for 4 disabled persons	access:disabled=4 disabled=4, disabled_spaces=4, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for blind persons	access:blind=yes, blind=yes, blind:accessible=yes		PlaceInfo#accessibility
accessible for deaf persons	access:deaf=yes		PlaceInfo#accessibility
accessible for disabled persons	access:disabled=destination, access:disabled=permissive, access:disabled=yes, disabled=customers, disability_access=yes, (disable=yes: should not be used: same as disabled=yes), disabled=destination, disabled=permit, disabled=yes, disabled_spaces=yes, disabled_vehicle=yes, handicapped_accessible=yes, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#neededParkingPermits, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
accessible for mental disabled persons	access:disabled=customers, access:mental_disabled=yes		PlaceInfo#accessibility
accessible for persons with sitting disabilities	sitting_disability=yes		PlaceInfo#accessibility
accessible for persons with walking disabilities	walking_disability=yes, wheelchair=yes	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair

								Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible parking exists	access=yes, access:disabled=yes, amenity=parking, wheelchair=yes	accessible_parking=yes	Way to building	Accessible parking	existence [1]		Accessibility#accessibleWith.wheelchair == true	
								Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible parking location vertical clearance for the van space	access=yes, access:disabled=yes, amenity=parking, maxheight=3, wheelchair=yes	accessible_parking=yes	Way to building	Accessible parking	location [2]	vertical clearance for the van space	Accessibility#accessibleWith.wheelchair == true	
								Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible parking sign	access=yes, access:disabled=yes, amenity=parking, information=guidepost, wheelchair=yes	sign=accessible_parking	Way to building	Accessible parking	sign [1]		Accessibility#accessibleWith.wheelchair == true	
								Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width

accessible parking van accessibility sign	access=yes, access:disabled=yes, amenity=parking, amenity=parking_space, information=board, information=guidepost, maxheight=default, parking_space=hgv, parking_space=disabled, traffic_sign=maxheight, wheelchair=yes	sign=accessible_parking	Way to building	Accessible parking	sign [1]	van accessibility sign	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible parking with access aisles	access=yes, access:disabled=yes, amenity=parking, amenity=parking_space, footway=access_aisle, parking_space=disabled, wheelchair=yes		Way to building	Accessible parking	access aisles		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
accessible platform lift	access=yes, access:disabled=yes, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, wheelchair=yes		Change Elevation	Platform lift	accessibility [3]		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
accessible route	access=yes, access:disabled=yes, wheelchair=yes	route=accessible	Way to building	Accessible parking	access aisles	do access aisles adjoin an accessible route?	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, EquipmentProperties#alternativeRouteInstructions, PlaceInfo#accessibility
accessible through door	access=yes, access:disabled=yes, door=yes, wheelchair=yes		Building characteristics	Doorways	accessibility [1]	through door	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
accessible toilet / toilet compartment	access=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes		Facility daily needs	Toilet / toilet compartment	accessibility [4]		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair

accessible toilet / toilet compartment for people with disabilities	access=yes, access:disabled=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes	Facility daily needs	Toilet / toilet compartment	access [3]	people with disabilities	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair
accessible toilet height	access=yes, access:disabled=yes, amenity=toilets, building=toilets, height=0.47, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	toilet height	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase
acoustic signals: arrival signal / no	Acoustic guide=yes, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, sound=no, sound=yes, sound_level=high, sound_level=low, sound_level=medium	acoustic_signals=arrival_signals, acoustic_signals=no	Change Elevation	Elevator	exterior operating elements	acoustic signals: arrival signal / no	
active fire protection measure, and a source of water provided in most urban, suburban, and rural areas with municipal water service to enable fire fighters to tap into the municipal water supply to assist in extinguishing a fire							
	emergency=fire_hydrant						StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
actual interpolation way	addr:inclusion=actual						
acupressure massage	massage=acupressure						
ADA compliant	ADA_compliant=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	accessibility level: ADA compliant		PlaceInfo#accessibility, Restroom#toilet
additional charge is required to access the internet, even for customers	internet_access=fee=yes						
additional entry	entrance=secondary	Building characteristics	Doorways	type of entrance/exit door	side entrance		Entrance#door

address interpolation way may contain numbers that don't actually physically exist	addr:inclusion=estimate				PlaceInfo#address, StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
					PlaceInfo#address, StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
address of rooms / venues / offices administration	addr:door=user defined, addr:flat=user defined, addr:floor=user defined, addr:full=user defined, addr:unit=user defined, ref=101 room=administration	General help for orientation / Technical assistance	Rooms / venues / offices	address [2]	
advertisement painted on a wall	advertisement=wall_painting				
advertising billboard (also called a hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads	advertising=billboard				
advertising column, a cylindrical outdoor structure which shows advertisements	advertising=column				
advertising on tarp, either on scaffolding, or wall tarp	advertising=tarp				
advertising screen	advertising=screen				Media#hasDedicatedScreenForSubtitles, Media#hasRealTimeCaptioning, Media#hasSubtitles, Media#type
advertising sculpture, or any advertising object in 3D	advertising=sculpture				
advertising sign, also used for neon signs and logos	advertising=sign				
aero light is established for aeronautical navigation	light:category=aero				
agricultural building used for storage and as a covered workplace	building=barn				
air condition	airconditioned=yes, air_conditioning=no, air_conditioning=yes	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	air condition

air-condition existing	airconditioned=yes emergency=siren, light_source=warning, sensor:triggers=alarm, sensor:triggers=light						
alarm in the 2-sense system		emergency=2-sense	Security	Escape route	alarm in the 2-sense system		
all animals are allowed	animal=yes, dog=yes						AnimalPolicy#allowsAnyAnimals
all glass-door: high contrast to background: yes / no	door=yes, material=glass	high_contrast=no, high_contrast=yes	Building characteristics	Doorways	material of the entrance door	all glass-door: high contrast to background: yes / no	Door#hasClearMarkingOnGlassDoor, EquipmentProperties#door, EquipmentProperties#isHighContrast
							StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
all numbers are used to interpolate the house numbers	addr:interpolation=all						
all public spaces are on at least one accessible route	access=yes, access:disabled=yes, wheelchair=yes	route=accessible	Building characteristics	Floor (pathway)	are all public spaces on at least one accessible route?	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, EquipmentProperties#alternativeRouteInstructions, PlaceInfo#accessibility
alley is a service road usually located between properties for access to utilities	service=alley						
alternating access for persons of the female sex or gender only	female=alternating						
alternating access for persons of the male sex or gender	male=alternating						
alternative accessible doorway	access=yes, access:disabled=yes, door=yes, entrance=secondary, wheelchair=yes		Building characteristics	Doorways	alternative accessible entrance [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Entrance#door, EquipmentProperties#door
alternative accessible entrance to rooms / venues / offices	access=yes, access:disabled=yes, door=yes, entrance=secondary, wheelchair=yes		General help for orientation / Technical assistance	Rooms / venues / offices	alternative accessible entrance [2]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Entrance#door, Room#isAccessibleWithWheelchair
alternative route instructions	board_type=map, description=user defined, information=guidepost, information=map, information=route_marker	route=accessible					EquipmentProperties#alternativeRouteInstructions
alternative route using ramps	highway=access_ramp						EquipmentProperties#alternativeRouteInstructions
alternative use of relaxation room	room=relaxation	alternative_use=yes	Facility daily needs	Relaxation room	alternative use		
alternative use of toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes	alternative_use=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	alternative use	Restroom#toilet

ambulance station is a structure or other area set aside for storage of ambulance vehicles, medical equipment, personal protective equipment, and other medical supplies	ambulance_station								
ammunition dump	room=ammunition dump								
analog display	display=analog								
and handling advertising	office=advertising_agency								
angular aperture of a directed light source is 45°	light:aperture=45								
annotations about toilet / toilet compartment	building=toilets, room=toilet, toilets=yes	annotations=user defined, annotations=yes	Facility daily needs	Toilet / toilet compartment	annotations			Restroom#toilet	
any water drain or decorative tactile element can be used for orientation accidentally, but no typical tactile ground elements are used	tactile_paving=primitive								
apartments are part of building	building:part=apartments								
								Accessibility#accessibleWith.wheelchair, Pathways#widthAtObstacles, PlaceInfo#accessibility, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide	
approachability of the water closet: on both sides / only left / only right	access:disabled=yes, height=user defined, length=user defined, width=user defined, wheelchair=yes	clear_floor_space=yes, water_closet=yes	Facility daily needs	Toilet / toilet compartment	water closet	approachability: on both sides / only left / only right	Accessibility#accessibleWith.wheelchair == true		
approaching the building	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, wheelchair:description:lg=user defined		General building information	Formal information	description [2]	approaching the building			
aquarium	room=auqarium								
arc lamp	light:method=arc								
arcade is a succession of arches	covered=arcade								
archive	room=archive								
								Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#toilet, Restroom#turningSpaceInside, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide	
area next to WC in cm: left: ... / right: ... (Note: if you stand in front of the WC and look at it, then the left or right side)	building=toilets, length=user defined, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, width=user defined	clear_floor_space=yes	Facility daily needs	Toilet / toilet compartment	water closet	area next to WC in cm: left: ... / right: ... (Note: if you stand in front of the WC and look at it, then the left or right side)			
area of movement (outside the elevator): width / depth in cm	elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, width=user defined	clear_floor_space=yes	Change Elevation	Elevator	dimensions outside	area of movement (outside): width / depth in cm		Ground#turningSpace, Media#turningSpaceInFront	
area that is usually enclosed by walls or buildings	man_made=courtyard								
armchair		armchair=yes	Movables	Furniture	type: seating	armchair			
arms depot	room=arms depot								

artisan who builds things by joining pieces of wood, particularly furniture or ornamental work								
	craft=joiner							
artistically worked stone	artwork_type=stone							
at intervals	supervised=interval							
	access=yes, access:disabled=yes, bulding=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=unspecified, toilets_access=public, toilets:wheelchair=yes							
at least one toilet room accessible			Facility daily needs	Toilet / toilet compartment	accessibility [4]	at least one toilet room accessible	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair
at least the first and the last step	step:contrast=yes							
at night	lit=yes							
attention fields in front of doors: yes, function(s): ... / no	door=yes	attention_field=yes	Building characteristics	Doorways	attention fields in front of doors	yes, function(s): ... / no		EquipmentProperties#door
attention fields in front of doorways	door=yes	attention_field=yes	Building characteristics	Doorways	attention fields in front of doors			EquipmentProperties#door
attribute for naming levels	indoor=level, level=user defined							StructuredAddress#level, StructuredAddress#text
audibility	audio=yes, audio_announcement=yes, sound=yes, sound_level=high, sound_level=low, sound_level=medium		audibility=bad, audibility=good, audibility=medium	General help for orientation / Technical assistance	Technology	audibility		
audibility interference sources: considerable / tolerable / not considerable	audio=yes, audio_announcement=yes, sound=yes, sound_level=high, sound_level=low, sound_level=medium		audibility=bad, audibility=good, audibility=medium, interference_source=considerable, interference_source=not considerable, interference_source=tolerable	General help for orientation / Technical assistance	Technology	audibility	interference sources: considerable / tolerable / not considerable	EquipmentProperties#disruptionSourceimportId
audible signals about floor: arrival signal / no	Acoustic guide=no, Acoustic guide=yes, audio=yes, audio_announcement=no, audio_announcement=yes, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, sound=yes, sound_level=high, sound_level=low, sound_level=medium		acoustic_signals=arrival_signals, acoustic_signals=no	Change Elevation	Elevator	in-car controls / equipment	audible signals about floor: arrival signal / no	
audible signals about floor: floor announcement: clear / unclear	Acoustic guide=no, Acoustic guide=yes, audio=yes, audio_announcement=no, audio_announcement=yes, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, sound=yes, sound_level=high, sound_level=low, sound_level=medium		acoustic_signals=clear, acoustic_signals=unclear	Change Elevation	Elevator	in-car controls / equipment	audible signals about floor: floor announcement: clear / unclear	EquipmentProperties#hasSpeech, EquipmentProperties#hasSpeech, Media#isAudio, Media#type, Media#isAudio, Media#type, PlaceInfo#accessibility
audio announcement	audio_announcement=yes							
audio beacon	information=audio beacon							

audio loop	audio_loop=yes						EquipmentProperties#hasSpeech, Media#isAudio, Media#type
audio output	audio=yes						EquipmentProperties#hasSpeech, Media#isAudio, Media#type
audioguide	information=audioguide						EquipmentProperties#hasSpeech, Media#isAudio, Media#type
auditorium	room=auditorium	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	auditorium		PlaceInfo#category
auditory reference points: sound source; music; signs with audio sound automatic and remote controls	audio=yes, audio_announcement=yes, reference_point=yes, sound=yes, sound_level=high, sound_level=low, sound_level=medium control=automatic;remote	auditory_reference_point=music, auditory_reference_point=yes, sign=yes	General help for orientation / Technical assistance	Reference points	auditory: sound source; music; signs with audio sound		EquipmentProperties#disruptionSourceImportId, EquipmentProperties#hasSpeech
Automatic opening on user detection	automatic_door=motion, automatic_door=floor, automatic_door=slowdown_button, automatic_door=yes						Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
average incline	incline:avg=15%, incline:avg=10°						Pathways#maxLongitudinalSlope
aviary	room=aviary						
axial height of the lowest knob in cm in the elevator	elevator=lift, elevator=wheelchair, elevator=yes, height=user defined, highway=elevator, room=elevator	Change Elevation	Elevator	in-car controls / equipment	axial height of the lowest knob in cm		EquipmentProperties#heightOfControls
axial height of the top button in cm in the elevator	button_operated=yes, elevator=lift, elevator=wheelchair, elevator=yes, height=user defined, highway=elevator, room=elevator	Change Elevation	Elevator	in-car controls / equipment	axial height of the top button in cm:		EquipmentProperties#heightOfControls
backdoor	entrance=service						Entrance#door, EquipmentProperties#door
backrest does not exist	backrest=no						
backrest exists	backrest=yes	Movables	Benches	back support			
backstage	room=make-up						
bad audio loop	audio_loop=bad						EquipmentProperties#hasSpeech, Media#isAudio, Media#type
badly accessible for disabled persons	access:disabled=bad, wheelchair=limited, wheelchair=no	General help for orientation / Technical assistance	Rooms / venues / offices	balcony		Accessibility#accessibleWith.wheelchair == false, Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair == true	Accessibility#partiallyAccessibleWith.wheelchair, PlaceInfo#accessibility
balcony	room=balcony						
baptism	room=baptism						
bar or pole pivoted (rotates upwards to open)	barrier=lift_gate						
barn	room=barn						
barrier along a path preventing access by motorcycles	barrier=motorcycle_barrier						
barrier made of heavy prefabricated blocks	barrier=jersey_barrier						

barrier to stop cars	barrier=sump_buster						
barrier which nature cannot be determined	barrier=yes						
	access=yes, access:disbaled=bad, access:disabled=designated, access:disabled=no, access:disabled=only, access:disabled=permissive, access:disabled=private, acces:disabled=yes, control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator						
barrier-free controls in elevator			Change Elevation	Elevator	in-car controls / equipment	completely barrier-free and unrestricted use: yes / partially / no	EquipmentProperties#heightOfControls, PlaceInfo#accessibility
	access=yes, access:disabled=designated, access:disabled=only, access:disabled=permissive, access:disabled=private, acces:disabled=yes, building=toilets, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes, width=user defined						
barrier-free lateral approach of toilet in cm	clear_floor_space=yes	Facility daily needs	Toilet / toilet compartment	water closet	barrier-free lateral approach in cm [2]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
	access=yes, access:disabled=designated, access:disabled=only, access:disabled=permissive, access:disabled=private, acces:disabled=yes, door=yes, door:opening=both, door:opening=inside, door:opening=outside,length=user defined, width=user defined						
barrier-free lateral approachability of door	clear_floor_space=yes	Building characteristics	Doorways	accessibility [1]	barrier-free lateral approachability (min. 50 cm)		Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility

	access=yes, access:disabled=designated, access:disabled=only, access:disabled=permissive, access:disabled=private, access:disabled=yes, automatic_door=button, automatic_door=continous, automatic_door=floor, automatic_door=motion, automatic_door=no, automatic_door=slowdown_button, automatic_door=yes, door=yes, door:handle=crash_bar, door:handle=hole, door:handle=knob, door:handle=lever, door:handle=ring, door:opening=both, door:opening=inside, door:opening=outside					Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door, PlaceInfo#accessibility
barrier-free opening/closing mechanism of a door		Building characteristics	Doorways	opening/closing mechanism	barrier-free	
barriers that slows or prevents access for bicycle users	barrier=cycle_barrier					
bath room	room=bath					Restroom#hasBathTub
bedroom	room=bedroom	Movables	Furniture	type: seating	bed	
beep - beep in most countries	traffic_signals:sound=walk					
beer garden	room=beer garden					
behaviour rules		behaviour_rules=user defined, behaviour_rules=yes	General building information	Formal information	behaviour rules	
bell tower	room=bell tower					
bench is affixed to wall	amenity=bench, barrier=wall, room=benches,	Movables	Benches	affixed to wall		
bicycle pictogram	pictogram=bicycle					
big pieces of rock used to improve path quality	surface=rock					
bills are accepted as payment	payment:notes=yes					Payment#acceptsBills, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
blind persons can use website	blind:website:lg=URL					EquipmentProperties#serviceWebsite Url
block of private garages each with a separate owner	building=garages					
Bluetooth	indoormark=beacon	bluetooth=yes				
Bluetooth, NFC or QR beacon for indoor positioning	indoormark=beacon	bluetooth=yes, NFC_beacon=yes, QR_beacon=yes				
board with a map	information=map					
board with information about view	board_type=sight					Media#type
boat shop, may also offer further services	shop=boat					
boat used primarily as a home, staying at a single permanent location both night and day	building=houseboat lit=24/7					

box in a mountain or wilderness area, containing a stretcher and first-aid materials	emergency=rescue_box						PlaceInfo#address, StructuredAddress#building, StructuredAddress#house, StructuredAddress#level, StructuredAddress#room, StructuredAddress#street
box to deposit outgoing postal items	amenity=post_box						
boxes and other structures, which typically contain plants for decoration, acting as a barrier	barrier=planter						
break room	room=break						
breakfast room	room=breakfast						
broad beam light used to illuminate a structure or area	light:category=flood						
building address	addr:full=user defined	General building information	Formal information	address [1]			
building arranged into individual dwellings	building=apartments						
building built as a supermarket	building=supermarket	General help for orientation / Technical assistance	Stores	type [5]	supermarket		PlaceInfo#category
building built as chapel	building=chapel						PlaceInfo#category
building built to house government offices	building=government						PlaceInfo#category
building constructed as a digester	building=digester						PlaceInfo#category
building constructed as accessible to the general public	building=public						PlaceInfo#accessibility, PlaceInfo#category
building constructed for non-specific commercial activities to take place there	building=commercial						PlaceInfo#category
building constructed to house fire fighting equipment	building=fire_station						PlaceInfo#category
building designed for toilets	building=toilets						PlaceInfo#category, Restroom#toilet
building designed with separate rooms available for overnight accommodation	building=hotel						PlaceInfo#category
building for baking bread	building=bakehouse						PlaceInfo#category
building for housing cows	building=cowshed						PlaceInfo#category
building for raising domestic pigs	building=sty						PlaceInfo#category
building hosting any civic amenity	building=civic						PlaceInfo#category
building in which plants are grown	building=greenhouse						PlaceInfo#category
building is box shaped	building:form=box						PlaceInfo#category
building is fireproof	building:fireproof=yes						PlaceInfo#category
building is I-shaped	building:form=l-shaped						PlaceInfo#category
building is L-shaped	building:form=L-shaped						PlaceInfo#category
building is multi-projected	building:form=multi-projected						PlaceInfo#category
building is not fireproof	building:fireproof=no						PlaceInfo#category
building is not regular shaped	building:form=other						PlaceInfo#category
building is rectangular shaped	building:form=rectangular						PlaceInfo#category
building is T-shaped	building:form=T-shaped						PlaceInfo#category

building levels / floors	level=-1;0	General building information	Formal information	levels / floors	PlaceInfo#accessibility, StructuredAddress#level, StructuredAddress#room		
building number	addr:housenumber=user defined	General building information	Formal information	building number	StructuredAddress#building, StructuredAddress#house, StructuredAddress#level, StructuredAddress#room		
building on a farm that is not a dwelling	building=farm_auxiliary				PlaceInfo#category		
building open on at least two sides	building=roof						
building or room having glass or tarpaulin roofing and walls	building=conservatory						
building part under construction	building:part=construction						
building plan	information=map, information=tactile_map	building_plan=yes	General help for orientation / Technical assistance	Plan	type [12]	building plan	PlaceInfo#accessibility
building primarily used for selling goods to the general public	building=retail		General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	retail areas (shops)	PlaceInfo#category
building providing facilities for users of sports grounds	building=pavilion						PlaceInfo#category
building related to the public transportation	building=transportation	General building information	Formal information	public transport			PlaceInfo#category
building size	building:levels=number, height=user defined, length=user defined, width=user defined	General building information	Formal information	size [1]			PlaceInfo#accessibility
building symmetry	building:form=box, building:form=l-shaped, building:form=L-shaped, building:form=multi_projected, building:form=rectangular, building:form=T-shaped	General building information	Formal information	symmetry			PlaceInfo#accessibility
building that is used as a stable for horses	building=stable						PlaceInfo#category
building that was built as a cathedral	building=cathedral						PlaceInfo#category
building that was built as a church	building=church						PlaceInfo#category
building that was built as a mosque	building=mosque						PlaceInfo#category
building that was built as a religious building	building=religious						PlaceInfo#category
building that was built as a riding hall	building=riding_hall						PlaceInfo#category
building that was built as a shrine	building=shrine						PlaceInfo#category
building that was built as a sports hall	building=sports_hall						PlaceInfo#category
building that was built as a synagogue	building=synagogue						PlaceInfo#category
building that was built as a temple	building=temple						PlaceInfo#category
building under construction	building=construction						
building used as a bridge	building=bridge	General building information	Formal information	bridges between buildings or parts of buildings			

building used primarily for residential purposes	building=residential				PlaceInfo#category
building where some manufacturing process takes place	building=industrial				PlaceInfo#category
building which forms part of a hospital	building=hospital				PlaceInfo#category
building which was built as stadium	building=stadium				PlaceInfo#category
building with no soft storey	building:soft_storey=no				PlaceInfo#category
building with one or more soft storey	building:soft_storey=yes				PlaceInfo#category
building within the grounds of a college	building=college				PlaceInfo#category
bungalow	building=bungalow				PlaceInfo#category
business selling goods to exterminate rats, insects etc.	shop=pest_control				
business that offers secured loans against items of personal property as collateral	shop=pawnbroker				
business where cars are repaired	shop=car_repair				
bust	artwork_type=bust				
but not at the same time	unisex=alternating				
but not wheelchairs	wheelchair=no			Accessibility#accessible With.wheelchair == false	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
button is defect	button_operated=defect				
	automatic_door=button, button_operated=only, button_operated=optional, button_operated=defect, button_operated=not_only, button_operated=sometimes				
button operated					EquipmentProperties#door
button to slow down	automatic_door=slowdown_button				EquipmentProperties#door
by 10 degree	incline=10°, incline:across=10°, incline:avg=10°				Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
by 15 percent	incline=15%, incline:across=15%, incline:avg=15%				Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
cabin	room=cabin				
cabinet located in the street and hosting technical equipment to operate facilities such as electricity or street lights	man_made=street_cabinet				
cable driven inclined railway	railway=furnicular				
canteen	room=canteen	General help for orientation / Technical assistance	Rooms / venues / offices type [15]	food: canteen	PlaceInfo#category
car shuttle trains through tunnels	service=car-shuttle				
cards are accepted	payment:cards=yes				
cards are accepted only at certain times	payment:cards=interval				
cards are not accepted	payment:cards=no				
carpet layer is a tradesmen who specializes in laying carpets	craft=carpet_layer				

carpet variant	surface=carpet			[Beispiel:Carpet]	carpet variant	
carpets/mats	surface=carpet		Building characteristics	Floor (pathway)	material [1]	carpets/mats (height, securely attached to floor)
carpets/mats with securely attached edges	surface=carpet	attached_edges=yes	Building characteristics	Doorways	carpets/mats	edges securely attached
carport is a covered structure used to offer limited protection to vehicles	building=carport					
cash is accepted	payment:cash=yes					
cash is accepted only at certain times	payment:cash=interval					
cash is not accepted	payment:cash=no					
cashier's desk		cashier's_desk=yes	Facility daily needs	Services	type [1]	cashier's desk (Kasse zum Bezahlen)
castle wall	wall=castle_wall					
catering	room=catering					
Cement based concrete	surface=concrete					
cenotaph (empty tomb)	memorial=cenotaph					
	control=automatic;remote, control=buttons, control>manual, control>manual_local, control>manual_locked, control>manual_remote, control=remote, control=remote_electric, control=spring	control=centralized, control=decentralized	General help for orientation / Technical assistance	Technology	control room functions	centralized / decentralized (e.g. light switch)
centralized / decentralized control						
certified by the German organisation DEHOGA	dehoga:a=yes, dehoga:b=yes, dehoga:c=yes, dehoga:d=yes, dehoga:e=yes					
chain used to prevent motorised vehicles	barrier=chain					
chair		chair=yes	Movables	Furniture	type: seating	chair
chancel	room=chancel					

	surface=acrylic, surface=artificial_turf, surface=asphalt, surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=compacted, surface=dirt, surface=earth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravel, surface=ground, surface=ice, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paving_stones, surface=pebblestone, surface=rock, surface=salt, surface=sand, surface=set, surface=snow, surface=tartan, surface=unhewn_cobblestone, surface=unpaved, surface=wood, surface=woodchips, texture=glass,				
change of the floor surface or texture	texture=ridges, texture=smooth	Building characteristics	Floor (pathway)	material [1]	change of the surface or texture
changing direction	conveying=reversible				
changing table is available	changing_table=yes	Movables	Furniture	type: table	baby's changing table
changing table is in a dedicated room	changing_table:location=dedicated_room				
changing table is in a room that isn't mainly intended for changing nappies	changing_table:location=room				
changing table is located in the toilet for men	changing_table:location=male_toilet				Restroom#toilet
changing table is located in the toilet for wheelchair users	changing_table:location=wheelchair_toilet				Restroom#toilet
changing table is located in the toilet for women	changing_table:location=female_toilet				Restroom#toilet
changing table is located in the unisex toilet	changing_table:location=unisex_toilet				Restroom#toilet
changing table is located right in the sales area	changing_table:location=sales_area				
changing table is not available	changing_table=no				
chapel	room=chapel				
check	room=check				
cheques are accepted	payment:cheque=yes				
cheques are accepted only at certain times	payment:cheque=interval				
cheques are not accepted	payment:cheque=no				
chinese massage	massage=chinese				
chiropractic	healthcare:speciality=chiropractic				
chiropractic massage	massage=chiropractic				

Circuit-breaker is the only kind of power switch which offers enough protection (safety) against abnormal power currents and can be operated when bound circuit is loaded	switch=circuit_breaker						
circular concrete structure holding liquid manure	building=slurry_tank						
classroom	room=class						
	StructuredAddress#room						
clear floor space at the end of the bench	amenity=bench, height=user defined, length=user defined, room=benches, width=user defined	clear_floor_space=yes	Movables	Benches	clear floor space at the end of the bench		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space by platform space	elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Change Elevation	Platform lift	clear floor space [2]		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space by public telephone	amenity=telephone, height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Facility daily needs	Public telephone	clear floor space [3]		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space by the drinking fountain	amenity=drinking_water, height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Facility daily needs	Drinking fountain	clear floor space [1]		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space by the elevator door	door=sliding, door=yes, elevator=lift, elevator=wheelchair, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	clear_floor_space=yes	Change Elevation	Elevator	door	dimension (clear floor area)	Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space extending under the obstruction	barrier=yes, height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Movables	Food Service Lines	self-service shelf or dispensing device	clear floor space extending under the obstruction	Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear floor space for approaching accessible surface	access=yes, access:disabled=yes, height=user defined, length=user defined, surface=acrylic, surface=asphalt,surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=metal, surface=paved, surface=paving_stones, surface=tartan, surface=wood, wheelchair=yes, width=user defined	clear_floor_space=yes	Movables	Wheelchair space (seatings)	clear floor space for approaching accessible surface	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair

								Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide, WashBasin#accessibleWithWheelchair, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
clear floor space in lavatories	amenity=toilets, building=toilets, height=user defined, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes, width= user defined	clear_floor_space=yes	Facility daily needs	Toilet / toilet compartment	lavatories	clear floor space	Accessibility#accessible With.wheelchair == true	
clear floor space in relaxation room	height=user defined, length=user defined, room=relaxation, width=user defined	clear_floor_space=yes	Facility daily needs	Relaxation room	clear floor space [4]			Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair
clear floor space on a platform lift	elevator=lift, elevator=wheelchair, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	clear_floor_space=yes	Change Elevation	Platform lift	clear floor space [2]	existence [10]		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
clear line of sight from wheelchair space (seatings)	indoor_seating=bar_table, indoor_seating=no, indoor_seating=yes, outdoor_seating=no, outdoor_seating=yes	line_of_sight=clear	Movables	Wheelchair space (seatings)	clear line of sight			PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
clearance around the water closet clinic is a medical centre, with more staff than a doctor's office, that does not admit inpatients	amenity=toilets, building=toilets, height=user defined, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes, width= user defined	clear_floor_space=yes	Facility daily needs	Toilet / toilet compartment	water closet	clearance around the closet	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
closer time of a door	amenity=clinic opening_hours=user defined, door=yes		Building characteristics	Doorways	opening/closing mechanism	closer timer		EquipmentProperties#door
coal storage	storage=coal							
coat hook height	height=user defined	coat_hook=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	coat hook height		PlaceInfo#accessibility
coins are accepted	payment:coins=yes							Payment#acceptsCoins, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
coins are accepted only at certain times	payment:coins=interval							
coins are not accepted	payment:coins=no							

cold water is available	cold_water=yes	AnimalPolicy#suppliesWaterForPets					
collection of supplies and equipment that is used to give medical treatment	emergency=first_aid_kit						
college or university dormitory for shared living of its students	building=dormitory						
colonnade denotes a long sequence of columns joined by their entablature	covered=colonnade						
colostomy support	colostomy_support=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	accessibility level:colostomy support	PlaceInfo#accessibility	
colour is black	colour=black						
colour is blue	colour=blue						
colour is brown	colour=brown						
colour is cyan	colour=aqua, colour=cyan						
colour is gray	colour=gray, colour=grey						
colour is green	colour=green						
colour is lime	colour=lime						
colour is magenta	colour=fuchsia, colour=magenta						
colour is maroon	colour=maroon						
colour is navy	colour=navy						
colour is olive	colour=olive						
colour is orange	colour=orange						
colour is purple	colour=purple						
colour is red	colour=red						
colour is silver	colour=silver						
colour is teal	colour=teal						
colour is white	colour=white						
colour is yellow	colour=yellow						
colour of the emitted light	light:colour=red						
colour of the emitted light blue	light:colour=blue						
colour of the emitted light is green	light:colour=green						
colour of the emitted light is white	light:colour=white						
colour of the emitted light is yellow	light:colour=yellow						
colour temperature describes the spectrum of a light source	light:colour=5600 K						
column	indoor=column						
commercial building for storage of goods	building=warehouse						
commercial part of building	building:part=commercial						
common on tennis courts	surface=clay						
common room	room=common	StructuredAddress#room					
communication	room=communication						
communication aid	hearing_aids=yes, hearing_impaired:induction_loop=yes, audio_loop=bad, audio_loop=yes	communication_aid=yes	General help for orientation / Technical assistance	Technology	communication aid		
communication aid: yes, inductive listening loop to row: ...	hearing_impaired:induction_loop=yes		General help for orientation / Technical assistance	Technology	communication aid	yes, inductive listening loop to row: ...	
communication aid: yes, other (e.g. mobile hearing aids, radio hearing loop)	hearing_aids=yes, audio_loop=bad, audio_loop=yes		General help for orientation / Technical assistance	Technology	communication aid	yes, other (e.g. mobile hearing aids, radio hearing loop)	

compacted surface	surface=compacted						
companion seat in immediate area of wheelchair space		clear_floor_space=yes, companion_seat=yes, wheelchair_space=yes	Movables	Wheelchair space (seatings)	companion seat	equivalent to seating in immediate area	WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
companion seat in wheelchair space		clear_floor_space=yes, companion_seat=yes, wheelchair_space=yes	Movables	Wheelchair space (seatings)	companion seat	existence [8]	WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
companion seat in wheelchair space (seatings)		clear_floor_space=yes, companion_seat=yes, wheelchair_space=yes	Movables	Wheelchair space (seatings)	companion seat		WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
company that drills water wells	craft=water_well_drilling						
complete range of all possible address numbers on a block	addr:inclusion=potential						PlaceInfo#address, StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
computer room	room=computer		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	computer	StructuredAddress#room
concrete block wall	wall=concrete_block						
concrete wall	wall=concrete						
condition of cross-fall on pavements	incline:across=down, incline:across=sag, incline:across=user defined	condition=bad, condition=good, condition=medium	Way to building	Exterior accessible route	condition [1]	cross-fall on pavements	Ground#sidewalkConditions, Pathways#maxLateralSlope
condition of exterior accessible route	incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=asphalt,surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=metal, surface=paved, surface=paving_stones, surface=tartan, surface=wood, wheelchair=limited, wheelchair=no, wheelchair=yes	condition=bad, condition=good, condition=medium, route=accessible	Way to building	Exterior accessible route	condition [1]		Accessibility#accessible With.wheelchair == false, Accessibility#accessibleWith.wheelchair, Accessibility#accessible air, With.wheelchair == true, Accessibility#partiallyAccessibleWith. Accessibility#partiallyAccessibleWith.wheelchair, essibleWith.wheelchair Ground#sidewalkConditions, PlaceInfo#accessibility

	highway=path, incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=artificial_turf, surface=asphalt,surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=dirt, surface=earth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravle, surface=ground, surface=ice, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paving_stones, surface=pebblestone, surface=rock, surface=salt, surface=sand, surface=set, surface=snow, surface=tartan, surface=unhewn_cobblestone,	condition=bad, condition=good, condition=medium	Building characteristics	Floor (pathway)	condition [2]	Ground#sidewalkConditions
condition of floor (pathway)	incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=artificial_turf, surface=asphalt,surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=dirt, surface=earth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravle, surface=ground, surface=ice, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paving_stones, surface=pebblestone, surface=rock, surface=salt, surface=sand, surface=set, surface=snow, surface=tartan, surface=unhewn_cobblestone, surface=unpaved, surface=wood,	condition=bad, condition=good, condition=medium	Way to building	Ground in front of entrance	condition [3]	
condition of ground in front of entrance						

condition of ground in front of entrance: large stone slabs (with/on large joints)	incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=cobblestone, surface=concrete_lanes, surface=grass_paver, surface=paving_stones, surface=rock, surface=set, surface=stepping_stones, surface=unhewn_cobblestone	condition=bad, condition=good, condition=medium	Way to building General help for orientation / Technical assistance	Ground in front of entrance	condition [3]	large stone slabs (with/on large joints)	
conference room	room=conference			Rooms / venues / offices	type [15]	meeting / conference rooms	PlaceInfo#category, StructuredAddress#room
confessional	room=confessional						
construction to hang carpets for cleaning with the help of carpet beaters	man_made=carpet_hanger						
contactless payment is accepted	payment:contactless=yes						
contactless payment is accepted only at certain times	payment:contactless=interval						
contactless payment is not accepted	payment:contactless=no						
container or trailer with fire fighting equipment in a suburban and forest border area	emergency=fire_equipment						
continous handrail	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes	continous_handrail=yes	Change in Ground Height	Ramp	handrail [2]	continuous	Stairs#hasHandRail
continuation of the handrail	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes,	continous_handrail=yes	Change Elevation	Stairs	handrail [3]	continuation of the handrail at the inlet and outlet	Stairs#hasHandRail
control buttons	control=buttons						
control point at an international border	barrier=border_control						

control room functions	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring	General help for orientation / Technical assistance	Technology	control room functions		
controlled entryway to a fortification or prison	barrier=sally_port					
controls	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring	General help for orientation / Technical assistance	Technology	controls		
convenience shop is a small local shop carrying a variety of everyday products, such as packaged food and hygiene products	shop=convenience					
conventional room with walls	indoor=room					StructuredAddress#room
corridor	room=corridor	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	foyer / corridors	
corridor inside a building	highway=corridor					
corridor with ramp	ramp=separate, ramp=yes, ramp:wheelchair=yes, room=corridor	Building characteristics	Floor (pathway)	corridor with ramp	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
corridor with ramp: yes / no	ramp=no, ramp=yes, ramp:wheelchair=yes, room=corridor	Building characteristics	Floor (pathway)	corridor with ramp	yes / no [2]	Accessibility#accessible With.wheelchair == true PlaceInfo#accessibility, Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
corridor with step(s)	highway=corridor, highway=steps, room=corridor, room=stairs, stairs=yes, step_count=user defined,	Building characteristics	Floor (pathway)	corridor with step(s)		

						EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfoId, EquipmentProperties#placeInfoId, PlaceInfo#accessibility, PlaceInfo#creatorId, PlaceInfo#originalId, Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
corridor with step(s): yes / no, or own stair ID	highway=corridor, highway=steps, room=corridor, room=stairs, stairs=yes, step_count=user defined, ref=user defined		Building characteristics	Floor (pathway)	corridor with step(s)	yes / no, or own stair ID
couch	couch=yes					
covered objects which are not covered by an arcade or a colonnade	covered=yes					
coverings type	covered=arcade, covered=booth, covered=colonnade, covered=partial, covered=yes		Building characteristics	Floor (pathway)	material [1]	coverings type
craftsman creating musical instruments	craft=musical_instrument					
						Payment#acceptsCreditCards, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
credit cards are accepted	payment:credit_cards=yes					
credit cards are accepted only at certain times	payment:credit_cards=interval					
credit cards are not accepted	payment:credit_cards=no					
cross section (width/diameter) of the handrail in cm	handrail=yes, handrail=multiple	crossection=user defined	Change Elevation	Stairs	handrail [3]	cross section (width/diameter) in cm Stairs#hasHandRail
cross slope	incline:across=down, incline:across=sag, incline:across=user defined		Change in Ground Height	Slope	slope [2]	cross slope [3] Ground#slopeAngle, Pathways#maxLateralSlope
cross, especially one with little historical value	man_made=cross					
crossfall is 8%	incline:across=8%					
crossfall is downward	incline:across=down					
crossing with a small traffic island for pedestrians	crossing=island, crossing:island=yes					
crossing without small traffic island for pedestrians	crossing:island=no					
Crossings as separate ways	footway=crossing					
crude shelter	building=hut					
crushed rock with sharp edges	surface=gravel					
curb ramp / curb cuts exists	kerb=flush, kerb=lowered, kerb=no, kerb=yes	curb_ramp=yes	Way to building	Curb ramp / curb cuts	existence [2]	
curb ramp / curb cuts level landing dimensions	kerb=flush, kerb=no, kerb=yes	curb_ramp=yes	Way to building	Curb ramp / curb cuts	level landing dimensions	
curb ramp/ curb cuts has a cross slope	incline:across=down, incline:across=sag, incline:across=user defined, kerb=flush, kerb=lowered, kerb=no, kerb=yes	curb_ramp=yes	Way to building	Curb ramp / curb cuts	slope [3]	cross slope [2] Pathways#maxLateralSlope

cylindrical light source distributes its light around a rotation axis	light:shape=cylindrical				
danger	danger=yes				
danger: toxic	danger=toxic				
Dangerous area / point: hot to burn oneself	danger=yes	Building characteristics	Dangerous area / point	type: hot to burn oneself	
dangerous doorway	danger=yes	Building characteristics	Doorways	dangerous	EquipmentProperties#door
dangerous glass wall	danger=yes, material=glass, wall=yes	Building characteristics	Wall	materiality	glass [danger]
		General help for orientation / Technical assistance			
data network (LAN cable)	LAN_cable=yes		Technology	data network (LAN cable)	
					Payment#acceptsDebitCards, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
debit cards are accepted	payment:debit_cards=yes				
debit cards are accepted only at certain times	payment:debit_cards=interval				
debit cards are not accepted	payment:debit_cards=no				
debris blocking a road	barrier=debris				
dedicated box, for putting up posters with a display surface of about 2 m², generally with two faces, generally lit by transmission, sometimes animated. Sometimes called 'lollylop', 'snowshoe' or 'city light'	advertising=poster_box				
dedicated building for the making of beer	craft=brewery				

	access=yes, access=no, access=delivery, access=private, access=customers, access=permissive, access=permit, access=destination, access=designated, access=use_sidepath, access=dismount, access=agricultural, access=forestry , access=discouraged, access=unknown, access:blind=yes, access:blind=limited, access:blind=no, access:deaf=yes, access:deaf=limited, access:deaf=no, access:disabled=yes, access:disabled=customers, access:disabled=user defined, access:disabled=permissive, access:disabled=no, access:disabled=designated, access:disabled=private, access:disabled=bad, access:disabled=destination, access:disabled=only, access:mental_disabled=yes, access:mental_disabled=limited, access:mental_disabled=no, danger=high, danger=toxic, danger=yes	General building information	Formal information	dedication: special areas, access restrictions, causes of risk	PlaceInfo#accessibility
dedication: special areas, access restrictions, causes of risk					
default inlet with no particular feature	inlet=direct				
Defibrillator, an external and portable electronic device that diagnoses and can correct arrhythmia of the heart automatically (aka Automated External Defibrillator, AED)	emergency=defibrillator				
delicatessen store	shop=deli				
delivery room	room=delivery				StructuredAddress#room
departure terminal	room=departure terminal				
depot	room=storage				
depth is 5 cm	depth=0.05				WashBasin#spaceBelowDepth
depth of benches	depth=user defined, room=benches	Movables	Benches	dimensions [1]	depth [3]
depth of the turning space in front of this door	depth=user defined, door=yes, high=user defined, length=user defined, width=user defined	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
depth of the turning space in front of this door beyond the swing of the door	depth=user defined, door=yes, high=user defined, length=user defined, width=user defined	Facility daily needs	Toilet / toilet compartment	dimension [6]	depth: area beyond the swing of the door
depth/distance to an electric hand dryer	depth=user defined, toilets:hands_drying=electric_hand_dryer	Facility daily needs	Toilet / toilet compartment	hand dryers	depth [5]
depth/distance to soap dispenser	depth=user defined, handwashing:soap=yes	Facility daily needs	Toilet / toilet compartment	soap dispensers	depth [4]
					Restroom#heightOfDrier
					Restroom#heightOfSoap

depth: depending on the water closet mounting description	building=toilets, depth=user defined, room=toilet, toilets=yes description=user defined	Facility daily needs	Toilet / toilet compartment	dimension [6]	depth: depending on the water closet mounting	EquipmentProperties#cabinLength, EquipmentProperties#cabinWidth, Restroom#toilet PlaceInfo#description
						Accessibility#accessibleWith.wheelchair, EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#accessibility, PlaceInfo#description, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
description of accessible parking	access=yes, access:disabled=yes, amenity=parking, blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, wheelchair:description:lg, wheelchair=yes	Way to building	Accessible parking	location [2]	description [1]	Accessibility#accessibleWith.wheelchair == true
	access=yes, access:blind=yes, access:blind=limited, access:blind=no, access:disabled=yes, access:disabled=customers, access:disabled=user defined, access:disabled=permissive, access:disabled=no, access:disabled=designated, access:disabled=private, access:disabled=bad, access:disabled=destination, access:disabled=only, blind:description:lg=user defined, description=user defined, wheelchair:description:lg=user defined, wheelchair=yes					
description of accessible way for people with limited mobility / with impaired vision		General help for orientation / Technical assistance	Rooms / venues / offices	accessible way (description)	with limited mobility / with impaired vision	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair, EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#accessibility, PlaceInfo#description

	access=yes, access:blind=yes, access:blind=limited, access:blind=no, access:deaf=yes, access:deaf=limited, access:deaf=no, access:disabled=yes, access:disabled=customers, access:disabled=user defined, access:disabled=permissive, access:disabled=no, access:disabled=designated, access:disabled=private, access:disabled=bad, access:disabled=destination, access:disabled=only, access:mental_disabled=yes, access:mental_disabled=limited, access:mental_disabled=no, blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, ref=user defined, wheelchair:description:lg=user defined, wheelchair=yes	General help for orientation / Technical assistance	Rooms / venues / offices	accessible way (description)		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#accessibility, PlaceInfo#description, StructuredAddress#room
description of accessible way to rooms / venues / offices							
	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, door=yes, name=user defined, wheelchair:description:lg=user defined, ref=user defined	Building characteristics	Doorways	name [2]	description		EquipmentProperties#description, EquipmentProperties#door, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#description, PlaceInfo#name
description of door names							
							EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#description
description of equipment properties	description=user defined						
	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, wheelchair:description:lg=user defined	General building information	Formal information	description [2]			EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#accessibility, PlaceInfo#description
description of formal information							

	deaf:description:lg=user defined, description=user defined, indoor=room, room=entrance, room=office, room=class, room=corridor, room=stairs, room=toilet, room=living, room=dining, room=utility, room=washroom, room=bath, room=hall, room=kitchen, room=bedroom, room=store, room=nursery, room=party, room=common, room=workshop, room=heating, room=drying, room=terrace, room=balcony, room=gallery, room=canteen, room=storage, room=computer, room=sales, room=reception, room=conference, room=hovel, room=stable, room=hobby, room=fuel depot, room=information, room=blueprint, room=copier, room=archive, room=elevator, room=strong, room=escalator, room=lounge, room=delivery, room=restaurant, room=beer garden, room=pub, room=celebration, room=breakfast, room=bar,	General help for orientation / Technical assistance	Rooms / venues / offices	description [3]			EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#description, StructuredAddress#room
description of rooms / venues / offices							
	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, ref=user defined, wheelchair:description:lg=user defined, wheelchair=yes	General help for orientation / Technical assistance	Rooms / venues / offices	accessible way (description)	sequence of room ID's [2]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#originalId, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, EquipmentProperties#shortDescription, PlaceInfo#accessibility, PlaceInfo#description, PlaceInfo#originalId
description of the accessible way with a sequence of room ID's							
	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, entrance=yes, entrance=main, entrance=secondary, entrance=service, entrance=exit, entrance=emergency, entrance=staircase, entrance=home, entrance=garage, ref=user defined, wheelchair:description:lg=user defined, wheelchair=yes	General help for orientation / Technical assistance	Rooms / venues / offices	accessible way (description)	via entrance number (is the shortest way)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#accessibility, PlaceInfo#description
description of the shortest accessible way via entrance number	route=accessible, route=shortest						

description of the shortest way to the room	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, ref=user defined, wheelchair:description:lg=user defined	route=shortest	General help for orientation / Technical assistance	Rooms / venues / offices	shortest way to the room (description)	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#description
description of the shortest way to the room / lecturer zone / auditorium via entrance number	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, ref=user defined, room=auditorium, room=lecture, wheelchair:description:lg=user defined	route=shortest	General help for orientation / Technical assistance	Rooms / venues / offices	shortest way to the room (description) via entrance number (to the lecturer zone, auditorium)	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#description
description of the shortest way to the room with a sequence of room ID's	blind:description:lg=user defined, deaf:description:lg=user defined, description=user defined, ref=user defined, wheelchair:description:lg=user defined	route=shortest	General help for orientation / Technical assistance	Rooms / venues / offices	shortest way to the room (description) sequence of room ID's [1]	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfoId, EquipmentProperties#placeInfoId, EquipmentProperties#shortDescription, PlaceInfo#description, PlaceInfo#originalId
description of toilet / toilet compartment	blind:description:lg=user defined, building=toilets, deaf:description:lg=user defined, description=user defined, room=toilet, toilets=yes, wheelchair:description:lg=user defined		Facility daily needs	Toilet / toilet compartment	description [1]	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#description, Restroom#toilet
designated (safe) place where people can gather or must report to during an emergency or a fire drill	emergency=assembly_point					
designated area for dogs	dog=designated					AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
designated footpaths, mainly/exclusively for pedestrians	highway=footway					
designated for disabled persons	access:disabled=designated, disabled=designated					PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
designated route	access=designated					ant

						Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
designed for wheelchair access only	wheelchair=designated, barrier=hand_rail, barrier=wall, barrier=cycle_barrier, barrier=debris, barrier=entrance, barrier=city_wall, barrier=ditch, barrier=fence, barrier=guard_rail, barrier=hedge, barrier=block, barrier=border_control, barrier=bump_gate, barrier=full-height_turnstile, barrier=retaining_wall, barrier=gate, barrier=sliding_gate, barrier=cattle_grid, barrier=bus_trap, barrier=hampshire_gate, barrier=height_restrictor, barrier=kent_carriage_gap, barrier=kissing_gate, barrier=lift_gate, barrier=motorcycle_barrier, barrier=sally_port, barrier=horse_stile, barrier=spikes, barrier=stile, barrier=sump_buster, barrier=swing_gate, barrier=tool_booth, barrier=wicket_gate, barrier=yes, barrier=bollard, barrier=jersey_barrier, barrier=kerb, barrier=chain, barrier=turnstile,					
designed to restrict or prevent movement across a boundary						
desk	reception_desk=no, reception_desk=yes, room=information, security_desk=no, security_desk=yes	Movables	Furniture	type: table	desk	
detached house	building=detached					StructuredAddress#house
device dehydrates waste into dry matter	toilets:disposal=dry_toilet					

device that breaks solid materials into smaller pieces by grinding, crushing, or cutting. The aftermath is powdered product, not liquid extract like oil mill						
craft=grinding_mill						
device used for notifying a fire department of a fire						
emergency=fire_alarm_box						
changing_table=yes, changing_table=no, changing_table=limited, changing_table:count=user defined, changing_table:fee=yes, changing_table:fee=no, changing_table:location=room, room=relaxation						
diaper change possible in relaxation room		Facility daily needs	Relaxation room	diaper change		
changing_table=yes, changing_table=no, changing_table=limited, changing_table:count=user defined, changing_table:fee=yes, changing_table:fee=no, changing_table:location=female_toilet, changing_table:location=male_toilet, changing_table:location=unisex_toilet,						
/						
diaper changing table in toilet / toilet compartment	changing_table:location=wheelchair_toilet	Facility daily needs	Toilet / toilet compartment	diaper changing table	Restroom#toilet	
General help for orientation / Technical assistance						
different / uniform sign	information=board, information=guidepost	sign=different, sign=uniform, sign=yes	Rooms / venues / offices	sign	different / uniform	Restroom#signIcons
different forms and sizes	step.condition=rough					Stairs#stepHeight
different sizes and may be slightly tilted	step.condition=uneven	Change Elevation	Stairs	dimension [3]	varying heights of stairs	Stairs#stepHeight
digital display	display=digital					
Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width						
dimension of accessible parking	access=yes, access:disabled=yes, amenity=parking, height=user defined, length=user defined, wheelchair=yes, width=user defined	accessible_parking=yes	Way to building	Accessible parking	dimension [1]	Accessibility#accessibleWith.wheelchair == true

dimension of curb ramp / curb cuts	height=user defined, kerb=flush, kerb=lowered, kerb=no, kerb=yes, length=user defined, width=user defined	curb_ramp=yes	Way to building	Curb ramp / curb cuts	dimension [2]		
dimension of doorway	door=yes, height=user defined, length=user defined, width=user defined		Building characteristics	Doorways	dimension [4]		Door#width, EquipmentProperties#door
dimension of drinking fountain	amenity=drinking_water, height=user defined, length=user defined, width=user defined		Facility daily needs	Drinking fountain	dimension [5]		AnimalPolicy#suppliesWaterForPets
dimension of escalators	escalator=parallel, escalator=yes, height=user defined, length=user defined, width=user defined		Change Elevation	Escalators	dimension [7]		
dimension of exterior accessible route	access=yes, access:disabled=yes, height=user defined, length=user defined, wheelchair=yes, width=user defined	route=accessible	Way to building	Exterior accessible route	dimension [9]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility
dimension of floor (pathway)	height=user defined, highway=corridor, highway=footway, highway=path, length=user defined, width=user defined		Building characteristics	Floor (pathway)	dimension [10]		Pathways#width, Pathways#widthAtObstacles
dimension of public telephone	amenity=telephone, height=user defined, length=user defined, width=user defined		Facility daily needs	Public telephone	dimension [11]		
dimension of ramp	height=user defined, length=user defined, ramp=separate, ramp=yes, width=user defined		Change in Ground Height	Ramp	dimension [12]		
dimension of space on both sides of the doorway	door=yes, height=user defined, length=user defined, width=user defined		Building characteristics	Doorways	dimension [4]	space on both sides	Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
dimension of stairs	highway=steps, height=user defined, length=user defined, room=stairs, width=user defined		Change Elevation	Stairs	dimension [3]		Stairs#count, Stairs#stepHeight
dimension of the clear floor space on a platform lift	elevator=lift, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	clear_floor_space=yes	Change Elevation	Platform lift	clear floor space [2]	dimensions [1]	Ground#turningSpace, Media#turningSpaceInFront
dimension of the space between two consecutive doors	door=yes, height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Building characteristics	Doorways	space between two consecutive doors	dimensions [2]	Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
dimension of toilet / toilet compartment	building=toilets, height=user defined, length=user defined, room=toilet, toilets=yes, width=user defined		Facility daily needs	Toilet / toilet compartment	dimension [6]		EquipmentProperties#cabinLength, EquipmentProperties#cabinWidth, Restroom#toilet, Toilet#heightOfBase, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide

dimension of undercutting of stairs in cm	highway=steps, height=user defined, length=user defined, room=stairs, width=user defined	Change Elevation	Stairs	dimension [3]	undercutting in cm [unterschneidung]	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
dimension of wheelchair space (seatings)	height=user defined, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=yes, wheelchair_space=yes	Movables	Wheelchair space (seatings)	dimension [8]	Accessibility#accessible With.wheelchair == true ant
dimension: depth of service desk/counter top	height=user defined, length=user defined, reception_desk=no, reception_desk=yes, room=information, security_desk=no, security_desk=yes, width=user defined		Facility daily needs	Services	service desks	dimension: depth (should be same as counter top)
dimension: height (for at least one portion of each type of counter), height of the counter dimension: surface	height=user defined, reception_desk=no, reception_desk=yes, room=information, security_desk=no, security_desk=yes		Facility daily needs	Services	service desks	dimension: height (for at least one portion of each type of counter), height of the counter dimension: surface
dimensions inside elevator	elevator=lift, elevator=yes, height=user defined, length=user defined, width=user defined		Change Elevation	Elevator	dimensions inside	
dimensions of benches	amenity=bench, height=user defined, length=user defined, room=benches, width=user defined		Movables	Benches	dimensions [1]	
dimensions of board	height=user defined, information=board, length=user defined, width=user defined		General help for orientation / Technical assistance	Technology	dimensions of board	
dimensions of tables	amenity=table, height=user defined, length=user defined, width=user defined		Movables	Tables	dimensions [2]	
dimensions of the level landing at the top and bottom of the ramp	height=user defined, length=user defined, ramp=separate, ramp=yes, width=user defined		Change in Ground Height	Ramp	dimensions of the level landing at the top and bottom of the ramp	
dimensions of the level landing where the ramp changes direction	height=user defined, length=user defined, ramp=separate, ramp=yes, width=user defined		Change in Ground Height	Ramp	dimensions of the level landing where the ramp changes direction	
dimensions outside the elevator	elevator=lift, elevator=yes, height=user defined, length=user defined, width=user defined		Change Elevation	Elevator	dimensions outside	
dining room	room=dining		General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	PlaceInfo#category, StructuredAddress#room
directed light source emits light mostly in one direction	light:shape=directed					
directed light source emits most of its light eastwards	light:direction=E					
directed light source emits most of its light northwards	light:direction=N					

directed light source emits most of its light southwards	light:direction=S					
directed light source emits most of its light westwards	light:direction=W					
direction of elevator	direction=backward, direction=down, direction=forward, direction=up, elevator=lift, elevator=yes, level=user defined	Change Elevation	Elevator	direction [1]		
direction of platform lift	direction=backward, direction=down, direction=forward, direction=up, elevator=lift, elevator=yes, level=user defined	Change Elevation	Platform lift	direction [2]		
direction of travel of escalators	direction=backward, direction=down, direction=forward, direction=up, escalator=no, escalator=parallel, escalator=yes, incline=up, incline=down	Change Elevation	Escalators	direction of travel [2]		
direction of travel of floor (pathway)	direction=backward, direction=down, direction=forward, direction=up, highway=corridor, highway=footway, highway=path	Building characteristics	Floor (pathway)	direction of travel [3]		
direction of travel of stairs	direction=backward, direction=down, direction=forward, direction=up, highway=steps, incline=down, incline=up, room=stairs	Change Elevation	Stairs	direction of travel [1]		
direction of travel on stairs: up or down	direction=backward, direction=down, direction=forward, direction=up, highway=steps, incline=down, incline=up, room=stairs	Change Elevation	Stairs	direction of travel [1]	up or down	
direction sign	information=guidepost	sign=direction, sign=yes	General help for orientation / Technical assistance	Signage	type [2]	Restroom#signIcons
direction sign to phone	amenity=telephone, information=guidepost	sign=direction, sign=phone, sign=yes	Facility daily needs	Public telephone	signs [2]	direction to phone
direction sign to tty	information=guidepost	sign=direction, sign=tty, sign=yes	Facility daily needs	Public telephone	signs [2]	direction to tty
directions to adjacent escalator(s)	direction=backward, direction=down, direction=forward, direction=up, escalator=no, escalator=parallel, escalator=yes	Change Elevation	Escalators	directions to adjacent escalator(s)		
disconnecter is capable to open circuits when a negligible current have to be broken	switch=disconnector					
disinfectant dispenser in toilet / toilet compartment	building=toilet, handwashing:hand_disinfectant=yes, room=toilet, toilets=yes	Facility daily needs	Toilet / toilet compartment	disinfectant dispenser		Restroom#toilet
dispersed location of wheelchair space (seatings)	clear_floor_space=yes, location=dispersed, wheelchair_spaces=yes	Movables	Wheelchair space (seatings)	location (dispersed)		WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant

dispersed location of wheelchair spaces (seatings) allow location choices and viewing angles equivalent to other seating		clear_floor_space=yes, line_of_sight=equivalent, location=dispersed, wheelchair_spaces=yes	Movables	Wheelchair space (seatings)	location (dispersed)	to allow location choices and viewing angles equivalent to other seating distance from barrier-free access to the elevator in m	WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
distance from barrier-free access to the elevator in m	access=yes, elevator=yes, highway=elevator, length=user defined, room=elevator		Building characteristics	Doorways	distance		PlaceInfo#accessibility
	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=no, handrail=none, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, length=user defined						
distance from handrail to adjacent components in cm			Change Elevation	Stairs	handrail [3]	distance to adjacent components in cm	Stairs#hasHandRail
	amenity=parking, amenity=parking_space, disabled=user defined, disabled_space=user defined, entrance=yes, length=user defined, parking_space=disabled						WheelchairParking#distanceToEntrance, WheelchairParking#length, WheelchairParking#location, WheelchairParking#width
distance from wheelchair parking space to entrance							Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#distanceToEntrance, WheelchairParking#length, WheelchairParking#location, WheelchairParking#width
distance to closest accessible entrance	access=yes, access:disabled=yes, door=yes, entrance=secondary, length=user defined, wheelchair=yes		Way to building	Accessible parking	distance to closest accessible entrance	Accessibility#accessible With.wheelchair == true	
distance to doorway	door=yes, length=user defined		Building characteristics	Doorways	distance		EquipmentProperties#door
distance to entrance	door=yes, entrance=secondary, length=user defined		Way to building	Way to public transport	distance to entrance		
distance to front of water closet	length=user defined	water_closet=yes	Facility daily needs	Toilet / toilet compartment	toilet paper dispenser	distance to front of water closet	Restroom#toilet
distance to wall or partition	length=user defined, wall=yes		Facility daily needs	Toilet / toilet compartment	water closet	distance to wall or partition	
district heating as heat source	heating=district_heating						
disturbed audibility		audibility=bad, interference_source=considerable	General help for orientation / Technical assistance	Technology	audibility	disturbance through: ...	
Do-it-Yourself-store, a large hardware and home improvement shop	shop=doityourself						
doctor's office, a place to get medical attention or a check up from a physician	amenity=doctors						
dogs need a muzzle	dog=designated, dog=leashed, dog=unleashed, dog=yes	dog=muzzle					AnimalPolicy#dogsNeedMuzzle
door for a loading dock	door=loadingdock						EquipmentProperties#door
door handle		door:handle=yes	Building characteristics	Doorways	handle		EquipmentProperties#door
door handle height	height=user defined	door:handle=yes	Building characteristics	Doorways	handle	height [6]	EquipmentProperties#door

door handle type: door opener		door:handle=door_opener	Building characteristics	Doorways	handle	type: door opener	EquipmentProperties#door
door handle type: handle		door:handle=handle	Building characteristics	Doorways	handle	type: handle	EquipmentProperties#door
door handle type: knob	door:handle=knob		Building characteristics	Doorways	handle	type: knob	EquipmentProperties#door
door handle type: push button; located at door side, height of position	door=yes, height=user defined	door:handle=push_button	Building characteristics	Doorways	handle	type: push button: door side, height	EquipmentProperties#door
door handle type: vertical bar		door:handle=vertical_bar	Building characteristics	Doorways	handle	type: vertical bar	EquipmentProperties#door
door has 2 wings	door:wings=2		Building characteristics	Doorways	type [3] where does the door lead to (venues connected)	double door system	EquipmentProperties#door, EquipmentProperties#hasDoorsInBot hDirections
door in a building	building=yes, door=yes		Building characteristics	Doorways		building	EquipmentProperties#door
door itself is removed - entrance is hole in the wall	door=no						Entrance#door, EquipmentProperties#door
door lock	door=yes, lockable=no, lockable=unknown, lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock		EquipmentProperties#door
door lock exists	door=yes, lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock	existence [4]	EquipmentProperties#door
door lock height	door=yes, height=user defined, lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock	height [7]	EquipmentProperties#door
door lock type	door=yes, lockable=yes	door:lock=user defined, door:lock=yes	Building characteristics	Doorways	door lock	type	EquipmentProperties#door
door opens in either way	door:opening=both						EquipmentProperties#door, EquipmentProperties#hasDoorsInBot hDirections
door opens to pressure on the floor in front of the door	automatic_door=floor						Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
door opens when a sensor detects motion in front of the door	automatic_door=motion						Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
door properties	door=yes						EquipmentProperties#door
door sign	door=yes, ref=user defined	door:sign=yes, sign=door	General help for orientation / Technical assistance	Rooms / venues / offices	sign	door sign (e.g. classroom)	Restroom#signIcons
door sign (accessible entrance or nearest accessible entrance)	access=yes, access:disabled=yes, door=yes, entrance=yes, ref=user defined, wheelchair=yes	door:sign=accessible_entrance, sign=accessible_entrance	Building characteristics	Doorways	door signs	sign (accessible entrance or nearest accessible entrance)	Accessibility#accessible With.wheelchair == true Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
door sign parallel to the wall / flag / not available		door:sign=flag, door:sign=parallel_to_wall, door:sign=unavailable, sign=door	Building characteristics	Doorways	door signs	parallel to the wall / flag / not available	
door sign width of the door plates in cm	width=user defined	door:sign=plates, sign=door	Building characteristics	Doorways	door signs	width of the door plates in cm	
door signs		door:sign=flag, sign=door	Building characteristics	Doorways	door signs		Restroom#signIcons
door signs marking important doors		door:sign=flag, sign=door	Building characteristics	Doorways	door signs	marking of important doors	Door#hasClearMarkingOnGlassDoor, Restroom#signIcons
door threshold		threshold=door	Building characteristics	Doorways	door threshold		EquipmentProperties#door
door threshold exists		threshold=door	Building characteristics	Doorways	door threshold	existence [5]	EquipmentProperties#door

door threshold height	height=user defined	threshold=door	Building characteristics	Doorways	door threshold	height [8]	EquipmentProperties#door
door threshold slope	incline=user defined, incline:across=user defined	threshold=door	Building characteristics	Doorways	door threshold	slope	Entrance#slopeAngle, EquipmentProperties#door, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
door to a garage	entrance=garage						Entrance#door, EquipmentProperties#door
door to a private house, home or apartment	entrance=home						Entrance#door, EquipmentProperties#door
door to staircase	entrance=staircase		Building characteristics	Doorways	access via staircase		Entrance#door, Entrance#stairs, EquipmentProperties#door
doorbell / accessible doorbell	access=yes, access:disabled=yes, doorbell=yes, wheelchair=yes		Building characteristics	Doorways	doorbell / accessible doorbell	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
doors in both directions	door=yes						EquipmentProperties#hasDoorsInBot hDirections
doorway access via ramp	access=yes, access:disabled=yes, door=yes, ramp=yes, rampDisability=yes, ramp:wheelchair=yes, wheelchair=yes		Building characteristics	Doorways	access via ramp	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
doorway can be used independently	access=yes, access:disabled=yes, door=yes, wheelchair=yes		Building characteristics	Doorways	can be used independently		EquipmentProperties#door
doorway is accessible, highly usable and safe to use, cause of risk	access=no, access=yes, access:disabled=bad, access:disabled=yes, door=yes, risk=high, usability=yes, wheelchair=yes		Building characteristics	Doorways	accessibility [1]	highly usable and safe to use, cause of risk	Accessibility#accessible With.wheelchair == true
doorway is wheelchair accessible	door=yes, wheelchair=yes		Building characteristics	Doorways	accessibility [1]	wheelchair accessible [2]	Accessibility#accessible With.wheelchair == true
doorway with handrail	door=yes, handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes		Building characteristics	Doorways	handrail [1]		Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
doorways are cause of risk	door=yes, risk=high		Building characteristics	Doorways	cause of risk		EquipmentProperties#door
doorways with carpets / mats downwards	door=yes, surface=carpet incline=down		Building characteristics	Doorways	carpets/mats		EquipmentProperties#door
dressing room	room=dressing						StructuredAddress#room

dressmaker is a person who makes custom clothing for women, such as dresses, blouses, and evening gowns

craft=dressmaker

drinking fountain spout outlet max protruding into the circulation path	amenity=drinking_water, fountain=bubbler, fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=stone_block, fountain=toret	Facility daily needs	Drinking fountain	spout outlet	max protruding into the circulation path
drinking water in toilet / toilet compartment	amenity=drinking_water, amenity=toilets, building=toilets, room=toilet, toilets=yes	Facility daily needs	Toilet / toilet compartment	drinking water	Restroom#toilet
drinking water source which provides potable water for consumption	amenity=drinking_water				AnimalPolicy#suppliesWaterForPets
drive-through gate used in rural areas to provide a barrier to livestock that does not require the driver to exit the vehicle	barrier=bump_gate				
drive-through way where customers can visit a business without leaving their cars	service=drive-through				
dry salt lakes	surface=salt				
drying room	room=drying				StructuredAddress#room
duration is 2 hours and 3 minutes	duration=02:03				
ease of operation of the controls	control=automatic;remote, control=buttons, control>manual, control>manual;local, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, usability=yes	General help for orientation / Technical assistance	Technology	controls	ease of operation
ease of operation of the facet: force	usability=yes	force=not_needed, force=needed	Facility daily needs	Toilet / toilet compartment	lavatories
ease of operation of the facet: no tight grasping, pinching, or twisting of the wrist	usability=yes	grasping=accessible, grasping=tight, pinching=no, pinching=yes, wrist_twisting=no, wrist_twisting=yes	Facility daily needs	Toilet / toilet compartment	lavatories
ease of use of drinking fountain	fountain=bubbler, fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=stone_block, fountain=toret, usability=yes	Facility daily needs	Drinking fountain	ease of use	

ease of use of drinking fountain: no tight grasping, pinching, twisting of the wrist	fountain=bubbler, fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=stone_block, fountain=toret, usability=yes	grasping=accessible, grasping=tight, pinching=no, pinching=yes, wrist_twisting=no, wrist_twisting=yes	Facility daily needs	Drinking fountain	ease of use	no tight grasping, pinching, twisting of the wrist	
ease of use of the flush control: no tight grasping, pinching, or twisting of the wrist	toilets:disposal=flush, usability=yes	flush_control=accessible, grasping=accessible, grasping=tight, pinching=no, pinching=yes, wrist_twisting=no, wrist_twisting=yes	Facility daily needs	Toilet / toilet compartment	flush control	ease of use: no tight grasping, pinching or twisting of the wrist [2]	
ease of use of the hand dryers: no tight grasping, pinching, or twisting of the wrist	toilets:hands_drying=electric_hand_dryer, toilets:hands_drying=paper_towel, toilets:hands_drying=towel, usability=yes	grasping=accessible, grasping=tight, pinching=no, pinching=yes, wrist_twisting=no, wrist_twisting=yes	Facility daily needs	Toilet / toilet compartment	hand dryers	ease of use: no tight grasping, pinching or twisting of the wrist [1]	
ease of use, force required to activate hand dryers	toilets:hands_drying=electric_hand_dryer, toilets:hands_drying=paper_towel, toilets:hands_drying=towel, usability=no	force=needed	Facility daily needs	Toilet / toilet compartment	hand dryers	ease of use: force required to activate	
ease of use, force required to use drinking fountain	fountain=bubbler, fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=stone_block, fountain=toret, usability=no	force=needed	Facility daily needs	Drinking fountain	ease of use	force	
ease of use, force required to use flush control	toilets:disposal=flush, usability=no	flush_control=accessible, force=needed	Facility daily needs	Toilet / toilet compartment	flush control	ease of use: force	Restroom#toilet
ease of use, force to open the door	door=yes, usability=no	force=needed	Building characteristics	Doorways	weight	ease of use, force to open	Door#isEasyToHoldOpen, EquipmentProperties#door
ease of use, pressure, force needed to operate the door handle	door:handle=knob, door:handle=crash_bar, door:handle=ring, door:handle=lever, door:handle=hole, usability=no	force=needed	Building characteristics	Doorways	handle	ease of use, pressure, force [1]	EquipmentProperties#door
ease of use, pressure, force needed to operate the door lock	door=yes, lockable=yes, usability=no	force=needed	Building characteristics	Doorways	door lock	ease of use, pressure, force [2]	EquipmentProperties#door
easy to find / difficult to find / not available	door:handle=knob, door:handle=crash_bar, door:handle=ring, door:handle=lever, door:handle=hole, usability=no, usability=yes		Building characteristics	Doorways	handle	easy to find / difficult to find / not available	
easy to understand		understandable=yes					EquipmentProperties#isEasyToUnderstand
edit page url	url=user defined						PlaceInfo#editPageUrl

educational institution designed for instruction, examination, or both, of students in many branches of advanced learning	amenity=university					
effluent treatment	room=effluent treatment					
electric lamp	lamp_type=electric					
electric light source	light:method=electric					
electric oven	oven=electric					
electric remote controls	control=remote_electric					
electrical power (measured in Watt) of this light source	light:power=100					
electrically amplified audibility is good/bad	audibility=bad, audibility=electrical_amplified, audibility=good, audibility=medium	General help for orientation / Technical assistance	Technology	audibility	electrically amplified: good/bad	
electronic purses are accepted only at certain times	payment:electronic_purses=interval					
electronic purses are accepted	payment:electronic_purses=yes					
electronic purses are not accepted	payment:electronic_purses=no					
elevator (or lift) is used to travel vertically	highway=elevator, room=elevator, elevator=yes, elevator=lift, elevator=wheelchair	Change Elevation	Elevator	direction [1]	vertical [1]	
elevator (or lift) is used to travel vertically, location is unknown	elevator=yes					
elevator / lift call button (outside / exterior operating elements): axial height in cm	button_operated=only, button_operated=yes, elevator=yes, height=user defined, highway=elevator, room=elevator	Change Elevation	Elevator	exterior operating elements	lift call button (outside): axial height in cm	EquipmentProperties#heightOfControls
elevator / lift call button (outside / exterior operating elements): call button at least 50 cm away from the next room corner: yes/no	button_operated=only, button_operated=yes, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	Change Elevation	Elevator	exterior operating elements	lift call button (outside): call button at least 50 cm away from the next room corner: yes/no	
elevator / lift call button (outside / exterior operating elements): side	button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right	Change Elevation	Elevator	exterior operating elements	lift call button (outside): side	
elevator call buttons	button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	call buttons		
elevator design	elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	design		
elevator door	door=yes, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	door		EquipmentProperties#door
elevator door is a swinging door	door=hinged, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	door type	swinging	EquipmentProperties#door, EquipmentProperties#hasDoorsInBothDirections

elevator door opens when a sensor detects motion in front of the door	automatic_door=motion, door=yes, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	sensor light barrier	Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
elevator door type	door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door=trapdoor, door=yes, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	door type	EquipmentProperties#door
elevator exterior operating elements	control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	exterior operating elements	
elevator exterior operating elements: visual floor detection in front of lift: yes/no	automatic_door=floor, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	exterior operating elements	visual floor detection in front of lift: yes/no
elevator floor display	display=digital, elevator=yes, highway=elevator, room=elevator	display=elevator_floor_display	Change Elevation	Elevator	floor number sign	elevator floor display
elevator floor number sign	elevator=yes, highway=elevator, room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	
elevator floor number sign exists	elevator=yes, highway=elevator, room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	existence [9]
elevator floor number sign written in raised text	elevator=yes, highway=elevator, room=elevator, tactile_writing:embossed_printed_letters:lg=yes	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	raised text [2]
elevator floor number sign: tactile star	elevator=yes, highway=elevator, room=elevator, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	tactile star
elevator function	elevator=yes, highway=elevator, room=elevator	elevator=functioning	Change Elevation	Elevator	function	
elevator functions: yes / out of service	elevator=yes, highway=elevator, room=elevator	elevator=functioning, elevator=out_of_service	Change Elevation	Elevator	function	yes / out of service
elevator has more than one door	elevator=yes, highway=elevator, room=elevator	rectifier=yes	Change Elevation	Elevator	design	rectifier
elevator has one door	elevator=yes, highway=elevator, room=elevator	elevator=loader	Change Elevation	Elevator	design	loader

elevator in-car controls / equipment	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	in-car controls / equipment	Entrance#elevatorEquipmentId
elevator in-car controls / equipment operation: Euro keys / push buttons - switches / personnel	button_operated=yes, button_operated=no, button_operated=only, button_operated=optional, button_operated=defect, button_operated=not_only, button_operated=sometimes, dnetralkey=eurokey, control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, highway=elevator, room=elevator, switch=circuit_breaker, switch=disconnecter, switch=earthing, switch=mechanical		Change Elevation	Elevator	in-car controls / equipment	operation: Euro keys / push buttons - switches / personnel Door#needsEuroKey
elevator in-car controls / equipment: visual floor detection in the elevator	elevator=yes, highway=elevator, room=elevator	floor_detection=visual	Change Elevation	Elevator	in-car controls / equipment	visual floor detection: in the elevator
elevator in-car controls are centered on a side wall	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator, side=left, side=right		Change Elevation	Elevator	in-car controls / equipment	centered on a side wall

elevator in-car controls/equipment are accessible	access=yes, access:disabled=yes, control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	in-car controls / equipment	accessibility	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
elevator is wheelchair accessible	wheelchair=yes, elevator=wheelchair	Change Elevation	Elevator	accessibility [2]	wheelchair accessible [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
elevator side door open (if more than 1 door)	door=yes, door:opening=both, door:opening=inside, door:opening=outside, elevator=yes, entrance=secondary, highway=elevator, room=elevator, side=both, side=left, side=right	Change Elevation	Elevator	door	side door open (if more than 1 door)		Entrance#door, EquipmentProperties#door
elevator sliding door	door=sliding, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	door type	sliding		EquipmentProperties#door
elevator with handle on at least 1 side: yes/no	elevator=yes, handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=elevator, room=elevator	Change Elevation	Elevator	in-car controls / equipment	handle on at least 1 side: yes/no		
elevator with mirror opposite the door	elevator=yes, highway=elevator, material=mirror, room=elevator	Change Elevation	Elevator	mirror (opposite the door)			EquipmentProperties#door, Mirror#heightFromGround, Mirror#isAccessibleWhileSeated
email address	email=user defined						PlaceInfo#emailAddress
emergency access road	emergency=designated						
emergency button in the Toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes	emergency=button	Facility daily needs	Toilet / toilet compartment	emergency call	emergency button	Restroom#toilet
emergency call board in the elevator: yes / no / tactile detectable	elevator=yes, highway=elevator, room=elevator, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	emergency_call_board=no, emergency_call_board=tactile_detectable, emergency_call_board=yes	Change Elevation	Elevator	in-car controls / equipment	emergency call board in the elevator: yes / no / tactile detectable	
emergency call center	room=emergency call center						

emergency call in the toilet / toilet compartment is accessible from the floor: yes / no	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes	emergency_call=no, emergency_call=yes	Facility daily needs	Toilet / toilet compartment	emergency call	accessible from the floor: yes / no	Accessibility#accessible With.wheelchair == false, Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#toilet
emergency call in the toilet / toilet compartment is accessible from the WC sitting: yes / no	amenity=toilets, building=toilets, height=user defined, length=user defined, room=toilet, toilets=yes, width=user defined	emergency_call=no, emergency_call=yes	Facility daily needs	Toilet / toilet compartment	emergency call	accessible from the WC sitting: yes / no	Accessibility#accessible With.wheelchair == false, Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#toilet
emergency call in toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes	emergency_call=no, emergency_call=yes	Facility daily needs	Toilet / toilet compartment	emergency call		Restroom#toilet
emergency exit	exit=emergency		Building characteristics	Doorways	type of entrance/exit door	emergency exit	Entrance#door
emergency light in toilet / toilet compartment	amenity=toilets, building=toilets, light:category=emergency, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	emergency light		Restroom#toilet EquipmentProperties#servicePhoneNumber
Emergency telephone	emergency=phone		General help for orientation / Technical assistance				
emergency/alarm boxes enclosure	emergency=fire_alarm_box room=enclosure		Technology	controls	emergency/alarm boxes		
end door of platform lift engine shed	door=yes, elevator=lift, elevator=yes, highway=elevator, room=elevator, room=engine shed	door=end	Change Elevation	Platform lift	type of door	end	
entrance door provides inside visual contrast to wall	door=yes, entrance=yes, indoor=yes	high_contrast=yes	Building characteristics	Doorways	material of the entrance door	visual contrast to wall: inside	Entrance#door, EquipmentProperties#isHighContrast
entrance door provides outside visual contrast to wall	door=yes, entrance=yes, indoor=no	high_contrasts=no	Building characteristics	Doorways	material of the entrance door	visual contrast to wall: outside	Entrance#door, EquipmentProperties#isHighContrast
entrance has fixed ramp	entrance=yes, highway=access_ramp, ramp=yes	ramp=permanent					Entrance#hasFixedRamp
entrance has removable ramp	entrance=yes, removable=yes, ramp=yes						Entrance#hasRemovableRamp
entrance leads directly in the elevator	elevator=entrance						Entrance#door
entrance number	entrance=yes, ref=user defined		General help for orientation / Technical assistance	Plan	entrance number		
entrance of a building	entrance=yes		Building characteristics	Doorways	type of entrance/exit door	entrance	Entrance#door
entrance of building	entrance=yes		General building information	Formal information	entrance		Entrance#door

	entrance=yes, incline:across=10°, incline:across=10%, incline:across=user defined, incline:avg=10°, incline:avg=10%, incline:avg=user defined, incline=10°, incline=10%, incline=user defined				Entrance#slopeAngle, Ground#slopeAngle	
entrance slope angle						
entry control point building	building=gatehouse					
equipment category	equipment=user defined				EquipmentProperties#category	
equipment is working	equipment:condition=excellent, equipment:condition=good, equipment:condition=intermediate				EquipmentProperties#isWorking	
escalator / moving walkway with unspecified direction	conveying=yes, escalator=yes, escalator=parallel	Change Elevation	Escalators	existence [9]		
escalator handrail location	conveying=backward, conveying=forward, conveying=reversible, conveying=yes, escalator=parallel, escalator=yes, handrail=both, handrail=center, handrail=left handrail=multiple, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes	Change Elevation	Escalators	handrail location		
escalator lanes	conveying=backward, conveying=forward, conveying=reversible, conveying=yes, escalator=parallel, escalator=yes	Change Elevation	Escalators	lanes		
escalator width	conveying=backward, conveying=forward, conveying=reversible, conveying=yes, escalator=parallel, escalator=yes, width=user defined	Change Elevation	Escalators	dimension [7]	width [10]	
escape routes	entrance=emergency, exit=emergency	Building characteristics	Floor (pathway)	escape routes		EquipmentProperties#alternativeRouteInstructions
establishment for distilling, especially for distilling alcoholic liquors	craft=distillery					
establishment which does not participate in a water refill network	drinking_water:refill=no					AnimalPolicy#suppliesWaterForPets

			StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
estimated interpolation way	addr:inclusion=estimate		Door#needsEuroKey
euro key does not fit	euro_key=no		Door#needsEuroKey
eurokey opens door	centralkey=eurokey		StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
even numbers are used to interpolate the house numbers	addr:interpolation=even incline=0°, incline=0%, incline:across=0°, incline:across=0%, surface=user defined, tracktype=grade1		Ground#evenPavement
even pavement			PlaceInfo#eventId, PlaceInfo#originalId
event Id	ID=user defined		StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street,Structured Address#text
every 3rd number is used to interpolate the house numbers	addr:interpolation=3		

every house number from the address interpolation way results in an exact match with physical houses	addr:inclusion=actual							PlaceInfo#address, StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
existence / too many / not enough signage		sign=not_enough, sign=too_many, sign=yes	General help for orientation / Technical assistance	Signage	existence / too many / not enough			Restroom#signIcons, WheelchairParking#hasDedicatedSignage
existence of accessibility sign at the accessible aisle	footway=access_aisle	sign=accessibility	Facility daily needs	Services	service desks	existence of accessibility sign at the accessible aisle	Accessibility#accessibleWith.wheelchair, Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairParking#hasDedicatedSignage, WheelchairParking#length, WheelchairParking#location, WheelchairParking#width
existence of ramp with wheel guards	ramp=yes	wheel_guards=yes	Change in Ground Height	Ramp	wheel guards	existence [2]		
existence of space between two consecutive doors	door=yes, height=user defined, length=user defined, width=user defined		Building characteristics	Doorways	space between two consecutive doors	existence [6]		Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
existence of stair lift	highway=steps, room=stairs, stairs=yes	stair_lift=yes	Change Elevation	Stairs	stair lift	existence [12]		
existence of whiteboard		board_type=whiteboard	General help for orientation / Technical assistance	Technology	whiteboard	existence [7]		
extension cable is needed for the sockets	socket:<type>=yes	extension_cable=needed	General help for orientation / Technical assistance	Rooms / venues / offices	sockets	extension cable needed		
exterior accessible route exists	highway=access_ramp	route=accessible	Way to building	Exterior accessible route	existence [4]		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, EquipmentProperties#alternativeRouteInstructions
exterior accessible route has a cross slope	highway=access_ramp, incline:across=down, incline:across=sag, incline:across=user defined	route=accessible	Way to building	Exterior accessible route	slope [4]	cross slope [1]	Accessibility#accessibleWith.wheelchair == true, Accessibility#partiallyAccessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair, Pathways#maxLateralSlope
exterior accessible route is a running slope	highway=access_ramp, incline=up, incline=user defined	route=accessible	Way to building	Exterior accessible route	slope [4]	running slope [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair
exterior accessible route is in a stable condition	highway=access_ramp, smoothness=excellent, smoothness=good, smoothness=intermediate	route=accessible	Way to building	Exterior accessible route	condition [1]	stable [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#sidewalkConditions

exterior accessible route with passing space	height=user defined, highway=access_ramp, length=user defined, width=user defined, control=automatic;remote, control=remote_electric, highway=steps, room=stairs, stairs=yes	clear_floor_space=yes	Way to building	Exterior accessible route	passing space [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Pathways#widthAtObstacles
externally operated stair lift	facilities=lockers	stair_lift=yes	Change Elevation	Stairs	stair lift	externally operated	
facilities with showers	facilities=showers						Restroom#hasShower, Restroom#shower, Shower#hasErgonomicHandle, Shower#hasShowerSeat, Shower#hasSupportRails, Shower#isLevel, Shower#showerSeatIsFolding, Shower#showerSeatIsRemovable, Shower#step, Shower#supportRailsAreAboveAndBelowControls, Shower#supportRailsHeight
facilities with washbasin	facilities=washbasin						Restroom#washBasin, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
facility is available but isn't officially built to be used as changing table	changing_table=limited						
facility that provides drinking water in emergency situations	emergency=drinking_water						AnimalPolicy#suppliesWaterForPets
facility to decontaminate footwear for hikers	man_made=footwear_decontamination						
facility where a physiotherapist practices physical therapy (kinesiology, exercise, mobilization, etc)	healthcare=physiotherapist						
facility where alternative or complementary medicine is practiced: e.g. acupuncture, chiropractic, naturopathy, etc.	healthcare=alternative						
facility where an audiologist identifies and treats hearing problems	audiologist						
facility where an occupational therapist practices	healthcare=occupational_therapist						
factory	room=factory						
fakoo: 9 dots, can be read with eyes easily because it represents latin letters, the letters are in fakoo	tactile_writing:fakoo:lg=yes, tactile_writing:fakoo:lg=no						
family-friendly toilets	toilets_access=family					Restroom#toilet	
farmhouse is the main building of a farm	building=farm						

feature is a dealer which sells new products (usually new motor vehicles) service=dealer							
feature is located on the roof of a building	location=roof, location=rooftop	WheelchairParking#location					
feature is on the surface of the ground	location=surface	WheelchairParking#location					
feature is under ground, not visible on the surfacefeature is under ground, not visible on the surface	location=underground	WheelchairParking#location					
feature opened or the construction of the feature finished at 31/03/2010	start_date=2010-03-31	EquipmentProperties#plannedCompletionDate					
feature substantially located inside a building	location=indoor	EquipmentProperties#isIndoors, WheelchairParking#isLocatedInside, WheelchairParking#location					
feature substantially located outside	location=outdoor	WheelchairParking#location					
feature such as a pipeline or cable is over ground, located close to the surface, not allowing a person or vehicle to pass underneath	location=overground						
feature that is predominantly paved	surface=paved	WheelchairParking#location					
features below the surface of water	location=underwater						
features over ground, located at a height allowing persons or vehicles to pass underneath	location=overhead	WheelchairParking#maxVehicleHeight					
		Payment#acceptsBills, Payment#acceptsCoins, Payment#acceptsCreditCards, Payment#acceptsDebitCards, Payment#acceptsPaymentByMobilePhone, Payment#hasPortablePaymentSystem, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone					
fee is usually charged	fee=yes						
field of attention in front of doors / in front of stairs / in front of elevators / not available	door=yes, elevator=yes, height=user defined, highway=elevator, highway=steps, length=user defined, room=elevator, room=stairs, stairs=yes, width=user defined	attention_field=yes	Building characteristics	Floor (pathway)	fields of attention	in front of doors / in front of stairs / in front of elevators / not available	EquipmentProperties#door
figurative sculpture of people, animals or gods in a durable material fill up for free anyone's reusable bottle	artwork_type=statue drinking_water:refill=yes	AnimalPolicy#suppliesWaterForPets					

fire alarm systems with audible signals	emergency=siren		Security	Fire alarm systems	audible signals				
fire alarm systems with flashing lights signals	light:category=emergency, light:flash=pattern, light:flash=random, light:flash=yes		Security	Fire alarm systems	flashing lights signals				
fire extinguisher	emergency=fire_extinguisher		Security	Fire protection	fire extinguisher				
fire extinguisher is an active fire protection device used to extinguish or control small fires, often in emergency situations	emergency=fire_extinguisher								
fire hose	emergency=fire_hose		Security	Fire protection	fire hose				
Fire point stand (fire cabinet) presents on the territory of any enterprise and public place. It's often equipped with one or two carbon dioxide type fire extinguishers, pike pole, shovel, bar, fire-arresting sheet, hatchet, and buckets	emergency=fire_point_stand								
fire sand storage bin designed for the bulk storage of fire sand	emergency=fire_sand_bin								
fireplace as heat source	heating=fireplace								
firewood storage	storage=firewood								
firm condition of the exterior accessible route	smoothness=excellent, smoothness=good, smoothness=intermediate	route=accessible	Way to building	Exterior accessible route	condition [1]	firm [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#sidewalkConditions	
firm condition of the floor	smoothness=excellent, smoothness=good, smoothness=intermediate		Building characteristics	Floor (pathway)	condition [2]	firm [2]		Ground#sidewalkConditions	
first aid kit in relaxation room	emergency=first_aid_kit, room=relaxation		Facility daily needs	Relaxation room	first aid kit				
first room of a building after passing the main entrance	room=entrance								
fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	leisure=fitness_center								
fitness room	room=fitness							StructuredAddress#room	
fixed locations of wheelchair spaces are dispersed	wheelchair=limited, wheelchair=yes	clear_floor_space=yes, location=dispersed, wheelchair_spaces=yes	Movables	Wheelchair space (seatings)	location (dispersed)	fixed [2]	Accessibility#accessible With.wheelchair == true, Accessibility#partiallyAccessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant	
fixed seating (no space for wheelchair)	amenity=bench, indoor_seating=bar_table, indoor_seating=yes, outdoor_seating=yes, room=benches, seats=user defined, wheelchair=limited, wheelchair=no	seats=fixed	Movables	Seatings	fixed seating (no space for wheelchair)		Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAccessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant	

fixed table	amenity=table, indoor_seating=bar_table	table=fixed	Movables	Tables	type [6]	fixed [1]
flagpole for advertising	advertising=flag					
flexible barrier made of rope	barrier=rope					
flights of steps on footways and paths	highway=steps					Stairs#stepHeight
flint cobbled wall	wall=flint					
floating ring to throw out to someone who is struggling in water	emergency=life_ring					
floodlight is a broad-beamed, high intensity artificial light	light_source=floodlight					
	building:form=box, building:form=l- shaped, building:form=L-shaped, building:form=multi-projected, building:form=other, building:form=rectangular, building:form=T-shaped, highway=corridor, highway=footway, highway=path					
floor (pathway) geometry	light:category=aero, light:category=air_obstruction, light:category=bearing, light:category=directional, light:category=emergency, light:category=flood, light:category=fog_detector, light:category=front, light:category=horizontally_disposed, light:category=leading, light:category=lower, light:category=moire, light:category=rear, light:category=spotlight, light:category=strip, light:category=subsidiary, light:category=upper, light:category=vertical_disposed, light:colour=blue, light:colour=green, light:colour=red, light:colour=white, light:colour=yellow, light:colour=user defined, light:count=user defined, light:direction=E, light:direction=N, light:direction=S, light:direction=to_street, light:direction=to_crossing, light:direction=W, light:flames=user	Building characteristics	Floor (pathway)	geometry		Pathways#width, Pathways#widthAtObstacles
floor (pathway) illumination		Building characteristics	Floor (pathway)	illumination		

	light:lit=demand, light:lit=motion, light:method=gas, light:method=electric, light:method=incandescent, light:method=halogen, light:method=discharge, light:method=metal-halide, light:method=neon, light:method=sodium, light:method=high_pressure_sodium, light:method=low_pressure_sodium, light:method=fluorescent, light:method=mercury, light:method=LED,					
floor (pathway) illumination is natural / artificial / motion detector / light switch	light:method=laser, light:method=arc, highway=corridor, highway=footway, highway=path		Building characteristics	Floor (pathway)	illumination	natural / artificial / motion detector / light switch
floor (pathway) in field of attention	highway=corridor, highway=footway, highway=path	attention_field=yes	Building characteristics	Floor (pathway)	fields of attention	
floor (pathway) is in a stable condition	highway=corridor, highway=footway, highway=path, smoothness=excellent, smoothness=good, smoothness=intermediate		Building characteristics	Floor (pathway)	condition [2]	stable [2] Ground#sidewalkConditions
floor (pathway) with furnished/equipped lounge and communication area	highway=corridor, highway=footway, highway=path		Building characteristics	Floor (pathway)	furnished/equipped lounge and communication area	Pathways#widthAtObstacles
floor covered in glass	floor:material=glass					
floor display in the elevator: yes / no / tactile detectable	display=analog, display=digital, display=no, elevator=yes, highway=elevator, room=elevator, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes		Change Elevation	Elevator	in-car controls / equipment	floor display in the elevator: yes / no / tactile detectable
floor geometry: number of branches	building:form=box, building:form=l-shaped, building:form=L-shaped, building:form=multi-projected, building:form=other, building:form=rectangular, building:form=T-shaped		Building characteristics	Floor (pathway)	geometry	number of branches
floor is accessible in the open hours	access=yes, access:disabled=yes, opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off, wheelchair=yes		Building characteristics	Floor (pathway)	access [5]	open hours PlaceInfo#accessibility

floor made of bricks	floor:material=brick							
floor made out of wood	floor:material=wood							
floor made with asphalt	floor:material=asphalt							
floor made with marble	floor:material=marble							
floor number sign on both door jambs of elevator	elevator=yes, highway=elevator, ref=user defined, room=elevator	location=door_jamb, sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	location: both door jambs		
	colour=aqua, colour=black, colour=blue, colour=brown, colour=cyan, colour=fuchsia, colour=green, colour=gray, colour=grey, colour=lime, colour=magenta, colour=maroon, colour=navy, colour=olive, colour=orange, colour=purple, colour=red, colour=silver, colour=teal, colour=white, colour=yellow, colour:text=black, colour:text=black;blue, colour:text=blue, colour:text=brown, colour:text=green, colour:text=grey, colour:text=light_yellow, colour:text=red, colour:text=white, colour:text=yellow	high_contrast=no, high_contrast=yes, sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	text contrast	EquipmentProperties#isHighContrast, StructuredAddress#text	
floor number sign with text contrast floor of concrete	floor:material=concrete							
floor plan	board_type=map, information=map, information=tactile_map	sign=floor_plan	General help for orientation / Technical assistance	Plan	type [12]	floor plan		
								Accessibility#accessibleWith.wheelchair, EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfoId, EquipmentProperties#placeInfoId, PlaceInfo#accessibility, PlaceInfo#originalId, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair
floor plan room-ID states location of accessible toilets	access=yes, access:disabled=yes, amenity=toilets, board_type=map, building=toilets, information=map, information=tactile_map, ref=user defined, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes	floor_plan=accessible_toilets, sign=floor_plan	General help for orientation / Technical assistance	Plan	toilets accessible	room-ID, floor [location] [3]	Accessibility#accessibleWith.wheelchair == true	StructuredAddress#room, StructuredAddress#text
								EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfoId, EquipmentProperties#placeInfoId, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of baby-changing room	board_type=map, changing_table:location=dedicated_room, information=map, information=tactile_map, ref=user defined	floor_plan=baby-changing_room, sign=floor_plan	General help for orientation / Technical assistance	Plan	baby-changing room	room-ID, floor [location] [4]		StructuredAddress#room, StructuredAddress#text
								EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfoId, EquipmentProperties#placeInfoId, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of defibrillator	board_type=map, emergency=defibrillator, information=map, information=tactile_map, ref=user defined	floor_plan=defibrillator, sign=floor_plan	General help for orientation / Technical assistance	Plan	defibrillator	room-ID, floor [location] [6]		StructuredAddress#room, StructuredAddress#text

floor plan room-ID states location of first aid box	board_type=map, emergency=first_aid_kit, information=map, information=tactile_map, ref=user defined	floor_plan=first_aid_kit, sign=floor_plan	General help for orientation / Technical assistance	Plan	first aid box	room-ID, floor [location] [8]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfo, EquipmentProperties#placeInfo, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of relaxation room	board_type=map, information=map, information=tactile_map, ref=user defined, room=relaxation	floor_plan=relaxation_room, sign=floor_plan	General help for orientation / Technical assistance	Plan	relaxation room	room-ID, floor [location] [5]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfo, EquipmentProperties#placeInfo, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of toilet	amenity=toilets, board_type=map, building=toilets, information=map, information=tactile_map, ref=user defined, room=toilet, toilets=yes	floor_plan=toilets, sign=floor_plan	General help for orientation / Technical assistance	Plan	toilet	room-ID, floor [location] [2]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfo, EquipmentProperties#placeInfo, PlaceInfo#originalId, Restroom#toilet, StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of women's toilet	amenity=toilets, board_type=map, building=toilets, female=yes, information=map, information=tactile_map, ref=user defined, room=toilet, toilets=yes	floor_plan=women_toilet, sign=floor_plan	General help for orientation / Technical assistance	Plan	toilet women	room-ID, floor [location] [1]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceInfo, EquipmentProperties#placeInfo, PlaceInfo#originalId, Restroom#toilet, StructuredAddress#room, StructuredAddress#text
floor signs / ground indicating systems	information=trail_blaze, information=route_marker		General help for orientation / Technical assistance	Signage	floor signs / ground indicating systems		
floor signs / ground indicating systems with negative profile, depth in cm	depth=user defined, information=trail_blaze, information=route_marker		General help for orientation / Technical assistance	Signage	floor signs / ground indicating systems	negative profile, depth in cm	
floor signs / ground indicating systems with positive profile, height in cm	height=user defined, information=trail_blaze, information=route_marker		General help for orientation / Technical assistance	Signage	floor signs / ground indicating systems	positive profile, height in cm	
floor with hard plates, not metal, mdf floor:material=mdf							
floors are accessible from the elevator	elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	access [2]	accessible floors	PlaceInfo#accessibility
fluorescent lamp	lamp_type=fluorescent						
fluorescent light	light:method=fluorescent						
flush control in toilet / toilet compartment	control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, toilets:disposal=flush		Facility daily needs	Toilet / toilet compartment	flush control		Restroom#toilet

[illegible]

							WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
for the parking of trailers, or vehicles with trailers attached	parking_space=trailer						
force needed for opening door	door=yes	force=needed	Building characteristics	Doorways	weight	force needed for opening door	EquipmentProperties#door
forming a large surface	surface=concrete						
fortification used to defend settlements	barrier=city_wall						
free-standing residential building	building=detached						
freestanding structure	barrier=wall						
freestanding structure designed to restrict or prevent movement across a boundary	barrier=fence						
Freifunk	internet_access:operator=Freifunk						
freight	freight=yes						
freight elevator	elevator=yes, freight=yes, highway=elevator, room=elevator		Change Elevation	Elevator	type [7]	freight elevator	
fridge appliance	amenity=fridge						
fridge in the kitchen available for everyone	fridge=yes						
fridge with icebox	fridge=icebox						
from 08:00 till 17:30	supervised=08:00-17:30						
fuel available	service=fuel						
fuel depot	room=fuel depot						
fulfills needs deaf or hearing impaired persons	dehoga:d=yes, dehoga:e=yes						
fulfills needs of blind or visually impaired persons	dehoga:c=yes, dehoga:e=yes						
fulfills needs of wheelchair users with assistance	dehoga:a=yes, dehoga:e=yes						WheelchairPlaces#hasSpaceForAssistent
fulfills needs of wheelchair users without assistance	dehoga:b=yes, dehoga:e=yes						WheelchairPlaces#hasSpaceForAssistent
full size elevator, LULA	elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	elevator=full_size, elevator=LULA	Change Elevation	Elevator	type [7]	full size, LULA	

							Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
full stairs	stairs:type=full						
full-covered by a phone booth with door	covered=booth						
full-height turnstile	barrier=full-height_turnstile						
function room	room=function						StructuredAddress#room
functionality is not activated by pressing a button	button_operated=no						EquipmentProperties#isVoiceActivated
functionality may be (or needs to be) activated by pressing a button	button_operated=yes						
functioning intercom in doorway	door=yes	intercom=yes	Building characteristics	Doorways	intercom type: dangerous/orientation point	functioning	Entrance#intercomEquipmentId, EquipmentProperties#door, EquipmentProperties#isWorking
furnitur type: dangerous / orientation point	danger=high, danger=yes, reference_point=yes		Movables	Furniture			
furniture size	height=user defined, length=user defined, width=user defined		Movables	Furniture	size [2]		
	advertising=board, advertising=column, advertising=flag, advertising=poster_box, advertising=sculpture, advertising=totem, amenity=post_box, amenity=waste_basket, artwork_type=architecture, artwork_type=bust, artwork_type=fountain, artwork_type=sculpture, artwork_type=statue, artwork_type=stone, bin=yes, danger=high, danger=yes, man_made=carpet_hanger, man_made=cross, man_made=flagpole, man_made=footwear_decontamination, man_made=guard_stone, man_made=obelisk, man_made=planter, man_made=street_cabinet,						
furniture type: dangerous/orientation point: plants, flower pots, statue or sculpture, stand with posters, newspaper or magazine stand, mailbox, garbage bin, recycle bin	man_made=yes, memorial=bust, memorial=cenotaph, memorial=cross, memorial=ghost_bike, memorial=obelisk, memorial=sculpture,	furniture=dangerous, furniture=orientation_point	Movables	Furniture	type: dangerous/orientation point	plants, flower pots, statue or sculpture, stand with posters, newspaper or magazine stand, mailbox, garbage bin, recycle bin	

	advertising=sign, advertising=screen, advertising=tarp, advertising=wall_painting, artwork_type=azulejo, artwork_type=graffiti, artwork_type=mosaic, artwork_type=mural, artwork_type=painting, artwork_type=relief, artwork_type=street_art, artwork_type=streetart, artwork_type=tilework, information=board, material=mirror	furniture=hanging	Movables	Furniture	type: hanging	
furniture type: hanging						
	indoor_seating=bar_table, indoor_seating=yes, outdoor_seating=yes, seats=user defined	furniture=standing	Movables	Furniture	type: seating	
furniture type: seating						
	advertising=board, advertising=column, advertising=flag, advertising=poster_box, advertising=sculpture, advertising=totem, amenity=post_box, amenity=waste_basket, artwork_type=architecture, artwork_type=bust, artwork_type=fountain, artwork_type=sculpture, artwork_type=statue, artwork_type=stone, bin=yes, man_made=carpet_hanger, man_made=cross, man_made=flagpole, man_made=guard_stone, man_made=obelisk, man_made=planter, man_made=street_cabinet, man_made=yes, memorial=bust, memorial=cenotaph, memorial=cross, memorial=ghost_bike, memorial=obelisk, memorial=sculpture, memorial=statue, memorial=stele, memorial=stone, amenity=table, indoor_seating=bar_table, leisure=picnic_table	furniture=seating	Movables	Furniture	type: standing	
furniture type: standing						
furniture type:table			Movables	Furniture	type: table	
furniture with glass surface	material=glass	surface=glass	Movables	Furniture	material [2]	glass surface
gallery	room=gallery					StructuredAddress#room
garage door	door=overhead					EquipmentProperties#door
garage is part of building	building:part=garage					
gas as heat source	heating=gas					
gas light	light:method=gas					
gas light has 1 flame	light:flames=1					
gas storage	storage=gas					
gas-discharge lamp	light:method=discharge					

gaslight lamp	lamp_type=gaslight							
	smoothness=bad, smoothness=excellent, smoothness=good, smoothness=horrible, smoothness=impassable, smoothness=intermediate, smoothness=very_bad, smoothness=very_horrible, tracktype=grade1, tracktype=grade2, tracktype=grade3, tracktype=grade4, tracktype=grade5	floor_condition=bad, floor_condition=good	Building characteristics	Floor (pathway)	condition [2]	general	Ground#sidewalkConditions	
general information about machine or device		information:device=user defined, information:machine=user defined	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	general information		
general store. Small shop selling variety of different products	shop=general						PlaceInfo#category	
general tag for man-made (artificial) structures	man_made=yes							
general value for street-art	artwork_type=streetart, artwork_type=street_art							
generally ceramic tiles	material=tiles							
generally informal place with sit-down facilities selling beverages and light meals and/or snacks	amenity=cafe						PlaceInfo#category	
generally not accessible for disabled persons	access:disabled=private, disability_access=no, wheelchair=no					Accessibility#accessible With.wheelchair == false	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility	
generic crossing with no traffic-signals of any type	crossing=uncontrolled							
generic door	door=yes						EquipmentProperties#door	
generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles	fountain=bottle_refill						AnimalPolicy#suppliesWaterForPets	
generic drinking water fountain jetting water in the air	fountain=bubbler							
generic fountain consisting of a stone block	fountain=stone_block							
generic indoor element	indoor=yes							
generic kindergarten building	building=kindergarten							
generic or multi-use path open to non-motorized traffic	highway=path							
generic school building	building=school							
generic type of drinking fountain	fountain=drinking_fountain							
Generic value for cobblestone	surface=cobblestone		Way to building	Exterior accessible route Ground in front of entrance	condition [1]	cobblestones [1]		
Generic value for cobblestone [1]	surface=cobblestone		Way to building		condition [3]	cobblestones [2]		
glass texture	texture=glass							
glass window	window=glass							
goes over two levels	level=-1;0						StructuredAddress#level	
goes through/under a building	tunnel=building_passage		General building information	Formal information		tunnels between buildings or parts of buildings		

golf equipment shop	shop=golf							
							Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true, air, Accessibility#partiallyAcc essibleWith.wheelchair == true	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, Ground#sidewalkConditions
good/bad condition of exterior accessible route	highway=access_route, smoothness=bad, smoothness=good	route=accessible	Way to building	Exterior accessible route	condition [1]	good/bad		
grandstand at racecourse or sports ground	building=grandstand							
grass covered ground	surface=grass							
							Accessibility#accessible With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair
grates or openings on exterior accessible route	highway=access_ramp, inlet=direct, inlet=curb_grate, inlet=curb_opening, inlet=grate, inlet=screen, wheelchair=limited, wheelchair=yes	grates=yes, openings=yes, route=accessible	Way to building	Exterior accessible route	grates or openings			
greenhouse	room=greenhouse							
ground indicators on way to public transport	information=trail_blaze, information=route_marker		Way to building	Way to public transport	ground indicators			PlaceInfo#accessibility
	incline=0°, incline=0%, incline:across=0°, incline:across=0%, step_count=0							
ground is level								Ground#isLevel, Shower#isLevel
ground level entrance	entrance=yes, level=0, step_count=0	entrance=ground_level	Building characteristics	Doorways	level [1]	ground level entrance		Entrance#door, Entrance#isLevel
					maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	ground or floor surface should be level on both sides of the door [2]		Entrance#isLevel, EquipmentProperties#door, Ground#isLevel
ground or floor surface should be level on both sides of the door	door=yes, height:threshold=0, step_count=0	entrance=ground_level	Building characteristics	Doorways				
group of lights of identical character and almost identical position, that are disposed horizontally	light:category=horizontally_disposed							
group of lights of identical character and almost identical position, that are disposed vertically	light:category=vertically_disposed							
group of stores, typically associated with a single building structure	shop=mall							
guard stone: a stone built onto or into the corner of a building or wall to prevent carriages from damaging the structure, often found on either side of an entrance to a laneway, or alongside a wall to protect it								
guest room	man_made=guard_stone room=guest							StructuredAddress#room

	Acoustic guide=yes, information=audioguide, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=primitive, tactile_paving=yes, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes		General help for orientation / Technical assistance	Guidance system	for persons with blindness [1]	EquipmentProperties#hasSpeech, PlaceInfo#accessibility, Stairs#hasBrailleNavigation
guidance system for persons with blindness	Acoustic guide=yes, information=audioguide, information=guidepost, information=route_marker, information=trail_blaze		General help for orientation / Technical assistance	Guidance system	for persons with sight [1]	PlaceInfo#accessibility
guidance system for persons with sight	Acoustic guide=yes					
guidance system that talks	dog=designated, dog=leashed, dog=no, dog=unleashed, dog=yes dog=guide leisure=fitness_center, leisure=sports_center, leisure=sports_hall		General building information General help for orientation / Technical assistance	Formal information Rooms / venues / offices	guide dog permitted type [15]	AnimalPolicy#allowsGuideDogs gym
gym						StructuredAddress#room
hairdressers or barbers shop, where hair is cut	shop=hairdresser					StructuredAddress#room
hall	room=hall					StructuredAddress#room
halogen lamp	light:method=halogen					
	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:hand_drying=electric_hand_dryer, toilets:hand_drying=paper_towel, toilets:hand_drying=towel	toilets:hand_drying:location=above_counter, toilets:hand_drying:location=above_lavatory	Facility daily needs	Toilet / toilet compartment	hand dryers	location: above lavatories or counters, not over an obstruction [2]
hand dryer location: above lavatories or counters, not over an obstruction in a toilet / toilet compartment	toilets:hand_drying=electric_hand_dryer, toilets:hand_drying=paper_towel, toilets:hand_drying=towel		Facility daily needs	Toilet / toilet compartment	hand dryers	type: Paper / hairdryer / cloth towel / no / other: ...
hand dryer type: Paper / hairdryer / cloth towel / no / other: ...	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:hand_drying=electric_hand_dryer, toilets:hand_drying=paper_towel, toilets:hand_drying=towel		Facility daily needs	Toilet / toilet compartment	hand dryers	Restroom#heightOfDrier, Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
hand dryers in toilet / toilet compartment						

handrail at stair provides visual contrast to the adjacent component	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stair, stairs=yes, visual:condition=good	high_contrast=yes	Change Elevation	Stairs	handrail [3]	visual contrast to the adjacent component	EquipmentProperties#isHighContrast, Stairs#hasHandRail
handrail extends beyond the ends of the ramp	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, length=user defined, ramp=yes		Change in Ground Height	Ramp	handrail [2]	extends beyond the ends of the ramp	
handrail in the center	handrail=center, handrail:center=yes						Stairs#hasHandRail
handrail on the left	handrail=both, handrail=left, handrail:left=yes						Stairs#hasHandRail
handrail on the right	handrail=both, handrail=right, handrail:right=yes						Stairs#hasHandRail
handrail type: circular, non-circular, dimensions	height=user defined, length=user defined, width=user defined	handrail:type=circular, handrail:type=non-circular	Change in Ground Height	Ramp	handrail [2]	type: circular, non-circular, dimensions	Stairs#hasHandRail
hangar is a building used for the storage of airplanes	building=hangar						
hanging furniture: notice board, projecting wall, wall mirror, frame of painting on the wall, box on the wall, hanging cabinet, coat hanger stand or hanger, artwork	advertising=sign, advertising=screen, advertising=tarp, advertising=wall_painting, artwork_type=azulejo, artwork_type=graffiti, artwork_type=mosaic, artwork_type=mural, artwork_type=painting, artwork_type=relief, artwork_type=street_art, artwork_type=streetart, artwork_type=tilework, information=board, material=mirror	furniture=hanging	Movables	Furniture	type: hanging	notice board, projecting wall, wall mirror, frame of painting on the wall, box on the wall, hanging cabinet, coat hanger stand or hanger, artwork	Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Restroom#hasMirror, Restroom#mirror

	information=tactile_model, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=no, tactile_paving=primitive, tactile_paving=yes, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=no, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=no, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=no, tactile_writing:moon:lg=yes, traffic_signals:arrow=no, traffic_signals:arrow=yes, traffic_signals:floor_vibration=no,	information=haptic	General help for orientation / Technical assistance	Reference points	haptic information		Media#isBraille, Stairs#hasBrailleNavigation, Stairs#hasTactileSafetyStrips
haptic information							
hardened military building	building=bunker						
hayloft	room=hayloft						
							EquipmentProperties#hasHeadPhone Jack
headphone jack		socket:headphone=number					
headquarters	room=headquarters						
health food shop; selling wholefoods, vitamins, nutrition supplements and meat and dairy alternatives	shop=health_food						
hearing aids	hearing_aids=yes						
heat source radiator	heating=radiator, heating=yes, room=heating, room=heating system		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	heat source radiator	
heating burner	heating=district_heating, heating=fireplace, heating=gas, heating=stove, heating=yes		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	heating burner	
heating panels	heating=district_heating, heating=fireplace, heating=gas, heating=radiator, heating=stove, heating=yes		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	heating panels	
heating room	room=heating						StructuredAddress#room
heating system	room=heating system						
heavy duty plates chained closely together on the short side	surface=concrete:plates door=yes, height=user defined, length=user defined, width=user defin						
height / dimension of the doorway			Building characteristics	Doorways	dimension [4]	height [5]	Door#width, EquipmentProperties#door

height door plate upper/lower edge in cm	height=user defined	door:sign=plates, height:lower_edge=user defined,height:upper edge=user defined, sign=door	General help for orientation / Technical assistance	Rooms / venues / offices	sign	height door plate upper/lower edge in cm	
height door plate upper/lower edge in cm [1]	height=user defined	door:sign=plates, height:lower_edge=user defined,height:upper edge=user defined, sign=door	Building characteristics	Doorways	door signs	height of the door plates upper/lower edge in cm	
height lower edge of table in cm	amenity=table, height=user defined	height=lower_edge=user defined	Movables	Tables	dimensions [2]	height lower edge of table in cm	
height of accessible toilet / toilet compartment	access=yes, amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes		Facility daily needs	Toilet / toilet compartment	accessibility [4]	height [2]	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase
height of bench	amenity=bench, height=user defined, room=benches		Movables	Benches	dimensions [1]	height [11]	
height of elevator call buttons	button_operated=only, button_operated=yes, elevator=yes, height=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	call buttons	height [13]	EquipmentProperties#heightOfControls
height of elevator door	door=yes, elevator=yes, height=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	door	height [14]	EquipmentProperties#door
height of elevator exterior operating elements	control=automatic;remote, control=buttons, control>manual, control>manual;local, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, height=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	exterior operating elements	height [16]	EquipmentProperties#heightOfControls
height of elevator floor number sign	elevator=yes, height=user defined, highway=elevator, room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	height [18]	
height of elevator in-car controls / equipment	control=automatic;remote, control=buttons, control>manual, control>manual;local, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, height=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	in-car controls / equipment	height [17]	EquipmentProperties#heightOfControls

height of elevator sensor light barrier	automatic_door=motion, elevator=yes, height=user defined, highway=elevator, room=elevator, sensor:type=motion	sensor:type=light_barrier	Change Elevation	Elevator	sensor light barrier	height [15]	PlaceInfo#accessibility
height of flush control in a toilet / toilet compartment	height=user defined, toilets:disposal=flush		Facility daily needs	Toilet / toilet compartment	flush control	height [25]	EquipmentProperties#heightOfControls, Restroom#toilet
height of hand dryers in a toilet / toilet compartment	height=user defined, toilets:hands_drying=electric_hand_dryer, toilets:hands_drying=paper_towel, toilets:hands_drying=towel		Facility daily needs	Toilet / toilet compartment	hand dryers	height [22]	Restroom#heightOfDrier, Restroom#toilet
height of handrail at ramp	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, height=user defined, highway=access_ramp, ramp=yes		Change in Ground Height	Ramp	handrail [2]	height [3]	
height of handrail at stairs	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, height=user defined, highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	handrail [3]	height [20]	Stairs#hasHandRail
height of knee space dimensions	height=user defined	height:knee_space=user defined	Movables	Wheelchair space (seatings)	knee space dimensions	height [10]	
height of lavatory toe clearance	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes	height:lavatory_toe_clearance=user defined	Facility daily needs	Toilet / toilet compartment	lavatories	height of toe clearance	Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#spaceBelowHeight
height of paper supply/towel dispenser in a toilet / toilet compartment	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes, toilets:hand_drying=electric_hand_dryer, toilets:hands_drying=paper_towel, toilets:hand_drying=towel		Facility daily needs	Toilet / toilet compartment	paper supply/towel dispenser	height [23]	Restroom#heightOfDrier, Restroom#toilet

height of platform lift controls	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=lift, elevator=wheelchair, elevator=yes, height=user defined, highway=elevator, room=elevator	height:platform_lift_controls=user defined	Change Elevation	Platform lift	lift controls	height [19]	EquipmentProperties#heightOfControls
height of public TTY	height=user defined	amenity=teletypewriter, height:teletypewriter=user defined	Facility daily needs	Public telephone	TTY	height [28]	
height of self-service shelf or dispensing device at food service lines	height=user defined	dispensing_device=yes, service_line=food, height:self-service_shelf=user defined, self-service_shelf=yes	Movables	Food Service Lines	self-service shelf or dispensing device	height [12]	
height of shower support rails	amenity=shower, facilities=showers, height=user defined	grab_bar=user defined					Shower#supportRailsHeight
height of soap dispensers in a toilet / toilet compartment	amenity=toilets, building=toilets, handwashing:soap=yes, height=user defined, room=toilet, toilets=yes	handwashing:soap:height=user defined, height:soap=user defined	Facility daily needs	Toilet / toilet compartment	soap dispensers	height [21]	Restroom#heightOfSoap, Restroom#toilet
height of spout outlet of a drinking fountain	amenity=drinking_water, fountain=drinking, fountain=drinking_fountain, height=user defined	height:spot_outlet=user defined, spout_outlet:height=user defined, spout_outlet=yes	Facility daily needs	Drinking fountain	spout outlet	height [27]	AnimalPolicy#suppliesWaterForPets
height of the accessible surface in wheelchair space (seatings)	access=yes, access:disabled=yes, height=user defined	accessible_surface=yes, accessible_surface:height=user defined, clear_floor_space=yes, height:accessible_surface=user defined	Movables	Wheelchair space (seatings)	height of the accessible surface	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
height of the check writing surface	height=user defined	check_writing_surface=yes, check_writing_surface:height=yes, height:check_writing_surface=user defined	Facility daily needs	Services	service desks	dimension: height of the check writing surface	
height of the counter edge protection	height=user defined	counter_edge_protection=yes, counter_edge_protection:height=user defined, height:counter_edge_protection=user defined	Facility daily needs	Services	service desks	dimension: height of the counter edge protection	
height of the light source above ground in meter	light:height=2						
height of the operable part of a public telephone	amenity=telephone, height=user defined	height:telephone:operable_part=user defined, operable_part:height=user defined, telephone:operable_part:height=user defined	Facility daily needs	Public telephone	dimension [11]	height of the operable part	EquipmentProperties#heightOfControls

height of the operable parts of a drinking fountain	amenity=drinking_water, fountain=drinking_fountain, height=user defined	drinking_fountain:operable_part:height=user defined, height:drinking_fountain:operable_part=user defined, operable_part:height=user defined	Facility daily needs	Drinking fountain	dimension [5]	height of the operable parts	EquipmentProperties#heightOfControls
height of threshold is 2	height:threshold=2						
height of toilet paper dispenser in toilet / toilet compartment	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes, toilets:paper_supplied=yes	toilets:paper_supplied:height=user defined	Facility daily needs	Toilet / toilet compartment	toilet paper dispenser	height [26]	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair, Restroom#toilet
height of wheel guards at a ramp	height=user defined, ramp:wheelchair=yes, wheelchair=yes	height:wheel_guards=user defined, wheel_guards=yes, wheel_guards:height=user defined	Change in Ground Height	Ramp	wheel guards	height [4]	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair
height restrictor which prevents access of vehicles higher than a set limit	barrier=height_restrictor						WheelchairParking#maxVehicleHeight
hexadecimal colour of the emitted light is #ff0080	light:colour=#ff0080						
high contrast		high_contrast=no, high_contrast=yes					EquipmentProperties#isHighContrast, Media#hasContrastingBackground, Stairs#hasHighContrastNosing
high contrast emergency call in toilet / toilet compartment: yes / no	amenity=toilets, building=toilets, room=toilet, toilets=yes	emergency_call=no, emergency_call=yes, high_contrast=yes	Facility daily needs	Toilet / toilet compartment	emergency call	high-contrast: yes / no	EquipmentProperties#isHighContrast, Restroom#toilet
high danger	danger=high						
high pressure sodium lamp	lamp_type=high_pressure_sodium						
high pressure sodium-vapor lamp	light:method=high_pressure_sodium						
high risk	risk=high						
high speed trains; e.g., ICE, TGV	service=high_speed						
high-pressure hose used to carry water or other fire retardant (such as foam) to a fire to extinguish it	emergency=fire_hose						
highway	indoor=highway						
hinged window	window=hinged						
history board	board_type=history						
hobby room	room=hobby						StructuredAddress#room
hole in the door where one can pull to open the door	door:handle=hole						EquipmentProperties#door
hole in the road surface covered in a series of bars that allow wheeled vehicles but not animals to cross	barrier=cattle_grid						
holiday cottage	building=bungalow						
hop focused on selling weapons like knives, guns, etc.	shop=weapons						
hop selling consumer pyrotechnics: fireworks, firecrackers, sparklers etc.	shop=pyrotechnics						

hop selling products for agricultural use, such as pesticides, seeds, animal feed, etc.	shop=agrarian						
horizontal	horizontal=yes						
horizontal / vertical elevator in-car controls / equipment	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, highway=elevator, horizontal=yes, room=elevator	Change Elevation	Elevator	in-car controls / equipment	horizontal / vertical		
horizontal bar that must be pushed against the door	door:handle=crash_bar, horizontal=yes	Building characteristics	Doorways	handle	type: horizontal bar	EquipmentProperties#door	
horizontal direction of elevator	elevator=yes, highway=elevator, horizontal=yes, room=elevator	elevator=horizontal	Change Elevation	Elevator	direction [1]	horizontal [1]	
horizontal direction of platform lift horse	elevator=lift, elevator=yes, highway=elevator, horizontal=yes, room=elevator	elevator=horizontal	Change Elevation	Platform lift	direction [2]	horizontal [2]	
horse stile allows pedestrians and horses to cross a gap through a fence	barrier=horse_stile						
hospital is equipped to deal with emergencies or that a road is accessible to emergency services	emergency=yes						
hospital providing in-patient medical treatment	amenity=hospital						
hot water is available	hot_water=yes					AnimalPolicy#suppliesWaterForPets	
house	building:part=house					StructuredAddress#house,	
house number is non-existent	nohousenumber=yes					StructuredAddress#street	
house that shares a common wall with another on one side	building=semidetached					StructuredAddress#house	
hovel	room=hovel					StructuredAddress#room,	
hunting lodge	room=hunting lodge					StructuredAddress#street	
i.e. mainly/exclusively for pedestrians	highway=pedestrian						
iced surface	surface=ice						
ID of elevator equipment	elevator=yes	ID=user defined, equipment=elevator				Entrance#elevatorEquipmentId, EquipmentProperties#originalId, PlaceInfo#creatorId, PlaceInfo#originalId	
ID of entrance intercom equipment	entrance=yes	ID=yes, intercom=yes				Entrance#intercomEquipmentId, EquipmentProperties#originalId, PlaceInfo#creatorId, PlaceInfo#originalId	

If (floor width 149 - 120 cm): after max. 6 m, area of 150 x 150 cm available / not available	highway=footway, highway=path, length=user defined, width=user defined	clear_floor_space=no, clear_floor_space=yes	Building characteristics	Floor (pathway)	dimension [10]	If (width 149 - 120 cm): after max. 6 m, area of 150 x 150 cm available / not available	Door#turningSpaceInFront, Ground#turningSpace, Media#turningSpaceInFront, Pathways#width, Pathways#widthAtObstacles, Restroom#turningSpaceInside, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
If (floor width 179-150 cm): after max 15m, area of 180 x 180 cm available / not available	highway=footway, highway=path, length=user defined, width=user defined	clear_floor_space=no, clear_floor_space=yes	Building characteristics	Floor (pathway)	dimension [10]	If (width 179-150 cm): after max 15m, area of 180 x 180 cm available / not available	Door#turningSpaceInFront, Ground#turningSpace, Media#turningSpaceInFront, Pathways#width, Pathways#widthAtObstacles, Restroom#turningSpaceInside, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
If (floor width >= 800 cm), then: tactile pavement / ground indicating system [Leitlinie]: available / not available	information=route_marker, information=trail_blaze, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=no, tactile_paving=primitive, tactile_paving=yes, width=user defined		Building characteristics	Floor (pathway)	dimension [10]	If (width >= 800 cm), then: tactile pavement / ground indicating system [Leitlinie]: available / not available	Door#turningSpaceInFront, Ground#turningSpace, Media#turningSpaceInFront, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility, Restroom#turningSpaceInside
illumination of the signs along escape route	entrance=emergency, exit=emergency	sign=illumination, sign=yes	Security	Escape route	illumination of the signs		
import ID of disruption source	ref=user defined						EquipmentProperties#disruptionSourceImportId, EquipmentProperties#originalId, PlaceInfo#creatorId, PlaceInfo#originalId

	building=bakehouse, building=barn, building=bridge, building=bungalow, building=bunker, building=cabin, building=carport, building=cathedral, building=chapel, building=church, building=civic, building=college, building=commercial, building=conservatory, building=construction, building=cowshed, building=detached, building=digester, building=dormitory, building=farm, building=farm_auxiliary, building=fire_station, building=garage, building=garages, building=gatehouse, building=ger, building=government, building=grandstand, building=greenhouse, building=hangar, building=hospital, building=hotel, building=house, building=houseboat, building=hut, building=industrial, building=kindergarten, building=kiosk, building=mosque, building=office, building=parking, building=pavilion, building=public,	building=important	General building information	Formal information	important buildings in surrounding area	
important buildings in surrounding area						Pathways#width, Pathways#widthAtObstacles, WheelchairParking#length, WheelchairParking#width
in feet and inches	width=16'3"					Pathways#width, Pathways#widthAtObstacles, WheelchairParking#length, WheelchairParking#width
in meter	width=2					Pathways#width, Pathways#widthAtObstacles, WheelchairParking#length, WheelchairParking#width
in miles	width=0.6 mi					Pathways#width, Pathways#widthAtObstacles, WheelchairParking#length, WheelchairParking#width
in the direction of the way	handrail=both, handrail=left, handrail=right					
incandescent lamp	light:method=incandescent					
	conveying=yes, escalator=parallel, escalator=yes, incline=down, incline=up, incline=user defined, incline:accross=down, incline:accross=sag, incline:accross=user defined, incline:avg=user defined, room=escalator		Change Elevation	Escalators	incline [2]	
incline of escalators	highway=steps, incline=down, incline=up, incline=user defined, incline:accross=down, incline:accross=sag, incline:accross=user defined, incline:avg=user defined, room=stairs, stairs=yes					
incline of stairs			Change Elevation	Stairs	incline [1]	

	incline=down, incline=up, incline=user defined, incline:accross=down, incline:accross=sag, incline:accross=user defined, incline:avg=user defined					Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
incline steepness						AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
indicates that dogs are allowed	dog=yes					AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
indicates that dogs are allowed if on leash	dog=leashed					AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
indicates that dogs are allowed, and do not need to be leashed	dog=unleashed					AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
indicates that dogs are not allowed, guide dogs may not be barred access from places accessible to the general public	dog=no					AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs, PlaceInfo#accessibility
individual (non-passable) wall element	indoor=wall					
indoor area not defined through walls	indoor=area					EquipmentProperties#isIndoors
indoor seating ist not offered	indoor_seating=no					
indoor seating ist offered	indoor_seating=yes					
indoor seating ist offered at a bar table	indoor_seating=bar_table					
induction loop for hearing impaired	hearing_impaired:induction_loop=yes					
industrial	room=industrial					
industrial part of building	building:part=industrial					
info page url	url=user defined					PlaceInfo#infoPageUrl, PlaceInfo#placeWebsiteUrl
information board	information=board					Media#type, PlaceInfo#accessibility
information board about geology	board_type=geology					Media#type
information board about plants	board_type=plants					Media#type
information board about public transport	board_type=public_transport					Media#type
information board about wildlife	board_type=wildlife					Media#type
information board with map	board_type=map					Media#type
information on neighbouring buildings		information=neighbouring_buildings	General building information	Formal information	information on neighbouring buildings	PlaceInfo#accessibility
information terminal	information=terminal					PlaceInfo#accessibility
installations	room=installations		General help for orientation / Technical assistance	Rooms / venues / offices	installation	
interactive	interactive=yes					
interactive and/or site-specific artwork	artwork_type=installation					
interactive whiteboard	interactive=yes	board_type=whiteboard	General help for orientation / Technical assistance	Technology	whiteboard	interactive
intercom by doorway	door=yes	intercom=yes	Building characteristics	Doorways	intercom	Entrance#intercomEquipmentId, EquipmentProperties#door

intercom systems controls	control=automatic;remote, control=buttons, control>manual;remote, control=remote, control=remote_electric	intercom=yes	General help for orientation / Technical assistance	Technology	controls	intercom systems	Entrance#intercomEquipmentId
interior -> ramp in corridor	highway=corridor, ramp=yes		Change in Ground Height	Ramp	where to	interior -> ramp in corridor	
interior / room access door: teaching room	access=yes, amenity=school amenity=university, building=school, building:part=school, door=yes	room=teaching	Building characteristics	Doorways	where does the door lead to (venues connected)	interior / room access door: teaching room	
interior / room access door: toilet	amenity=toilets, access=yes, building=toilets, door=yes, room=toilet, toilets=yes		Building characteristics	Doorways	where does the door lead to (venues connected)	interior / room access door: toilet	Restroom#toilet
interior colors are conspicuous colors	colour=aqua, colour=black, colour=blue, colour=brown, colour=cyan, colour=fuchsia, colour=green, colour=gray, colour=grey, colour=lime, colour=magenta, colour=maroon, colour=navy, colour=olive, colour=orange, colour=purple, colour=red, colour=silver, colour=teal, colour=white, colour=yellow	colour=conspicuous, high_contrast=yes	General building information	Interior colors	conspicuous colors		EquipmentProperties#isHighContrast, PlaceInfo#accessibility
intermediate or half floors	level=user defined	floor=intermediate	General building information	Formal information	intermediate or half floors		StructuredAddress#level
international symbol of accessibility sign at toilet room	access=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes	sign=accessibility, symbol=international	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	international symbol of accessibility	Accessibility#accessible With.wheelchair == true Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Restroom#signIcons, Restroom#toilet, Room#isAccessibleWithWheelchair
internet service is included for customers with no additional charge	internet_access:fee=customers						
internet service is provided to the general public with no fee or purchase required	internet_access:fee=no						
Is not wheelchair accessible	wheelchair=no, kerb=rolled						Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
Is partially wheelchair accessible	wheelchair=limited						Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, WheelchairPlaces#count

							Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Room#isAccessibleWithWheelchair, Shower#isLevel, WashBasin#accessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
Is wheelchair accessible	wheelchair=yes, elevator=wheelchair, toilets:wheelchair=yes	Facility daily needs	Toilet / toilet compartment	lavatories	accessibility by wheelchair	Accessibility#accessibleWith.wheelchair == true	
							Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Room#isAccessibleWithWheelchair, Shower#isLevel, WashBasin#accessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
Is wheelchair accessible [1]	wheelchair=yes, elevator=wheelchair, toilets:wheelchair=yes	Facility daily needs	Toilet / toilet compartment	accessibility [4]	accessibility level: wheelchair accessibility	Accessibility#accessibleWith.wheelchair == true	
it is not possible to wash hands	toilets:handwashing=no						
it is not possible to wash hands with soap	handwashing:soap=no						
it is possible to wash hands	toilets:handwashing=yes						Restroom#washBasin
it is possible to wash hands with soap	handwashing:soap=yes						Restroom#heightOfSoap, Restroom#washBasin
janitor closet	closet=janitor						
kerb > 3cm	kerb=raised						
kerb is not present	kerb=no						
kerb is present	kerb=yes						
kerb ~ 0 cm	kerb=flush						
kerb ~ 3cm	kerb=lowered						
key from Master Locksmiths Association opens door	centralkey=mlak						EquipmentProperties#door
		General help for orientation / Technical assistance					
kitchen	room=kitchen		Rooms / venues / offices	type [15]	food: kitchen		PlaceInfo#category, StructuredAddress#room
knee space dimensions in wheelchair space (seatings)	height=user defined, length=user defined, width=user defined	clear_floor_space=yes	Movables	Wheelchair space (seatings)	knee space dimensions		WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
		General help for orientation / Technical assistance					
laboratory	room=laboratory		Rooms / venues / offices	type [15]	laboratory		PlaceInfo#category, StructuredAddress#room
	lamp_type=electric, lamp_type=fluorescent, lamp_type=gaslight, floodlight, lamp_type=gaslight, lamp_type=high_pressure_sodium, lamp_type=LED, lamp_type=low_pressure_sodium, lamp_type=sodium, light=yes, lit=yes	lamp=yes	General building information	Light	type [10]	lamp	
lamp							
lamp is lit every day from 20:00 to 08:00	light:lit=20:00-08:00						

landing / flight of stairs (number of steps)	highway=steps, room=stairs, stairs=yes, step_count=5		Change Elevation	Stairs	dimension [3]	landing / flight of stairs (number of steps)	Stairs#count
language of sign is German	sign:de=yes		General help for orientation / Technical assistance	Signage	language	German	EquipmentProperties#languages, Media#hasPlainLanguageOption, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
language of signage	sign:lg=yes		General help for orientation / Technical assistance	Signage	language		EquipmentProperties#languages, Media#hasPlainLanguageOption, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
language of the overview panel	information=board	information:lg=board	Building characteristics	Doorways	overview panel	language [of the overview panel??]	EquipmentProperties#languages, Media#hasPlainLanguageOption, Media#languages
large immobile block(s)	barrier=block						
large print		print=large					EquipmentProperties#hasLargePrint, Media#isLargePrint
large shop selling groceries, fresh produce, and other goods	shop=supermarket						
large store with multiple clothing and other general merchandise departments	shop=department_store						
large strainer or trash screen is installed to prevent solid matter, possibly waste, to go downstream	inlet=screen						
large water basin or tank for a fire department to take water	emergency=water_tank						
laser	light:method=laser						
lavatories exist	lavatory=yes		Facility daily needs	Toilet / toilet compartment	lavatories	existence [13]	Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
lavatories in toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes	lavatory=yes	Facility daily needs	Toilet / toilet compartment	lavatories		Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
lavatory type: lever / non-contact / rotary knob / pusher / other: ...	handle=lever, handle=no, handle=wheel	lavatory=lever, lavatory=non-contact, lavatory=rotary_knob, lavatory=pusher, lavatory=yes	Facility daily needs	Toilet / toilet compartment	lavatories	type: lever / non-contact / rotary knob / pusher / other: ...	Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight

leading lights to describe the position of the light on the lead as viewed from seaward	light:category=front, light:category=lower, ligh:category=rear, light:category=upper									
lecture room	room=lecture			General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	lecture room	PlaceInfo#category	StructuredAddress#room	
lecturer zone	room=lecture			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone				
lecturer zone is in level: same level with 1st row	room=lecture	lecturer_zone_level=first_row_level			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	in level: same level with 1st row	Ground#isLevel	
lecturer zone is in level: with platform/stage	room=lecture, room=platform, room=stage	lecturer_zone_level=platform_level, lecturer_zone_level=stage_level			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	in level: with platform/stage	Ground#isLevel	
lecturer zone is in level: with ramp	ramp=yes, room=lecture	lecturer_zone_level=ramp_level			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	in level: with ramp	Ground#isLevel	
lecturer zone is in level: with stairs	highway=steps, room=lecture, room=stairs, stairs=yes	lecturer_zone_level=stair_level			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	in level: with stairs	Ground#isLevel	
lecturer zone with seating: yes / no	room=lecture, indoor_seating=no, indoor_seating=yes, seats=user defined				General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	seating: yes / no		
lecturer's desk in lecturer zone: accessible	access=yes, access:disabled=yes, room=lecture wheelchair=yes				General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	lecturer's desk: accessible	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
lecturer's desk in lecturer zone: fixed / movable	room=lecture	desk=fixed, desk=movable			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	lecturer's desk: fixed / movable		
lecturer's desk in lecturer zone: height adjustable	height=user defined, room=lecture	desk=yes, height=adjustable			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	lecturer's desk: height adjustable		
lecturer's desk in lecturer zone: yes / no	room=lecture			General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	lecturer's desk: yes / no			
LED	lamp_type=LED									
length / dimensions inside elevator	elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined		Change Elevation	Elevator	dimensions inside		length [3]			
length of accessible counter	access=yes, access:disabled=yes, length=user defined, room=check-in-counter, room=check-out-counter, wheelchair=yes		counter=accessible	Facility daily needs	Services	service desks	dimension: length of accessible counter	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility	
length of bench	amenity=bench, length=user defined, room=benches				Movables	Benches	dimensions [1]	length [2]		
length of cabin	length=user defined		EquipmentProperties#cabinLength							
length of minimum corridor width in cm	length=user defined, room=corridor, width=user defined	minimum_width=user defined	Building characteristics	Floor (pathway)	dimension [10]		length of min. corridor width in cm		Pathways#width, Pathways#widthAtObstacles	
length of ramp	length=user defined, ramp=yes		Change in Ground Height	Ramp	dimension [12]		length [1]			

less than 2mm fractions of rock level 13 is non-existent	surface=sand non_existent_levels=13				
level doorway	door=yes, height:threshold=0	Building characteristics General help for orientation / Technical assistance	Doorways	level [1]	Entrance#isLevel, EquipmentProperties#door, Ground#isLevel
level rooms / venues / offices	height:threshold=0, indoor=room, level=user defined, room=office		Rooms / venues / offices	level [2]	Ground#isLevel, StructuredAddress#level
levels connected through elevator lever allows to open or close a door or a valve	highway=elevator; level=user defined	Change Elevation	Elevator	levels connected	
lifeboat station	door:handle=lever, handle=lever emergency=life_boat_station				EquipmentProperties#door
light associated with other lights so as to form a leading line to be followed	light:category=leading				
light available as a backup to a main light which will be illuminated should the main light fail	light:category=emergency				
light bulb	bulb=no, bulb=yes	General building information	Light	type [10]	light bulb
light emitting diode	light:method=LED				
light gets reflected in room / venue / office	water=reflecting_pool	General help for orientation / Technical assistance	Rooms / venues / offices	lighting	reflecting
light illuminating a sector of very narrow angle and intended to mark a direction to follow	light:category=directional				
light is not in use	light:status=not in use				
light is recommended	light:status=recommended				
light marking an obstacle which constitutes a danger to air navigation	light:category=air_obstruction				
light placed on or near the support of a main light and having a special use in navigation	light:category=subsidiary				
light source	light_source=aviation/floodlight/lanten/signal_lamp/warning etc.	General building information	Light	type [10]	source
light source emits light downwards	light:tilt=-90				
light source emits light horizontally	light:tilt=0				
light source emits light upwards	light:tilt=90				
light source flashes in a repeating pattern; 0.5 seconds on, 2.0 seconds off in a 2 seconds, 0.5 seconds on, 1 second off	light:flash=0.5,2,0.5,1				
light source flashes randomly	light:flash=random				
light source flashes regularly in a 2 seconds period	light:flash=2				
light source is flashing	light:flash=yes				EquipmentProperties#disruptionSourceimportId
light source is flashing in a repeating pattern	light:flash=pattern				

light source is lit from dusk to dawn	light:lit=dusk-dawn					
light source is lit from dusk to dawn, but on workdays it is switched off between midnight and 04:00	light:lit=Mo-Fr dusk-00:00,04:00-dawn; Sa-Su dusk-dawn					
light source is not flashing	light:flash=no					
light source is switched on and off exactly at sunset and sunrise	light:lit=sunset-sunrise					
light source is switched on by a motion sensor	light:lit=motion					
light source is switched on by demand	light:lit=demand					
light source points to a crossing	light:direction=to_crossing					
light source points to a determined point along a street	light:direction=to_street					
light source used in aviation for, e.g., runway lighting	light_source=aviation					
light source whose purpose is to illuminate broad areas	light_source=lantern					
light switch location	height=user defined, length=user defined, width=user defined	light_switch=yes	General building information	Light	switch location	
light switches		light_switch=user defined, lighth_switch=yes	General help for orientation / Technical assistance	Technology	controls	light switches
light used to automatically determine conditions of visibility which warrant the turning on or off of a sound signal	light:category=fog_detector					
light which enables its approximate bearing to be obtained without the use of a compass	light:category=bearing door=yes, light=yes, visual:condition=good, visual:condition=poor, visual:condition=fair,					
lighting of door	visual:condition=average		Building characteristics	Doorways	lighting of door	EquipmentProperties#door
lighting of rooms / venues / offices	light=yes, indoor=room, room=office, visual:condition=good, visual:condition=poor, visual:condition=fair, visual:condition=average		General help for orientation / Technical assistance	Rooms / venues / offices	lighting	
lightning of steps	highway=steps, light=yes, room=stairs, stairs=yes, visual:condition=good, visual:condition=poor, visual:condition=fair, visual:condition=average		Change Elevation	Stairs	lighting of steps	
lights are on at the given time	lit=Mo - Fr 08:00 - 17:30					
lights are on from sunset till sunrise	lit=sunset - sunrise					
limited access for blind persons	access:blind=limited, blind=limited					PlaceInfo#accessibility
limited access for deaf persons	access:deaf=limited					PlaceInfo#accessibility

limited access for mental disabled persons	access:mental_disabled=limited						PlaceInfo#accessibility
limited access for persons with sitting disabilities	sitting_disability=limited						PlaceInfo#accessibility
limited access for persons with walking_disability	walking_disability=limited						PlaceInfo#accessibility
limited access for wheelchairs because of a step	obstacle:wheelchair=step						PlaceInfo#accessibility, Shower#step
limited access for wheelchairs because of an obstacle	obstacle:wheelchair=limited						Pathways#widthAtObstacles, PlaceInfo#accessibility
line of closely spaced shrubs and tree species	barrier=hedge						
							Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
linear, u-shaped, spiral, other: ... stairs	highway=steps, room=stairs, stairs=yes	stairs=linear, stairs=spiral, stairs=u-shaped	Change Elevation	Stairs	type / shape	linear, u-shaped, spiral, other: ...	
liquid storage	storage=liquid						
living room	room=living						StructuredAddress#room
lobby	room=lobby						StructuredAddress#room
local train	service=regional						
							PlaceInfo#accessibility, PlaceInfo#description, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
location of accessible parking	access=yes, access:disabled=yes, amenity=parking, location=bridge, location=indoor, location=outdoor, location=overground, location=overhead, location=roof, location=rooftop, location=surface, location=underground, location=underwater	accessible_parking=yes, location:description:lg=user defined	Way to building	Accessible parking	location [2]		
location of control panel inside the elevator	control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual_remote, control=remote, control=remote_electric, control=spring, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	location:description:lg=user defined	Change Elevation	Elevator	in-car controls / equipment	location of control panel inside the elevator	EquipmentProperties#heightOfControls, PlaceInfo#description

location of doorway	door=yes, location=bridge, location=indoor, location=outdoor, location=overground, location=overhead, location=roof, location=rooftop, location=surface, location=underground, location=underwater	location:description:lg=user defined	Building characteristics	Doorways	location [3]	EquipmentProperties#door, PlaceInfo#description
location of elevator	elevator=yes, highway=elevator, location=bridge, location=indoor, location=outdoor, location=overground, location=overhead, location=roof, location=rooftop, location=surface, location=underground, location=underwater, room=elevator	location:description:lg=user defined	Change Elevation	Elevator	existence, location	PlaceInfo#description
location of handrail at stairs: yes, left / yes, right / yes, center / no	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no handrail:right=yes, highway=steps, height=user defined, length=user defined, room=stairs, stairs=yes, width=user defined	location:description:lg=user defined	Change Elevation	Stairs	handrail [3]	location: yes, left / yes, right / yes, center / no PlaceInfo#description, Stairs#hasHandRail
location of hanging obstacle, suspended or overhead obstacle, above user waist, on the ground	advertising=sign, advertising=screen, advertising=tarp, artwork_type=mosaic, artwork_type=mural, artwork_type=painting, artwork_type=relief, artwork_type=tilework, height=user defined, information=board, length=user defined, material=mirror, obstacle=wheelchair=limited, obstacle=wheelchair=no, obstacle=wheelchair=step, obstacle=wheelchair=yes, width=user defined	furniture=hanging, location:description:lg=user defined	Building characteristics	Obstacles	location [7]	hanging obstacle, suspended or overhead obstacle, above user waist, on the ground Pathways#widthAtObstacles, PlaceInfo#description

								Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, PlaceInfo#description, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
location of minimum one van accessible parking space	access=yes, access:disabled=yes, amenity=parking, maxheight=3	accessible_parking=>1, accessible_parking=yes, location:description:lg=user defined	Way to building	Accessible parking	location [2]	min one van accessible space	Accessibility#accessibleWith.wheelchair == true	
location of moving walkway	conveying=backward, conveying=forward, conveying=reversible, conveying=yes	location:description:lg=user defined	Change Elevation	Moving walkway	location [6]			PlaceInfo#description
location of obstacles	obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=step, obstacle:wheelchair=yes	location:description:lg=user defined	Building characteristics	Obstacles	location [7]			Pathways#widthAtObstacles, PlaceInfo#description
location of plan	board_type=map, information=map, information=tactile_map	location:description:lg=user defined	General help for orientation / Technical assistance	Plan	location [8]			PlaceInfo#description
location of sockets	socket:<type>=user defined, socket:<type>=yes	location:description:lg=user defined	General help for orientation / Technical assistance	Rooms / venues / offices	sockets	location		PlaceInfo#description
location of stairs	highway=steps, room=stairs, stairs=yes	location:description:lg=user defined	Change Elevation	Stairs	location [4]			PlaceInfo#description
location of stairs in building	building=yes, highway=steps, indoor=yes, room=stairs, stairs=yes	location:description:lg=user defined	Change Elevation	Stairs	location in building			PlaceInfo#description
location of stairs in seating (lecture rooms); perspective of teacher: left / center / right	highway=steps, indoor_seating=yes, room=lecture, stairs=yes	location:description:lg=user defined	Change Elevation	Stairs	location [4]	stairs in seating (lecture rooms); perspective of teacher: left / center / right		PlaceInfo#description

	blind:description:lg=user defined, information=guidepost, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=no, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=no, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=no, tactile_writing:moon:lg=yes						
location of tactile description on a tactile signpost		location:description:lg=user defined	General help for orientation / Technical assistance	Signage	tactile signpost	location of tactile description	PlaceInfo#description
location of tactile map	information=tactile_map	location:description:lg=user defined	General help for orientation / Technical assistance	Plan	type [12]	tactile map (location)	PlaceInfo#description
location of windows	window=yes	location:description:lg=user defined	General help for orientation / Technical assistance	Windows	location [5]		PlaceInfo#description
location used for fire spotting	emergency=fire_lookout						
locked manual controls	control>manual_locked						
locker for generic luggage/suitcases	locker=luggage						
locker for small luggage/valuables	locker=handbag						
locker intended to hold food	locker=food						
locker specifically for bicycles	locker=bicycle						
loft		room=loft, loft=yes	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	loft	PlaceInfo#category, StructuredAddress#room
log blocking a road	barrier=log						
long (>100m) tunnel where flowing water or other fluid prevent humans from safely walking inside	tunnel=flooded						
long distance trains with double-deck car carrier	service=car						
long distance trains; e.g., InterCity, EuroCity, InterRegio	service=long_distance						
long pole built to hold a flag	man_made=flagpole						
long, narrow concrete elements for a two-tracked vehicle	surface=concrete:lanes						
loud noise maker, such as an air raid siren or a tornado siren	emergency=siren						
loudspeaker is available	loudspeaker=yes						
lounge	room=lounge		Building characteristics	Floor (pathway)	furnished/equipped lounge and communication area	yes / no [1]	StructuredAddress#room
low pressure sodium lamp	lamp_type=low_pressure_sodium						

low pressure sodium-vapor lamp	light:method=low_pressure_sodium							
machine or device in rooms / venues / offices	amenity=vending_machine, devices=user defined, indoor=room, room=office	machine=user defined	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device			
main entrance of a building	entrance=main		Building characteristics	Doorways	type of entrance/exit door	main entrance	Entrance#door, Entrance#isMainEntrance	
main material are adobes	material=adobe							
main material are bricks	material=brick							
main material are cement blocks	material=cement_block							
main material are limestones	material=limestone							
main material are metal plates	material=metal_plates							
main material are sand cement blocks	material=sand_cement_blocks							
main material are silicate bricks	material=silicate_brick							
main material are slates	material=slate							
main material are tiles	material=tiles							
main material is andesite	material=andesite							
main material is bamboo	material=bamboo							
main material is brass	material=brass							
main material is bronze	material=bronze							
main material is concrete	material=concrete							
main material is dried mud	material=mud							
main material is glass	material=glass							
main material is granite	material=granite							
main material is masonry	material=masonry							
main material is metal	material=metal							
							Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Mirror#isLocatedInsideRestroom, Restroom#hasMirror, Restroom#mirror	
main material is mirrored glass	material=mirror							
main material is palm leaves	material=palm_leaves							
main material is plaster	material=plaster							
main material is plastic	material=plastic							
main material is rammed_earth	material=rammed_earth							
main material is reinforced concrete	material=reinforced_concrete							
main material is sandstone	material=sandstone							
main material is soil	material=soil							
main material is steel	material=steel							
main material is stone	material=stone							
main material is vinyl	material=vinyl							
main material is wood	material=wood							
make-up room	room=make-up						StructuredAddress#room	
man made ditch or trench to prevent access to the other side	barrier=ditch							
man made or natural pond with water for a fire department	emergency=fire_water_pond							
mandatory doorbell	doorbell=mandatory							

maneuvering clearance (clear floor space) in front of the door (pull/push): size (level no steeper than 1:48)	door=yes, height=user defined, incline=down, incline=up, incline=<2%, incline:across=down, incline:across=sag, incline:across=<2%, incline:avg=<2%, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	in front of the door	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
maneuvering clearance (clear floor space) inside the room at the door (pull/push): size (level no steeper than 1:48)	door=yes, height=user defined, incline=down, incline=up, incline=<2%, incline:across=down, incline:across=sag, incline:across=<2%, incline:avg=<2%, length=user defined, indoor=room, indoor=yes, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	inside the room at the door	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	door=yes, height=user defined, incline=down, incline=up, incline=<2%, incline:across=down, incline:across=sag, incline:across=<2%, incline:avg=<2%, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48): barrier-free lateral approach in cm	door=yes, height=user defined, incline=down, incline=up, incline=<2%, incline:across=down, incline:across=sag, incline:across=<2%, incline:avg=<2%, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	barrier-free lateral approach in cm [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
maneuvering clearance in rooms / venues / offices	height=user defined, length=user defined, indoor=room, room=office, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	General help for orientation / Technical assistance	Rooms / venues / offices	maneuvering clearance		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
maneuvering clearance on floor (pathway)	height=user defined, highway=footway, highway=path, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Floor (pathway)	dimension [10]	maneuvering clearance	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
manual and local controls	control=manual;local							
manual and remote controls	control=manual;remote							
manual controls	control=manual							

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artwork_type=mosaic,  
artwork_type=tilework
```

EquipmentProperties#manufacturerName, PlaceInfo#name

EquipmentProperties#manufacturerSerialNumber

ramp=seperated

emergency=marine_rescue

```
Accessibility#accessibleWith.wheelchair,  
air, PlaceInfo#accessibility,  
WheelchairParking#count,  
WheelchairParking#distanceToEntrance,  
WheelchairParking#hasDedicatedSignage,  
WheelchairParking#isLocatedInside,  
WheelchairParking#length,  
WheelchairParking#location,  
WheelchairParking#maxVehicleHeight,  
WheelchairParking#neededParkingPermits,  
WheelchairParking#paymentBySpace,  
WheelchairParking#paymentByZone,  
WheelchairParking#width
```

WheelchairParking#width

masonry

shop=message

<div> <div>material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block, material=concrete, material=glass, material=granite, material=limestone, material=masonry, material=metal, material=metal_plates, material=mirror, material=mud, material=palm_leaves, material=plaster, material=plastic, material=rammed_earth, material=reinforced_concrete, material=sand_cement_blocks, material=sandstone, material=silicate brick, material=slate, material=soil, material=steel, material=stone, material=tiles, material=timber_framing, material=wood, material=vinyl</div> </div>					
material of furniture		furniture=yes	Movables	Furniture	material [2]

<div> <div>door=yes, entrance=yes, material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block, material=concrete, material=glass, material=granite, material=limestone, material=masonry, material=metal, material=metal_plates, material=mirror, material=mud, material=palm_leaves, material=plaster, material=plastic, material=rammed_earth, material=reinforced_concrete, material=sand_cement_blocks, material=sandstone, material=silicate brick, material=slate, material=soil, material=steel, material=stone, material=tiles, material=timber_framing, material=wood, material=vinyl</div> </div>					
material of the entrance door			Building characteristics	Doorways	<div> <div>material of the entrance door</div> <div>Entrance#door, EquipmentProperties#door</div> </div>

material of the floor	material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block, material=concrete, material=glass, material=granite, material=limestone, material=masonry, material=metal, material=metal_plates, material=mirror, material=mud, material=palm_leaves, material=plaster, material=plastic, material=rammed_earth, material=reinforced_concrete, material=sand_cement_blocks, material=sandstone, material=silicate brick, material=slate, material=soil, material=steel, material=stone, material=tiles, material=timber_framing, material=wood, material=vinyl	Building characteristics	Floor (pathway)	material [1]
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materiality of wall	material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block, material=concrete, material=glass, material=granite, material=limestone, material=masonry, material=metal, material=metal_plates, material=mirror, material=mud, material=palm_leaves, material=plaster, material=plastic, material=rammed_earth, material=reinforced_concrete, material=sand_cement_blocks, material=sandstone, material=silicate brick, material=slate, material=soil, material=steel, material=stone, material=tiles, material=timber_framing, material=wood, material=vinyl, wall=yes	Building characteristics	Wall	materiality
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max height of the front of lavatory or counter surface, whichever is higher in toilet / toilet compartment	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes	counter=yes, lavatory=yes, maximum_height=user defined	Facility daily needs	Toilet / toilet compartment	lavatories	max height of the front of lavatory or counter surface, whichever is higher	Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowHeight
maximum indoor level	max_level=5						
maximum time you are allowed to stay is 30 minutes	maxstay=30 minutes						
maximum time you are allowed to stay somewhere	maxstay=user defined						
mechanical switch	switch=mechanical						
							Media#hasContrastingBackground, Media#hasPlainLanguageOption, Media#hasRealTimeCaptioning, Media#hasSubtitles, Media#isAudio, Media#isBraille, Media#isLargePrint, Media#languages, Media#name, Media#turningSpaceInFront, Media#type
media	room=media						
media has contrasting background	room=media	high_contrast=yes					Media#hasContrastingBackground
media has dedicated screen for subtitles	room=yes	subtitle=screen					Media#hasDedicatedScreenForSubtitles, Media#hasRealTimeCaptioning
media has plain language option	room=media	plain:lg=yes					Media#hasPlainLanguageOption
media has real time captioning	real_time_information=yes, room=media						Media#hasRealTimeCaptioning
media has subtitles	room=media	subtitle:lg=yes					Media#hasSubtitles
media is audio	audio=yes, room=media	amenity=media, type=audio					Media#isAudio
	braille=yes, room=media, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes						
media is braille	es	amenity=media, media=braille					Media#isBraille
media is large print	room=media	print=large					Media#isLargePrint
	description:lg=user defined, speech_input:lg=no, speech_input:lg=yes, speech_output:lg=no, speech_output:lg=yes						
media languages		audio:lg=yes, print:lg=yes, video:lg=yes					Media#languages
media name	name=user defined, room=media	amenity=media					Media#name
media turning space in front	room=media	clear_floor_space=yes, amenity=media, type=audio, type=print,type=user defined, type=video					Media#turningSpaceInFront
media type	room=media						Media#type
medical facility, with more staff than a doctor's office, that does not admit inpatients	healthcare=clinic						
medical rehabilitation facility, usually inpatient or residential	healthcare=rehabilitation						
menagerie	room=menagerie						
mercury-vapor lamp	light:method=mercury						

metal front, flat or in waves	floor:material=metal						
metal grid as surface	surface=metal_grid						
metal surface	surface=metal						
metal_halide lamp	light:method=metal_halide						
microphone system	microphone=system, microphone=yes		General help for orientation / Technical assistance	Technology	microphone system		
mill designed to crush or bruise oil-bearing seeds, such as linseed or peanuts, or other oil-rich vegetable material	craft=oil_mill						
minimum corridor / floor (pathway) width in cm	highway=corridor, highway=footway, highway=path, width=user defined	minimum_width=user defined	Building characteristics	Floor (pathway)	dimension [10]	min corridor width in cm	Pathways#width, Pathways#widthAtObstacles
minimum indoor level	min_level=-1						
minimum stair walking width in cm	highway=steps, room=stairs, stairs=yes, width=user defined	minimum_width=user defined	Change Elevation	Stairs	dimension [3]	min. walking width in cm	Pathways#width, Pathways#widthAtObstacles
mirror height from ground	height=user defined, material=mirror						Mirror#heightFromGround, Mirror#isAccessibleWhileSeated
mirror height in toilet / toilet compartment	amenity=toilets, building=toilets, height=user defined, material=mirror, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	accessibility [4]	mirror height	Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Mirror#isLocatedInsideRestroom, Restroom#hasMirror, Restroom#mirror, Restroom#toilet
mirror in relaxation room	material=mirror, room=relaxation		Facility daily needs	Relaxation room	mirror [2]		Mirror#heightFromGround, Mirror#isAccessibleWhileSeated
mirror in toilet / toilet compartment	amenity=toilets, building=toilets, material=mirror, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	mirror [1]		Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Mirror#isLocatedInsideRestroom, Restroom#hasMirror, Restroom#mirror, Restroom#toilet
mirror in toilet / toilet compartment is accessible; accessible: tilttable; accessible: full height (mirror-UK on washbasin-OK); not accessible	access=no, access=yes, access:disabled=yes, amenity=toilets, building=tilets, material=mirror, room=toilet, toilets=yes	mirror=full_height, mirror:movable=tilt	Facility daily needs	Toilet / toilet compartment	mirror [1]	accessible; accessible: tiltable; accessible: full height (mirror-UK on washbasin-OK); not accessible	Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true Accessibility#accessibleWith.wheelchair, Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Mirror#isLocatedInsideRestroom, PlaceInfo#accessibility, Restroom#hasMirror, Restroom#mirror, Restroom#toilet, Restroom#washBasin, WashBasin#accessibleWithWheelchair, WashBasin#isLocatedInsideRestroom
mirror is accessible while seated	material=mirror	mirror=full_height, mirror:seated=yes					Mirror#isAccessibleWhileSeated, PlaceInfo#accessibility
missing push button on a pedestrian crossing with an tactile arrow on top	traffic_signals:arrow=no						
mist fountain	fountain=mist						
mixture of high and low relief	artwork_type=relief						

mobile home permanently left on a single site	building=static_caravan					
model of buildings and surroundings that can be explored with fingers	information=tactile_model		General help for orientation / Technical assistance	Plan	type [12]	scale model of indoor area
monitoring	room=monitoring					
monochromatic light source with a given wavelength	light:colour=560 nm					
mostly soft track	tracktype=grade4					
mostly solid track	tracktype=grade3					
motion sensor	sensor:type=motion					
motor pool	room=motor pool					
mountain rescue base for a team providing search and rescue services in mountainous environments	emergency=mountain_rescue					
mounted ring where one can pull to open the door	door:handle=ring					EquipmentProperties#door
	movable=no, movable=yes, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=yes					
movable obstacles		obstacle=movable	Building characteristics	Obstacles	movable	Pathways#widthAtObstacles
movable seating places with sockets	movable=yes, seats=user defined, socket:<type>=user defined		Movables	Seatings	places with sockets	
movement in way direction	conveying=forward					
movement opposite to way direction	conveying=backward					
multilayer pavement with a stone or gravel basis	surface=fine_gravel					
multiple WC in toilet	toilets:num_chambers=user defined, toilets:number=user defined		Facility daily needs	Toilet / toilet compartment	description [1]	multiple WC
name of building	building=yes, name=user defined		General building information	Formal information	name [4]	Restroom#toilet
name of doorway	door=yes, name=user defined		Building characteristics	Doorways	name [2]	PlaceInfo#name, EquipmentProperties#door, PlaceInfo#name
name of entrance	entrance=yes, name=user defined					Entrance#name, PlaceInfo#name
name of floor	level=user defined, name=user defined, ref=user defined		Building characteristics	Floor (pathway)	name [3]	PlaceInfo#name
name of public transport station	name=user defined, public_transport=station		Way to building	Way to public transport	name of station	PlaceInfo#name
name of rooms / venues / offices	indoor=room, name=user defined, ref=user defined, room=office		General help for orientation / Technical assistance	Rooms / venues / offices	name [5]	PlaceInfo#name, StructuredAddress#room
name of stairs	highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes		Change Elevation	Stairs	name [1]	PlaceInfo#name, Stairs#name
name of the level is 4A	level:ref=4A					PlaceInfo#name, StructuredAddress#level
name of the place	name=user defined					PlaceInfo#name
named reference point who's name serves for local orientation	reference_point=yes					PlaceInfo#name
natural audibility is good / bad	sound=yes, sound_level=high, sound_level=low, sound_level=medium	audibility=bad, audibility=good, audibility:natural=bad, audibility:natural=good	General help for orientation / Technical assistance	Technology	audibility	natural: good / bad

nature board	board_type=nature							Media#type
needlework or textile artist	craft=embroiderer							
neon lamp	light:method=neon							
neutral colour	step:contrast=no							
NFC		NFC=no, NFC=yes						
night trains with sleeping cars	service=night							
no access for blind persons	access:blind=no							PlaceInfo#accessibility
no access for deaf persons	access:deaf=no							PlaceInfo#accessibility
no access for disabled persons	access:disabled=no, disabled=no							PlaceInfo#accessibility
no access for mental disabled persons	access:mental_disabled=no							PlaceInfo#accessibility
no access for persons of the female sex or gender	female=no							
no access for persons of the male sex or gender	male=no							
no audio announcement	audio_announcement=no							
no crossing is possible/legal	crossing=no							
no display	display=no							
No distinction between steps	step:contrast=no							
no escalator	escalator=no							
no fee is usually charged	fee=no							
no freight	freight=no							
no fridge	fridge=no							
no guidance system that talks	Acoustic guide=no							
no handrail in the center	handrail:center=no							
no handrail on the left	handrail:left=no							
no handrail on the right	handrail:right=no							
no induction loop for hearing impaired	hearing_impaired:induction_loop=no							
no obstacle for wheelchairs	obstacle:wheelchair=no						Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
no pictogram	pictogram=no							
no sound	sound=no							
no usability	usability=no							
no wall	wall=no							
no warning bell	crossing:bell=no							
no warning lights	crossing:light=no							
no window	window=no							
non-barrier-free opening/closing mechanism of doorway	access=no, access:disabled=no, door=yes	door=non-barrier-free, door:handle=non-barrier-free	Building characteristics	Doorways	opening/closing mechanism	non-barrier-free		EquipmentProperties#doorPlaceInfo#accessibility
non-hairdresser beauty shop, spa, nail salon, etc.	shop=beauty							
non-right angled floor	incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined	floor=non-right_angled	Building characteristics	Floor (pathway)	geometry	angled (labyrinthine) - non-right angles		Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
normal parking space with no restrictions to its use	parking_space=normal							WheelchairParking#count
not accessible for blind persons	access:blind=no, blind=no							PlaceInfo#accessibility
not accessible for persons with sitting disabilities	sitting_disability=no							PlaceInfo#accessibility
not accessible for persons with walking disabilities	walking_disability=no						Accessibility#accessible With.wheelchair == false	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility

not inside the building itself	tunnel=building_passage					
not only button operated	button_operated=not_only					
not part of building	building:part=no					
not removable	removable=no					
not very uniform	step.condition=uneven					
notable graffiti work	artwork_type=graffiti					
notes are accepted	payment:notes=yes					
notes are accepted only at certain times	payment:notes=interval					
notes are not accepted	payment:notes=no					
notice board	board_type=notice					
nozzle where water comes out	fountain=nozzle					AnimalPolicy#suppliesWaterForPets
number of elevators	elevator=yes, highway=elevator, number=user defined, room=elevator	elevator:number=user defined	Change Elevation	Elevator	number of elevators	
number of floors	building:levels=user defined, building:max_level=user defined, level=user defined, number=user defined		General help for orientation / Technical assistance	Rooms / venues / offices	number of floors	
number of individual steps	step_count=5		Building characteristics	Doorways	steps counts	access via step(s) Shower#step, Stairs#count
number of light sources on a common construction	light:count=2					
number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top)	depth=user defined, highway=access_ramp, length=user defined, number=user defined, ramp=yes, rampDisability=yes, ramp:wheelchair=yes, room=corridor, room=platform, width=user defined		Change in Ground Height	Ramp	number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top)	
number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top), structure of ramp: ramp ... platform... ramp ... platform ... etc.	depth=user defined, description=user defined, highway=access_ramp, length=user defined, number=user defined, ramp=yes, rampDisability=yes, ramp:wheelchair=yes, room=corridor, room=platform, width=user defined	ramp:description=user defined	Change in Ground Height	Ramp	number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top) ramp ... platform... ramp ... platform ... etc.	PlaceInfo#description
number of seat rows	number=user defined, rows=user defined, seats=user defined		Movables	Seatings	seat rows	number [1]
number of sockets	number=user defined, socket:<type>=user defined		General help for orientation / Technical assistance	Rooms / venues / offices	sockets	number [2]
number of toilet cabins	toilets:number=user defined, toilets:num_chamber=user defined		Facility daily needs	Toilet / toilet compartment	description [1]	number of cabins Restroom#toilet
number of urinals in toilet / toilet compartment	toilets:num_chamber=user defined, toilets:position=urinal		Facility daily needs	Toilet / toilet compartment	description [1]	number of urinals Restroom#toilet

number of wheelchair places / seatings: with table	amenity=table, number=user defined, setas=user defined, wheelchair=yes	wheelchair:seats=user defined, wheelchair_space=yes, wheelchair:table=user defined	Movables	Seatings	pews	number of wheelchair places: with table	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
number of wheelchair places / seatings: without table	amenity=table, number=user defined, setas=user defined, wheelchair=yes	wheelchair:seats=user defined, wheelchair_space=yes, wheelchair:table=0	Movables	Seatings	pews	number of wheelchair places: without table	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
number of wheelchair spaces	number=user defined, wheelchair=yes	wheelchair_space=user defined	Movables	Wheelchair space (seatings)	number of wheelchair spaces		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
nursery	room=nursery							StructuredAddress#room
object is only partially covered	covered=partial							
object is paved with asphalt concrete	surface=asphalt		Way to building	Ground in front of entrance	condition [3]	asphalt		
object of interest for a tourist, or a purpose-built tourist attraction	tourism=attraction							
object or way that is on a bridge	location=bridge							
obstacle colors	colour=aqua, colour=black, colour=blue, colour=brown, colour=cyan, colour=fuchsia, colour=green, colour=gray, colour=grey, colour=lime, colour=magenta, colour=maroon, colour=navy, colour=olive, colour=orange, colour=purple, colour=red, colour=silver, colour=teal, colour=white, colour=yellow, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes	obstacle:colour=aqua, obstacle:colour=black obstacle:colour=blue etc.	Building characteristics	Obstacles	colors			Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, Pathways#widthAtObstacles, PlaceInfo#accessibility
obstacle for wheelchairs	obstacle:wheelchair=yes						Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAcc essibleWith.wheelchair == true	
obstacle signs		sign=obstacle, sign=yes	Building characteristics	Obstacles	signs [1]			

	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes, width=user defined	obstacle=yes, obstacle:size=user defined	Building characteristics	Obstacles	size [3]		Pathways#widthAtObstacles
obstacle size	obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes						
obstacles because of constructions	obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes	obstacle=construction	Building characteristics	Obstacles	constructions		Pathways#widthAtObstacles
obstacles exist	obstacle:wheelchair=yes, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes	obstacle=yes	Building characteristics	Obstacles	existence [5]		Pathways#widthAtObstacles
obstacles made known through contrasting colors of the same color-tone	obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes	colour=one_colour-tone, high_contrast=yes, obstacle=contrasting_colours	Building characteristics	Obstacles	colors	make them known through contrasting colors of the same color-tone	EquipmentProperties#isHighContrast, Stairs#hasHighContrastNosing
obstacles: indoor pillar, automatic bar, furniture, trash can, plant, flower bed or tub	bin=yes, barrier=planter, indoor=yes, man_made=planter, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes	automatic_bar=yes, furniture=yes, obstacle:type=pillar	Building characteristics	Obstacles	type [11]	indoor pillar, automatic bar, furniture, trash can, plant, flower bed or tub	Pathways#widthAtObstacles

	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope,					
obstruction at handrail from ramp	obstruction:type=spikes, ramp=yes		Change in Ground Height Ramp	handrail [2]	obstructions	
obstruction in form of a bar	obstruction:type=bar					
obstruction in form of a grille	obstruction:type=grille					
obstruction in form of a pole	obstruction:type=pole					
obstruction in form of a slope	obstruction:type=slope					
obstruction in form of an armrest	obstruction:type=armrest					
obstruction in form of spikes	obstruction:type=spikes					
occasional light	light:status=occasional					
occupancy plan sign at the classroom occupied / free sign at relaxation room	room=class room=relaxation	sign=occupancy_plan, sign=yes sign=free, sign=occupied	General help for orientation / Technical assistance Facility daily needs	Rooms / venues / offices sign Relaxation room sign at room	occupancy plan at the classroom occupied / free	
odd numbers are used to interpolate the house numbers of a bar or pole pivoted (rotates sideways to open)	addr:interpolation=odd					StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
office building	building=office					PlaceInfo#category
office for an accountant	office=accountant					PlaceInfo#category
office for an architect or group of architects	office=architect					PlaceInfo#category
office of a charitable organization	office=charity					PlaceInfo#category
office of a non-profit organisation	office=association					PlaceInfo#category

office of the commissioner for the disabled people		office=commissioner_disabled	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	office of the commissioner for the disabled people	PlaceInfo#category
office room	room=office		General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	office	PlaceInfo#category, StructuredAddress#room
office where you can get information about a town or region	information=office						PlaceInfo#accessibility, PlaceInfo#category, StructuredAddress#regions
often uneven	surface=dirt, surface=earth						
oil available	service=oil						
oil storage	storage=oil						
olfactory reference points	reference_point=yes	olfactory=yes, reference_point=olfactory	General help for orientation / Technical assistance	Reference points	olfactory		
on both sides	side=both						
on the left side	side=left						
on the right side	side=right						
on which side of the ramp is a handrail	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes		Change in Ground Height	Ramp	handrail [2]	which side/s	StructuredAddress#room
one room retail building	building=kiosk						
one room that is used as a stable	room=stable						
one-room WC / toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:number=user defined, toilets:num_chambers=user defined		Facility daily needs	Toilet / toilet compartment	description [1]	one-room WC	Restroom#toilet
one-sided / double-sided / fanlight / none windows	window=glass, window=yes	window=double-sided, window=fanlight, window=no, window=one-sided	General help for orientation / Technical assistance	Windows	type [8]	one-sided / double-sided / fanlight / none	
one-way out of a building in case of emergency	entrance=emergency, exit=emergency						Entrance#door
one-way out of a building/exit	entrance=exit, exit=yes		Building characteristics	Doorways	type of entrance/exit door	exit	Entrance#door
only accessible for disabled persons	access:disabled=only, disabled=only, disabled_spaces=exclusive					Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
only accessible through elevator	elevator=only		Building characteristics	Doorways	accessibility [1]	through elevator	
only button operated	button_operated=only						
only cards are accepted	payment:cards=only						
only cash is accepted	payment:cash=only						
only cheques are accepted	payment:cheque=only						
only coins are accepted	payment:coins=only						
only contactless payment is accepted	payment:contactless=only						
only credit cards are accepted	payment:credit_cards=only						
only debit cards are accepted	payment:debit_cards=only						

only electronic purses are accepted	payment:electronic_purses=only						
only notes are accepted	payment:notes=only						
only seated toilets	toilets:position=seated						Restroom#toilet
only squat toilets	toilets:position=squat						Restroom#toilet
only urinal toilets	toilets:position=urinal						Restroom#toilet
							Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
open / close stairwell	highway=steps, room=stairs, stairs=yes	stairs=close, stairs=open	Change Elevation	Stairs	stairwell	open/close	
open on weekdays	opening_hours=Mo-Fr						
open to both genders	unisex=alternating						
open window	window=open						
		openability=no, openability=unknown, openability=yes, window:openability=no, window:openability=unknown, window:openability=yes	General help for orientation / Technical assistance	Windows		openability of the windows	
openability of the windows	lockable=no, lockable=unknown, lockable=yes, window=glass, window=yes						
		openability=no, openability=unknown, openability=yes, window:openability=automatic, window:openability=light, window:openability=heavy, window:openability=no, window:openability=tiltable, window:openability=unknown, window:openability=yes	General help for orientation / Technical assistance	Windows		openability of the windows	
openability of the windows: automatic / light / heavy / not openable completeley openable / only tiltable	lockable=no, lockable=unknown, lockable=yes, window=glass, window=yes					automatic / light / heavy / not openable completeley openable / only tiltable	
	direction=backward, direction=forward, door=yes, door:opening=both, door:opening=inside, door:opening=outside						Door#doorOpensToOutside, EquipmentProperties#door, EquipmentProperties#hasDoorsInBothDirections
opening direction of doorway			Building characteristics	Doorways		opening direction	
		direction=inwards, direction=outwards, direction=sideways					EquipmentProperties#door, EquipmentProperties#hasDoorsInBothDirections
opening direction of sliding door: outwards / inwards / sideways	door=sliding		Building characteristics	Doorways		opening direction	outwards / inwards / sideways (sliding door)
	opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off		General building information	Formal information		opening hours [3]	
opening hours							
	door=yes, opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off		Building characteristics	Doorways	access [1]	opening hours [1]	EquipmentProperties#door
opening hours of doorway							
	elevator=yes, highway=elevator, opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off, room=elevator		Change Elevation	Elevator		opening hours [2]	
opening hours of elevator							
	amenity=toilets, building=toilets, opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off, room=toilet, toilets=yes						
opening hours of toilet / toilet compartment			Facility daily needs	Toilet / toilet compartment	access [3]	opening hours [2]	Restroom#toilet
opening or gap in a barrier	barrier=entrance						

opening width of doorway	door=yes, width=user defined		Building characteristics	Doorways	dimension [4]	opening width [2]	Door#width, EquipmentProperties#door
opening width of elevator door	door=yes, elevator=yes, highway=elevator, room=elevator, width=user defined	door=elevator	Change Elevation	Elevator	door	opening width [1]	Door#width
opening window	window=opening						
opening/closing mechanism of doorway	automatic_door=button, automatic_door=continuous, automatic_door=slowdown_button, automatic_door=motion, automatic_door=floor, door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door=trapdoor, door=yes		Building characteristics	Doorways	opening/closing mechanism		Door#isAutomaticOrAlwaysOpen, Door#isRevolving, EquipmentProperties#door
operability of technology		technology:operability=average, technology:operability=bad, technology:operability=excellent, technology:operability=good	General help for orientation / Technical assistance	Technology	operability		
operable with one hand door handle	door:handle=crash_bar, door:handle=knob, door:handle=lever, door:handle=hole, door:handle=ring	door:handle=one_hand	Building characteristics	Doorways	handle	operable with one hand [1]	EquipmentProperties#door
operable with one hand door lock optional button operated	door=yes, lockable=no, lockable=unknow, lockable=yes button_operated=optional	door:lock=no, door:lock=one_hand, door:lock=yes, lockable=one_hand	Building characteristics	Doorways	door lock	operable with one hand [2]	EquipmentProperties#door
organ building is the profession of designing, building, restoring and maintaining pipe organs	craft=organ_builder						
orientation guide on the stair handrail: in Braille / in raised text / no	highway=steps, room=stairs, stairs=yes, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes	orientation_guide=no, orientation_guide=stair_handrail, orientation_guide=yes	Change Elevation	Stairs	handrail [3]	orientation guide on the handrail: in Braille / in raised text / no	EquipmentProperties#hasBrailleText, EquipmentProperties#hasRaisedText, Media#isBraille, Stairs#hasBrailleNavigation, Stairs#hasHandRail
original Data		data=original					EquipmentProperties#originalData, PlaceInfo#originalData
original ID		ID=user defined					EquipmentProperties#originalId, PlaceInfo#creatorId, PlaceInfo#eventId, PlaceInfo#originalId, Stairs#alternativeMobileEquipmentIds

	surface=acrylic, surface=artificial_turf, surface=asphalt, surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=compacted, surface=dirt, surface=earth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravel, surface=ground, surface=ice, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paving_stones, surface=pebblestone, surface=rock, surface=salt, surface=sand, surface=set, surface=snow, surface=tartan, surface=unhewn_cobblestone, surface=unpaved, surface=wood, surface=woodchips	ground:condition=average, ground:condition=bad, ground:condition=good	Way to building	Ground in front of entrance	condition [3]	other	Ground#sidewalkConditions
other condition of ground in front of entrance							
other elevator in-car controls / equipment fixtures	control=automatic;remote, control=buttons, control>manual, control>manual;local, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	in-car controls / equipment	other fixtures	
other table type	amenity=table, leisure=picnic_table entrance=yes, kerb=flush, kerb=lowered, kerb=raised, kerb=rolled, kerb=yes, obstacle:wheelchair=step,	table:type=desk, table:type=writing_table etc.	Movables	Tables	type [6]	others...	
other upstand at the tactile pavement to the entrance	obstacle:wheelchair=yes, tactile_paving=yes	upstand=yes	Way to building	Ground in front of entrance	tactile pavement to the entrance	other upstand	
outline of a linear row of residential dwellings, normally has its own entrance	building=terrace						
oven	amenity=baking_oven, oven=electric, oven=gas_fired, oven=wood_fired		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	oven	
oven which heats with gas	oven=gas_fired						
over-head projector		over-head_projector=yes	General help for orientation / Technical assistance	Technology	over-head projector		

								Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
overlapped stairs	stairs:type=overlapped							
overview panel at doorway	door=yes, information=board	Building characteristics	Doorways	overview panel				
owner can revoke access at his own discretion	access=permissive							
paid storage of household goods, i.e. self storage	shop=storage_rental							
painting is the result of applying paint, pigment or color to a surface	artwork_type=painting							
pair of ramps with a narrow flight of stairs	ramp:stroller=yes							
panic room	room=panic							StructuredAddress#room
paper flow of toilet paper dispenser	amenity=toilets, buildings=toilets, room=toilet, toilets=yes	toilets:paper_flow=bad, toilets:paper_flow=good	Facility daily needs	Toilet / toilet compartment	toilet paper dispenser	paper flow		Restroom#toilet
parallel way must be used instead	access=use_sidepath							
parent place Id		ID=user defined						PlaceInfo#parentPlaceId
parking space exclusively for charging electric vehicles, usually within or near to	amenity=charging_station							
parking space exclusively for use by buses	parking_space=charging							
parking space exclusively for use by motorcycles. See also	parking_space=bus							
amenity=motorcycle_parking	parking_space=motorcycle							
								PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntrance, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
parking space exclusively for use by those who are disabled. In some places this may be a legal restriction	parking_space=disabled							
parking space for use by HGVs	parking_space=hgv							
parking space for use by police	parking_space=police							
parking space for use by staff	parking_space=staff							
parking space for use by taxis waiting for costumers	parking_space=taxi							

parking space only for use of vehicles when delivering	parking_space=delivery							
parking space reserved for parents with children	parking_space=parent						PlaceInfo#parentPlaceId	
part of a slipway leading up to the water's edge	service=slipway							
part of building	building:part=yes							
part of building is a school	building:part=school							
part of building is the roof	building:part=roof							
					where does the door lead to (venues connected)			
passage door	door=yes	door=passage	Building characteristics	Doorways		passage door		EquipmentProperties#door
	elevator=yes, highway=elevator, room=elevator							
passenger elevator		elevator=passenger clear_floor_space=passing, clear_floor_space=yes	Change Elevation	Elevator	type [7]	passenger elevator		
passing space floor			Building characteristics	Floor (pathway)	passing space [2]			Pathways#width, Pathways#widthAtObstacles
path through the corridor is barrier-free passable	access=yes, access:disabled=yes, highway=corridor	corridor=barrier-free	Building characteristics	Floor (pathway)	is the path through the corridor barrier-free passable?			Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility
path through the corridor is barrier-free passable with a mobility restriction	access=yes, access:disabled=yes, highway=corridor, walking_disability=yes, wheelchair=yes	corridor=barrier-free, barrier-free=mobility	Building characteristics	Floor (pathway)	is the path through the corridor barrier-free passable?	with a mobility restriction	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility
path through the corridor is barrier-free passable with a visual impairment	access=yes, access:blind=yes, access:disabled=yes, highway=corridor	corridor=barrier-free, barrier-free=visual	Building characteristics	Floor (pathway)	is the path through the corridor barrier-free passable?	with a visual impairment		PlaceInfo#accessibility
	incline:across=10°, incline:across=10%, incline:across=user defined							
pathways max lateral slope								Pathways#maxLateralSlope
pathways max longitudinal slope	incline=10°, incline=10%, incline=user defined							Pathways#maxLongitudinalSlope
	obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, width=user defined							
pathways width at obstacles								Pathways#widthAtObstacles
								Payment#acceptsPaymentByMobilePhone, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
payment by mobile phone is accepted	payment:contactless=yes	payment:mobile_phone=yes						
pedestrian can not use this route	foot=no							
pedestrian can use this route legally	foot=yes							
Pedestrian crossings without zebra crossing	crossing=unmarked, highway=crossing							
pedestrian door or gate built into a wall or fence near a larger gate	barrier=wicket_gate							EquipmentProperties#door
pedestrians can use this route	foot=permissive							
permanent light	light:status=permanent							
permanent ramp	ramp=yes	ramp=permanent	Change in Ground Height	Ramp	type [14]	permanent		Entrance#hasFixedRamp
permeable paving using regular cell structure	surface=grass_paver							
	foot=permissive, access:disabled=permissive							
permission may later be withdrawn								

person or company that manufacture of containers and vessels mainly made of wood	craft=cooper					
person or company that works with electricity or electrical systems	craft=electrician					
person weaving baskets	craft=basket_maker					
person who makes and repairs things made of light-coloured metal, particularly tinware	craft=tinsmith					
person who makes fine wooden furniture	craft=cabinet_maker					
personal assistance pews	assistance=personal pew=user defined, pew=yes	Facility daily needs Movables	Services Seatings	type [1] pews	personal assistance	WheelchairPlaces#hasSpaceForAssis- tant
phone booth with public telephone	amenity=telephone, covered=booth	Facility daily needs	Public telephone	type [13]	phone booth	
phone number of the building	building=yes, phone=user defined	General building information	Formal information	phone number		EquipmentProperties#servicePhoneN- umber, PlaceInfo#phoneNumber
piano tuner or technician. A professional that tunes, regulates and makes the maintenance of pianos. Most of them repair simple problems and some restore a whole piano	craft=piano_tuner					
pictogram	pictogram=yes					
pictogram depicting volume control of public telephone	amenity=telephone, pictogram=yes	pictogram=volume_control	Facility daily needs	Public telephone	volume control	pictogram [1]
piece of artwork painted directly on a wall	artwork_type=mural					
pipe or tube installation room	room=installations	installations=pipe, installations=tube	General help for orientation / Technical assistance	Rooms / venues / offices	installation	StructuredAddress#room
pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect against contact	amenity=toilets, building=toilet, room=toilet, toilets=yes	pipe=insulated, pipe:location=below_lavatory	Facility daily needs	Toilet / toilet compartment	lavatories	Restroom#toilet, WashBasin#accessibleWithWheelchai- r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
						WheelchairParking#count, WheelchairParking#distanceToEntran- ce, WheelchairParking#hasDedicatedSign- age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh- t, WheelchairParking#neededParkingPe- rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
place for parking cars	amenity=parking					
place for people to sit	amenity=bench	Movables	Furniture	type: seating	sitting bench	

	access:blind=yes, access:deaf=limited, access:deaf=no, access:deaf=yes, access:disabled=1, access:disabled=2, access:disabled=bad, access:disabled=customers, access:disabled=designated, access:disabled=destination, access:disabled=no, access:disabled=only, access:disabled=permissive, access:disabled=private, access:disabled=yes, access:mental_disabled=limited, access:mental_disabled=no, access:mental_disabled=yes, board_type=information, board_type=map, information=audio_beacon, information=audioguide, information=board, information=guidepost, information=map, information=office, information=route_marker, information=tactile_map, information=tactile_model, information=terminal,	PlaceInfo#accessibility
place info accessibility		
	board_type=information, board_type=map, information=audio_beacon, information=audioguide, information=board, information=guidepost, information=map, information=office, information=route_marker, information=tactile_map, information=tactile_model, information=terminal, information=trail_blaze, information=visitor_centre, room=information	PlaceInfo#category
place info category		
place of business that sells to a particular trade or trades, but normally also retails to normal consumers	shop=trade	
place selling auto parts, auto accessories, motor oil, car chemicals, etc.	shop=car_parts	
place specializing in painting cars	craft=carPainter	
place that primarily sells cars (automobiles)	shop=car	
place that specializes in selling only or mainly doors	shop=doors	
place to get medical attention or a check up from a physician	healthcare=doctor	
place website url	url=user defined	PlaceInfo#placeWebsiteUrl

place where a blacksmith forges tools, horseshoes, etc. from iron	craft=blacksmith	
place where a lifeguard is on duty	emergency=lifeguard	
place where a road usage toll or fee is collected	barrier=tool_booth	Payment#acceptsBills, Payment#acceptsCoins, Payment#acceptsCreditCards, Payment#acceptsDebitCards, Payment#acceptsPaymentByMobilePhone, Payment#hasPortablePaymentSystem
place where alternative medicine is practiced	amenity=alternative_medicine	
place where clothing is made, repaired, or altered professionally, especially suits and men's clothing	craft=tailor, shop=tailor	
place where coins and medals are hand crafted	craft=mint	
place where customers can buy supplies for making art and crafts	shop=craft	
place where earthenware, stoneware and porcelain and other ceramic ware is made by potters	craft=pottery	
place where engines and tools for agricultural use are planned and constructed	craft=agricultural_engines	
place where furniture, especially seats are provided with padding, springs, webbing, and fabric or leather covers	craft=upholsterer	
place where keys can be duplicated from originals	craft=key_cutter	
place where lenses for the correction of a person's vision are designed, fitted and dispensed	craft=optician	
place where locks and keys are created or repaired	craft=locksmith	
place where necklaces, rings, brooches, earrings and bracelets and other personal adornments are created or repaired	craft=jeweller	
place where passengers are waiting for the public transport vehicles	public_transport=platform	
place where people can get permanent tattoos	shop=tattoo	
place where photos taken on a film or digital images are transformed into a more permanent form, often on paper or plastic foil	craft=photographic_laboratory	

[illegible]

plan states location of baby-changing room	board_type=map, changing_table:location=room, information=map	plan=changing_room	General help for orientation / Technical assistance	Plan	baby-changing room	
plan states location of defibrillator	board_type=map, emergency=defibrillator, information=map	plan=defibrillator	General help for orientation / Technical assistance	Plan	defibrillator	
plan states location of first aid box	board_type=map, emergency=first_aid_kit, information=map	plan=first_aid_kit	General help for orientation / Technical assistance	Plan	first aid box	
plan states location of toilet	amenity=toilets, board_type=map, building=toilets, information=map, room=toilet, toilets=yes	plan=toilet	General help for orientation / Technical assistance	Plan	toilet	Restroom#toilet
plan states location of toilet for women	amenity=toilets, board_type=map, building=toilets, female=yes, information=map, room=toilet, toilets=yes	plan=toilet_for_women	General help for orientation / Technical assistance	Plan	toilet women	Restroom#toilet
plan type: overview panel / board	board_type=map, information=map		General help for orientation / Technical assistance	Plan	type [12]	overview panel/board
plan with marked points of the compass	board_type=map, information=map	compass=marked_points	General help for orientation / Technical assistance	Plan	marked points of the compass	
plan with marked relaxation room	board_type=map, information=map	room=relaxation	General help for orientation / Technical assistance	Plan	relaxation room	
plan with marked room-IDs	board_type, information=map, ref=user defined		General help for orientation / Technical assistance	Plan	room-ID	PlaceInfo#originalId, Stairs#alternativeMobileEquipmentIds, StructuredAddress#room, StructuredAddress#text
planned completion date	opening_date=yes, start_date=yes					EquipmentProperties#plannedCompletionDate
planning	office=advertising_agency					
plastered floor	floor:material=plaster					
platform lift controls	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote_electric, control=spring, elevator=lift, elevator=yes, highway=elevator, room=elevator	control=platform_lift	Change Elevation	Platform lift	lift controls	
platform lift door opening width	door=yes, elevator=lift, elevator=yes, highway=yes, room=elevator, width=user defined	door=elevator, door:width=user defined	Change Elevation	Platform lift	door opening width	Door#width, EquipmentProperties#door
platform lift is used to travel vertically	elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator		Change Elevation	Platform lift	direction [2]	vertical [2]

platform lift, can it be used w/a assistance from others?	elevator=lift, elevator=yes, highway=elevator, room=elevator	usable=without_assistance	Change Elevation	Platform lift	accessibility [3]	can it be used w/a assistance from others?		
point to which firefighters can connect a pressurized water source	emergency=dry_riser_inlet							
	payment:cards=no, payment:cards=only, payment:cards=yes, payment:cash=interval, payment:cash=no, payment:cash=only, payment:cash=yes, payment:cheque=interval, payment:cheque=no, payment:cheque=only, payment:cheque=yes, payment:coins=interval, payment:coins=no, payment:coins=only, payment:coins=yes, payment:contactless=interval, payment:contactless=no, payment:contactless=only, payment:contactless=yes, payment:credit_cards=interval, payment:credit_cards=no, payment:credit_cards=only, payment:credit_cards=yes, payment:debit_cards=interval, payment:debit_cards=no, payment:debit_cards=only, payment:debit_cards=yes,					Payment#hasPortablePaymentSystem, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone		
portable payment system	payment=portable							
portable, round tent	building=ger							
porter / gatekeeper		gatekeeper=yes, porter=yes	Facility daily needs	Services	type [1]	porter / gatekeeper		
		clear_floor_space=yes, companion_seat=yes, location=user defined, location:description:lg=user defined, wheelchair_space=yes	Movables	Wheelchair space (seatings)	companion seat	position [3]	Accessibility#accessibleWith.wheelchair, PlaceInfo#description, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistance	
position of companion seat in wheelchair space (seatings)								
position of doorbell / accessible doorbell at doorway	door=yes, doorbell=yes	doorbell=accessible, location=user defined, location:description:lg=user defined	Building characteristics	Doorways	doorbell / accessible doorbell	position [1]	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#description
		closet_side=left, closet_side=right, location=user defined, location:description:lg=user defined	Facility daily needs	Toilet / toilet compartment	flush control	position: side of closet		PlaceInfo#description, Restroom#toilet
position of flush control: side of closet	toilets:disposal=flush	location=user defined, location:description:lg=user defined, sign=yes	General help for orientation / Technical assistance	Signage	position			PlaceInfo#description, WheelchairParking#hasDedicatedSignage

position of signs at toilet rooms (location): on the wall on the latch side of the door; or on the push side of doors with closers and w/o hold open devices	amenity=toilets, building=toilets, room=toilet, toilets=yes	door=closer, door=without_hold_open_device, location=user defined, location:description:lg=user defined, sign=latch_side, sign=push_side, sign=wall, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	position (location): on the wall on the latch side of the door; or on the push side of doors with closers and w/o hold open devices	PlaceInfo#description, Restroom#toilet
position of the spout outlet, from front and rear of the drinking fountain	amenity=drinking_water, fountain=drinking, fountain=drinking_fountain	location=user defined, location:description:lg=user defined, spout_outlet=yes	Facility daily needs	Drinking fountain	spout outlet	position, from front and rear of the drinking fountain	AnimalPolicy#suppliesWaterForPets, PlaceInfo#description
position of toilet paper dispenser in toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:paper_supplied=yes	location=user defined, location:description:lg=user defined	Facility daily needs	Toilet / toilet compartment	toilet paper dispenser	position [2]	PlaceInfo#description, Restroom#toilet
position on the street or rails where a public transport vehicle stops	public_transport=stop_position						PlaceInfo#description
possibility to blackout windows	window=yes	window=blackout, window=no_blackout	General help for orientation / Technical assistance	Windows	blackout		StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
potential interpolation way	addr:inclusion=potential						
power socket(s) in lecturer zone: yes, number: ... / no powerful light focused so as to illuminate a small area	room=lecture, socket:<type>=user defined, socket:<type>=yes light:category=spotlight	socket:<type>=no	General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	power socket(s): yes, number: ... / no	
practice room preferred point to pump water off a river or other waters for a fire department	emergency=suction_point	room=practice	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	practice room	PlaceInfo#category, StructuredAddress#room
Preselected flat area for a helicopter to land in an emergency situation	emergency=landing_site						
primary or secondary school	amenity=school						StructuredAddress#room
prison cell	room=prison cell						WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace
private parking space	parking_space=private						
producer of fine art prints	craft=printmaker						
production	room=production						StructuredAddress#room
projection room	room=projection						

projector	projector=yes	General help for orientation / Technical assistance	Technology	projector	
projector with glare-free display	projector=glare-free_display	General help for orientation / Technical assistance	Technology	projector	display glare-free
projector with HDMI / VGA / Cinch (yellow-white-red) / other:	projector=cinch, projector=HDMI, projector=user defined, projector=VGA	General help for orientation / Technical assistance	Technology	projector	HDMI / VGA / Cinch (yellow-white-red) / other:
prominent place as starting point and reference point	reference_point=yes, tourist=attraction	General help for orientation / Technical assistance		prominent place as starting point	
prone to erosion	reference_point=prominent_point surface=dirt, surface=earth	Reference points			
protruding obstacle	obstacle=protruding, obstacle:wheelchair=yes	Building characteristics	Obstacles	existence [5]	protruding Pathways#widthAtObstacles
providing services related to funeral arrangements, may also be known as a "funeral parlour" or "undertakers"	shop=funeral_directors				
pub	room=pub				StructuredAddress#room
	access=customers, access=delivery, access=designated, access=destination, access=discouraged, access=dismount, access=permissive, access=permit, access=private, access=no, access=unknown, access=use_sidepath, access=yes, elevator=yes, highway=yes, room=elevator				
public / restricted access to elevator		Change Elevation	Elevator	access [2]	public / restricted [1]
	access=customers, access=delivery, access=designated, access=destination, access=discouraged, access=dismount, access=permissive, access=permit, access=private, access=no, access=unknown, access=use_sidepath, access=yes, conveying=backward, conveying=forward,				
public / restricted access to escalators	conveying=reversible, conveying=yes	Change Elevation	Escalators	access [4]	public / restricted [2]
public access to floor (pathway)	access=yes, highway=footway, highway=path	Building characteristics	Floor (pathway)	access [5]	public [1]
public bookcase is a fridge	public_bookcase:type=fridge				
public bookcase is a glass cabinet	public_bookcase:type=glass_cabinet				
public bookcase is a metal cabinet	public_bookcase:type=metal_cabinet				
public bookcase is a movable cabinet	public_bookcase:type=movable_cabinet				
public bookcase is a phone box	public_bookcase:type=phone_box				

public bookcase is a reading box	public_bookcase=reading_box						
public bookcase is a sculpture	public_bookcase:type=sculpture						
public bookcase is a shelf	public_bookcase:type=shelf						
public bookcase is a shelter	public_bookcase:type=shelter						
public bookcase is a wooden box	public_bookcase:type=wooden_box						
	public_bookcase:type=wooden_cabinet						
public bookcase is a wooden cabinet	et						
public bookcase is in a building	public_bookcase=building						Payment#acceptsBills, Payment#acceptsCoins, Payment#acceptsCreditCards, Payment#acceptsDebitCards, Payment#acceptsPaymentByMobilePhone, Payment#hasPortablePaymentSystem
public pay phone	amenity=telephone	telephone=pay	Facility daily needs	Public telephone	type [13]	pay phone	
public places that can be used for baking bread	amenity=baking_oven						
Public showers, where people can bathe under water sprays	amenity=showers						
public table	amenity=table						
public telephone	amenity=telephone						
public telephone max protruding into the circulation path	amenity=telephone, obstacle:wheelchair=yes	obstacle=potruding	Facility daily needs	Public telephone	dimension [11]	max protruding into the circulation path	Pathways#widthAtObstacles
public telephone signs	amenity=telephone	sign=telephone, sign=yes	Facility daily needs	Public telephone	signs [2]		
public utility use	room=public utility use						
publicly accessible toilet	amenity=toilets						Restroom#toilet
publicly usable water tap	man_made=water_tap						AnimalPolicy#suppliesWaterForPets
pump room	room=pump						StructuredAddress#room

	building=apartment, building=bakehouse, building=barn, building=bridge, building=bungalow, building=bunker, building=cabin, building=carport, building=cathedral, building=chapel, building=church, building=civic, building=college, building=commercial, building=conservatory, building=construction, building=cowshed, building=detached, building=digester, building=dormitory, building=farm, building=farm_auxiliary, building=fire_station, building=garage, building=garages, building=gatehouse, building=ger, building=government, building=grandstand, building=greenhouse, building=hangar, building=hospital, building=hotel, building=house, building=houseboat, building=hut, building=industrial, building=kindergarten, building=kiosk, building=mosque, building=office, building=parking, building=pavilion, building=public,	General building information	Formal information	purpose [1]	PlaceInfo#accessibility
purpose of building	room=ammunition dump, room=auqarium, room=archive, room=arms depot, room=auditorium, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=bar, room=barn, room=bath, room=bedroom, room=beer garden, room=bell tower, room=benches, room=blueprint, room=bowling alley, room=break, room=breakfast, room=cabin, room=canteen, room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter, room=check-out counter, room=class, room=celebration, room=common, room=communication, room=computer, room=conference, room=confessional, room=copier, room=corridor, room=delivery, room=departure terminal, room=dining, room=dressing, room=drying, room=effluent treatment, room=elevator, room=emergency call center, room=enclosure, room=engine shed,	General help for orientation / Technical assistance	Rooms / venues / offices	purpose [2]	PlaceInfo#accessibility
purpose of rooms / venues / offices					
push button on a pedestrian crossing with an tactile arrow on top	traffic_signals:arrow=yes				

QR code signs for rooms / venues / offices	indoor=room, room=office	sign=QR_code	General help for orientation / Technical assistance	Rooms / venues / offices	sign	QR Code	Restroom#signIcons
quantity of projectors	number=user defined	projector=user defined, projector=yes	General help for orientation / Technical assistance	Technology	projector	quantity	
queue management ticket machine		ticket_machine=yes	Facility daily needs	Services	type [1]	queue management ticket machine	
RADAR key of the UK-"National Key Scheme" opens door	centralkey=nks						Door#needsRadarKey, EquipmentProperties#door
radiator as heat source	heating=radiator						
rail designed to be grasped by the hand so as to provide stability or support	barrier=hand_rail						Restroom#hasSupportRails, Shower#hasSupportRails, Shower#supportRailsAreAboveAndBelowControls
rail, typically metal, designed to keep vehicles within their roadway	barrier=guard_rail						
railway level crossing which is normally closed and opens only on demand	crossing:on_demand=yes tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes						EquipmentProperties#hasRaisedText, StructuredAddress#text
raised text							
rammed earth wall	wall=pise						
ramp for luggage	ramp:luggage=yes, ramp:luggage=automatic, ramp:luggage=manual						
ramp for luggage, even surface	ramp:luggage=manual						
ramp for luggage, moves by itself	ramp:luggage=automatic						
ramp that can be used by wheelchairs	ramp:wheelchair=yes, rampDisability=yes		Change Elevation	Stairs	ramp (for wheelchair)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility
ramp to the entrance door	door=yes, entrance=yes, ramp=yes	door=entrance, ramp=entrance	Change in Ground Height	Ramp	where to	entrance -> door	Entrance#hasFixedRamp, Entrance#hasRemovableRamp
ramp to the side of steps	ramp:bicycle=yes						
ramp with handrail	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, ramp=yes		Change in Ground Height	Ramp	handrail [2]		
ramp with handrail exists	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, ramp=yes		Change in Ground Height	Ramp	handrail [2]	existence [1]	

ramp with handrail returning to wall, guard or landing surface	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, ramp=yes	handrail=guard, handrail=landing, handrail=wall	Change in Ground Height	Ramp	handrail [2]	handrail return to wall, guard or landing surface	
ramp with standard slope	incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, ramp=yes		Change in Ground Height	Ramp	slope [6]	standard slope	Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
ramp with wheel guards	ramp=yes	ramp=wheel_guards, wheel_guards=yes	Change in Ground Height	Ramp	wheel guards		
ramp without platform	ramp=yes	ramp=no_platform	Change in Ground Height	Ramp	number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top)	no platform	
raw cobblestone, uncut stones, rounded stones, natural stones	surface=unhewn_cobblestone						
reachability of the window opener	window=yes	window_opener=reachable	General help for orientation / Technical assistance	Windows	reachability of the opener		
reachability of the window opener: light / heavy	window=yes	window_opener=heavy, window_opener=light, window_opener=reachable	General help for orientation / Technical assistance	Windows	reachability of the opener	light / heavy	
realistic speed estimate	maxspeed:practical=15						
reason equipment is out of order		broken:equipment=user defined, description=user defined, disused:equipment=user defined					EquipmentProperties#outOfOrderReason
reception	room=reception		Facility daily needs	Services	type [1]	reception desk	PlaceInfo#category, StructuredAddress#room
recess	room=recess						StructuredAddress#room
recording studio	room=recording studio						StructuredAddress#room
rectangular advertising totem	advertising=totem						
recycling installation	room=recycling installation						
red mud storage	storage=red_mud						
refectory	room=refectory						StructuredAddress#room
reference points in highly populated zones	reference_point=yes	populated=high	General help for orientation / Technical assistance	Reference points	highly populated zones		
reflecting blackboards		blackboard=reflecting, board_type=blackboard	Movables	Blackboards	reflecting		
reflecting pool: a water feature found in gardens, squares, and at memorial sites, which consists of a shallow pool of water, undisturbed by fountain jets, for a calm reflective surface	water=reflecting_pool						

refrigerator	amenity=fridge, fridge=icebox, fridge=yes	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	refrigerator	
reinforcing measures have been put in place	building:soft_storey=reinforced					
relation that contains all elements of a train, subway, monorail, tram, bus, trolleybus, aerialway, or ferry stop	public_transport=stop_area					
relaxation room	room=relaxation	Facility daily needs	Relaxation room	access [6]		StructuredAddress#room
relaxation room is (not) accessible	access=no, access=yes, access:disabled=no, access:disabled=yes, room=relaxation, wheelchair=yes, wheelchair=no	Facility daily needs	Relaxation room	access [6]	accessible / not accessible	Accessibility#accessible With.wheelchair == false, Accessibility#accessibleWith.wheelchair, Accessibility#accessible air, PlaceInfo#accessibility, With.wheelchair == true Room#isAccessibleWithWheelchair
remarkable architectural building	artwork_type=architecture					
remote controls	control=remote					
removable	removable=yes					
repair services are available at the feature	service=repair					
repair shops and service centers which provides repair of computers, phones, appliance etc.	craft=electronics_repair					
residential part of building	building:part=residential					
restaurant	room=restaurant	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	food: restaurant	PlaceInfo#category, StructuredAddress#room
restricted access to doorway	access=permissive, access=permit, door=yes	Building characteristics	Doorways	access [1]	restricted [1]	EquipmentProperties#door
restricted access to floor (pathway)	access=permissive, access=permit, highway=corridor, highway=footway, highway=path	Building characteristics	Floor (pathway)	access [5]	restricted [2]	
restricted access to toilet / toilet compartment	access=permissive, access=permit, amenity=toilets, building=toilets, female=yes, male=yes, room=toilet, toilets=yes, toilets:wheelchair=no, toilets:wheelchair=yes	Facility daily needs	Toilet / toilet compartment	access [3]	restricted [3]	Restroom#toilet, Room#isAccessibleWithWheelchair
restroom entrance	amenity=toilets, building=toilets, entrance=yes, room=toilet, room=washroom, toilet:facilities=yes, toilet=yes					Restroom#entrance
restroom has bathtub	amenity=toilets, building=toilets, room=bath, room=toilet, room=washroom, toilets=yes	facilities=bathtub				Restroom#hasBathTub
restroom has support rails	amenity=toilets, building=toilets, room=toilet, room=washroom, toilets=yes	grab_bar=yes				Restroom#hasSupportRails, Shower#hasSupportRails, Shower#supportRailsAreAboveAndBelowControls

restroom has turning space inside	amenity=toilets, building=toilets, room=toilet, room=washroom, toilets=yes	clear_floor_space=yes				Restroom#turningSpaceInside, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
retail part of building	building:part=retail					
RFID sensor	sensor:type=rfid					
ridged texture	texture=ridged					
road not usable by wheeled vehicles	smoothness=impassable					
road side or median barrier made of steel wire ropes mounted on weak posts	barrier=cable_barrier					
road usable by car with high clearance, light-duty off road vehicles	smoothness=very_bad					
road usable by city bike, sport cars, wheelchair, scooter	smoothness=intermediate				Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair
road usable by heavy-duty off road vehicles	smoothness=horrible					
road usable by racing bike	smoothness=good					
road usable by roller blade, skate board	smoothness=excellent					
road usable by tractor, ATV, tanks, trial, Mountain bike and all kind of off-highway vehicles	smoothness=very_horrible					
road usable by trekking bike, normal cars, rickshaw	smoothness=bad					
Road with pedestrian friendly traffic rules	highway=living_street					
Rocky surface of path	surface=rock					
rollability of the floor	highway=corridor, highway=footway, highway=path, smoothness=bad, smoothness=excellent, smoothness=good, smoothness=horrible, smoothness=impassable, smoothness=intermediate, smoothness=very_bad, smoothness=very_horrible	Building characteristics	Floor (pathway)	condition [2]	rollability	
Rolled kerbs still provide a gutter for water while being traversable by large wheeled vehicles	kerb=rolled					
room containing a bar	room=bar					PlaceInfo#category, StructuredAddress#room
room containing a bowling alley	room=bowling alley					PlaceInfo#category, StructuredAddress#room
room containing a cash point	room=cash point	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	bank cash machine	PlaceInfo#category, StructuredAddress#room
room containing a cash point [1]	room=cash point	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	cash machine	PlaceInfo#category, StructuredAddress#room
room containing a copier	room=copier	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	photocopier	PlaceInfo#category, StructuredAddress#room

room containing a library	room=library	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	library	PlaceInfo#category, StructuredAddress#room
room containing a platform	room=platform					PlaceInfo#category, StructuredAddress#room
room containing a pulpit	room=pulpit					PlaceInfo#category, StructuredAddress#room
room containing a shoot alley	room=shoot alley					PlaceInfo#category, StructuredAddress#room
room containing a slide	room=slide					PlaceInfo#category, StructuredAddress#room
room containing a stage	room=stage					PlaceInfo#category, StructuredAddress#room
room containing a washing-bay	room=washing-bay	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	washing machine	PlaceInfo#category, StructuredAddress#room
room containing a waste container	room=waste container					PlaceInfo#category, StructuredAddress#room
room containing baggage carousel	room=baggage carousel	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	baggage reclaim room	PlaceInfo#category, StructuredAddress#room
room containing benches	room=benches	Movables	Benches	one room with a bench: existence		PlaceInfo#category, StructuredAddress#room
room containing blueprint	room=blueprint					PlaceInfo#category, StructuredAddress#room
room containing check-in counter	room=check-in counter					PlaceInfo#category, StructuredAddress#room
room containing check-out counter	room=check-out counter					PlaceInfo#category, StructuredAddress#room
room containing equipment	room=equipment					PlaceInfo#category, StructuredAddress#room
room containing escalators	room=escalator					PlaceInfo#category, StructuredAddress#room
room containing one toilet only	room=toilet	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	toilet	PlaceInfo#category, Restroom#toilet, StructuredAddress#room
room containing printer, plotter etc.	room=printer	General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	printer	PlaceInfo#category, StructuredAddress#room
room containing props	room=props					PlaceInfo#category, StructuredAddress#room
room containing showers	room=showers	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	shower	PlaceInfo#category, Restroom#hasShower, Restroom#shower, Shower#hasErgonomicHandle, Shower#hasShowerSeat, Shower#hasSupportRails, Shower#isLevel, Shower#showerSeatIsFolding, Shower#showerSeatIsRemovable, Shower#step, Shower#supportRailsAreAboveAndBelowControls, StructuredAddress#room

room containing stairs	room=stairs					PlaceInfo#category, Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight, StructuredAddress#room
room containing the information desk	room=information	Facility daily needs	Services	type [1]	information desk	PlaceInfo#accessibility, PlaceInfo#category, StructuredAddress#room
room containing the reception	room=reception					PlaceInfo#category, StructuredAddress#room
room containing tracks	room=track					PlaceInfo#category, StructuredAddress#room
room for the parish	room=parish					PlaceInfo#category, StructuredAddress#room
room ID of toilet compartment	amenity=toilets, building=toilet, ref=user defined, room=toilet, toilets=yes	Facility daily needs	Toilet / toilet compartment	room ID		EquipmentProperties#originalId, PlaceInfo#originalId, Restroom#toilet, StructuredAddress#room, StructuredAddress#text
room ID states elevator existence / location	elevator=yes, highway=elevator, ref=user defined, room=elevator	Change Elevation	Elevator	existence, location	room ID's	EquipmentProperties#originalId, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, PlaceInfo#creatorId, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text
room ID's of stairs	highway=steps, ref=user defined, room=stairs, stairs=yes	Change Elevation	Stairs	room ID's		EquipmentProperties#originalId, PlaceInfo#originalId, Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text

rooms / venues / offices with audio exit	audio=yes, indoor=room, room=office		General help for orientation / Technical assistance	Rooms / venues / offices	audio exit		StructuredAddress#room PlaceInfo#category, StructuredAddress#house
roughly built house	building=cabin						
round or broached handle is available to open a door or a valve	handle=wheel						EquipmentProperties#door
rounded end with a stair handrail projecting freely into the room at the inlet and outlet	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes	handrail=rounded_end, rounded_end=yes	Change Elevation	Stairs	handrail [3]	rounded end with a handrail projecting freely into the room at the inlet and outlet	Stairs#hasHandRail
rounded stones	surface=unhewn_cobblestone, surface=pebblestone						
route to accessible seating / wheelchair space	access:disabled=yes, wheelchair=yes	route=accessible	Movables	Wheelchair space (seatings)	route to accessible seating	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
ruined building	building=ruins						
running slope	incline=down, incline=up, incline=user defined, incline:avg=user defined		Change Elevation	Slope	slope [2]	running slope	
running slope with curb ramp / curb cuts	incline=down, incline=up, incline=user defined, incline:avg=user defined, kerb=flush, kerb=lowered, kerb=raised, kerb=rolled, kerb=yes		Way to building	Curb ramp / curb cuts	slope [3]	running slope [2]	
sacristy	room=sacristy						StructuredAddress#room
sag of pathway	incline:across=sag						Pathways#maxLateralSlope
sales room	room=sales						StructuredAddress#room
same stairwell with different characteristics in the Rooms with the given ID's, where the stairs lead to/from	highway=steps, ref=user defined, room=stairs, stairs=yes	characteristics=different	Change Elevation	Stairs	room ID's	same stairwell with different characteristics in the Rooms with the given ID's, where the stairs lead to/from	PlaceInfo#creatorId, PlaceInfo#originalId, Stairs#alternativeMobileEquipmentIds, Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight, StructuredAddress#room, StructuredAddress#text

same stairwell/staircase with same characteristics in all Rooms with the given ID's, where the stairs lead to/from		highway=steps, ref=user defined, repeat_on=user defined, room=stairs, stairs=yes	characteristics=same	Change Elevation	Stairs	room ID's	same stairwell/staircase with same characteristics in all Rooms with the given ID's, where the stairs lead to/from	PlaceInfo#creatorId, PlaceInfo#originalId, Stairs#alternativeMobileEquipmentId s, Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight, StructuredAddress#room, StructuredAddress#text
sanitation is accessible	sanitation=yes, sanitation=Yes							PlaceInfo#accessibility
sanitation is not accesible	sanitation=no, sanitation=No							
satellite receiver	room=satellite receiver							
sauna	room=sauna							StructuredAddress#room
sawmill is a facility where logs are cut into timber	craft=sawmill							
scale is 1:1000	scale=1:1000							
sculptural technique where the sculpted elements remain attached to a solid background of the same material	artwork_type=fountain							
sculpture	artwork_type=sculpture							
seamless signposting along the accessible way to the room	access=yes, access:disabled=yes, indoor=room, ref=user defined, wheelchair=yes	route=accessible, sign=yes, signposting=seamless	General help for orientation / Technical assistance	Rooms / venues / offices	accessible way (description)	seamless signposting to the room [2]	PlaceInfo#accessibility, Restroom#signIcons, Room#isAccessibleWithWheelchair	
seamless signposting along the shortest way to the room	indoor=room, ref=user defined	route=shortest, sign=yes, signposting=seamless	General help for orientation / Technical assistance	Rooms / venues / offices	shortest way to the room (description)	seamless signposting to the room [1]	Restroom#signIcons	
seat row width in cm	indoor_seating=yes, outdoor_seating=yes, width=user defined	row:width=user defined, seat:width=user defined	Movables	Seatings	seat rows	clear row width in cm		
seat rows	rows=user defined		Movables	Seatings	seat rows			
seated and urinal toilets	toilets:position=seated;urinal length=user defined, width=user defined						Restroom#toilet	
seating depth in cm		seat:depth=user defined	Movables	Seatings	seating depth in cm			
seating pews with wheelchair spaces: yes, variable / yes, rear / yes, front / no	wheelchair=no, wheelchair=yes	clear_floor_space=yes, pew=user defined, pew=yes, wheelchair_space=front, wheelchair_space=no, wheelchair_space=rear, wheelchair_space=variable, wheelchair_space=yes	Movables	Seatings	pews	wheelchair spaces: yes, variable / yes, rear / yes, front / no	Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssisant
seatings / places with sockets: yes, variable / yes, rear / yes, front / no	indoor_seating=yes, socket:<type>=user defined, socket:<type>=yes	socket:<type>=front, socket:<type>=rear, socket:<type>=variable	Movables	Seatings	places with sockets	yes, variable / yes, rear / yes, front / no		
seatings exist	indoor_seating=yes, outdoor_seating=yes		Movables	Seatings	existence [8]			
section in a wall or fence which can be opened	barrier=gate							
section in a wall or fence which slides or rolls to the side	barrier=sliding_gate							

section of wire fence which can be removed temporarily	barrier=hampshire_gate								
security check	room=security check								
security service office or desk	room=office, security_desk=yes		Facility daily needs	Services	type [1]	security service office or desk		PlaceInfo#category, StructuredAddress#room	
	control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring								
security system controls		security_system_control=user defined	General help for orientation / Technical assistance	Technology	controls	security system			
self-service shelf or dispensing device		dispensing_device=yes, self-service_shelf=yes	Movables	Food Service Lines	self-service shelf or dispensing device				
selling and installing glazing for windows and doors	shop=glazery								
			General help for orientation / Technical assistance						
seminar room	indoor=room	room=seminar		Rooms / venues / offices	type [15]	seminar room		PlaceInfo#category, StructuredAddress#room	
senso triggers camera	sensor:triggers=camera								
sensor triggers alarm	sensor:triggers=alarm								
sensor triggers light	sensor:triggers=light								
sensor triggers logging	sensor:triggers=logging								
								Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight	
separated stairs	stairs:type=separated								
series of bollards designed to prevent illegal vehicular use of a public right of way, whilst retaining access for horse drawn carriages	barrier=kent_carriage_gap								
service availability	availability=user defined	service_availability=user defined	Facility daily needs	Services	availability				
service desk with clear floor space for forward or parallel approach	wheelchair=yes	clear_floor_space=yes, service_desk=yes	Facility daily needs	Services	service desks	clear floor space for forward or parallel approach	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Media#turningSpaceInFront, PlaceInfo#accessibility	
service desks		service_desk=yes	Facility daily needs	Services	service desks				
service indoor app	indoor=yes	service:indoor_app=no, service:indoor_app=yes	Facility daily needs	Services	type [1]	indoor app			
service location		location=user defined, service:location=user defined	Facility daily needs	Services	location [1]				
			General help for orientation / Technical assistance						
service number technician	phone=user defined	phone:service_number_technician=user defined		Technology	service number technician			EquipmentProperties#servicePhoneNumber, PlaceInfo#phoneNumber	
	opening_hours=Mo-Fr 08:00-12:00,13:00-17:30; Sa 08:00-12:00; PH off, opening_hours=user defined								
service opening hours	information=office, reception_desk=yes	service:opening_hours=user defined	Facility daily needs	Services	opening hours [1]				
service point		service=point	Facility daily needs	Services	type [1]	service point		PlaceInfo#accessibility	

							EquipmentProperties#serviceWebsiteUrl, PlaceInfo#editPageUrl, PlaceInfo#infoPageUrl, PlaceInfo#placeWebsiteUrl
service website url	url=user defined						
service-based business dedicated to creating, planning, and handling advertising	office=advertising_agency						
sett paving, natural stones, rectangular shape	surface=sett						
shallow obstruction (dispensing device is pushed behind) at Food Service Lines	obstacle:wheelchair=limited, obstacle:wheelchair=yes	dispensing_device=yes, obstruction=shallow	Movables	Food Service Lines	self-service shelf or dispensing device	shallow obstruction (device is pushed behind)	Accessibility#accessible With.wheelchair == false, Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair == true
shape of building / structure / layout	building:form=box; building:form=L-shaped; building:form=other; building:form=rectangular; building:form=T-shaped		General building information	Formal information	shape of building / structure / layout		PlaceInfo#accessibility
shared path is not segregated	segregated=no						
shared path is segregated	segregated=yes						
shiatsu massage	massage=shiatsu						
shop	indoor=shop						
shop at a farm, selling farm produce	shop=farm						
shop dealing with photos or video in any way	shop=photo						
shop exclusively selling cosmetics	shop=cosmetics						
shop focused on selling (fresh) pasta, ravioli, etc	shop=pasta						
shop focused on selling beverages and drinks, possibly including alcoholic and non-alcoholic ones	service=beverages						
shop focused on selling candles and candle accessories (holders, etc)	shop=candles						
shop focused on selling chocolate	shop=chocolate						
shop focused on selling drinking water	shop=water						
shop focused on selling electronic components, electrical products, radio measuring devices, supplies for radio and electronics	shop=radiotechnics						
shop focused on selling fashion accessories	shop=fashion_accessories						
shop focused on selling garden furniture (sheds, outdoor tables, gates, fences, ...)	shop=garden_furniture						
shop focused on selling herbs, often for medical purposes	shop=herbalist						

shop focused on selling interior decorations	shop=interior_decoration	AnimalPolicy#allowsAnyAnimals, AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
shop focussed on selling children's toys	shop=toys	
shop for caravans, motorhomes & similar recreational vehicles	shop=caravan	
shop for products made out of leather	shop=leather	
shop for white goods	shop=appliance	
shop mainly selling cameras and lenses	shop=camera	
shop mainly selling cheese	shop=cheese	
shop of which the main or only purpose is the sale of lottery tickets	shop=lottery	
shop offering grooming services for pets (most frequently dogs)	shop=pet_grooming	
shop offering small personal loans at high rates of interest	shop=money_lender	
shop operated by a charity	shop=charity	
shop or kiosk offering a clothes dry cleaning service	shop=dry_cleaning	
shop primarily used to pick-up items ordered online. May have meager supply of products.	shop=outpost	
shop selling alcoholic drinks	shop=alcohol	
shop selling and/or refilling bottled gas	shop=gas	
shop selling articles of personal hygiene, cosmetics, and household cleaning products	shop=chemist	
shop selling bags	shop=bag	
shop selling bathroom furnishings	shop=bathroom_furnishings	
shop selling board games	shop=games	
shop selling bouquets of flowers	shop=florist	
shop selling bread	service=bakery	
shop selling carpets	shop=carpet	
shop selling coffee	shop=coffee	
shop selling computers, peripherals, software, ...	shop=computer	
shop selling consumer electronics such as TVs, radios and fridges	shop=electronics	
shop selling dairy products	shop=dairy	
shop selling electrical supplies and devices	shop=electrical	
shop selling electronic cigarettes	shop=e-cigarette	
shop selling equipment and supplies for generating energy, such as solar panels or butane cylinders	shop=energy	
shop selling fireplaces	shop=fireplace	
shop selling fish/seafood	shop=seafood	
shop selling fuels	shop=fuel	
shop selling furniture	shop=furniture	

shop selling groundskeeping equipment, equipment service and supplies for groundskeeping	shop=groundskeeping	
shop selling high fidelity audio components	shop=hifi	
shop selling ingredients and equipment for home brewing of beer and wine	shop=brewing_supplies	
shop selling lighting fixtures and lamps	shop=lighting	
shop selling meat or meat products	shop=butcher	
shop selling merchandise related to religion	shop=religion	
shop selling musical instruments, lyrics, scores	shop=musical_instrument	
shop selling office supplies	shop=stationery	
shop selling party supplies like decorations, invitations and costumes	shop=party	
shop selling perfumes	shop=perfumery	
shop selling pets and/or pet supplies	shop=pet	AnimalPolicy#allowsAnyAnimals
shop selling potted plants, seedlings for planting, and related items	shop=garden_centre	
shop selling scale models	shop=model	
shop selling second hand goods	shop=second_hand	
shop selling shoes	shop=shoes	
shop selling small household items	shop=houseware	
shop selling spices	shop=spices	
shop selling sports equipment and clothing	shop=sports	
shop selling sweets and candies	shop=confectionery	
shop selling tea	shop=tea	
shop selling tickets for concerts, events, public transport, ...	shop=ticket	
shop selling tobacco, and possibly other convenience items	shop=tobacco	
shop selling travel related products and services	shop=travel_agency	
shop selling trekking, climbing, camping equipment	shop=outdoor	
shop selling trophies, awards, plaques, medals	shop=trophy	
shop selling tyres	shop=tyres	
shop selling used military equipment	shop=military_surplus	
shop selling video games	shop=video_games	
shop selling wine	shop=wine	
shop selling wool	shop=wool	
shop specialized in selling hearing aids devices	shop=hearing_aids	
shop that focuses on selling collector's items, like stamps, coins, action figures, etc.	shop=collector	

shop that is currently not being used	shop=vacant	
shop that mainly sells frozen food	shop=frozen_food	
shop that offers photocopying and printing services	shop=copyshop	EquipmentProperties#hasLargePrint, Media#isLargePrint
shop that primarily sells mobile phones and accessories	shop=mobile_phone	
shop that sales vacuum cleaners	shop=vacuum_cleaner	
shop that sells anime and related items	shop=anime	
shop that sells ATVs (Quads) and related accessories and services	shop=atv	
shop that sells eqipment for scuba diving and/or related accessories and services	shop=scuba_diving	
shop that sells fabric	shop=fabric	
shop that sells household linen	shop=household_linen	
shop that sells jetskis and/or related accessories and services	shop=jetski	
shop that sells motorcycles and/or related accessories and services	shop=motorcycle	
shop that sells or rents out videos/DVDs	shop=video	
shop that sells rings, necklaces, earrings, watches, etc.	shop=jewelry	
shop that sells sewing supplies (fabric, thread, yarn, knitting needles, sewing machines, etc.)	shop=sewing	
shop that sells skis and/or related accessories and services	shop=ski	
shop that sells snowmobiles and/or related accessories and services	shop=snowmobiles	
shop that sells trailers, related accessories and services	shop=trailer	
shop that sells watches	shop=watches	
shop that sells window blinds	shop=window_blind	
shop that sells, fits, and repairs prescription eyeglasses and contact lenses	shop=optician	
shop that specialises in selling curtains or drapes	shop=curtain	
shop that specialises in selling mattresses and other bedding products	shop=bed	
shop that takes bets on sporting and other events at agreed upon odds	shop=bookmaker	
shop to wash clothes and bedding, generally self-service and unattended	shop=laundry	
shop where sweet bakery products are produced and sold	shop=pastry	
shop where you can buy antiques	shop=antiques	
shop where you can buy frames	shop=frame	

shop where you can buy gun and hunting equipment	shop=hunting		
shop where you can buy hairdressing supplies	shop=hairdresser_supply		
shop where you can buy objects for babies, like clothes, prams, cots or baby's baths	shop=baby_goods		
shop where you can buy paints	shop=paint		
shop where you can get keys cut	shop=locksmith		
shop where you can plan and buy your kitchen	shop=kitchen		
shop which primarily sells clothing	shop=clothes		
shop which sells a variety of floorings	shop=flooring		
shop which sells fruits and vegetables	shop=greengrocer		
shop which sells timber, tools and other building products	shop=hardware		
shop which sells works of art	shop=art		
shops that sells nutritional supplements different types of purified proteins, fats, vitamins, minerals and/or herbs	shop=nutrition_supplements		
short range (up to 2km) type of directional light	light:category=moire		
short section of the roadway where there is a deep dip in the middle	barrier=bus_trap		
shower for use in emergency situations	emergency=shower		Restroom#hasShower, Restroom#shower, Shower#hasErgonomicHandle, Shower#hasShowerSeat, Shower#hasSupportRails, Shower#isLevel, Shower#showerSeatIsFolding, Shower#showerSeatIsRemovable, Shower#step, Shower#supportRailsAreAboveAndBelowControls, Shower#supportRailsHeight
shower has a shower seat	amenity=shower, facilities=showers, seat=1	seat:shower=yes	Shower#hasShowerSeat, Shower#showerSeatIsFolding, Shower#showerSeatIsRemovable
shower has a step	amenity=shower, facilities=showers, step_count=1		Shower#step
shower has ergonomic handle	amenity=shower, facilities=showers	handle=ergonomic	Shower#hasErgonomicHandle
shower has support rails	amenity=shower, facilities=showers	grab_bar=yes incline=0°, incline=0%, incline:across=0°, incline:across=0%, step_count=0	Shower#hasSupportRails, Shower#supportRailsAreAboveAndBelowControls, Shower#supportRailsHeight
shower is level	amenity=shower, facilities=shower		Shower#isLevel

shower seat is folding	amenity=shower, facilities=showers, seats=1	folding=yes, seat:shower=yes				Shower#showerSeatIsFolding, Shower#showerSeatIsRemovable
shower seat is removable	amenity=shower, facilities=showers, removable=yes, seat=1	seat:shower=yes				Shower#showerSeatIsRemovable
shower support rails are above and below controls	amenity=shower, control=manual, control=manual;local, facilities=showers	grab_bar=yes, grab_bar:above=yes, grab_bar:below=yes				Shower#supportRailsAreAboveAndBelowControls, Shower#supportRailsHeight
showroom	room=showroom					StructuredAddress#room
shutters	shutters=yes					
shutters or rolling blinds or blinds to blackout windows	shutters=yes	rolling_blinds=yes, window=blackout	General help for orientation / Technical assistance	Windows	blackout	shutters or rolling blinds or blinds
side door of a platform lift	door=yes, elevator=lift, elevator=yes, entrance=secondary, highway=elevator, room=elevator		Change Elevation	Platform lift	type of door	side door
side to stand during travel with escalators	conveying=yes, escalator=parallel, escalator=yes, room=escalator	escalator_side=left, escalator_side=right	Change Elevation	Escalators	side to stand during travel	
sidewalk conditions	sidewalk=both, sidewalk=left, sidewalk=no, sidewalk=right, sidewalk=yes, smoothness=bad, smoothness=excellent, smoothness=good, smoothness=horrible, smoothness=impassable, smoothness=intermediate, smoothness=very_bad, smoothness=very_horrible					Ground#sidewalkConditions
sign at relaxation room	ref=user defined, room=relaxation	sign=relaxation_room, sign=yes	Facility daily needs	Relaxation room	sign at room	
sign at relaxation room exists	ref=user defined, room=relaxation	sign=relaxation_room, sign=yes	Facility daily needs	Relaxation room	sign at room	existence [14]
sign at relaxation room indicating seating inside	indoor_seating=yes, ref=user defined, room=relaxation	sign=indoor_seating, sign=yes	Facility daily needs	Relaxation room	sign at room	seating
sign at relaxation room written in profile font	indoor_seating=yes, ref=user defined, room=relaxation, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	sign=profile_font	Facility daily needs	Relaxation room	sign at room	profile font
sign at rooms / venues / offices	indoor=room, ref=user defined, room=office	sign=yes	General help for orientation / Technical assistance	Rooms / venues / offices	sign	Restroom#signIcons
sign at toilet room with high contrast	amenity=toilets, building=toilets, room=toilet, toilets=yes	sign=high_contrast=yes, sign=toilet, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	contrast
						EquipmentProperties#isHighContrast, Restroom#signIcons, Restroom#toilet

sign attachment: parallel to the wall / flag	information=guidepost	sign=parallel, sign=yes	General help for orientation / Technical assistance	Rooms / venues / offices	sign	attachment: parallel to the wall / flag	Restroom#signIcons
sign in english		sign:en=yes, sign=yes	General help for orientation / Technical assistance	Signage	language	English	EquipmentProperties#languages, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
sign in German / English / Braille / raised text	tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	sign:de=yes, sign:en=yes, sign:braille:lg=yes, sign:raised_text:lg=yes	General help for orientation / Technical assistance	Rooms / venues / offices	sign	German / English / Braille / raised text	EquipmentProperties#hasBrailleText, EquipmentProperties#hasRaisedText, EquipmentProperties#languages, Media#isBraille, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
sign number which can be used to define your current position in case of an emergency	emergency=access_point						
sign that a bench / couch is in relaxation room	amenity=bench, information=guidepost, room=benches, room=relaxation	relaxation=bench, sign=bench, sign=yes	Facility daily needs	Relaxation room	sign at room	bench / couch	Restroom#signIcons
sign width of door plate in cm	door=yes, material=metal_plates, width=user defined	door_plate=yes, sign:width=user defined,	General help for orientation / Technical assistance	Rooms / venues / offices	sign	width door plate in cm	Restroom#signIcons
sign with raised text	tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	sign:raised_text:lg=yes, sign=yes	General help for orientation / Technical assistance	Signage	raised text		EquipmentProperties#hasRaisedText, Restroom#signIcons
sign with text contrast		high_contrast=yes, sign=yes	General help for orientation / Technical assistance	Signage	text contrast		EquipmentProperties#isHighContrast, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
sign written in raised text	tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes	sign:raised_text:lg=yes, sign=yes	General help for orientation / Technical assistance	Signage	language	raised text [1]	EquipmentProperties#hasRaisedText, Restroom#signIcons
signage height	height=user defined	sign:height=user defined, sign=yes	General help for orientation / Technical assistance	Signage	height		Restroom#signIcons
signage in braille	tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=yes	sign=yes	General help for orientation / Technical assistance	Signage	Braille		EquipmentProperties#hasBrailleText, Media#isBraille, Restroom#signIcons
signage is mounted on the wall on the latch side of the door	door=yes	door:sign=yes, sign=door, sign=latch_side, sign=wall, sign=yes	General help for orientation / Technical assistance	Signage	position	mounted on the wall on the latch side of the door	Restroom#signIcons

signage with high contrast		high_contrast=yes, sign=yes	General help for orientation / Technical assistance	Signage	high contrast		EquipmentProperties#isHighContrast, Restroom#signIcons, WheelchairParking#hasDedicatedSignage
signage with text contrast for the purpose: designate permanent rooms or spaces; provide direction to or information about interior spaces	ref=user defined room=signal	high_contrast=yes, sign=direction, sign=yes	General help for orientation / Technical assistance	Signage	text contrast	purpose: designate permanent rooms or spaces; provide direction to or information about interior spaces	EquipmentProperties#isHighContrast, Restroom#signIcons
signal							
signal lamp is used to convey information / communicate by encoded light signals	light_source=signal_lamp						
signal to find the pole, tock - tock in most countries	traffic_signals:sound=locate						
signal when walking is allowed	traffic_signals:sound=walk						
signmaker	craft=signmaker						
signpost	information=guidepost						Restroom#signIcons
signposting without gaps along escape route	information=guidepost	sign=no_gap, sign=yes	Security	Escape route	signposting without gaps		
signs at inaccessible toilets that give directions about accessible route to accessible toilet rooms	amenity=toilets, building=toilets, information=guidepost, room=toilet, toilets=yes	route=accessible, sign=accessibility, sign=direction, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	at inaccessible toilets that give directions about accessible route to accessible toilet rooms	Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true, Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#signIcons, Restroom#toilet
signs at toilet room regarding gender, disabled: Men; Ladies; Unisex; Accessible	amenity=toilets, building=toilets, female=alternating, female=no, female=yes, male=alternating, male=no, male=yes, room=toilet, toilets=yes, toilets:wheelchair=no, toilets:wheelchair=yes, toilets_access=community, toilets_access=family, toilets_access=public, toilets_access=unspecified, unisex=alternating, unisex=yes, wheelchair=limited, wheelchair=no, wheelchair=yes	sign=accessibility, sign=female, sign=male, sign=toilet, sign=unisex, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	gender, disabled: Men; Ladies; Unisex; Accessible	Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true, Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#signIcons, Restroom#toilet, Room#isAccessibleWithWheelchair
signs at toilet rooms	amenity=toilets, building=toilets, room=toilet, toilets=yes	sign=toilet, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms		Restroom#signIcons, Restroom#toilet
signs at toilet rooms are pictograms	amenity=toilets, building=toilets, pictogram=yes, room=toilet, toilets=yes	sign=pictogram, sign=toilet, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	pictogram [2]	Restroom#signIcons, Restroom#toilet

	amenity=toilets, building=toilets, room=toilet, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=yes, toilets=yes	sign=raised_text, sign=toilet, sign=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	raised characters	EquipmentProperties#hasRaisedText, Restroom#signIcons, Restroom#toilet
similar copies of a feature can be found at the floors -4,0 and 4	repeat_on=-4;0;4						
simple and horizontal grate covers sumps on pavement or in a street to catch storm water	inlet=grate						
simple single-storey flat house	building=bungalow						StructuredAddress#house
simple structure used as storage or workshop	building=shed						
single dwelling unit	building=house						
single parking space on a parking lot	amenity=parking_space						
single small container for depositing garbage that is easily accessible for pedestrians	amenity=waste_basket						
single-owner private garage	building=garage						
sink	sink=yes						
sink in relaxation room	room=relaxation, sink=yes		Facility daily needs	Relaxation room	sink		
size of an obstacle: high, low, short or at ground level, human-sized	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, obstruction:type=spikes, width=user defined	obstacle=ground_floor, obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized	Building characteristics	Obstacles	size [3]	high, low, short or at ground level, human-sized	Pathways#widthAtObstacles
sketch/ground plan of the teaching room geometry	amenity=school amenity=university, building=school, building:part=school, building_plan=yes, information=map	room=teaching, sign=floor_plan	General help for orientation / Technical assistance	Technology	sketch/ground plan of the teaching room geometry		
sketch/ground plan of the teaching room geometry with entrance, auditorium, lecturer's zone, wheelchair spaces	amenity=school amenity=university, building=school, building:part=school, building_plan=yes, entrance=yes, information=map,room=auditorium, room=lecture	clear_floor_space=yes, ground_plan=auditorium, ground_plan=clear_floor_space, ground_plan=entrance, ground_plan=lecture, ground_plan=wheelchair_space, room=teaching, sign=floor_plan	General help for orientation / Technical assistance	Technology	sketch/ground plan of the teaching room geometry	entrance, auditorium, lecturer's zone, wheelchair spaces	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
						Accessibility#accessible With.wheelchair == true	

sketch/ground plan with dimensioning of the toilet / toilet compartment with additional photos to ensure accessibility	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes, wheelchair=yes	ground_plan=dimension, ground_plan=toilet, ground_plan=photos, photos=accessibility	Facility daily needs	Toilet / toilet compartment	accessibility [4]	sketch/ground plan with dimensioning: (Please take additional photos!)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair
skylight window	window=skylight							
sliding door	door=sliding		Building characteristics	Doorways	type [3]	sliding door		EquipmentProperties#door
slip-resistant exterior accessible route	access=yes, access:disabled=yes	route=accessible, slip-resistant=yes	Way to building	Exterior accessible route	condition [2]	slip-resistant [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Stairs#hasAntiSlipNosing
slip-resistant floor (pathway)	highway=corridor, highway=footway, highway=path	slip-resistant=floor, slip-resistant=yes	Building characteristics	Floor (pathway)	condition [2]	slip-resistant [2]		Stairs#hasAntiSlipNosing
slope	incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined		Change in Ground Height	Slope	slope [2]			Entrance#slopeAngle, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope of curb ramp / curb cuts	incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, kerb=flush, kerb=lowered, kerb=no, kerb=raised, kerb=rolled, kerb=yes	kerb=slope	Way to building	Curb ramp / curb cuts	slope [3]			Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope of exterior accessible route	access=yes, access:disabled=yes, incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined	route=accessible	Way to building	Exterior accessible route	slope [4]		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope of floor (pathway)	highway=corridor, highway=footway, highway=path, incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined		Building characteristics	Floor (pathway)	slope [5]			Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope of ramp	incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, ramp=yes, ramp:wheelchair=yes		Change in Ground Height	Ramp	slope [6]			Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope

slope of ramp in percent %	incline=15%,ramp=yes		Building characteristics	Ramp	slope [6]	slope of ramp in %	Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope on both sides of the doorway	door=yes, incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined	door=slope	Building characteristics	Doorways	slope on both sides of the door		Entrance#slopeAngle, EquipmentProperties#door, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope to accessible parking	access=yes, access:disabled=yes, amenity=parking, incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined	accessible_parking=yes	Way to building	Accessible parking	slope [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
slope with level ground or floor surface on both sides of the door	incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined	door=ground_level	Building characteristics	Doorways	slope on both sides of the door	ground or floor surface should be level on both sides of the door [1]	Entrance#isLevel, Entrance#slopeAngle, EquipmentProperties#door, Ground#isLevel, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
small	building=shed, building=hut, building=kiosk, building=cabin						
small billboard for neighbourhood advertising, generally intended for pedestrians, but some of them can be along roads. Some of them are open to any fly posters, and not private	advertising=board						
small but tall building constructed to comprise a transformer and connect to an overhead power line	building=transformer_tower						
small printing business which produces published works such as newspapers, books, magazines, etc.	craft=printer						

small shop on the pavement that sells magazines, tobacco, newspapers, sweets and stamps	shop=kiosk						
small shop that sells expensive or designer clothing and/or accessories	shop=boutique						
small unmanned building with certain machinery	building=service						
smaller landing/ledge/border of doorway	height:threshold=user defined	Building characteristics	Doorways	smaller landing/ledge/border		EquipmentProperties#door	
		General help for orientation / Technical assistance	Rooms / venues / offices	type [15]			
smoking area	amenity=smoking_area				smoking area	PlaceInfo#category	
smooth and uniform	step.condition=even					Ground#evenPavement	
smooth surface	surface=paving_stones					Ground#evenPavement	
smooth texture	texture=smooth						
snowfaced with compacted snow	surface=snow						
soap dispenser location: above lavatories or counters, not over an obstruction in toilet / toilet compartment	amenity=toilets, building=toilets, handwashing:soap=yes, obstacle:wheelchair=no, room=toilet, toilets=yes, toilets:wheelchair=yes	location=above, location=user defined	Facility daily needs	Toilet / toilet compartment	soap dispensers	location: above lavatories or counters, not over an obstruction [1]	Restroom#heightOfSoap, Restroom#toilet, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom
soap dispensers in toilet / toilet compartment	amenity=toilets, building=toilets, handwashing:soap=yes, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	soap dispensers		Restroom#heightOfSoap, Restroom#toilet
soap dispensers type: automatic / one-hand dispenser / other: ...	amenity=toilets, building=toilets, handwashing:soap=yes, room=toilet, toilets=yes	handwashing:soap=automatic, handwashing:soap=one-hand	Facility daily needs	Toilet / toilet compartment	soap dispensers	type: automatic / one-hand dispenser / other: ...	Restroom#heightOfSoap
sockets for electricity	socket:<type>=user defined, socket:<type>=yes		General help for orientation / Technical assistance	Rooms / venues / offices	sockets	for electricity	
sockets for phone	socket:<type>=user defined, socket:<type>=yes		General help for orientation / Technical assistance	Rooms / venues / offices	sockets	for phone	
sockets in rooms / venues / offices	indoor=room, room=office, socket:<type>=user defined, socket:<type>=yes		General help for orientation / Technical assistance	Rooms / venues / offices	sockets		
sodium lamp	lamp_type=sodium						
sodium-vapor lamp	light:method=sodium						
sofa or couch	couch=yes	Movables	Furniture	type: seating	sofa or couch		
soft ground with low carrying capacity	surface=mud						
soft track	tracktype=grade5						
solarium	room=solarium					StructuredAddress#room	
	highway=corridor, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=yes	obstruction:type=solid_object	Building characteristics	Floor (pathway)	solid objects in the hallway		Pathways#widthAtObstacles
solid objects in the hallway							
solid objects in the hallway / floor (pathway): yes, where... (mark in the floor plan) / no	highway=corridor, highway=footway, highway=path, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=yes	floor_plan=solid_object, location=user defined,	Building characteristics	Floor (pathway)	solid objects in the hallway	yes, where... (mark in the floor plan) / no	Pathways#widthAtObstacles

solid pillar(s)	barrier=bollard						
solid track	tracktype=grade1						
solid wall [is implicit in maps]	indoor=wall		Building characteristics	Wall	materiality	solid [is implicit in maps]	
some may still use it	vehicle=private, access:disabled=private						
sometimes button operated	button_operated=sometimes						
sound	sound=yes						
sound level is high	sound_level=high						
sound level is low	sound_level=low						
sound level is medium	sound_level=medium						
sound studio	room=sound studio						StructuredAddress#room Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
space between two consecutive doorways	door=yes, length=user defined, width=user defined	clear_floor_space=no, clear_floor_space=yes	Building characteristics	Doorways	space between two consecutive doors		
					maneuvering clearance (clear floor space) on both sides of the door	space for mobility aids/prams in the classroom	
space for mobility aids/prams in the classroom	length=user defined, room=class, width=user defined	space=mobility_aid, space=pram	Building characteristics	Doorways	(pull/push): size (level no steeper than 1:48)		
spanning over a highway that enters a city or compound	building=gatehouse						
specific drinking water fountain in Rome, IT	fountain=nazone, fontain=roman_wolf						AnimalPolicy#suppliesWaterForPets
specific drinking water fountain in Torino, IT	fountain=toret						AnimalPolicy#suppliesWaterForPets
specific locker for cellphones, eventually allowing charging	locker=phone						
specifies a memorial as a blue plaque	memorial=blue_plaque						
specifies a memorial as a bust	memorial=bust						
specifies a memorial as a cross	memorial=cross						
specifies a memorial as a ghost cycle: a white bicycle to commemorate a cyclist who died in traffic	memorial=ghost_bike						
specifies a memorial as a plaque	memorial=plaque						
specifies a memorial as a statue	memorial=statue						
specifies a memorial as a stele	memorial=stele						
specifies a memorial as a stolperstein	memorial=stolperstein						
specifies a memorial as a stone	memorial=stone						
specifies a memorial as a war memorial	memorial=war_memorial						
specifies a memorial as an obelisk	memorial=obelisk						
specifies memorial as a sculpture	memorial=sculpture						
specifies that a feature does not offer public internet service	internet_access=no						
specifies that a feature offers a computer with internet service	internet_access=terminal						
specifies that a feature offers internet service through a wired connection (e.g. Ethernet)	internet_access=wired						

specifies that a feature offers internet service to the public	internet_access=yes						
specifies that a road is a driveway, typically leading to a residence or business	service=driveway						
speech	speech_input:lg=yes, speech_output:lg=yes						EquipmentProperties#hasSpeech
speech input exists	speech_input:lg=yes						EquipmentProperties#hasSpeech
speech output exists	speech_output:lg=yes						EquipmentProperties#hasSpeech
speech therapist, a health specialist who deals with speech, voice, swallowing or hearing impairment	healthcare=speech_therapist						
spherical light source emits light in all directions	light:shape=spherical						
Spikes on the ground preventing unauthorized access	barrier=spikes						
splash pad or spray pool	fountain=splash_pad						
spoken languages of staff		staff:lg=yes					Staff#spokenLanguages
sports centre is a distinct facility where sports take place within an enclosed area	leisure=sports_center						
spout outlet of drinking fountain	fountain=drinking_fountain	spout_outlet=yes	Facility daily needs	Drinking fountain	spout outlet		
spring control	control=spring						
stables	room=stables						StructuredAddress#room
staff can see visitors from inside	room=staff	staff=visitor					Staff#canSeeVisitorsFromInside
staff has free assistant for visitors		staff:assistant=yes					Staff#hasFreeAssistantForVisitors
staff room	room=staff						StructuredAddress#room
stair handrail profile: oval / round / square / other: ...	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes	handrail:profile=oval, handrail:profile=round, handrail:profile=square	Change Elevation	Stairs	handrail [3]	profile: oval / round / square / other: ...	Stairs#hasHandRail
stair in pews (seatings): yes / no		pew=stair, pew=no_stair, pew=yes	Movables	Seatings	pews	stair in pews: yes / no	
stair lift	stair_lift=yes		Change Elevation	Stairs	stair lift		
stair with step marking: yes, all steps / no / integrated / retrofitted (temporary) / moved back	highway=steps, room=stairs, stairs=yes, step:contrast=bad, step:contrast=no, step:contrats=yes	stair:marking=all_steps, stair:marking=integrated, stair:marking=moved_back, stair:marking=no, stair:marking=retrofitted, stair:marking=yes	Change Elevation	Stairs	step marking	yes, all steps / no / integrated / retrofitted (temporary) / moved back	Stairs#hasHighContrastNosing, Stairs#stepHeight

					(ZP: intermediate platform) single-running straight / single-running, two quarter-twisted / single-running, half-winded / single-running, in the beginning quarter-twisted / double-running straight with ZP / double-running counter-running with ZP / double-running angled with ZP / triple-running counter-running with ZP / arched staircase / spiral staircase / spiral staircase / triple-running twice angled		Entrance#stairs, Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
staircase	escalator=no, escalator=parallel, highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	type [4]		
staircase clearance height in cm	height=user defined, highway=steps, room=stairs, stairs=yes	clearance:height=user defined	Change Elevation	Stairs	staircase clearance height in cm		Stairs#stepHeight
stairs alternative mobile equipment Ids	highway=steps, room=stairs, stairs=yes	equipment:mobile=user defined, ID=user defined					Stairs#alternativeMobileEquipmentIds
							Entrance#stairs, Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
stairs at entrance	entrance=staircase, entrance=yes						Entrance#stairs, Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
stairs exist	highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	existence [3]		Stairs#name, Stairs#stepHeight
stairs exist in field of attention	highway=steps, room=stairs, stairs=yes	attention_field=yes	Change Elevation	Stairs	field of attention	existence [11]	
stairs have anti slip nosing	highway=steps, room=stairs, stairs=yes	nosing=anti-slip					Stairs#hasAntiSlipNosing
stairs have braille navigation	braille=yes, highway=steps, information=tactile_map, room=stairs, stairs=yes, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=yes	braille=navigation					Stairs#hasBrailleNavigation
stairs have high contrast nosing	highway=steps, room=stairs, stairs=yes	high_contrast=yes, stair_nosing=yes					Stairs#hasHighContrastNosing

stairs have tactile safety strips	highway=steps, room=stairs, stairs=yes	tactile:safety_strips=yes				Stairs#hasTactileSafetyStrips
stairs in field of attention	highway=steps, room=stairs, stairs=yes	attention_field=yes	Change Elevation	Stairs	field of attention	Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
stairs lead to following levels / levels connected	highway=steps, level=user defined, room=stairs, stair=yes		Change Elevation	Stairs	where do the steps/stairs lead to	
stairs step height	step.height=user defined				stairs lead to following levels / levels connected	
stairs with an open structure such as hanging or floating stairs; cantilever stairs	highway=steps, room=stairs, stairs=yes	stairs=cantilever, stairs=floating, stairs=hanging	Change Elevation	Stairs	type / shape	stairs with an open structure such as hanging or floating stairs; cantilever stairs
stairs with assistive mechanism available	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes	stairs=assistance	Change Elevation	Stairs	assistive mechanism available	Stairs#hasHandRail
stairs with full offset	stairs:type=full_offset					
stairs with furnished/equipped recreational and communication areas	highway=steps, room=stairs, stairs=yes	stairs=communication, stairs=equipped, stairs=recreational	Change Elevation	Stairs	furnished/equipped recreational and communication areas	
stairs with handrail	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=right, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	handrail [3]	Stairs#hasHandRail

stairs with handrail brackets: bottom side with wall mounting / bottom side with floor anchoring / lateral stairs with protection against underrunning	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes	handrail_bracket=bottom_side, handrail_bracket=floor, handrail_bracket=lateral, handrail_bracket=wall	Change Elevation	Stairs	handrail [3]	handrail brackets: bottom side with wall mounting / bottom side with floor anchoring / lateral	Stairs#hasHandRail
	highway=steps, room=stairs, stairs = yes	underrunning=no	Change Elevation	Stairs	protection against underrunning		Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
stairwell	highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	stairwell		Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
standard stairs							Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
standing / sitting usage position of drinking fountain	stairs:type=standard fountain=drinking, fountain=drinking_fountain	fountain=sitting, fountain=standing	Facility daily needs	Drinking fountain	usage position	standing / sitting	
standing furniture: wardrobe, closet, locker, cupboard, shelf, book case, drawer or dresser	amenity=locker, bookshelf=yes, closet=janitor, locker=bicycle, locker=food, locker=handbag, locker=luggage, locker=phone, locker=wardrobe, locker=yes, public_bookcase:type=building, public_bookcase:type=fridge, public_bookcase:type=glass_cabinet, public_bookcase:type=metal_cabinet, public_bookcase:type=movable_cabinet, public_bookcase:type=phone_box, public_bookcase:type=reading_box, public_bookcase:type=sculpture, public_bookcase:type=shelf, public_bookcase:type=shelter, public_bookcase:type=wooden_box, public_bookcase:type=wooden_cabinet, shelf=yes, wardrobe=yes	bookcase:type=building, bookcase:type=fridge, bookcase:type=glass_cabinet, bookcase:type=metal_cabinet, bookcase:type=movable_cabinet, bookcase:type=phone_box, bookcase:type=reading_box, bookcase:type=sculpture, bookcase:type=shelf, bookcase:type=shelter, bookcase:type=wooden_box, bookcase:type=wooden_cabinet, bookcase=yes, closet=yes, cupboard=yes, drawer=yes, dresser=yes, furniture=standing	Movables	Furniture	type: standing	wardrobe, closet, locker, cupboard, shelf, book case, drawer or dresser	

state explanation		state=user defined					EquipmentProperties#stateExplanation
state last update		last_update=date, last_update=2011-11-22					EquipmentProperties#stateLastUpdate
static anti-tank obstacle	barrier=tank_trap						
station concourse	room=station concourse						
station is an area designed to access public transport							
station that supplies energy to electrical vehicles	public_transport=station						
amenity=charging_station							
door=yes, highway=steps, room=stairs, stairs=yes, step_count=user defined							
step count to doorway level	door=level	Building characteristics	Doorways	level [1]	step counts	Entrance#stairs, Shower#step, Stairs#count	
depth_step=user defined, height=user defined, highway=steps, length=user defined, room=stairs, stairs=yes, step.height=user defined, width=user defined							
step height / step depth in cm		Change Elevation	Stairs	dimension [3]	step height, depth in cm	Shower#step, Stairs#stepHeight	
step height of only one step	highway=steps, room=stairs, stairs=yes, step.height=15		Building characteristics	Doorways	step height (only one)		Shower#step, Stairs#stepHeight
step height of only step to doorway level	highway=steps, room=stairs, stairs=yes, step.height=15	door=level	Building characteristics	Doorways	level [1]	step height (only one)	Entrance#stairs, Shower#step
step is 0.3 m deep	depth_step=0.3, highway=steps, room=stairs, stairs=yes						Shower#step
step is 10 cm high	highway=steps, room=stairs, stairs=yes, wheelchair:step_height=10						Shower#step, Stairs#stepHeight
step marking height riser in cm	highway=steps, room=stairs, stairs=yes, step.height=15, step.length=15	step_marking=height_riser	Change Elevation	Stairs	step marking	marking height riser in cm	Stairs#stepHeight
step marking of stairs	highway=steps, room=stairs, stairs=yes	step=marking	Change Elevation	Stairs	step marking	Stairs#stepHeight	
Step material helps to see where they are, but are dirty and not so visible							
step:contrast=bad	high_contrast=no						
steps counts to doorway	door=yes, step_count=5		Building characteristics	Doorways	steps counts	Entrance#stairs, Shower#step	
steps have the specific painting	step:contrast=yes	steps:specific_painting=yes	Change Elevation	Stairs	visual contrast	Stairs#hasHighContrastNosing	
stone edging to a pavement or raised path	barrier=kerb						
stone on stone, mostly castles etc.							
storage	floor:material=stone						StructuredAddress#room
storage=yes							
storage space in lecturer zone: yes / no		room=lecture, storage=yes	storage=no	General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	storage space: yes / no
store specializing in the sale of books, although it may also sell other printed publications, such as newspapers and magazines							
shop=books							
store that primarily sells recorded music (vinyl/CDs)	shop=music						
store that sells items in bulk	shop=wholesale						
store that sells swimming pool equipment and supplies	shop=swimming_pool						
store that sells tiles	shop=tiles						

store where you can buy and/or repair your bike and buy accessories	shop=bicycle						
store where you can buy fishing equipment	shop=fishing						
store where you can buy medical equipment for private persons	shop=medical_supply						
stores selling security equipment: surveillance cameras, firefighting equipment, alarm systems, warning systems, etc.	shop=security						
stove as heat source	heating=stove						
strong room	room=strong						StructuredAddress#room
structure for planting flowers or other ornamental plants	man_made=planter						
structure intended to protect roads and railways from avalanche in mountains	tunnel=avalanche_protector						
structure of stairs: dimension of platform width/depth: no platform / steps... platform... steps... platform ... etc.	height=user defined, highway=steps, length=user defined room=platform, room=stairs, stairs=yes, step_count=user defined, width=user defined	platform=user defined, stairs=platform	Change Elevation	Stairs	dimension [3]	platform width/depth: no platform / steps... platform... steps... platform ... etc. number of steps: no platform / steps... platform... steps... platform ... etc.	Stairs#stepHeight
structure of stairs: number of steps: no platform / steps... platform... steps... platform ... etc.	highway=steps, room=platform, room=stairs, stairs=yes, step_count=user defined	user defined, stairs=platform	Change Elevation	Stairs	dimension [3]		Stairs#count, Stairs#stepHeight
						WheelchairParking#count, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width	
structure purpose-built for parking cars	building=parking						
structure that holds back soil or rock	barrier=retaining_wall						
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps	barrier=stile						
structured address city	addr:city=user defined						StructuredAddress#city
structured address country code	addr:country=user defined						StructuredAddress#countryCode
structured address county	addr:count=user defined						StructuredAddress#county
structured address district	addr:district=user defined						StructuredAddress#district
structured address house	addr:housename=user defined, addr:housenumber=user defined						StructuredAddress#house
structured address level	addr:floor=user defined						StructuredAddress#level
structured address postal code	addr:postcode=user defined						StructuredAddress#postalCode

structured address regions	addr:province=user defined					StructuredAddress#regions
structured address room	addr:door=user defined					StructuredAddress#room
structured address state	addr:state=user defined					StructuredAddress#state
structured address state code	addr:state=user defined					StructuredAddress#stateCode
	addr:street=user defined,					
structured address street	addr:street=en=user defined					StructuredAddress#street
	addr:city=user defined, addr:city=en=user defined, addr:conscriptionnumber=user defined, addr:country=user defined, addr:district=user defined, addr:door=user defined, addr:flats=user defined, addr:floor=user defined, addr:full=user defined, addr:hamlet=user defined, addr:housename=user defined, addr:housenumber=user defined, addr:inclusion=actual, addr:inclusion=estimate, addr:inclusion=potential, addr:interpolation=all, addr:interpolation=even, addr:interpolation=odd, addr:interpolation=alphabetic, addr:interpolation=3, addr:place=user defined, addr:postcode=user defined, addr:province=user defined, addr:provisionalnumber=user defined, addr:state=user defined, addr:street=user defined, addr:street=en=user defined,					
structured address text	addr:streetnumber=user defined,					StructuredAddress#text
						WheelchairParking#count, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
subordinated way in a parking lot between rows of parking spaces that vehicles use to drive into and out of the spaces	service=parking_aisle					
subtype for a generic drinking water fountain	fountain=drinking					AnimalPolicy#suppliesWaterForPets
	amenity=bench, amenity=toilets, building=toilets, couch=yes, room=benches, room=toilets, toilets=yes, toilets:wheelchair=yes, wheelchair=yes					
sufficient space available for bench/couch in toilet		Facility daily needs	Toilet / toilet compartment	accessibility [4]	bench/couch: sufficient space available (190 x 100 cm and in front of it 150 x 150 cm movement area)	Accessibility#accessibleWith.wheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair

sufficiently large single room that is suitable for practising sports indoors and does not have a "centre"						
character	leisure=sports_hall					
sundial	display=sundial					
surface made from synthetic materials to look and feel like natural grass						
	surface=artificial_turf					
	surface=acrylic, surface=artificial_turf, surface=asphalt, surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=concrete, surface=concrete:lanes, surface=concrete:plates, surface=compacted, surface=dirt, surface=earth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravel, surface=ground, surface=ice, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paving_stones, surface=pebblestone, surface=rock, surface=salt, surface=sand, surface=sett, surface=snow, surface=tartan, surface=unhewn_cobblestone, surface=unpaved, surface=wood, surface=woodchips					
surface material of way to public transport		Way to building	Way to public transport	surface material		
surface of ramp is stable, firm and slip resistant	highway=access_ramp, ramp:wheelchair=yes, ramp=yes, rampDisability=yes	slip-resistant=floor, slip-resistant=yes, surface=firm, surface=slip-resistant, surface=stable		Change in Ground Height	Ramp	surface stable, firm and slip resistant
surface paved with blocks	surface=paving_stones					
swimming-pool	room=swimming-pool					
	EquipmentProperties#door, EquipmentProperties#hasDoorsInBothDirections					
swinging door	door=hinged	Building characteristics	Doorways	type [3]	pivoting / swinging door	
swinging or sliding barrier that closes off rooms within a building	door=yes, door=hinged, door=sliding, indoor=door					
switch to link a given power circuit to earth as for ensuring safety of maintenance operations						
synthetic, all-weather surface typically used in running	switch=earthing					
	surface=tartan					
	table can be driven under the table: Movement area in front of table (width/depth) in cm					
table in lecturer zone can be driven under the table: Movement area in front of table (width/depth) in cm	amenity=table, height=user defined, length=user defined, room=lecture, width=user defined	clear_floor_space=yes, table=movable, table=not_movable, table=under_table	General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	

table in lecturer zone can be driven under the table: yes / no	amenity=table, room=lecture	table=movable, table=not_movable, table=under_table	General help for orientation / Technical assistance	Rooms / venues / offices	lecturer zone	table can be driven under the table: yes / no	
table with benches for food and rest	leisure=picnic_table, button_operated=no, button_operated=only, button_operated=optional, button_operated=defect, button_operated=not_only, button_operated=sometimes, control=automatic;remote, control=buttons, control>manual, control>manual;local, control>manual_locked, elevator=yes, highway=elevator, room=elevator, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=no, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=no, control=tactile, control=visible		Change Elevation	Elevator	exterior operating elements	tactile and visible	Media#isBraille
tactile and visible elevator exterior operating elements	building=transportation, information=trail_blaze, information=route_marker, public_transport=platform, public_transport=station, public_transport=stop_area, public_transport=stop_position, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=primitive, tactile_paving=yes		Way to building	Way to public transport	ground indicators	tactile [2]	PlaceInfo#accessibility
tactile ground indicators on way to public transport	information=tactile_map, information=tactile_model, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=no, tactile_paving=primitive, tactile_paving=yes, traffic_signals:floor_vibration=no, traffic_signals:floor_vibration=yes, traffic_signals:minimap=no, traffic_signals:minimap=yes		General help for orientation / Technical assistance	Guidance system	for persons with blindness [1]	tactile [1]	PlaceInfo#accessibility
tactile guidance system for persons with blindness	tactile_paving=yes	tactile_paving=entrance	Way to building	Ground in front of entrance	tactile pavement to the entrance		
tactile pavement to the entrance							

tactile pavement to the entrance ending in a wall	tactile_paving=incorrect	tactile_paving=entrance, tactile_paving=wall	Way to building	Ground in front of entrance	tactile pavement to the entrance	wall
tactile pavement to the entrance out of profile bricks	tactile_paving=yes	tactile_paving=entrance, tactile_paving=profile_bricks	Way to building	Ground in front of entrance	tactile pavement to the entrance	profile bricks
tactile pavement to the entrance with curb	tactile_paving=yes	tactile_paving=curb, tactile_paving=entrance	Way to building	Ground in front of entrance	tactile pavement to the entrance	curb
tactile pavement to the entrance with fence	tactile_paving=yes	tactile_paving=entrance, tactile_paving=fence	Way to building	Ground in front of entrance	tactile pavement to the entrance	fence
tactile pavement to the entrance with handrail	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=righth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yes, tactile_paving=yes	tactile_paving=entrance, tactile_paving=handrail	Way to building	Ground in front of entrance	tactile pavement to the entrance	handrail
tactile paving availability at escalators	conveying=backward, conveying=forward, conveying=reversible, conveying=yes, escalator=parallel, escalator=yes, tactile_paving=yes	tactile_paving=escalators	Change Elevation	Escalators	tactile paving availability [2]	
tactile paving availability at stairs	highway=steps, room=stairs, stairs=yes, tactile_paving=yes	tactile_paving=stairs	Change Elevation	Stairs	tactile paving availability [1]	
tactile paving availability on floor	tactile_paving=yes	tactile_paving=floor	Building characteristics	Floor (pathway)	material [1]	tactile paving availability
tactile paving is used but not in a sensible way	tactile_paving=incorrect					
tactile plan for persons with blindness	information=tactile_map, information=tactile_model	information=tactile_plan	General help for orientation / Technical assistance	Plan	for persons with blindness [2]	tactile [3]
tactile signpost	information=guidepost, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=no, tactile_writing:computer_braille:lg=yes, tactile_writing:embossed_printed_letters:lg=no, tactile_writing:embossed_printed_letters:lg=yes, tactile_writing:engraved_printed_letters:lg=no, tactile_writing:engraved_printed_letters:lg=yes, tactile_writing:fakoo:lg=no, tactile_writing:fakoo:lg=yes, tactile_writing:moon:lg=no, tactile_writing:moon:lg=yes	guidepost=tactile, signpost=tactile	General help for orientation / Technical assistance	Signage	tactile signpost	
tall locker where you can hang a coat	locker=wardrobe					

tall, narrow, four-sided, tapered monument which usually ends in a pyramid-like shape at the top	man_made=obelisk						
tea table	amenity=table, leisure=picnic_table	amenity=tea_table, leisure=tea_table, table=tea	Movables	Furniture	type: table	tea table	
teacher's desk	room=class, room=lecture	teaches_desk=no, teachers_desk=yes	Movables	Furniture	type: table	teacher's desk	
teaching room	room=class, room=lecture	room=teaching	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	teaching room	PlaceInfo#category, StructuredAddress#room
technology control height	control=automatic;remote, control=buttons, control>manual, control>manual_locked, control>manual;remote, control=remote, control=remote_electric, control=spring, height=user defined	control:height=user defined	General help for orientation / Technical assistance	Technology	controls	height [9]	EquipmentProperties#heightOfControls
telephone number is 02084517891	phone=02084517891						EquipmentProperties#servicePhoneNumber, PlaceInfo#phoneNumber
teletypewriter number	contact:tty=+44 11223 456-789						
television	amenity=television		General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	television	
temporary barriers	barrier=debris, barrier=yes	barrier=temporary	General building information	Formal information	temporary barriers		
temporary ramp	highway=access_ramp, ramp=separate, ramp=yes	ramp=temporary	Change in Ground Height	Ramp	type [14]	temporary	Entrance#hasRemovableRamp
terrace	room=terrace						
terrarium	room=terrarium						
text colour is black	text:colour=black						StructuredAddress#text
text colour is black and blue	text:colour=black;blue						StructuredAddress#text
text colour is blue	text:colour=blue						StructuredAddress#text
text colour is brown	text:colour=brown						StructuredAddress#text
text colour is green	text:colour=green						StructuredAddress#text
text colour is grey	text:colour=grey						StructuredAddress#text
text colour is light yellow	text:colour=light_yellow						StructuredAddress#text
text colour is red	text:colour=red						StructuredAddress#text
text colour is white	text:colour=white						StructuredAddress#text
text colour is yellow	text:colour=yellow						StructuredAddress#text
textual description of a route on the basis of a plan	deaf:description:lg=user defined, description=user defined, information=map, wheelchair:description:lg=user defined	plan:description=user defined, route:description=user defined	General help for orientation / Technical assistance	Plan	type [12]	textual description of a route	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#description
textual description of the building on the basis of a plan	building=yes, deaf:description:lg=user defined, description=user defined, information=map, wheelchair:description:lg=user defined	building:description=user defined, plan:description=user defined	General help for orientation / Technical assistance	Plan	type [12]	textual description of the building	EquipmentProperties#description, EquipmentProperties#longDescription, EquipmentProperties#shortDescription, PlaceInfo#accessibility, PlaceInfo#description

Textured, pigmented, resin-bound coating surface	surface=acrylic					
thai massage	massage=thai					
						StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#text
the alphabet is used to interpolate the house numbers	addr:interpolation=alphabetic					
the building is 15.4 meter high	height=15.4					
the building is 7 feet and 4 inches high	height=7'4"					
the buliding has 8 residential units	building:flats=8					
the direction is backward	direction=backward					
the direction is down	direction=down					
the direction is forward	direction=forward					
the direction is up	direction=up					
The door has an ergonomic handle	door=yes, door:handle=knob, door:handle=lever, door:handle=ring door:handle=ergonomic					Door#hasErgonomicDoorHandle, EquipmentProperties#door
The door is automatic or always open	automatic_door=yes	Building characteristics	Doorways	opening/closing mechanism	automatic (time)	Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
The door is automatic or always open [1]	automatic_door= yes	Change Elevation	Elevator	opening/closing mechanism	automatic reopen	Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
The door is easy to hold open	automatic_door=slowdown_button, door=yes, weight=user defined door=light, hold_open=easy					Door#isEasyToHoldOpen, EquipmentProperties#door
The door is not automatic	automatic_door=no					Door#isAutomaticOrAlwaysOpen, EquipmentProperties#door
						Door#isRevolving, EquipmentProperties#door
The door is revolving	door=revolving	Building characteristics	Doorways	type [3]	revolving door	Door#needsEuroKey, EquipmentProperties#door
The door needs a Euro key	centralkey=eurokey	Facility daily needs	Toilet / toilet compartment	access [3]	EURO locking system	Door#needsRadarKey, EquipmentProperties#door
The door needs a RADAR key	centralkey=nks					Door#doorOpensToOutside, EquipmentProperties#door, EquipmentProperties#hasDoorsInBothDirections
The door opens to the outside	door=yes, door:opening=outside					
the facility is suitable for 3	capacity=3					
the ground itself has marks of human or animal usage	surface=ground					
The legal maximum height is 3.8m	maxheight=3.8					WheelchairParking#maxVehicleHeight
The legal maximum height is 3m	maxheight=3, maxheight=3 m					WheelchairParking#maxVehicleHeight
The legal maximum height is 6 feet 7 inches	maxheight=6'7"					WheelchairParking#maxVehicleHeight

The legal maximum height is more limiting than the country specific height limit of general traffic	maxheight=below_default					WheelchairParking#maxVehicleHeight
The legal maximum height is not known well enough to decide if it is more limiting than the default country specific height limit of general traffic	maxheight=no_indications					WheelchairParking#maxVehicleHeight
The legal maximum height is not specified by a sign	maxheight=no_sign					WheelchairParking#maxVehicleHeight
The legal maximum height is not specified by a sign or sufficient for the country specific height limit of general traffic	maxheight=unsigned					WheelchairParking#maxVehicleHeight
The legal maximum height is sufficient for the country specific height limit of general traffic	maxheight=default					WheelchairParking#maxVehicleHeight
the length of the feature is 0.2 m	length=0.2					WheelchairParking#length
the length of the feature is 0.2 miles	length=0.2 mi					WheelchairParking#length
the length of the feature is 16 feet 7 inches	length=16'7"					WheelchairParking#length
the length of the feature is 2 m	length=2, length=2 m					WheelchairParking#length
the letters are embossed printed	tactile_writing:embossed_printed_letters:lg=yes, embossed_letters=yes					
the letters are engraved	tactile_writing:engraved_printed_letters:lg=yes					
the letters are in Braille (6 dots)	tactile_writing:braille:lg=yes, braille=yes	General help for orientation / Technical assistance	Signage	language	Braille [1]	EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in Braille (6 dots) [1]	tactile_writing:braille:lg=yes, braille=yes	Change Elevation	Elevator	floor number sign	Braille [2]	EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in Braille (6 dots) [2]	tactile_writing:braille:lg=yes, braille=yes	Facility daily needs	Toilet / toilet compartment	signs at toilet rooms	Braille [3]	EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in Braille (6 dots) [3]	tactile_writing:braille:lg=yes, braille=yes	Facility daily needs	Relaxation room	sign at room	Braille [4]	EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in Braille (6 dots) [4]	tactile_writing:braille:lg=yes, braille=yes	Change Elevation	Elevator	in-car controls / equipment	car control buttons: Braille	EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in computer Braille (8 dots)	tactile_writing:computer_braille:lg=yes					EquipmentProperties#hasBrailleText, Media#isBraille, Stairs#hasBrailleNavigation
the letters are in fakoo	tactile_writing:fakoo:lg=yes					
the letters are in uncommon tactile writing invented for blind persons	tactile_writing:moon:lg=yes	Change Elevation	Elevator	in-car controls / equipment	car control buttons: raised (profile font)	
the letters are not embossed printed	tactile_writing:embossed_printed_letters:lg=no, embossed_letters=no					
the letters are not engraved	tactile_writing:engraved_printed_letters:lg=no					

the letters are not in Braille (6 dots)	tactile_writing:braille:lg=no, braille=no						EquipmentProperties#hasBrailleText, Media#isBraille
the letters are not in computer Braille (8 dots)	tactile_writing:computer_braille:lg=no						EquipmentProperties#hasBrailleText, Media#isBraille
the letters are not in fakoo, fakoo: 9 dots, can be read with eyes easily because it represents latin letters	tactile_writing:fakoo:lg=no						
the letters are not in uncommon tactile writing invented for blind persons	tactile_writing:moon:lg=no						
the measured size is 15 cm	step.height=15, step.length=15						Stairs#stepHeight
the name of the floor is Ground Floor	name=Ground Floor						Entrance#name, Media#name, PlaceInfo#name
the public has an official, legally-enshrined right of access, usage is officially discouraged	access=yes, access=discouraged						
the ref of the indoor element (e.g. the room number)	ref=101	General help for orientation / Technical assistance	Rooms / venues / offices	number [2]			StructuredAddress#room
the tactile paving is not where you walk	tactile_paving=incorrect						
The turning space in front of this door the weight is 7,5 t	door=yes, wheelchair=yes weight=7,5	Facility daily needs	Toilet / toilet compartment	accessibility [4]	clear floor space beyond the swing of the door		Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
the width of the wheelchair suitable door is 1 m	wheelchair:entrance_width=1					Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelchair, Door#width, EquipmentProperties#door
the workplace of a beekeeper (apiarist)	craft=beekeeper						
therapeutic massage	massage=therapeutic amenity=alternative_medicine, healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chinese, massage=chiropractic,massage=thai, massage=therapeutic, massage=shiatsu	General help for orientation / Technical assistance	Rooms / venues / offices	type [15]	therapeutic rooms		PlaceInfo#category, StructuredAddress#room
there are 2	number=2						WheelchairPlaces#count
there are 2 devices	devices=2						
there are 2 resting places	landing=2						
there are 2 sockets	socket:<type>=2						
there are 2 toilet chambers	toilet:num_chambers=2						Restroom#toilet
there are 2 toilets	toilets:number=2						Restroom#toilet

						Accessibility#accessibleWith.wheelchair, WheelchairParking#count, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
there are 3 disabled parking spaces	capacity:disabled=3	Way to building	Accessible parking	number [1]	Accessibility#accessibleWith.wheelchair == true	WheelchairPlaces#count
there are 3 seats	seats=3	Movables	Seatings	number of seats		
there are acoustic signals helping to cross	traffic_signals:sound=yes					
						Accessibility#accessibleWith.wheelchair, WheelchairParking#count, WheelchairParking#hasDedicatedSignage, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeight, WheelchairParking#neededParkingPermits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
there are disabled parking spaces	capacity:disabled=yes					
there are lights installed but never used	lit=disused					
there are lockers at a feature	locker=yes					
there are no acoustic signals helping to cross	traffic_signals:sound=no					
there are no disabled parking spaces	capacity:disabled=no					WheelchairParking#count
there are no lights installed	lit=no					
there are no toilet facilities	toilet:facilities=no					Restroom#toilet
there are no toilets	toilets=no					Restroom#toilet
there are paper towels	toilets:hands_drying=paper_towel	Facility daily needs	Toilet / toilet compartment	paper supply/towel dispenser		Restroom#heightOfDrier
there are people who help you in case of problems at the feature which provides internet service for the public	internet_access=service					
there are toilet facilities	toilet:facilities=yes					Restroom#toilet
	toilets=yes, toilets_access=community, toilets_access=unspecified, toilets_access=public					
there are toilets		Facility daily needs	Toilet / toilet compartment	access [3]	public [2]	Restroom#toilet

there is a (explicit) sign saying something like "pedestrians allowed", or a pedestrian icon	foot=designated							
there is a bookshelf	bookshelf=yes							
there is a building	building=yes							
there is a carpet	carpet=yes							
There is a clear marking on this glass door	door=yes, material=glass	door=glass, door:glass=clear_marking	Building characteristics	Doorways	material of the entrance door	all-glass door: marking strips: present / not present		Door#hasClearMarkingOnGlassDoor, EquipmentProperties#door
there is a device that lets the floor vibrate at walk signal	traffic_signals:floor_vibration=yes							
there is a dispenser with disinfectant	handwashing:hand_disinfectant=yes							
there is a dispenser with hand cleaning paste	handwashing:hand_cleaning_paste=yes							
there is a doorbell	doorbell=yes							EquipmentProperties#door
			General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	fireplace		
there is a fireplace	heating=fireplace, fireplace=yes							
there is a footway	footway=yes, indoor=footway							
there is a footway on both sides	footway=both							
there is a footway on th right hand side	footway=right							
there is a footway on the left hand side	footway=left							
there is a handrail	handrail=multiple, handrail=yes							Stairs#hasHandRail
there is a light	light=yes							
there is a light bulb	bulb=yes							
there is a person who supervises the place	supervised=yes, supervised=08:00-17:30, supervised=interval							PlaceInfo#accessibility
there is a ramp	highway=access_ramp, ramp=yes, ramp=seperated		Change in Ground Height	Ramp	existence [7]			Entrance#hasFixedRamp, Entrance#hasRemovableRamp
there is a reception desk	reception_desk=yes							PlaceInfo#accessibility
there is a resting place	landing=yes, landing=2							
there is a rug	carpet=rug							
there is a security desk	security_desk=yes							
there is a shelf	shelf=yes							
there is a sidewalk	sidewalk=yes							Ground#sidewalkConditions
there is a sidewalk on both sides	sidewalk=both							
there is a sidewalk on the left hand side	sidewalk=left							
there is a sidewalk on the right hand side	sidewalk=right							
there is a small tactile map at the traffic light pole	traffic_signals:minimap=yes							
there is a socket	socket:<type>=yes							
there is a tactile paving which contrast is at least 70% the colour of the ground	tactile_paving=contrasted							EquipmentProperties#isHighContrast
there is a there a dispenser with hand care cream	handwashing:creme=yes							
there is a towel	toilets:hands_drying=towel							Restroom#heightOfDrier
there is a tunnel	tunnel=yes							
there is a waste basket	bin=yes							
there is a window	window=yes							
there is air conditioning	air_conditioning=yes							

there is an electric hand dryer	toilets:hands_drying=electric_hand_dryer					Restroom#heightOfDrier Payment#acceptsBills, Payment#acceptsCoins, Payment#acceptsCreditCards, Payment#acceptsDebitCards, Payment#acceptsPaymentByMobilePhone, Payment#hasPortablePaymentSystem
there is fee for using the changing table	changing_table:fee=yes					
there is heating	heating=yes					
there is hot water	toilets:hotwater=yes					
there is no air conditioning	air_conditioning=no					
there is no device that lets the floor vibrate at walk signal	traffic_signals:floor_vibration=no					
there is no elevator	elevator=no					
there is no fee for using the changing table	changing_table:fee=no					
there is no fireplace	fireplace=no					
there is no footway	footway=no					
there is no handle	handle=no					
there is no handrail	handrail=no					
there is no handrail in a place where one might reasonably be expected	handrail=none					PlaceInfo#accessibility
there is no hot water	toilets:hotwater=no					
there is no legal height limitation other than the default height limit of general traffic	maxheight=none					WheelchairParking#maxVehicleHeight
there is no light bulb	bulb=no					
there is no person who supervises the place	supervised=no					PlaceInfo#accessibility
there is no ramp	ramp=no, rampDisability=no					
there is no reception desk	reception_desk=no					
there is no resting place	landing=no					
there is no security desk	security_desk=no					
there is no shelf	shelf=no					
there is no sidewalk	sidewalk=no					
there is no small tactile map at the traffic light pole	traffic_signals:minimap=no					
there is no tactile paving	tactile_paving=no					
there is no waste basket	bin=no					
there is not a dispenser with disinfectant	handwashing:hand_disinfectant=no					
there is not a dispenser with hand cleaning paste	handwashing:hand_cleaning_paste=no					
there is not a there a dispenser with hand care cream	handwashing:creme=no					
there is one changing table	changing_table:count=1					
there is tactile paving	tactile_paving=yes					
thickness of carpets / mats	carpet=yes, carpet=rug, height=user defined, surface=carpet	carpet:height=user defined, carpet:thickness=user defined, thickness=user defined	Building characteristics	Doorways	carpets/mats	thickness
thresholds in floor (pathway)	height:threshold=user defined	threshold=yes	Building characteristics	Floor (pathway)	thresholds	
timber framing	building:material=timber_framing, floor:material=timber_framing					

time elevator door remains open to mark the entrance to an emergency ward	door=yes, elevator=yes, highway=elevator, room=elevator emergency=emergency_ward_entrance	door:elevator:open=user defined	Change Elevation	Elevator	door	time to remain open	Door#isAutomaticOrAlwaysOpen, Door#isEasyToHoldOpen, EquipmentProperties#door
							Entrance#door
toilet / toilet compartment availability / usable /maintenance	amenity=toilets, availability=user defined, building=toilets, room=toilet, toilets=yes, usability=no, usability=yes	access=under_maintenance	Facility daily needs	Toilet / toilet compartment	availability / usable / maintenance		Restroom#toilet
toilet / toilet compartment in high-contrast design	amenity=toilets, building=toilets, room=toilet, toilets=yes	high_contrast=yes	Facility daily needs	Toilet / toilet compartment	high-contrast design		EquipmentProperties#isHighContrast, Restroom#toilet
toilet accessible for persons of any sex or gender/unisex	access=yes, access:disabled=yes, amenity=toilets, building=toilets, female=yes, male=yes, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, unisex=yes, wheelchair=yes		Facility daily needs	Toilet / toilet compartment	access [3]	gender: unisex	Restroom#toilet
toilet accessible for persons of the female sex or gender	access=yes, access:disabled=yes, amenity=toilets, building=toilets, female=yes, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes		Facility daily needs	Toilet / toilet compartment	access [3]	gender: women	Restroom#toilet
toilet accessible for persons of the male sex or gender	access=yes, access:disabled=yes, amenity=toilets, building=toilets, male=yes, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, wheelchair=yes		Facility daily needs	Toilet / toilet compartment	access [3]	gender: men	Restroom#toilet
toilet folding handles	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes	grab_bar=yes					Toilet#foldingHandles
toilet foyer: without washbasin / not available / with washbasin, number: ...	amenity=toilets, building=toilets, facilities=washbasin, room=toilet, toilets=yes	facilities=no_washbasin, washbasin=no, washbasin=user defined	Facility daily needs	Toilet / toilet compartment	description [1]	foyer: without washbasin / not available / with washbasin, number: ...	Restroom#toilet, Restroom#washBasin, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
toilet has folding handles	amenity=toilets, building=toilets, room=toilet, toilets=yes	grab_bar=yes					Toilet#hasFoldingHandles

	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes							Toilet#heightOfBase
toilet height of base								
toilet paper dispenser in toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:paper_supplied=yes		Facility daily needs	Toilet / toilet compartment	toilet paper dispenser			Restroom#toilet
toilet space in front	amenity=toilets, building=toilets, room=toilet, toilets=yes	clear_floor_space=yes						Toilet#spaceInFront
toilet space on users left side	amenity=toilets, building=toilets, room=toilet, toilets=yes	clear_floor_space=yes, clear_floor_space:left=yes						Toilet#spaceOnUsersLeftSide
toilet space on users right side	amenity=toilets, building=toilets, room=toilet, toilets=yes	clear_floor_space=yes, clear_floor_space:right=yes						Toilet#spaceOnUsersRightSide
toilet with grab bar at the water closet: length (no more than 12 inches from the rear wall; extends at least 54 inches from the rear wall)	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes, width=user defined	grab_bar=yes, grab_bar:extends=>54 inches, grab_bar:gap=<12 inches	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: length (no more than 12 inches from the rear wall; extends at least 54 inches from the rear wall)	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, FoldingHandles#distanceBetweenHandles, Restroom#hasSupportRails, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles
toilet with grab bar at the water closet: location (side or rear wall)	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes	grab_bar=yes, grab_bar:location=rear_wall, grab_bar:location=side_wall	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: location (side or rear wall)	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, FoldingHandles#distanceBetweenHandles, FoldingHandles#onUsersLeftSide, FoldingHandles#onUsersRightSide, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles
toilet with grab bar at the water closet: position (e.g. with respect to the rear wall, for a bar mounted on the side wall; left/right)	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, room=toilet, toilet=yes, toilets:wheelchair=yes	grab_bar=yes, grab_bar:position=left, grab_bar:position=rear_wall, grab_bar:position=right, grab_bar:position=side_wall	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: position (e.g. with respect to the rear wall, for a bar mounted on the side wall; left/right)	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, FoldingHandles#distanceBetweenHandles, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles

toilet with grab bar at the water closet: space between bar and wall	access:disabled=designated, access:diabled=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes	grab_bar=yes, grab_bar:gap=user defined	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: space between bar and wall	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, FoldingHandles#distanceBetweenHandles, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
toilet with grab bar at water closet: clearance above and below	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes	grab_bar=yes, grab_bar:clearance_above=user defined, grab_bar:clearance_below=user defined	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: clearance above and below	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, FoldingHandles#topHeightFromFloor, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles
toilet with grab bar at water closet: height (at least 1,5 inchesclearance between the grab bar and projecting objects below)	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes, toilet:wheelchair=yes	grab_bar=yes, grab_bar:clearance_below=>1.5 inches, grab_bar:height=user defined	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: height (at least 1,5 inchesclearance between the grab bar and projecting objects below)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, FoldingHandles#topHeightFromFloor, Restroom#hasSupportRails, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles
toilets are accessible	access=yes, access:disabled=designated, acces:disabled=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes	toilets=accessible					Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase
toilets that move waste away from immediate area using a liquid (usually water)	toilets:disposal=flush							Restroom#toilet
total luminous flux (measured in Lumen) of this light source	light:flux=1400							
tourist interest	tourist=yes							
track with solid, unpaved surface	tracktype=grade2							
traffic light controlled pedestrian crossings	crossing=traffic_signals							
train station building	building=train_station							
trains for tourists, often historic vehicles	service=tourism							

								Accessibility#accessibleWith.wheelchair, Restroom#hasSupportRails, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair, Shower#hasSupportRails, Shower#supportRailsAreAboveAndBelowControls, Shower#supportRailsHeight, Toilet#foldingHandles, Toilet#hasFoldingHandles
transfer aid	access:disabled=designated, access:disabled=yes, amenity=toilets, building=toilets, room=toilets, toilets=yes, toilets:wheelchair=yes	grab_bar=no, grab_bar=yes, transfer_aid=yes	Facility daily needs	Toilet / toilet compartment	water closet	alternative transfer aid	Accessibility#accessibleWith.wheelchair == true	Toilet#hasFoldingHandles
trapdoor	door=trapdoor							EquipmentProperties#door
trash can in toilet / toilet compartment	amenity=toilets, building=toilets, bin=yes, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	trash can			Restroom#toilet
tray slide height at food service lines	height=user defined	height:tray_slide=user defined, service_line=food	Movables	Food Service Lines	tray slide height			
treatment installation	room=treatment installation							
tree house	building=tree_house							
tribune	room=tribune							
TTY exists for at least one public telephone	amenity=telephone, contact:tty=user defined	amenity=teletypewriter	Facility daily needs	Public telephone	TTY	existence for at least one telephone [2]		
TTY public telephone	amenity=telephone, contact:tty=user defined	amenity=teletypewriter	Facility daily needs	Public telephone	TTY			
TTY symbol at public telephone	amenity=telephone, contact:tty=user defined, pictogram=yes	amenity=teletypewriter, pictogram=teletypewriter, symbol=teletypewriter	Facility daily needs	Public telephone	TTY	symbol		
tulip inlet allows to collect fluid coming from many directions, on a large spread and direct it toward the duct entry								
tunnel passage	inlet=tulip							
	tunnel=building_passage							
turning all the time	automatic_door=continuous, automatic_door=slowdown_button							Door#isRevolving
turning possibility after the ramp	highway=access_ramp, ramp=yes, rampDisabled=yes, wheelchair=yes	clear_floor_space=yes, turning=not_possible, turning=possible, turning:possibility=after_ramp	Change in Ground Height	Ramp	turning possibility	after the ramp: yes/no	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront
turning possibility at ramp	highway=access_ramp, ramp=yes, rampDisabled=yes, wheelchair=yes	clear_floor_space=yes, turning=not_possible, turning=possible, turning:possibility=at_ramp	Change in Ground Height	Ramp	turning possibility		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront
turning possibility in front of the ramp: yes/no	highway=access_ramp, ramp=yes, rampDisabled=yes, wheelchair=yes	clear_floor_space=no, clear_floor_space=yes, turning=not_possible, turning=possible, turning:possibility=front_of_ramp	Change in Ground Height	Ramp	turning possibility	in front of the ramp: yes/no	Accessibility#accessibleWith.wheelchair == false, Accessibility#accessibleWith.wheelchair == true, Accessibility#partiallyAccessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Accessibility#partiallyAccessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront

turning possibility on ramp platform: yes/no	highway=access_ramp, ramp=yes, rampDisabled=yes, wheelchair=yes	clear_floor_space=no, clear_floor_space=yes, ramp=platform, turning=not_possible, turning=possible, turning.possibility=ramp_platform	Change in Ground Height	Ramp	turning possibility	on platform: yes/no	Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true, air, Accessibility#partiallyAccessibleWith.wheelchair, Ground#turningSpace, Media#turningSpaceInFront
turning space for person in wheelchair turnstile	wheelchair=yes barrier=turnstile	clear_floor_space=yes, turning=possible	Facility daily needs	Toilet / toilet compartment	accessibility [4]	clear floor space for person in wheelchair to turn around	Accessibility#accessible With.wheelchair == true Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, Ground#turningSpace, Media#turningSpaceInFront, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
type / shape of stairs	highway=steps, room=stairs, stairs=yes, stairs:type=full, stairs:type=full_offset, stairs:type=overlapped, stairs:type=separated, stair:tpe=stand	stairs=user defined, stairs:type=user defined	Change Elevation	Stairs	type / shape		Stairs#alternativeMobileEquipmentIds, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
type of door from platform lift	automatic_door=button, automatic_door=continuous, automatic_door=slowdown_button, automatic_door=motion, automatic_door=floor, door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door=trapdoor, door=yes, door:handle=crash_bar, door:handle=knob, door:handle=lever, door:handle=hole, door:handle=ring, door:opening=both, door:opening=inside, door:opening=outside, door:wings=user defined, doorbell=mandatory, doorbell=yes, elevator=lift, elevator=yes, highway=elevator, room=elevator		Change Elevation	Platform lift	type of door		EquipmentProperties#door

type of doorways	automatic_door=button, automatic_door=continuous, automatic_door=slowdown_button, automatic_door=motion, automatic_door=floor, door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door=trapdoor, door=yes, door:handle=crash_bar, door:handle=knob, door:handle=lever, door:handle=hole, door:handle=ring, door:opening=both, door:opening=inside, door:opening=outside, door:wings=user defined, doorbell=mandatory, doorbell=yes		Building characteristics	Doorways	type [3]	Door#isRevolving, EquipmentProperties#door, EquipmentProperties#hasDoorsInBot hDirections
type of elevator	elevator=entrance, elevator=lift, elevator=no, elevator=only, elevator=wheelchair, elevator=yes	elevator=user defined, elevator:<type>=yes	Change Elevation	Elevator	type [7]	
type of entrance / exit doorways	automatic_door=continuous, automatic_door=slowdown_button, automatic_door=motion, automatic_door=floor, barrier=entrance, door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door=trapdoor, door=yes, door:handle=crash_bar, door:handle=knob, door:handle=lever, door:handle=hole, door:handle=ring, door:opening=both, door:opening=inside, door:opening=outside, door:wings=user defined, doorbell=mandatory, doorbell=yes, elevator=entrance, emergency=emergency_ward_entrance, entrance=emergency, entrance=exit, entrance=garage, entrance=home, entrance=main, entrance=secondary, entrance=service, entrance=staircase, entrance=yes, exit=emergency, exit=yes, room=entrance,		Building characteristics	Doorways	type of entrance/exit door	Door#isRevolving, Entrance#door, Entrance#isMainEntrance, EquipmentProperties#door, Restroom#entrance

	floor:material=asphalt, floor:material=block, floor:material=concrete, floor:material=glass, floor:material=marble, floor:material=mdf, floor:material=metal, floor:material=plaster, floor:material=stone, floor_material=timber_framing, floor:material=wood, highway=corridor, highway=footway, highway=path	floor:type=user defined	Building characteristics	Floor (pathway)	type [9]	
type of floor (pathway) type of gate where you have to go into an enclosure and open a gate to get through	barrier=kissing_gate					
	light:method=gas, light:method=electric, light:method=incandescent, light:method=halogen, light:method=discharge, light:method=metal-halide, light:method=neon, light:method=sodium, light:method=high_pressure_sodium, light:method=low_pressure_sodium, light:method=fluorescent, light:method=mercury, light:method=LED, light:method=laser, light:method=arc		General building information	Light	type [10]	PlaceInfo#accessibility
type of light in building	building=yes, movable=no, movable=yes, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=step, obstacle:wheelchair=yes					
type of obstacles in building			Building characteristics	Obstacles	type [11]	Pathways#widthAtObstacles
type of plan	board_type=map, information=map, information=tactile_map	building_plan=yes, floor_plan=yes, ground_plan=user defined, plan:type=user defined	General help for orientation / Technical assistance	Plan	type [12]	
type of public telephone	amenity=telephone	phone:type=user defined	Facility daily needs	Public telephone	type [13]	
	highway=access_ramp, ramp=no, ramp=seperated, ramp=yes, ramp:bicycle=yes, ramp:luggage=automatic, ramp:luggage>manual, ramp:luggage=yes, ramp:stroller=yes, ramp:wheelchair=yes, rampDisability=no, rampDisability=yes		Change in Ground Height	Ramp	type [14]	Entrance#hasFixedRamp, Entrance#hasRemovableRamp
type of ramp						

<p>room=ammunition dump, room=auqarium, room=archive, room=arms depot, room=auditorium, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=bar, room=barn, room=bath, room=bedroom, room=beer garden, room=bell tower, room=benches, room=blueprint, room=bowling alley, room=break, room=breakfast, room=cabin, room=canteen, room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter, room=check-out counter, room=class, room=celebration, room=common, room=communication, room=computer, room=conference, room=confessional, room=copier, room=corridor, room=delivery, room=departure terminal, room=dining, room=dressing, room=drying, room=effluent treatment, room=elevator, room=emergency call center, room=enclosure, room=engine shed,</p>	<p>General help for orientation / Technical assistance</p>	<p>Rooms / venues / offices type [15]</p>	<p>PlaceInfo#category, StructuredAddress#room</p>
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type of services	service=alley, service=car, service=car_shuttle, service=commuter, service=dealer, service=drive-through, service=driveway, service=emergency_access, service=fuel, service=high_speed, service=long_distance, service=night, service=oil, service=parking_aisle, service=parts, service=regional, service=repair, service=slipway, service=tourism, service=tyres	Facility daily needs	Services	type [1]	PlaceInfo#category
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type of signage	board_type=board, board_type=geology, board_type=history, board_type=information, board_type=map, board_type=nature, board_type=notice, board_type=plants, board_type=public_transport, board_type=sight, board_type=welcome_sign, board_type=wildlife, information=board, information=guidepost, information=map, information=route_marker, information=tactile_map, information=trail_blaze	sign:type=user defined	General help for orientation / Technical assistance	Signage	type [2]	Restroom#signIcons, WheelchairParking#hasDedicatedSign age Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
type of stairs	highway=steps, room=stairs, stairs=yes, stairs:type=full, stairs:type=full_offset, stairs:type=overlapped, stairs:type=separated,stair:tpe=stand ard	stairs=user defined, stairs:type=user defined	Change Elevation	Stairs	type [4]	
type of stores	indoor=shop, room=store, shop=alcohol, shop=bakery, shop=beverages, shop=brewing_supplies, shop=butcher, shop=cheese, shop=chocolat, shop=coffee, shop=confectionery, shop=convenience, shop=deli, shop=department_store, shop=farm, shop=frozen_food, shop=general, shop=greengrocer, shop=health_food, shop=ice_cream, shop=kiosk, shop=mall, shop=pasta, shop=pastry, shop=seafood, shop=spices, shop=supermarket, shop=tea, shop=wine, shop=water, shop=wholesale		General help for orientation / Technical assistance	Stores	type [5]	PlaceInfo#category
type of tables	amenity=table, changing_table=yes, indoor_seating=bar_table, leisure=picnic_table	table=user defined	Movables	Tables	type [6]	
type of windows	window=display, window=glass, window=hinged, window=no, window=open, window=opening, window=skylight, window=walk-up, window=yes		General help for orientation / Technical assistance	Windows	type [8]	
typical form of Portuguese or Spanish painted, tin-glazed, ceramic tilework						
	artwork_type=azulejo					

tyre services are available at the feature	service=tyres							
understandable / not understandable operability of technology	usability=no, usability=yes	operability=bad, operability=easy, operability=good, operability=not_understandable, operability=understandable	General help for orientation / Technical assistance	Technology	operability	understandable / not understandable	EquipmentProperties#isEasyToUnderstand	
undulations on exterior accessible route		route=accessible, undulations=yes	Way to building	Exterior accessible route	condition [1]	undulations	Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair
university building	building=university							
unknown storage	storage=unknown							
unpaved surface	surface=unpaved, surface=compacted, tracktype=grade2							
Unregulated level crossing	crossing=uncontrolled, crossing=marked							
Unspecific healthcare object	healthcare=yes							
unwalled connecting passage upwards	indoor=corridor, incline=up							
urban mass transit service, short headways; e.g., S-train	service=commuter							
usability	usability=yes							
usage is officially discouraged	access=discouraged							
usage position of drinking fountain used in sport courts	amenity=drinking_water, fountain=bubbler, fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=stone_block, fountain=toret	usage=sitting, usage=standing, usage=user defined	Facility daily needs	Drinking fountain	usage position			
utility room	surface=carpet, room=utility							StructuredAddress#room
valve open or closes a pipeline or tunnel inlet to prevent the fluid to go downstream	inlet=valve							
variety store or price-point retailer is a retail shop that sells inexpensive items	shop=variety_store							
vehicle accessible for disabled persons	disabled_vehicle=yes						Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair
vehicle hall	room=vehicle hall							StructuredAddress#room
vehicle not accesible for disabled persons	disabled_vehicle=no							
vehicle parts are available at the feature	service=parts							
vending machine sells food, drinks, tickets or other goods automatically	amenity=vending_machine							
vibrations do not occur	traffic_signals:vibration=no							
vibrations occur when crossing is permitted	traffic_signals:vibration=yes							

view to the outside out of the window to the gardens / to the building / to the interior	window=glass, window=hinged, window=open, window=opening, window=skylight, window=yes	view=building, view=garden, view=interior, view=outside	General help for orientation / Technical assistance	Windows	view to the outside	to the gardens / to the building / to the interior
view to the outside out of the windows	window=glass, window=hinged, window=open, window=opening, window=skylight, window=yes	view=outside	General help for orientation / Technical assistance	Windows	view to the outside	
visibility in this light	visual:condition=average, visual:condition=fair, visual:condition=good, visual:condition=average, visual:condition=fair, visual:condition=good, visual:condition=poor		General building information	Light	visibility	PlaceInfo#accessibility
visibility of the projection surface 1st table row: pleasant / unpleasant	visual:condition=fair, visual:condition=good, visual:condition=poor		Movables	Tables	dimensions [2]	visibility of the projection surface 1st row: pleasant / unpleasant
visibility of the projection surface from wheelchair space: pleasant / unpleasant	visual:condition=average, visual:condition=fair, visual:condition=good, visual:condition=poor		Movables	Seatings	pews	visibility of the projection surface from wheelchair space: pleasant / unpleasant
visibility of the projection surface last table row: pleasant / unpleasant	visual:condition=average, visual:condition=fair, visual:condition=good, visual:condition=poor		Movables	Tables	dimensions [2]	visibility of the projection surface last row: pleasant / unpleasant
visual conditions are average	visual:condition=average					
visual conditions are fair	visual:condition=fair					
visual conditions are good	visual:condition=good					
visual conditions are poor	visual:condition=poor					
visual contrast between floor (pathway) and wall	visual:condition=average, visual:condition=fair, visual:condition=good, visual:condition=poor	high_contrast=no, high_contrast=yes	Building characteristics	Floor (pathway)	visual contrast between floor and wall	EquipmentProperties#isHighContrast
visual floor information about staircase	highway=steps, room=stairs, stairs=yes	visual_information=user defined	Change Elevation	Stairs	visual floor information about staircase	PlaceInfo#accessibility
visual ground indicators on way to public transport	building=transportation, information=trail_blaze, information=route_marker, tactile_paving=contrasted, tactile_paving=incorrect, tactile_paving=primitive, tactile_paving=yes		Way to building	Way to public transport	ground indicators	visual
visual map	board_type=map, information=map		General help for orientation / Technical assistance	Plan	type [12]	visual map
visualizer		visualizer=yes	General help for orientation / Technical assistance	Technology	visualizer	
vivarium	room=vivarium					
voice activated	speech_input:lg=yes	activation=voice				EquipmentProperties#isVoiceActivated
volume control exists for at least one public telephone	amenity=telephone	volume_control=1, volume control=yes	Facility daily needs	Public telephone	volume control	existence for at least one telephone [1]

volume control of public telephone	amenity=telephone	volume_control=yes	Facility daily needs	Public telephone	volume control	
waiting room	room=waiting					StructuredAddress#room
walk-up window	window=walk-up					
wall built to protect land along the coast from erosion and flooding from the sea	wall=seawall					
wall built to protect land from flooding along a river or lake	wall=flood_wall					
wall constructed from bricks	wall=brick					
wall constructed from stones	wall=stone, wall=stone_wall					
wall constructed from stones without mortar to bind them together	wall=dry_stone					
wall exists	wall=yes					
wall is a railing	wall=guard_rail		Building characteristics	Wall	materiality	railings
wall made from cages or boxes filled with stones	wall=gabion					
	material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block, material=concrete, material=glass, material=granite, material=limestone, material=masonry, material=metal, material=metal_plates, material=mirror, material=mud, material=palm_leaves, material=plaster, material=plastic, material=rammed_earth, material=reinforced_concrete, material=sand_cement_blocks, material=sandstone, material=silicate brick, material=slate, material=soil, material=steel, material=stone, material=tiles, material=wood, material=vinyl, smoothness=bad, smoothness=excellent, smoothness=good, smoothness=horrible, smoothness=impassable, smoothness=intermediate, smoothness=very_bad, smoothness=very_horrible, texture=smooth					
wall materiality is smooth / rough / other: ...	smoothness=very_horrible, texture=smooth	wall:material=user defined	Building characteristics	Wall	materiality	smooth / rough / other: ...
wall which protects against noise on one of its sides	wall=noise_barrier					
wardrobe	wardrobe=yes					
warm water is available	warm_water=yes					AnimalPolicy#suppliesWaterForPets
warning bell	crossing:bell=yes					
warning light that marks the position of hazardous spots	light_source=warning					
warning lights	crossing:light=yes					

			General help for orientation / Technical assistance	Technology	washbasin		Restroom#washBasin, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
washbasin	facilities=washbasin						
washbasin height	facilities=washbasin, height=user defined						WashBasin#height
washbasin is accessible with wheelchair	amenity=toilet, building=toilets, facilities=washbasin, room=toilet, room=washroom, toilets=yes, toilets:wheelchair=yes, wheelchair=yes						WashBasin#accessibleWithWheelchair
washbasin space below depth	facilities=washbasin, height=user defined, length=user defined, width=user defined	clear_floor_space=yes					WashBasin#spaceBelowDepth
							Restroom#washBasin, StructuredAddress#room, WashBasin#accessibleWithWheelchair, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
washroom	room=washroom						
waste drops into a container which is periodically removed by hand	toilets:disposal=bucket						
waste falls into a lined or unlined pit	toilets:disposal=pitlatrine						
waste falls into a lined pit filled with a chemical	toilets:disposal=chemical						
watchmaker is an artisan who makes and repairs watches. Today due to industrial production they mostly repair watches	craft=watchmaker						
water bottle can easily be filled with drinking water	bottle=yes		Facility daily needs	Drinking fountain	dimension [5]	depth, depending on the depth of the fountain	AnimalPolicy#suppliesWaterForPets
water bottles cannot easily be refilled	bottle=no						
water closet height	height=user defined	water_closet=yes	Facility daily needs	Toilet / toilet compartment	water closet	dimensions: height	Restroom#toilet, Toilet#heightOfBase
water closet height [1]	height=user defined	water_closet=yes	Facility daily needs	Toilet / toilet compartment	water closet	height [24]	Restroom#toilet, Toilet#heightOfBase
water closet in toilet / toilet compartment	amenity=toilets, building=toilets, room=toilet, toilets=yes	water_closet=yes	Facility daily needs	Toilet / toilet compartment	water closet		Restroom#toilet

wheelchair parking length	amenity=parking, amenity=parking_space, disabled=user defined, disabled_spaces=user defined, length=user defined, parking_space=disabled	WheelchairParking#length
wheelchair parking max vehicle height	amenity=parking, amenity=parking_space, disabled=user defined, disabled_spaces=user defined, fee=yes, maxheight=user defined, parking_space=disabled, payment=parking,	WheelchairParking#maxVehicleHeight
wheelchair parking payment by space	amenity=parking_space, disabled=user defined, disabled_spaces=user defined, fee=yes, parking_space=disabled, payment:cards=interval, payment:cards=no, payment:cards=only, payment:cards=yes, payment:cash=interval, payment:cash=no, payment:cash=only, payment:cash=yes, payment:cheque=interval, payment:cheque=no, payment:cheque=only, payment:cheque=yes, payment:coins=interval, payment:coins=no, payment:coins=only, payment:coins=yes, payment:contactless=interval, payment:contactless=no, payment:contactless=only, payment:contactless=yes, payment:credit_cards=interval, payment:credit_cards=no, payment:credit_cards=only, payment:space=yes	WheelchairParking#paymentBySpace

	amenity=parking, disabled=user defined, disabled_spaces=user defined, fee=yes, parking_space=disabled, payment:cards=interval, payment:cards=no, payment:cards=only, payment:cards=yes, payment:cash=interval, payment:cash=no, payment:cash=only, payment:cash=yes, payment:cheque=interval, payment:cheque=no, payment:cheque=only, payment:cheque=yes, payment:coins=interval, payment:coins=no, payment:coins=only, payment:coins=yes, payment:contactless=interval, payment:contactless=no, payment:contactless=only, payment:contactless=yes, payment:credit_cards=interval, payment:credit_cards=no, payment:credit_cards=only,	payment:zone=yes							WheelchairParking#paymentByZone	
wheelchair parking permits are needed	access=permit, amenity=parking, amenity=parking_space, disabled=permit, disabled_spaces=user defined, fee=yes, parking_space=disabled									WheelchairParking#neededParkingPermits
wheelchair parking width	amenity=parking, amenity=parking_space, parking_space=disabled, disabled=yes, width=user defined									WheelchairParking#width
wheelchair space (seatings) adjoins accessible route	access=yes, access:disabled=yes, wheelchair=yes	clear_floor_space=yes, route=accessible	Movables	Wheelchair space (seatings)	wheelchair space adjoins accessible route			Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistent	
wheelchair space depth	height=user defined, length=user defined, wheelchair=yes, width=user defined	clear_floor_space=yes	Movables	Wheelchair space (seatings)	dimension [8]	depth [2]		Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Room#isAccessibleWithWheelchair, WheelchairPlaces#hasSpaceForAssistent	
wheelchair space with possibility to put an extra table when someone enters the way the lights are turned on.	amenity=table, wheelchair=yes lit=automatic	clear_floor_space=yes, table=extra	Movables	Wheelchair space (seatings)	possibility to put an extra table			Accessibility#accessibleWith.wheelchair == true	Accessibility#accessibleWith.wheelchair, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistent	

where do the steps/stairs lead to	highway=steps, room=stairs, stairs=yes	stairs=user defined	Change Elevation	Stairs	where do the steps/stairs lead to
where do the steps/stairs lead to: entrance -> entrance door step(s); entrance -> entrance door stairs; Teaching room -> pews/stalls stairs; Interior -> Step(s) in the corridor ; Interior -> Stairs	entrance=emergency, entrance=exit, entrance=garafe, entrance=home, entrance=main, entrance=secondary, entrance=service, entrance=staircase, entrance=yes, indoor=corridor, room=lecture, room=stairs, stairs=yes	stairs=user defined	Change Elevation	Stairs	entrance -> entrance door step(s); entrance -> entrance door stairs; Teaching room -> pews/stalls stairs; Interior -> Step(s) in the corridor ; Interior -> Stairs
where does the door lead to (venues connected)	door=yes	door=user defined	Building characteristics	Doorways	where does the door lead to (venues connected)
where does the ramp lead to	ramp=yes	ramp=user defined	Change in Ground Height	Ramp	where to
whiteboard		board_type=whiteboard	General help for orientation / Technical assistance	Technology	whiteboard
wide opening is made on curbs and completed by an horizontal grate to catch storm water in a street	inlet=curb_grate				
wide opening is made on curbs on a road side to catch storm water	inlet=curb_opening				
width between handrails of ramp (if there are any)	handrail=both, handrail=no, ramp=yes, width=user defined		Change in Ground Height	Ramp	width between handrails (if there are any)
width of a feature	width=2, width=0.6 mi, width=16'3"		Facility daily needs	Services	service desks
width of cabin	width=user defined				dimension: width
width of clear path to each type of fixture (lavatory, hand dryer etc) in accessible toilet / toilet compartment	access=yes, amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets:wheelchair=yes, width=user defined		Facility daily needs	Toilet / toilet compartment	WheelchairParking#width
width of curb ramp / curb cut	kerb=flush, kerb=lowered, kerb=no, kerb=raised, kerb=rolled, kerb=yes, ramp=yes, width=user defined		Way to building	Curb ramp / curb cuts	EquipmentProperties#cabinWidth
width of elevator inside dimensions	elevator=yes, highway=elevator, length=user defined, room=elevator, width=user defined		Change Elevation	Elevator	Accessibility#accessibleWith.wheelchair, EquipmentProperties#cabinWidth, Pathways#width, Pathways#widthAtObstacles, Restroom#isAccessibleWithWheelchair, Restroom#toilet, Room#isAccessibleWithWheelchair, WashBasin#accessibleWithWheelchair, WashBasin#isLocatedInsideRestroom
width of exterior accessible route	access=yes, width=user defined	route=accessible	Way to building	Exterior accessible route	width of clear path to each type of fixture (lavatory, hand dryer etc)
					accessibility [4]
					Accessibility#accessible With.wheelchair == true
					width [2]
					width [8]
					Accessibility#accessible With.wheelchair == true
					width [1]
					Pathways#widthAtObstacles

width of floor (pathway)	highway=corridor, highway=footway, highway=path, width=user defined		Building characteristics	Floor (pathway)	dimension [10]	width [9]	Pathways#width, Pathways#widthAtObstacles
width of knee space dimensions in wheelchair space (seatings)	wheelchair=yes, width=user defined	clear_floor_space=yes, knee_space=yes	Movables	Wheelchair space (seatings)	knee space dimensions	width [7]	Accessibility#accessibleWith.wheelchair, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
width of maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	door=yes, wheelchair=yes, width=user defined		Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)	width [4]	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
width of ramp	ramp=yes, width=user defined		Change in Ground Height	Ramp	dimension [12]	width [3]	
width of route to accessible seating / wheelchair space	access:disabled=yes, wheelchair=yes, width=user defined	clear_floor_space=yes, route=accessible	Movables	Wheelchair space (seatings)	route to accessible seating	width [6]	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair, Pathways#width, Pathways#widthAtObstacles, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
width of toilet compartment	amenity=toilets, building=toilets, room=toilets, toilets=yes, width=user defined		Facility daily needs	Toilet / toilet compartment	dimension [6]	width of toilet compartment	EquipmentProperties#cabinWidth, Restroom#toilet, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
width of wheelchair space (seatings)	wheelchair=yes, width=user defined	clear_floor_space=yes	Movables	Wheelchair space (seatings)	dimension [8]	width [5]	Accessibility#accessibleWith.wheelchair == true Accessibility#accessibleWith.wheelchair, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssistant
wifi sensor	sensor:type=wifi						
wildland firefighting tool also called a swatter or a beater. It is designed for extinguishing minor fires in rural areas such as heaths	emergency=fire_flapper						
window display	window=display						
wine storage	storage=wine						
wiping paper is not supplied	toilets:paper_supplied=no						Restroom#toilet
wiping paper is supplied	toilets:paper_supplied=yes						Restroom#toilet
wires or cables installation room	room=installations		General help for orientation / Technical assistance	Rooms / venues / offices	installation	wires or cables	
WLAN	internet_access=wlan		General help for orientation / Technical assistance	Technology	WLAN		
wood fired oven	oven=wood_fired						
wood storage	storage=wood						
wood surface	surface=wood						

woodchips as surface	surface=woodchips					
working bench	amenity=bench, room=benches	bench=working	Movables	Furniture	type: table	working bench
workplace for dental technician who constructs custom-made restorative and dental appliances	craft=dental_technician					
workplace for fresh bakery goods	craft=bakery					
workplace for physically assembling a book from a number of sheets of paper	craft=bookbinder					
workplace of a company that builds complex tools, machine tools, moulds, gauges,...	craft=toolmaker					
workplace of a company that builds stands/booths for fairs	craft=stand_builder					
workplace of a person who forges things out of gold, especially jewelry	craft=goldsmith					
workplace of a person who makes masts, yards, sails, and cordage for sailboats and sailing ships (or possibly a person who works on ropes, booms, lifts, hoists and the like for a stage production)	craft=rigger					
workplace of a sculptor	craft=sculptor					
workplace of someone constructing doors	craft=door_construction					
workplace of someone constructing windows	craft=window_construction					
workplace or office of a clockmaker that is building, repairing or engraving clocks of all sorts	craft=clockmaker					
workplace or office of a floorer	craft=floorer					
workplace or office of a garden designer or a landscape gardener	craft=gardener					
workplace or office of a house painter which is a tradesman responsible for the painting and decorating of buildings	craft=painter					
workplace or office of a parquet layer	craft=parquet_layer					
workplace or office of a person who build non-load-bearing interior walls, especially drywall	craft=interior_wall					
workplace or office of a person who cleaning building, industrial facilities or windows	craft=cleaning					
workplace or office of a person who cleans chimneys for a living	craft=chimney_sweeper					
workplace or office of a person who does thermal insulation in building	craft=insulation					

workplace or office of a person who lays tiles on floors, swimming pools and such	craft=tiler
workplace or office of a person who takes photographs using a camera	craft=photographer
workplace or office of a person who work with metal. This applies to: planning, construction, trade, repair	craft=metal_construction
workplace or office of a skilled tradesperson who specializes in (drinking) water supply, sewage and drainage systems	craft=plumber
workplace or office of a tradesman who builds temporary structure used to support people and material in the construction or repair of buildings and other large structures	craft=scaffolder
workplace or office of a tradesman who is specialized in roof covering and sealing	craft=roofer
workplace or office of a tradesman who performs structural alterations and additions to buildings	craft=builder
workplace or office of a tradesman who works with plaster, such as forming a layer of plaster on an interior wall or plaster decorative moldings on ceilings or walls	craft=plasterer
workplace or office of a turner	craft=turner
workplace or office of an engraver	craft=engraver
workplace or office of an HVAC system designer (Heating, Ventilating, and Air Conditioning)	craft=hvac
workplace or office of carpenters that work with timber to construct, install and maintain buildings, furniture, and other objects	craft=carpenter
workplace or office of one who prepares customized meals for takeout, or provides prepared meals or supplies to a group at social gatherings	craft=caterer
workplace where boats are planned and constructed	craft=boatbuilder
workplace/office of a person / company who designs and builds stoves / tiled stoves	craft=stove_fitter
workshop	room=workshop

StructuredAddress#room

workshop of a sailmaker who cleans, repairs and makes sails	craft=sailmaker
workshop or office of a paver	craft=paver

writing of signs at toilet rooms in German / English / Braille / raised text	sign:de=yes, sign:en=yes, sign=raise_text, sign=yes	Facility daily needs General building information	Toilet / toilet compartment	signs at toilet rooms	writing: German / English / Braille / raised text	EquipmentProperties#hasBrailleText, EquipmentProperties#languages, Media#isBraille, Media#languages, Restroom#signIcons, Restroom#toilet
yard of building you can expect to drive around 15km/h	building=yes, man_made=courtyard		Formal information	yard		
zebra crossing	maxspeed:practical=15 crossing=zebra					