Name	OSM tag	OSM tag proposal	AccessibleMaps Categories	AccessibleMaps Entities	Accessible Maps Property	AccessibleMaps Sub- Property	A11yJSON tag	A11yJSON property
			eurogeneo		Toperty	Troperty	112110011105	
	amenity=clinic, amenity=doctors,							
	amenity=hospital, healthcare=clinic,							
	healthcare=doctor,					[health] clinic or		
(health) clinic or infirmary or doctor	healthcare=hospital, healthcare=yes		Facility daily needs	Services	type [1]	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							
and bottom level of building	building.min_level=5							
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							
			General building					
abbreviation		abbrevation=user defined	information	Formal information	name [4]	abbreviation		
access conditions are unknown or								
unclear	access=unknown							
access for persons of the female sex	formale was							
or gender	female=yes							
access for persons of the male sex or gender	male=yes							
access for vehicles in general is not	maie-yes							
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=private, elevator=yes,							
access keys for elevator	highway=elevator, room=elevator		Change Elevation	Elevator	access [2]	keys		
			General help for			access lecturer zone		
access lecturer zone barrier-free: yes			orientation / Technical		1.1	barrier-free: yes / yes,		
/ yes, via separate input / no	room=lecture		assistance	Rooms / venues / offices	lecturer zone	via separate input / no		
access only for agricultural traffic	access=agricultural							
	access=customers,							
access only for customors	access:disabled=customers, disabled=customers							
access only for customers access only for delivering goods to or	uisabieu-customets							
from a customer	access=delivery							
access only for forestry vehicles	access=forestry							
access only if you dismount	access=dismount							
	access=destination,							
access only when traveling to this	access:disabled=destination,							
area	disabled=destination							
access only with key	access=private							
								WheelchairParking#neededParking
access only with permit	access=permit, disabled=permit							rmits
access permission for cyclists	bicycle=yes							

			General building					
access restrictions	access=private		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=yes, elevator=yes,							
access to elevator	highway=elevator, room=elevator		Change Elevation	Elevator	access [2]			
access to escalators	access=yes, escalator=yes		Change Elevation	Escalators	access [4]			
	access=yes, highway=corridor,							
access to floor (pathway)	highway=footway, highway=path		Building characteristics	Floor (pathway)	access [5]			
	access=yes, amenity=toilets,							
	building=toilets, room=toilet,							
	toilets=yes,							
	toilets_access=community,							
	toilets_access=public,			Toilet / toilet				
access to toilet / toilet compartment	toilets:wheelchair=yes		Facility daily needs	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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSigr age, WheelchairParking#leadton, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPer rmits, WheelchairParking#paymentBySpace WheelchairParking#paymentBySpace, WheelchairParking#paymentByZpace,
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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair
accessible doorway	access=yes, access:disabled=yes, door=yes, wheelchair=yes access=yes, access:disabled=yes, elevator=wheelchair, elevator=yes,		Building characteristics	Doorways	accessibility [1]			Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair Accessibility#accessibleWith.wheelch
	highway=elevator, room=elevator,							air, PlaceInfo#accessibility,
accessible elevator	wheelchair=yes		Change Elevation	Elevator	accessibility [2]		With.wheelchair == true	Room#isAccessibleWithWheelchair

accessible for 1 disabled person	access:disabled=1, disabled=1, disabled_spaces=1, wheelchair=yes	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
accessible for 2 disabled persons	access:disabled=2, disabled=2, disabled_spaces=2, wheelchair=yes	Accessibility#accessible With.wheelchair == true	Accessibility#accessibileWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
accessible for 3 disabled persons	access:disabled=3, disabled=3, disabled spaces=3, wheelchair=yes	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
accessible for 5 disabled persons	access:disabled=4 disabled=4,		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#asSpaceForAssist
accessible for 4 disabled persons	disabled_spaces=4, wheelchair=yes	With.wheelchair == true	
	access:blind=yes, blind=yes,		
accessible for blind persons accessible for deaf persons	blind:accessible=yes access:deaf=yes		PlaceInfo#accessibility PlaceInfo#accessibility
accessible for disabled persons	access:disabled=destination, access:disabled=permissive, access:disabled=yes, disabled=customers, disabled=customers, disabled=customers, disabled=yes), disabled=destination, disabled=permit, disabled=destination, disabled=permit, disabled=yes, disabled_spaces=yes, disabled_spaces=yes, handicapped_accessible=yes, wheelchair=yes	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#neededParkingPe rmits, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
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
	Sitems_usubinty-yes		

accessible parking exists	access=yes, access:disabled=yes, amenity=parking, wheelchair=yes	accessible_parking=yes	Way to building	Accessible parking	existence [1]		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone,
accessible parking location vertical clearance for the van space	access=yes, access:disabled=yes, amenity=paring, maxheight=3, wheelchair=yes	accessible_parking=yes	Way to building	Accessible parking	location [2]	vertical clearance for the van space		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#length, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone,
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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#maymentByZone, WheelchairParking#maymentByZone,

accessible parking van accessibility	access=yes, access:disabled=yes, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#maxVehicleHeigh t, WheelchairParking#navVehicleHeigh t, WheelchairParking#paymentBySpace, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone,
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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#sDedicatedSign age, WheelchairParking#sLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone,
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.wheelch air, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#alternativeRout eInstructions, PlaceInfo#accessibility
accessible through door	access=yes, access:disabled=yes, door=yes, wheelchair=yes		Building characteristics	Doorways	accessibility [1]	through door		Accessibility#accessibleWith.wheelch air, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, 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 access=yes, access:disabled=yes, amenity=toilets, building=toilets, height=0.47, room=toilet, toilets=yes, toilets_access=community, toilets_access=public, toilets_access=public,		Facility daily needs	Toilet / toilet compartment	access [3]	people with disabilities	Accessibility#accessible With.wheelchair == true Accessibility#accessible	
accessible toilet height	wheelchair=yes		Facility daily needs	compartment	accessibility [4]	toilet height	With.wheelchair == true	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								
actual interpolation way	addr:inclusion=actual							StructuredAddress#building, StructuredAddress#countryCode, StructuredAddress#country, StructuredAddress#doutry, StructuredAddress#lowe, StructuredAddress#level, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
1 1								StructureuAduress#tEXt
acupressure massage ADA compliant	massage=acupressure	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							
					type of entrance/exit			
additional entry	entrance=secondary		Building characteristics	Doorways	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#district, StructuredAddress#district, StructuredAddress#level, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#tate, StructuredAddress#tate, StructuredAddress#tateCode, StructuredAddress#tateCode,
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	addr:door=user defined, addr:flat=user defined, addr:floor=user defined, addr:full=user defined,	General help for orientation / Technical	PlaceInfo#address, StructuredAddress#building, StructuredAddress#countryCode, StructuredAddress#countryCode, StructuredAddress#district, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
address of rooms / venues / offices	addr:unit=user defined, ref=101	assistance Rooms / venues / offices address [2]	StructuredAddress#text
administration	room=administration		
advertisement painted on a wall	advertisment=wall_painting		
advertising billboard (also called a			
hoarding) is a large outdoor advertising structure, typically found			
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside	2		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads			
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical	2		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows	advertising=billboard		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements	2		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements advertisemonts	advertising=billboard advertising=column		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements advertising on tarp, either on scaffolding, or wall tarp	advertising=billboard advertising=column advertising=tarp		Media#hasDedicatedScreenForSubtitl es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements advertising on tarp, either on scaffolding, or wall tarp advertising screen	advertising=billboard advertising=column		
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising sculpture, or any	advertising=billboard advertising=column advertising=tarp advertising=screen		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertisements advertisements advertiseng on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising sculpture, or any advertising object in 3D	advertising=billboard advertising=column advertising=tarp		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising solject in 3D advertising sign, also used for neon	advertising=billboard advertising=column advertising=tarp advertising=screen advertising=sculpture		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising sculpture, or any advertising sculpture, or any advertising sign, also used for neon signs and logos	advertising=billboard advertising=column advertising=tarp advertising=screen		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising scluture, or any advertising object in 3D advertising sign, also used for neon signs and logos aero light is established for	advertising=billboard advertising=column advertising=tarp advertising=screen advertising=sculpture advertising=sign		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising sculpture, or any advertising sculpture, or any advertising sign, also used for neon signs and logos	advertising=billboard advertising=column advertising=tarp advertising=screen advertising=sculpture		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising sculpture, or any advertising object in 3D advertising sign, also used for neon signs and logos aero light is established for aeronautical navigation	advertising=billboard advertising=column advertising=tarp advertising=screen advertising=sculpture advertising=sign		es, Media#hasRealTimeCaptioning,
hoarding) is a large outdoor advertising structure, typically found in high-traffic areas such as alongside busy roads advertising column, a cylindrical outdoor structure which shows advertising on tarp, either on scaffolding, or wall tarp advertising screen advertising screen advertising scluture, or any advertising object in 3D advertising sign, also used for neon signs and logos aero light is established for	advertising=billboard advertising=column advertising=tarp advertising=screen advertising=sculpture advertising=sign		es, Media#hasRealTimeCaptioning,

air conditioned=yes, General help for air_conditioning=no, orientation / Technical air conditioning=yes assistance Rooms / venues / offices machine or device air condition

air-condition existing	airconditioned=yes							
an-condition existing	emergency=siren,							
	light source=warning,							
	sensor:triggers=alarm,				alarm in the 2-sense			
alarm in the 2-sense system	sensor:triggers=light	emergency=2-sense	Security	Escape route	system			
all animals are allowed	animal=yes, dog=yes		,					AnimalPolicy#allowsAnyAnimals
						all glass-door: high		Door#hasClearMarkingOnGlassDoor
all glass-door: high contrast to					material of the entrance			EquipmentProperties#door,
background: yes / no	door=yes, material=glass	high_contrast=no, high_contrast=yes	Building characteristics	Doorways	door	yes / no		EquipmentProperties#isHighContras
								StructuredAddress#building,
								StructuredAddress#city,
								StructuredAddress#countryCode,
								StructuredAddress#county,
								StructuredAddress#district,
								StructuredAddress#house,
								StructuredAddress#level, StructuredAddress#postalCode,
								StructuredAddress#regions,
								StructuredAddress#regions,
								StructuredAddress#state,
								StructuredAddress#stateCode.
all numbers are used to interpolate								StructuredAddress#street,
the house numbers	addr:interpolation=all							StructuredAddress#text
								Accessibility#accessibleWith.wheelch
					are all public spaces on			air,
	access=yes, access:disabled=yes,				at least one accessible			EquipmentProperties#alternativeRou
accessible route	wheelchair=yes	route=accessible	Building characteristics	Floor (pathway)	route?		With.wheelchair == true	elnstructions, 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	Terriale-alternating							
male sex or gender	male=alternating							
male sex of gender	access=yes, access:disabled=yes,							Accessibility#accessibleWith.wheelcl
	door=yes, entrance=secondary,				alternative accessible		Accessibility#accessible	air, Entrance#door,
alternative accessible doorway	wheelchair=yes		Building characteristics	Doorways	entrance [1]			EquipmentProperties#door
	access=yes, access:disabled=yes,		General help for					Accessibility#accessibleWith.wheelch
alternative accessible entrance to	door=yes, entrance=secondary,		orientation / Technical		alternative accessible			air, Entrance#door,
rooms / venues / offices	wheelchair=yes		assistance	Rooms / venues / offices	entrance [2]		With.wheelchair == true	Room#isAccessibleWithWheelchair
	board_type=map, description=user							
	defined, information=guidepost,							
alternative route instructions	information=map,	routo-accosible						EquipmentProperties#alternativeRou
alternative route instructions	information=route_marker	route=accessible						eInstructions EquipmentProperties#alternativeRou
alternative route using ramps	highway=access_ramp							elnstructions
arternative route using ramps	inginvay-access_ramp							enseructions
alternative use of relaxation room	room=relaxation	alternative_use=yes	Facility daily needs	Relaxation room	alternative use			
			,,					
	amenity=toilets, building=toilets,			Toilet / toilet				
alternative use of toilet compartment	room=toilet, toilets=yes	alternative_use=yes	Facility daily needs	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	once-advertising_agency							
source is 45°	light:aperture=45							
annotations about toilet / toilet	building=toilets, room=toilet,	annotations=user defined,		Toilet / toilet				
compartment	toilets=yes	annotations=yes	Facility daily needs	compartment	annotations			Restroom#toilet
compartment	tollets-yes	annotations-yes	Facility daily needs	compartment	annotations			Kesti oom#tonet
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							
	Older a share concerno							
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		Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Pathways#widthAtObstacles, PlaceInfo#accessibility, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
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 archive	covered=arcade room=archive							
	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)		Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#toilet, Restroom#turningSpaceInside, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
5 -7			.,,					
area of movement (outside the elevator): width / depth in cm area that is usually enclosed by walls	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
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,							Accessibility#accessibleWith.wheelch
	toilets_access=community, toilets_access=unspecified,							air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheeIcha
	toilets_access=public,			Toilet / toilet		at least one toilet room	Accessibility#accessible	ir, Restroom#toilet,
at least one toilet room accessible	toilets:wheelchair=yes		Facility daily needs	compartment	accessibility [4]	accessible	With.wheelchair == true	Room#isAccessibleWithWheelchair
at least the first and the last step	step:contrast=yes		radiney dany needs	compartment	accessionicy [1]		trace and the	
at night	lit=yes							
attention fields in front of doors: yes,					attention fields in front			
function(s): / no	door=yes	attention_field=yes	Building characteristics	Doorways	of doors	yes, function(s): / no		EquipmentProperties#door
					attention fields in front			
attention fields in front of doorways	door=yes	attention_field=yes	Building characteristics	Doorways	of doors			EquipmentProperties#door
								StructuredAddress#level,
attribute for naming levels	indoor=level, level=user defined							StructuredAddress#text
	audio=yes, audio_anouncement=yes,		Concerl hole for					
	sound=yes, sound_level=high, sound level=low,	audibility=bad, audibility=good,	General help for orientation / Technical					
audibility	sound_level=nedium	audibility=medium	assistance	Technology	audibility			
addibility	sound_level=mediam	audibility=bad, audibility=good,	assistance	тестногоду	addibility			
		audibility=medium,						
	audio=yes, audio_anouncement=yes,	interference_source=considerable,						
audibility interference sources:	sound=yes, sound_level=high,	interference_source=not	General help for			interference sources:		
considerable / tolerable / not	sound_level=low,	considerable	orientation / Technical			considerable / tolerable ,	/	EquipmentProperties#disruptionSour
considerable	sound_level=medium	interference_source=tolerable	assistance	Technology	audibility	not considerable		ceImportId
	Acoustic guide=no, Acoustic guide=yes, audio=yes,							
	audio anouncement=no,							
	audio_anouncement=yes,							
	elevator=lift, elevator=wheelchair,							
	elevator=yes, highway=elevator,							
	room=elevator, sound=yes,							
audible signals about floor: arrival	sound_level=high, sound_level=low,	acoustic_signals=arrival_signals,			in-car controls /	audible signals about		
signal / no	sound_level=medium	acoustic_signals=no	Change Elevation	Elevator	equipment	floor: arrival signal / no		
	Acoustic guide=no, Acoustic							
	guide=yes, audio=yes,							
	audio_anouncement=no,							
	audio_anouncement=yes, elevator=lift, elevator=wheelchair,							
	elevator=yes, highway=elevator,					audible signals about		
	room=elevator, sound=yes,					floor: floor		
audible signals about floor: floor	sound_level=high, sound_level=low,	acoustic_signals=clear,			in-car controls /	announcement: clear /		
announcement: clear / unclear	sound_level=medium	acoustic_signals=unclear	Change Elevation	Elevator	equipment	unclear		EquipmentProperties#hasSpeech
			-					EquipmentProperties#hasSpeech,
audio anouncement	audio_anouncement=yes							Media#isAudio, Media#type
								Media#isAudio, Media#type,
audio beacon	information=audio_beacon							PlaceInfo#accessibility

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
			General help for orientation / Technical					
auditorium	room=auditorium		assistance	Rooms / venues / offices	type [15]	auditorium		PlaceInfo#category
auditory reference points: sound source; music; signs with audio sound		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#disruptionSour celmportId, EquipmentProperties#hasSpeech
automatic and remote controls	control=automatic;remote							
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#heightOfContro Is
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#heightOfContro
	highway-clevator, room-clevator		change Elevation	Licoutor	equipment	batton in chi.		Entrance#door,
backdoor	entrance=service							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						Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAcc essibleWith.wheelchair == true	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility
			General help for orientation / Technical					
balcony	room=balcony		assistance	Rooms / venues / offices	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=only,							
	access:disabled=private,							
	acces:disabled=yes, control=automatic;remote,							
	control=buttons, control=manual,							
	control=buttons, control=manual, control=manual;local,							
	control=manual locked,							
	control=manual;remote,							
	control=remote,							
	control=remote_electric,							
	control=spring, elevator=lift,					completely barrier-free		
	elevator=wheelchair, elevator=yes,				in-car controls /	and unrestricted use: yes		EquipmentProperties#heightOfContro
barrier-free controls in elevator	highway=elevator, room=elevator		Change Elevation	Elevator	equipment	/ partially / no		ls, PlaceInfo#accessibility
barrier-free lateral approach of toilet	access=yes, access:disabled=designated, access:disabled=only, access:disabled=permissive, access:disabled=perivate, acces:disabled=yes, building=toilets, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes,			Toilet / toilet		barrier-free lateral	Accessibility#accessible	Accessibility#accessibleWith.wheelch air, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide,
in cm	width=user defined	clear_floor_space=yes	Facility daily needs	compartment	water closet	approach in cm [2]		Toilet#spaceOnUsersRightSide
	access=yes, access:disabled=designated, access:disabled=only, access:disabled=permissive, access:disabled=private, acces:disabled=yes, door=yes, door:opening=both,		,,			barrier-free lateral		Door#turningSpaceInFront, EquipmentProperties#door,
barrier-free lateral approachability of	door:opening=inside, door:opening=outside,length=user					approachability (min. 50		Ground#turningSpace, Media#turningSpaceInFront,
door	defined, width=user defined	clear_floor_space=yes	Building characteristics	Doorways	accessibility [1]	cm)		PlaceInfo#accessibility

	access=yes,						
	access:disabled=designated,						
	access:disabled=only,						
	access:disabled=permissive,						
	access:disabled=private,						
	acces:disabled=yes,						
	automatic_door=button,						
	automatic_door=continous,						
	automatic_door=floor,						
	automatic_door=motion,						
	automtic_door=no,						
	automatic_door=slowdown_button,						
	automatic_door=yes, door=yes,						
	door:handle=crash_bar,						
	door:handle=hole, door:handle=knob	l,					
	door:handle=lever, door:handle=ring,						
	door:opening=both,						Door#isAutomaticOrAlwaysOpen,
barrier-free opening/closing	door:opening=inside,				opening/closing		EquipmentProperties#door,
mechanism of a door	door:opening=outside		Building characteristics	Doorways	mechanism	barrier-free	PlaceInfo#accessibility
barriers that slows or prevents acces	S						
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=user defined,	General building				
behaviour rules		behaviour_rules=yes	information	Formal information	behaviour rules		
bell tower	room=bell tower						
	amenity=bench, barrier=wall,						
bench is affixed to wall	room=benches,		Movables	Benches	affixed to wall		
bicyle pictogram	pictogram=bicycle						
big pieces of rock used to improve							
path quality	surface=rock						
							Payment#acceptsBills,
							WheelchairParking#paymentBySpace,
bills are accepted as payment	payment:notes=yes						WheelchairParking#paymentByZone
							EquipmentProperties#serviceWebsite
blind persons can use website	blind:website:lg=URL						Url
block of private garages each with a							
separate owner	building=garages						
Bluetooth	indoormark=beacon	bluetooth=yes					
Bluetooth, NFC or QR beacon for		bluetooth=yes, NFC_beacon=yes,					
indoor positioning	indoormark=beacon	QR_beacon=yes					
board with a map	information=map						
	1						
board with information about view	board_type=sight						Media#type
boat shop, may also offer further	about book						
services	shop=boat						
services	shop=boat						
services boat used primarily as a home,							
services							

box in a mountain or wilderness area,						
containing a stretcher and first-aid						
materials	emergency=rescue_box					
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					
						PlaceInfo#address,
						StructuredAddress#building,
						StructuredAddress#house,
						StructuredAddress#level,
		General building				StructuredAddress#room,
building address	addr:full=user defined	information	Formal information	address [1]		StructuredAddress#street
building arranged into individual						
dwellings	building=apartments					
		General help for				
		orientation / Technical				
building built as a supermarket	building=supermarket	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						PlaceInfo#accessibility,
the general public	building=public					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=I-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
			General building				StructuredAddress#building, StructuredAddress#house, StructuredAddress#level,
building number building on a farm that is not a	addr:housenumber=user defined		information	Formal information	building number		StructuredAddress#room
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 part under construction	building=conservatory building:part=construction						
building part under construction	building.part=construction		General help for				
building plan	information=map, information=tactile map	building plan=yes	orientation / Technical assistance	Plan	type [12]	building plan	PlaceInfo#accessibility
	mormation-tactile_map	building_plan=yes	General help for	Fidii	type [12]	building plan	Flacemonaccessionity
building primarily used for selling goods to the general public	building=retail		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			General building				
transportation	building=transportation		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:form=box, building:form=l- shaped, building:form=L-shaped, building:form=multi_projected, building:form=rectangular,		General building				
building symmetry	building:form=T-shaped		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 under construction	building=temple building=construction						PlaceInfo#category
building under construction	building-construction		General building		bridges between buildings or parts of		
building used as a bridge	building=bridge		information	Formal information	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						FlaceInfo#category
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					
					Accessibility#accessible	Accessibility#accessibleWith.wheelch
but not wheelchairs	wheelchair=no					air, 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	button_operated=sometimes					EquipmentProperties#door
and the second	The second se					de la construcción de la
button to slow down	automatic_door=slowdown_button					EquipmentProperties#door
	incline=10°, incline:across=10°,					Pathways#maxLateralSlope,
by 10 degree	incline:avg=10°					Pathways#maxLongitudinalSlope
by 15 percent	incline=15%, incline:across=15%, incline:avg=15%					Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
cabin	room=cabin					attiways#inaxLongitudinaiSlope
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					
		General help for orientation / Technical				
canteen	room=canteen	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	paymenciaras-yes					
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 (height,
						securely attached to
	surface=carpet		Building characteristics	Floor (pathway)	material [1]	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 (Kasse
cashier's desk		cashier's_desk=yes	Facility daily needs	Services	type [1]	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,		General help for			centralized /
	control=remote electric,	control=centralized,	orientation / Technical			decentralized (e.g. light
	control=spring	control=decentralized	assistance	Technology	control room functions	switch)
	dehoga:a=yes, dehoga:b=yes,					
	dehoga:c=yes, dehoga:d=yes,					
	dehoga:e=yes					
chain used to prevent motorised						
	barrier=chain					
chair		chair=yes	Movables	Furniture	type: seating	chair

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, texture=glass, change of the surface or	
change of the floor surface or texture =ridges, texture=smooth Building characteristics Floor (pathway) material [1] texture	
changing direction conveying=reversible	
changing table is available changing_table=yes Movables Furniture type: table baby's changing table	
changing_table:location=dedicated_r	
changing table is in a dedicated room oom	
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 changing_table:location=wheelchair_	
for wheelchair users toilet	Restroom#toilet
changing table is located in the toilet changing_table:location=female_toile	
for women t	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	switch-sizewit brooker							
when bound circuit is loaded circular concrete structure holding	switch=circuit_breaker							
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 clear floor space extending under the	barrier=yes, height=user defined, length=user defined, width=user	clear_floor_space=yes	Change Elevation	Elevator	door self-service shelf or	dimension (clear floor area) clear floor space extending under the		Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility Ground#turningSpace, Media#turningSpaceInFront,
obstruction	defined	clear_floor_space=yes	Movables	Food Service Lines	dispensing device	obstruction		PlaceInfo#accessibility
clear floor space for approaching	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 space	clear floor space for approaching accessible		Accessibility#accessible	Accessibility#accessibleWith.wheelch air, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, PlaceInfo#accessibility,
accessible surface	wheelchair=yes, width=user defined	clear_noor_space=yes	Movables	(seatings)	surface		with.wheelchair == true	Room#isAccessibleWithWheelchair

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	PlaceInfo#accessibility, Restroom#isAccessibleWithWheeIcha ir, Restroom#toilet, Restroom#toilet, Room#isAccessibleWithWheeIchair, Toilet#spaceInFront, Toilet#spaceOnUsersRightSide, Toilet#spaceOnUsersRightSide, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth,
clear floor space in relaxation room	height=user defined, length=user defined, room=relaxation, width=user defined	r clear_floor_space=yes	Facility daily needs	Relaxation room	clear floor space [4]			Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Room#isAccessibleWithWheeIchair
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, WheeIchairPlaces#count, WheeIchairPlaces#hasSpaceForAssist ant
	amenity=toilets, building=toilets, height=user defined, length=user defined, room=toilet, toilets=yes, toilets:wheelchair=yes, width= user			Toilet / toilet		clearance around the	Accessibility#accessible	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Restroom#turingSpaceInside, Room#isAccessibleWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide,
clearance around the water closet clinic is a medical centre, with more staff than a doctor's office, that does not admit inpatients	defined amenity=clinic	clear_floor_space=yes	Facility daily needs	compartment	water closet	closet	With.wheelchair == true	Toilet#spaceOnUsersRightSide
not admit inpatients	opening_hours=user defined,				opening/closing			
closer time of a door	door=yes		Building characteristics	Doorways	mechanism	closer timer		EquipmentProperties#door
coal storage	storage=coal			Toilet / toilet				
coat hook height	height=user defined	coat_hook=yes	Facility daily needs	compartment	accessibility [4]	coat hook height		PlaceInfo#accessibility
coins are accepted coins are accepted only at certain	payment:coins=yes							Payment#acceptsCoins, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
times	payment:coins=interval							
coins are not accepted	payment:coins=no							

Accessibility#accessibleWith.wheelch air, Ground#turningSpace, Media#turningSpaceInFront,

cold water is available	cold_water=yes	AnimalPolicy#suppliesWaterForPets
collection of supplies and equipment		
that is used to give medical treatme	nt 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	
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=ye		General help for orientation / Technical	Tachnology	communication -: d		
communication aid	, audio_loop=bad, audio_loop=yes	communication_aid=yes	assistance	Technology	communication aid		
communication aid: yes, inductive			General help for orientation / Technical			yes, inductive listening	
listening loop to row:	hearing_impaired:induction_loop=ye	25	assistance	Technology	communication aid	loop to row:	
communication aid: yes, other (e.g. mobile hearing aids, radio hearing	hearing_aids=yes, audio_loop=bad,		General help for orientation / Technical			yes, other (e.g. mobile hearing aids, radio	
loop)	audio_loop=yes		assistance	Technology	communication aid	hearing loop)	

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

	highway=path, incline=down,					
	incline=up, incline=user defined,					
	incline=up, incline=user defined,					
	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,	1				
	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=sett, surface=snow,					
	surface=tartan,	condition=bad, condition=good,				
condition of floor (pathway)	surface=unhewn_cobblestone,	condition=medium	Building characteristics	Floor (pathway)	condition [2]	Ground#sidewalkConditions
					condition [2]	
	incline=user defined			(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	condition [2]	
	incline=user defined,			(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		
	incline:across=down,				constant [2]	
	incline:across=down, incline:across=sag,				constant [c]	
	incline:across=down, incline:across=sag, incline:across=user defined,					
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined,					
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic,					
	incline:across=down, incline:across=sag, incline:aross=user defined, incline:avg=user defined, surface=acrylic, surface=acrylic,		g			
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=artificial_turf, surface=asphalt,surface=carpet,					
	incline:across=down, incline:across=sag, incline:aross=user defined, incline:avg=user defined, surface=acrylic, surface=acrylic,					
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=artificial_turf, surface=asphalt,surface=carpet,					
	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,					
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=asphalt,surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend,					
	incline:across=down, incline:across=sag, incline:avg=user defined, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=atificial_turf, surface=caly,surface=corpet, surface=coblestone:flattend, surface=compacted, surface=concrete,					
	incline:across=down, incline:across=sag, incline:avg=user defined, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=atificial_turf, surface=clay, surface=capbel surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete, surface=concrete:lanes,					
	incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=clay, surface=carpet, surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete, surface=concrete, surface=concrete;lanes, surface=concrete:plates, surface=dirt					
	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=artificial_turf, surface=artificial_turf, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete;lanes, surface=concrete;lanes, surface=concrete;lanes, surface=dirt surface=carth, surface=fine_gravel,	÷				
	incline:across=down, incline:across=sag, incline:across=sag, surface=acrylic, surface=acrylic, surface=acrylic, surface=cathf.surface=carpet, surface=caly, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=concrete;lanes, surface=concrete:lanes, surface=concrete:plates, surface=dirt surface=contrate:plates, surface=dirt surface=grass, surface=grass_paver,	;				
	incline:across=down, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=carylic, surface=cary.surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=compacted, surface=concrete:plates, surface=dirt surface=concrete:plates, surface=dirt surface=grast, surface=grasel, surface=grasyle, surface=ground,	7				
	incline:across=down, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=acrylic, surface=clay, surface=carpet, surface=clay, surface=cobblestone, surface=cobblestone:flattend, surface=compacted, surface=concrete, surface=concrete:plates, surface=dirt surface=grave, surface=fine_gravel, surface=grave, surface=ground, surface=grave, surface=ground, surface=grave, surface=metal,					
	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=clay, surface=carpet, surface=cobblestone:flattend, surface=compacted, surface=concrete; surface=concrete:lanes, surface=concrete:plates, surface=dirt surface=carth, surface=fine_gravel, surface=grass, surface=grass_paver, surface=gravel, surface=ground, surface=ice, surface=mtal, surface=ice, surface=mtal,					
	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=cablalt,surface=carpet, surface=cobblestone:flattend, surface=cobblestone:flattend, surface=concrete, surface=concrete, surface=concrete:plates, surface=dirt surface=concrete:plates, surface=dirt surface=grave, surface=gravel, surface=grave, surface=gravel, surface=grave, surface=ground, surface=metal_grid, surface=mud, surface=matal_grid, surface=mud, surface=paved,	,				
	incline:across=down, incline:across=sag, incline:across=sag, incline:across=user defined, surface=acrylic, surface=acrylic, surface=cathficial_turf, surface=colletathficial_turf, surface=cobblestone:flattend, surface=compacted, surface=concrete; surface=concrete:lanes, surface=concrete:plates, surface=dirt surface=concrete:plates, surface=dirt surface=gravle, surface=fine_gravel, surface=gravle, surface=ground, surface=gravle, surface=metal, surface=paved, surface=paving_stones,	.,				
	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=caly, surface=cobblestone, surface=cobblestone:flattend, surface=cobblestone:flattend, surface=compacted, surface=concrete:lanes, surface=concrete:plates, surface=dirt surface=gravle, surface=gravel, surface=gravle, surface=gravel, surface=gravle, surface=gravel, surface=gravle, surface=metal, surface=metal_grid, surface=mud, surface=paved, surface=paved, surface=paved, surface=pebblestone, surface=rock,					
	incline:across=down, incline:across=sag, incline:aross=sag, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=carylic, surface=colay, surface=carpet, surface=cobblestone:flattend, surface=compacted, surface=concrete; surface=concrete;plates, surface=dirt surface=concrete:plates, surface=dirt surface=gravel, surface=fine_gravel, surface=gravel, surface=graver, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=fine_gravel, surface=gravel, surface=fine_gravel, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=paved, surface=paved, surface=pavel, surface=rock, surface=salt, surface=sand,	7				
	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=caly.surface=carpet, surface=coblestone:flattend, surface=compacted, surface=concrete; surface=concrete; surface=concrete;plates, surface=dirt surface=concrete;plates, surface=dirt surface=grasy.surface=grase_paver, surface=grasy.surface=ground, surface=gravle, surface=mud, surface=ice, surface=metal, surface=paving_stones, surface=paving_stones, surface=sett, surface=rand, surface=salt, surface=rand, surface=salt, surface=sand, surface=sett, surface=sand, surface=sett, surface=sanow,	,				
	incline:across=down, incline:across=sag, incline:aross=sag, incline:avg=user defined, surface=acrylic, surface=acrylic, surface=carylic, surface=colay, surface=carpet, surface=cobblestone:flattend, surface=compacted, surface=concrete; surface=concrete;plates, surface=dirt surface=concrete:plates, surface=dirt surface=gravel, surface=fine_gravel, surface=gravel, surface=graver, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=fine_gravel, surface=gravel, surface=fine_gravel, surface=gravel, surface=gravel, surface=gravel, surface=gravel, surface=paved, surface=paved, surface=pavel, surface=rock, surface=salt, surface=sand,	;				
condition of ground in front of	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=caly.surface=carpet, surface=coblestone:flattend, surface=compacted, surface=concrete; surface=concrete; surface=concrete;plates, surface=dirt surface=concrete;plates, surface=dirt surface=grasy.surface=grase_paver, surface=grasy.surface=ground, surface=gravle, surface=mud, surface=ice, surface=metal, surface=paving_stones, surface=paving_stones, surface=sett, surface=rand, surface=salt, surface=rand, surface=salt, surface=sand, surface=sett, surface=sand, surface=sett, surface=sanow,	;, condition=bad, condition=good,		Ground in front of		
condition of ground in front of entrance	incline:across=down, incline:across=sag, incline:across=sag, incline:avg=user defined, surface=acrylic, surface=actificial_turf, surface=capy.surface=cappet, surface=cobblestone:flattend, surface=compacted, surface=compacted, surface=concrete; surface=concrete; surface=concrete;plates, surface=dirt surface=concrete;plates, surface=dirt surface=grass, surface=grass_paver, surface=gravle, surface=gravel, surface=gravle, surface=gravel, surface=gravle, surface=mud, surface=paving_stones, surface=sett, surface=and, surface=sett, surface=and, surface=sett, surface=and, surface=sett, surface=sow, surface=sett, surface=sow, surface=sett, surface=sow, surface=tartan,		Way to building		condition [3]	

	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,						
condition of ground in front of	surface=sett,						
entrance: large stone slabs (with/on	surface=stepping_stones,	condition=bad, condition=good,		Ground in front of		large stone slabs	
large joints)	surface=unhewn_cobblestone	condition=medium	Way to building	entrance	condition [3]	(with/on large joints)	
			General help for				
			orientation / Technical			meeting / conference	PlaceInfo#category,
conference room	room=conference		assistance	Rooms / venues / offices	type [15]	rooms	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	C						
border area	emergency=fire_equipment						
	handrail=both, handrail=center,						
	handrail=left, handrail=multiple,						
	handrail=no, handrail=none,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no,						
	handrail:left=yes, handrail:right=no,						
continous handrail	handrail:right=yes	continous handrail=yes	Change in Ground Heigh	t Ramp	handrail [2]	continuous	Stairs#hasHandRail
	in the second second		energe in oround heigh	p			
	handrail=both, handrail=center,						
	handrail=left, handrail=multiple,						
	handrail=no, handrail=none,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no,					continuation of the	
	handrail:left=yes, handrail:right=no,					handrail at the inlet and	
continuation of the handrail	handrail:right=yes,	continous_handrail=yes	Change Elevation	Stairs	handrail [3]	outlet	Stairs#hasHandRail
control buttons	control=buttons		0				
control point at an international							
border	barrier=border_control						
	-						

	control=automatic;remote, control=buttons, control=manual,						
	control=manual;local,						
	control=manual_locked,						
	control=manual;remote,	General help for					
	control=remote, control=remote electric,	orientation / Technical					
control room functions	control=remote_electric,	assistance	Technology	control room functions			
controlled entryway to a fortification		assistance	recimology	control room runctions			
or prison	barrier=sally port						
	control=automatic;remote,						
	control=buttons, control=manual,						
	control=manual;local,						
	control=manual_locked,						
	control=manual;remote,						
	control=remote,	General help for					
	control=remote_electric,	orientation / Technical					
controls	control=spring	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
conventional room with wais	11000-10011	General help for					StructureuAddress#room
		orientation / Technical					
corridor	room=corridor	assistance	Rooms / venues / office	s type [15]	foyer / corridors		
corridor inside a building	highway=corridor		,,				
	ramp=separate, ramp=yes,					Accessibility#accessible	Accessibility#accessibleWith.wheelch
corridor with ramp	ramp:wheelchair=yes, room=corridor	Building characteristics	Floor (pathway)	corridor with ramp		With.wheelchair == true	air, PlaceInfo#accessibility
	ramp=no, ramp=yes,						Accessibility#accessibleWith.wheelch
corridor with ramp: yes / no	ramp:wheelchair=yes, room=corridor	Building characteristics	Floor (pathway)	corridor with ramp	yes / no [2]	With.wheelchair == true	air, PlaceInfo#accessibility
							PlaceInfo#accessibility,
							Stairs#alternativeMobileEquipmentId
							s, Stairs#count,
							Stairs#hasAntiSlipNosing,
							Stairs#hasBrailleNavigation, Stairs#hasHandRail,
	highway=corridor, highway=steps,						Stairs#hasHandkail, Stairs#hasHighContrastNosing,
	room=corridor, room=stairs,						Stairs#hasTactileSafetyStrips,
corridor with step(s)	stairs=yes, step count=user defined,	Building characteristics	Floor (pathway)	corridor with step(s)			Stairs#name, Stairs#stepHeight
contract with step(s)	stand yes, step_count-user defined,	building characteristics		contract with step(s)			stansmanne, stansmatepricight

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	EquipmentProperties#originalld, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, PlaceInfo#accessibility, PlaceInfo#creatorld, PlaceInfo#originalld, Stairs#HernativeMobileEquipmentId s, Stairs#ternativeMobileEquipmentId s, Stairs#hasAntiSlipNosing, Stairs#hasAntiSlipNosing, Stairs#hasHandRail, Stairs#hasHandRail, Stairs#hasHatatleSafetyStrips, Stairs#hame, Stairs#stepHeight
couch	couch=yes					,,	
	1						
covered objects which are not							
covered by an arcade or a colonnade	covered=yes						
	covered=arcade, covered=booth,						
	covered=colonnade, covered=partial,						
coverings type	covered=yes		Building characteristics	Floor (pathway)	material [1]	coverings type	
craftsman creating musical							
instruments	craft=musical_instrument						
credit cards are accepted credit cards are accepted only at	payment:credit_cards=yes						Payment#acceptsCreditCards, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone
certain times	payment:credit_cards=interval						
credit cards are not accepted	payment:credit_cards=no						
cross section (width/diameter) of the						cross section	
handrail in cm	handrail=yes, handrail=multiple	crosssection=user defined	Change Elevation	Stairs	handrail [3]	(width/diameter) in cm	Stairs#hasHandRail
	incline:across=down,						
	incline:across=sag,						Ground#slopeAngle,
cross slope	incline:across=user defined		Change in Ground Height	Slope	slope [2]	cross slope [3]	Pathways#maxLateralSlope
cross, especially one with little							
historical value	man_made=cross						
crossfall is 8%	incline:across=8%						Pathways#maxLateralSlope
crossfall is downward crossing with a small traffic island for	incline:across=down						Pathways#maxLateralSlope
pedestrians	crossing=island, crossing:island=yes						
crossing without small traffic island	crossing-island, crossing.island=yes						
for pedestrians	crossing:island=no						
Crossings as separate ways	footway=crossing						
crude shelter	building=hut						
crushed rock with sharp edges	surface=gravel						
sharp capes	kerb=flush, kerb=lowered, kerb=no,						
curb ramp / curb cuts exists	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 dimension	;	
curb ramp/ curb cuts has a cross	incline:across=down, incline:across=sag, incline:across=user defined,						
	kerb=flush, kerb=lowered, kerb=no,						
slope	kerb=yes	curb ramp=yes	Way to building	Curb ramp / curb cuts	alama (D)	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 onese	elf	
dangerous doorway	danger=yes		Building characteristics	Doorways	dangerous		EquipmentProperties#door
dangerous glass wall	danger=yes, material=glass, wall=yes	5	Building characteristics	Wall	materiality	glass [danger]	
			General help for				
			orientation / Technical		data network (LAN		
data network (LAN cable)		LAN_cable=yes	assistance	Technology	cable)		
							Payment#acceptsDebitCards,
							WheelchairParking#paymentBySpace,
debit cards are accepted	payment:debit_cards=yes						WheelchairParking#paymentByZone
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 m ² ,							
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						

dedication: special areas, access	access=ves, access=no, access=delivery, access=private, access=customers, access=permissive, access=permit, access=destination, access=destination, access=destination, access=destination, access=dismount, access=agricultural, access=dismount, access=agricultural, access=forestry, access=discouraged, access=lunknown, access:blind=ves, access:blind=limited, access:blind=no, access:cliabled=limited, access:blind=limited, access:disabled=ves; access:disabled=ustomers, access:disabled=ustomers, access:disabled=ustomers, access:disabled=no, access:disabled=no, access:disabled=beignated, access:disabled=designated, access:disabled=designated, access:disabled=beignated, access:disabled=ho, access:disabled=ho, access:disabled=hol, access:disabled=hol, access:mental_disabled=hol, access:mental_disabled=no, danger=high, danger=toxic,	General building		dedication: special arr access restrictions,	eas,	
restrictions, causes of risk	danger=yes	information	Formal information	causes of risk		PlaceInfo#accessibility
default inlet with no particular						
feature	inlet=direct					
Defibrillator, an external and portabl electronic device that diagnoses and can correct arrhythmia of the heart automatically (aka Automated External Defibrillator, AED) delicatessen store						
delivery room						StructuredAddress#room
departure terminal	room=delivery room=departure terminal					StructureuAddress#r00M
depot	room=storage					
depth is 5 cm	depth=0.05					WashBasin#spaceBelowDepth
	acptit-0.05					washbashimspacebelowDepth
depth of benches	depth=user defined, room=benches	Movables	Benches	dimensions [1]	depth [3]	
				maneuvering clearand	ce	

				maneuvering clearance		
				(clear floor space) on		Door#turningSpaceInFront,
	depth=user defined, door=yes,			both sides of the door		EquipmentProperties#door,
depth of the turning space in front of	high=user defined, length=user			(pull/push): size (level r	10	Ground#turningSpace,
this door	defined, width=user defined	Building characteristics	Doorways	steeper than 1:48)	depth [1]	Media#turningSpaceInFront
						Door#turningSpaceInFront,
depth of the turning space in front of	depth=user defined, door=yes,					EquipmentProperties#door,
this door beyond the swing of the	high=user defined, length=user		Toilet / toilet		depth: area beyond the	Ground#turningSpace,
door	defined, width=user defined	Facility daily needs	compartment	dimension [6]	swing of the door	Media#turningSpaceInFront
	depth=user defined,					
depth/distance to an electric hand	toilets:hands_drying=electric_hand_d		Toilet / toilet			
dryer	ryer	Facility daily needs	compartment	hand dryers	depth [5]	Restroom#heightOfDrier
	depth=user defined,		Toilet / toilet			
depth/distance to soap dispenser	handwashing:soap=yes	Facility daily needs	compartment	soap dispensers	depth [4]	Restroom#heightOfSoap

depth: depending on the water clos mounting description	et 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
description of accessible parking	access=yes, access:disabled=yes, amenity=parking, blind:description:1g=user defined, deaf:description=user defined, description=user defined, wheelchair:description:1g, wheelchair=yes	Way to building	Accessible parking	location [2]	description [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#accessibility, PlaceInfo#description, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#length, WheelchairParking#length, WheelchairParking#maxVehicleHeigh t, WheelchairParking#maxVehicleHeigh t, WheelchairParking#paymentBySpace, WheelchairParking#paymentBySpace, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone,
description of accessible way for people with limited mobility / with impaired vision	access=yes, access:blind=yes, access:blind=limited, access:blind=no, access:disabled=yes, access:disabled=customers, access:disabled=permissive, access:disabled=permissive, access:disabled=permissive, access:disabled=private, access:disabled=priv	General help for orientation / Technical assistance	Rooms / venues / office	accessible way	with limited mobility / with impaired vision	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, 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,						Accessibility#accessibleWith.wheelch
	access:mental_disabled=no,						air, EquipmentProperties#description,
	blind:description:lg=user defined,						EquipmentProperties#longDescriptio
	deaf:description:lg=user defined,						n,
	description=user defined, ref=user						EquipmentProperties#shortDescriptio
	defined,	General help for					n, PlaceInfo#accessibility,
description of accessible way to	wheelchair:description:lg=user	orientation / Technical		accessible way		Accessibility#accessible	PlaceInfo#description,
rooms / venues / offices	defined, wheelchair=yes	assistance	Rooms / venues / offices	(description)		With.wheelchair == true	StructuredAddress#room
							EquipmentProperties#description,
	blind:description:lg=user defined,						EquipmentProperties#door,
	deaf:description:lg=user defined,						EquipmentProperties#longDescriptio
	description=user defined, door=yes,						n,
	name=user defined,						EquipmentProperties#shortDescriptio
	wheelchair:description:lg=user			(0)			n, PlaceInfo#description,
description of door names	defined, ref=user defined	Building characteristics	Doorways	name [2]	description		PlaceInfo#name
							Equipment Descention # descented in a
							EquipmentProperties#description,
							EquipmentProperties#longDescriptio
							n,
dependent of equivalence evenestics	dependenties waar de fiered						EquipmentProperties#shortDescriptio
description of equipment properties	description=user defined						n, PlaceInfo#description
							EquipmentProperties#description,
	blind:description:lg=user defined,						EquipmentProperties#longDescription,
	deaf:description:lg=user defined,						n,
	description=user defined,						EquipmentProperties#shortDescriptio
	wheelchair:description:lg=user	General building					n, PlaceInfo#accessibility,
description of formal information	defined	information	Formal information	description [2]			PlaceInfo#description
accomption of formal morniation	demica	mornation	. of the first first first state of the	accomption [2]			. accimente comption

description of the shortest accessible way via entrance number	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=garage, ref=user defined, wheelchair:description:lg=user defined, wheelchair=yes	route=accessible, route=shortest	General help for orientation / Technical assistance	Rooms / venues / offices	accessible way	via entrance number (is the shortest way)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#accessibility,
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, 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	
description of rooms / venues / offices	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=terrace, room=abalcony, room=terrace, room=balcony, room=terrace, room=balcony, room=storage, room=computer, room=storage, room=computer, room=storage, room=novel, room=storage, room=hovel, room=stable, room=hovel, room=stable, room=hovel, room=sture, room=louer, room=storag, room=evertor, room=achive, room=scalator, room=lounge, room=delivery, room=restaurant, room=beer garden, room=bub, room=clebration, room=breakfast, room=bar,		General help for orientation / Technical assistance	Rooms / venues / offices	description [3]			EquipmentProperties#description, EquipmentProperties#longDescriptio n, EquipmentProperties#shortDescriptio n, PlaceInfo#description, StructuredAddress#room

blind:description:lg=user defined, deaf:description:lg=user defined, EquipmentProperties	
description=user defined, ref=user EquipmentProperties defined, General help for n, description of the shortest way to the wheelchair:description:lg=user orientation / Technical shortest way to the room EquipmentProperties room defined route=shortest assistance Rooms / venues / offices (description) n, PlaceInfo#descript	#longDescriptio
blind:description:lg=user defined, deaf:description:lg=user defined, deaf:description:lg=user defined, ref=user defined, room=auditorium, description of the shortest way to the room / lecturer zone / auditorium wielchair:description:lg=user entrance number defined model for the shortest way to the room the lecturer zone, bait the shortest way to the room the lecturer zone, auditorium the lecturer zone, auditorium the lecturer zone, auditorium to use shortest way to the room the lecturer zone, auditorium to use shortest way to the room the lecturer zone, auditorium to use shortest way to the room the lecturer zone, auditorium the lecturer zone, auditorium the lecturer zone, auditorium to use shortest way to the room the lecturer zone, auditorium the lecturer zone the lecturer zone, auditorium the lecturer zone the le	#longDescriptio
Bind:description:lg=user defined, EquipmentProperties description:lg=user defined, ref=user EquipmentProperties defined, General help for description of the shortest way to the shortest way to the voom sequence of room ID's n, PlaceInfo#description room with a sequence of room ID's defined route=shortest sistance Rooms / venues / offices (description) [1] PlaceInfo#dregription]	#longDescriptio ies#originalld, :#originalPlaceInf :#placeInfold, :#shortDescriptio
blind:description:lg=user defined, building=toilets, deaf:description:lg=user defined, com=toilet, toilets=yes, description of toilet / toilet compartment defined defined facility daily needs compartment description [1] defined facility daily needs compartment description [1]	#longDescriptio
designated (safe) place where people can gather or must report to during an emergency or a fire drill emergency=assembly_point	
AnimalPolicy#allows0 designated area for dogs dog=designated AnimalPolicy#allows0	
designated footpaths, mainly/exclusively for pedestrians highway=footway	
PlaceInfo#accessibilit WheeIchairPlaces#co wheeIchairPlaces#ha	

Accessibility#accessibleWith.wheelch air, 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, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist

designed for wheelchair access only	wheelchair=designated					ant
actigned for wheelchair access only						une
	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,					
designed to restrict or prevent	barrier=jersey_barrier, barrier=kerb,					
movement across a boundary	barrier=chain, barrier=turnstile,					
	reception_desk=no, reception-					
deed.	desk=yes, room=information,	Mariahlan	E	Anna Andria	de els	
desk detached house	security_desk=no, security_desk=yes building=detached	Movables	Furniture	type: table	desk	StructuredAddress#house
	bunung=uetache0					StructureaAddress#nouse
device dehydrates waste into dry	tailatudispasal-day tailat					
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							
department of a me	emergency-me_alarm_box							
	changing_table=yes,							
	changing_table=no,							
	changing_table=limited,							
	changing_table:count=user defined,							
	changing_table:fee=yes,							
diaper change possible in relaxation	changing_table:fee=no, changing_table:location=room,							
room	room=relaxation		Facility daily needs	Relaxation room	diaper change			
	changing_table=yes,							
	changing_table=no,							
	changing_table=limited,							
	<pre>changing_table:count=user defined, changing_table:fee=yes,</pre>							
	changing table:fee=no,							
	changing_table:location=female_toile							
	t,							
	changing_table:location=male_toilet,							
	changing_table:location=unisex_toilet							
diaper changing table in toilet / toilet	, changing table:location=wheelchair			Toilet / toilet				
diaper changing table in toilet / toilet compartment	, changing_table:location=wheelchair_ toilet		Facility daily needs	Toilet / toilet compartment	diaper changing table			Restroom#toilet
	toilet		General help for		diaper changing table			Restroom#toilet
compartment	toilet information=board,		General help for orientation / Technical	compartment				
compartment different / uniform sign	toilet information=board, information=guidepost	sign=different, sign=uniform, sign=yes	General help for orientation / Technical			different / uniform		Restroom#signIcons
compartment different / uniform sign different forms and sizes	toilet information=board,	sign=different, sign=uniform, sign=yes	General help for orientation / Technical	compartment		different / uniform		
compartment different / uniform sign different forms and sizes different sizes and may be slightly	toilet information=board, information=guidepost step.condition=rough	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign			Restroom#signIcons Stairs#stepHeight
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical	compartment		different / uniform varying heights of stairs		Restroom#signIcons
compartment different / uniform sign different forms and sizes different sizes and may be slightly	toilet information=board, information=guidepost step.condition=rough	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signIcons Stairs#stepHeight
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signIcons Stairs#stepHeight
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signIcons Stairs#stepHeight Stairs#stepHeight Accessibliity#accessibleWith.wheeIch
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign	·		Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran ce, WheelchairParking#isLocatedIsign age, WheelchairParking#isLocatedInside, WheelchairParking#location, WheelchairParking#location, WheelchairParking#location,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign			Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibileWith.wheelch air,PlaceInfo#accessibility, WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran ce, WheelchairParking#sbedicatedSign age, WheelchairParking#sbedicatedSign age, WheelchairParking#sbedicatedSign age, WheelchairParking#sbedicatedSign t,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven display=digital	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign			Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#length, WheelchairParking#maxVehicleHeigh t, WheelchairParking#maxVehicleHeigh t,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven display=digital access=yes, access:disabled=yes,	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign			Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven display=digital access=yes, access:disabled=yes, amenity=parking, height=user	sign=different, sign=uniform, sign=yes	General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign			Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#lasDedicatedSign age, WheelchairParking#lasDedicatedSign age, WheelchairParking#location, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace,
compartment different / uniform sign different forms and sizes different sizes and may be slightly tilted	toilet information=board, information=guidepost step.condition=rough step.condition=uneven display=digital access=yes, access:disabled=yes,		General help for orientation / Technical assistance	compartment Rooms / venues / offices	sign		Accessibility#accessible	Restroom#signlcons Stairs#stepHeight Stairs#stepHeight Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits,

	height=user defined, kerb=flush, kerb=lowered, kerb=no, kerb=yes,							
	length=user defined, width=user							
dimension of curb ramp / curb cuts	defined door=yes, height=user defined,	curb_ramp=yes	Way to building	Curb ramp / curb cuts	dimension [2]			
	length=user defined, width=user							Door#width,
dimension of doorway	defined		Building characteristics	Doorways	dimension [4]			EquipmentProperties#door
	amenity=drinking_water, height=user defined, length=user defined,							
dimension of drinking fountain	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]			
			Ū					
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.wheelch air, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility
	height=user defined, highway=corridor, highway=footway, highway=path, length=user defined,							Pathways#width,
dimension of floor (pathway)	width=user defined		Building characteristics	Floor (pathway)	dimension [10]			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 roma	height=user defined, length=user defined, ramp=separate, ramp=yes, width=user defined		Change in Crowed Unight	Domo	dimension [12]			
dimension of ramp	width=user defined		Change in Ground Height	катр	dimension [12]			Door#turningSpaceInFront,
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		EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
i i	highway=steps, height=user defined,		0	,				
dimension of stairs	length=user defined, room=stairs, width=user defined		Change Elevation	Stairs	dimension [3]			Stairs#count, Stairs#stepHeight
dimension of the clear floor space on	elevator=lift, elevator=yes, height=user defined, highway=elevator, length=user defined, room=elevator, width=user defined	daar flaar spacewoo	Change Elevation	Platform lift	close floor cross [2]	dimensions [1]		Ground#turningSpace,
a platform lift	uenneu	clear_floor_space=yes	Change Elevation		clear floor space [2]	dimensions [1]		Media#turningSpaceInFront Door#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]		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

	highway=steps, height=user defined,							
dimension of undercutting of stairs in	-					undercutting in cm		
cm	width=user defined		Change Elevation	Stairs	dimension [3]	[unterschneidung]		
								Accessibility#accessibleWith.wheelch
								air, PlaceInfo#accessibility,
								Room#isAccessibleWithWheelchair,
	height=user defined, length=user							WheelchairPlaces#count,
dimension of wheelchair space	defined, wheelchair=yes, width=user	clear_floor_space=yes,		Wheelchair space			Accessibility#accessible	WheelchairPlaces#hasSpaceForAssist
(seatings)	defined	wheelchair_space=yes	Movables	(seatings)	dimension [8]		With.wheelchair == true	ant
	height=user defined, length=user							
	defined, reception_desk=no,							
	reception desk=yes,							
	room=information, security desk=no,					dimension: depth		
dimension: depth of service	security desk=yes, width=user					(should be same as		
desk/counter top	defined		Facility daily needs	Services	service desks	counter top)		
	actified		radincy daily needs	00111003		counter top/		
	height=user defined,					dimension: height (for at		
dimension: height (for at least one	reception_desk=no,					least one portion of each		
portion of each type of counter),	reception_desk=yes,					type of counter), height		
height of the counter dimension:	room=information, security desk=no,					of the counter		
surface	security desk=yes		Facility daily needs	Services	service desks	dimension: surface		
surrace	security_desk=yes		Facility daily needs	Services	Service desks	umension. surface		
	elevator=lift, elevator=yes,							
	height=user defined, length=user							
dimensions inside elevator	defined, width=user defined		Change Elevation	Flounter	dimensions inside			
dimensions inside elevator	defined, width=user defined		Change Elevation	Elevator	aimensions inside			
	amenity=bench, height=user defined,							
	length=user defined, room=benchs,							
dimensions of benches	width=user defined		Movables	Benches	dimensione (4)			
dimensions of benches			General help for	Deliches	dimensions [1]			
	height=user defined,							
dimensions of board	information=board, length=user		orientation / Technical assistance	Technology	dimensions of board			
dimensions of board	defined, width=user defined		assistance	Technology	dimensions of board			
	amenity=table, height=user defined,							
dimensions of tables	length=user defined, width=user defined		Maurillan	Tables	dimensione (2)			
dimensions of tables	defined		Movables	Tables	dimensions [2]			
	hataba waan dafta ad Janaaba waan				dimensions of the local			
disconstance of the local booting of the	height=user defined, length=user				dimensions of the level			
dimensions of the level landing at the			Channel in Crownel Uniobe	Dama	landing at the top and			
top and bottom of the ramp	width=user defined		Change in Ground Height	Naitip	bottom of the ramp			
	height=user defined, length=user				dimensions of the level			
dimensions of the level landing where					landing where the ramp			
the ramp changes direction	width=user defined		Change in Ground Height	Pamp	changes direction			
			change in Ground Height	Namp	changes un ection			
	elevator=lift, elevator=yes,							
dimensions outside the elevator	height=user defined, length=user defined, width=user defined		Change Elevation	Elevator	dimensions outside			
uniensions outside the elevator	uenneu, wiutn=user defined		Change Elevation General help for	LIEVALUI	unitensions outside			
			orientation / Technical					PlaceInfo#category,
dining room	room=dining		assistance	Rooms / venues / offices	type [15]	food: dining areas		StructuredAddress#room
-	loom-uning		assistance	Rooms / venues / onices	type [10]	roou, unning dreds		5ti uctui euAuui ess#100111
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							
ing ite from this war us	ingriculteetion=iv							

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=backward, directio=down, direftion=forward, direction=up, elevator=lift, elevator=yes, level=user						
direction of elevator	defined		Change Elevation	Elevator	direction [1]		
the strengt of stations life	direction=backward, direction=down, direction=forward, direction=up, elevator=lift, elevator=yes, level=user		Change Flouring	Distance life	dispeties [0]		
direction of platform lift	defined		Change Elevation	Platform lift	direction [2]		
	direction=backward, direction=down, direction=forward, direction=up, escalator=no, escalator=parallel, escalator=yes, incline=up,						
direction of travel of escalators	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]		
uncerton of traver of hoor (pathway)	ingiway-path		building characteristics		uncetion of traver [5]		
discution of the set	direction=backward, direction=down, direction=forward, direction=up, highway=steps, incline=down,		Change Flourities	Sheire	discontinue of Associate (41)		
direction of travel of stairs	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	
			General help for				
dine states at the	information and descent	stan alteration stars and	orientation / Technical	Ci	ture [2]	discription of the	
direction sign	information=guidepost	sign=direction, sign=yes	assistance	Signage	type [2]	direction sign	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	
	and guidepost	sign an eetion, sign-priorie, sign-yes	a dancy dury needs	r abhe telephone	0.0.0 [2]	an estion to prone	
direction sign to tty	information=guidepost	sign=direction, sign=tty, sign=yes	Facility daily needs	Public telephone	signs [2]	direction to tty	
	direction=backward, direction=down, direction=forward, direction=up, escalator=no, escalator=parallel,			·	directions to adjacent		
directions to adjacent escalator(s)	escalator=yes		Change Elevation	Escalators	escalator(s)		
disconnector is capable to open circuits when a negligible current have to be broken	switch=disconnector						
	building=toilety,						
	handwashing:hand_disinfectant=yes,			Toilet / toilet			
compartment	room=toilet, toilets=yes		Facility daily needs	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)		Wheel chair Places # count, Wheel chair Places # has Space For Assist ant

dispersed location of wheelchair		clear_floor_space=yes,				to allow location choices		
spaces (seatings) allow location		line_of_sight=equivalent,				and viewing angles		WheelchairPlaces#count,
choices and viewing angles equivalent	t	location=dispersed,		Wheelchair space		equivalent to other		WheelchairPlaces#hasSpaceForAssist
to other seating		wheelchair_spaces=yes	Movables	(seatings)	location (dispersed)	seating		ant
	access=yes, elevator=yes,					distance from barrier-		
distance from barrier-free access to	highway=elevator, lenght=user					free access to the		
the elevator in m	defined, room=elevator		Building characteristics	Doorways	distance	elevator in m		PlaceInfo#accessibility
	handrail=both, handrail=center,							
	handrail=left handrail=multiple,							
	handrail=no, handrail=none,							
	handrail=rigth, handrail=yes,							
	handrail:center=no,							
	handrail:center=yes, handrail:left=no							
	handrail:left=yes, handrail:right=no,	,						
distance from handrail to adjacent	handrail:right=yes, length=user					distance to adjacent		
components in cm	defined		Change Elevation	Stairs	handrail [3]	components in cm		Stairs#hasHandRail
components in cm	defined		Change Lievation	Stalls	nanuran (5)	components in cm		Stalls#HashalluRall
	amenity=parking,							
	amenity=parking_space,							WheelchairParking#distanceToEntran
	disabled=user defined,							
	disabled_space=user defined,							ce, WheelchairParking#length,
distance from wheelchair parking	entrance=yes, length=user defined,							WheelchairParking#location,
space to entrance	parking_space=disabled							WheelchairParking#width
								Accessibility#accessibleWith.wheelch
								air, PlaceInfo#accessibility,
								WheelchairParking#distanceToEntran
	access=yes, access:disabled=yes,							ce, WheelchairParking#length,
distance to closest accessible	door=yes, entrance=secondary,				distance to closest		Accessibility#accessible	WheelchairParking#location,
entrance	length=user defined, wheelchair=yes		Way to building	Accessible parking	accessible entrance		With.wheelchair == true	WheelchairParking#width
distance to doorway	door=yes, length=user defined		Building characteristics	Doorways	distance			EquipmentProperties#door
	door=yes, entrance=secondary,							
distance to entrance	length=user defined		Way to building	Way to public transport	distance to entrance			
				Toilet / toilet		distance to front of		
distance to front of water closet	length=user defined	water_closet=yes	Facility daily needs	compartment	toilet paper dispenser	water closet		Restroom#toilet
				Toilet / toilet		distance to wall or		
distance to wall or partition	length=user defined, wall=yes		Facility daily needs	compartment	water closet	partition		
district heating as heat source	heating=district_heating							
			General help for					
		audibility=bad,	orientation / Technical					
disturbed audibility		inteference_source=considerable	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							
	dog=designated, dog=leashed,							
dogs need a muzzle	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 door handle height	height=user defined	door:handle=yes door:handle=yes	Building characteristics Building characteristics		handle	height [6]		EquipmentProperties#door 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		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		type [3]	double door system	EquipmentProperties#door, EquipmentProperties#hasDoorsInBot hDirections
door has 2 wings	door.wings=2		building characteristics	Doorways	where does the door	double door system	Indirections
door in a building	building=yes, door=yes		Building characteristics	Doorways	lead to (venues connected)	building	EquipmentProperties#door
door itself is removed - entrance is							Entrance#door,
hole in the wall	door=no						EquipmentProperties#door
	door=yes, lockable=no,						
door lock	lockable=unknown, lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock		EquipmentProperties#door
door lock exists	door=yes, lockable=yes door=yes, height=user defined,	door:lock=yes	Building characteristics	Doorways	door lock	existence [4]	EquipmentProperties#door
door lock height	lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock	height [7]	EquipmentProperties#door
, i i i i i i i i i i i i i i i i i i i		door:lock=user defined,	U			0 (1)	
door lock type	door=yes, lockable=yes	door:lock=yes	Building characteristics	Doorways	door lock	type	EquipmentProperties#door EquipmentProperties#door, EquipmentProperties#hasDoorsInBot
door opens in either way door opens to pressure on the floor in	door:opening=both						hDirections Door#isAutomaticOrAlwaysOpen,
front of the door	automatic door=floor						EquipmentProperties#door
door opens when a sensor detects							Door#isAutomaticOrAlwaysOpen,
motion in front of the door door properties	automatic_door=motion door=yes						EquipmentProperties#door 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		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

incline door threshold slope incline door to a garage entran door to a private house, home or apartment entran	ne=user defined,	threshold=door threshold=door	Building characteristics Building characteristics		door threshold	height [8]		EquipmentProperties#door Entrance#slopeAngle, EquipmentProperties#door, Ground#slopeAngle,
door threshold slope incline door to a garage entran door to a private house, home or apartment	ne:across=user defined	threshold=door	Building characteristics					EquipmentProperties#door, Ground#slopeAngle,
door threshold slope incline door to a garage entran door to a private house, home or apartment	ne:across=user defined	threshold=door	Building characteristics					Pathways#maxLateralSlope,
door to a garage entran door to a private house, home or apartment entran			Dunuing characteristics	Doorways	door threshold	slope		Pathways#maxLongitudinalSlope
door to a private house, home or apartment entran	ance=garage			Doorways		siope		Entrance#door,
apartment entran								EquipmentProperties#door
								Entrance#door,
door to staircase entrar	ance=home							EquipmentProperties#door
	ance=staircase		Building characteristics	Doorways	access via staircase			Entrance#door, Entrance#stairs, EquipmentProperties#door
	ss=yes, access:disabled=yes, bell=yes, wheelchair=yes		Building characteristics	Doorways	doorbell / accessible doorbell			Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
doors in both directions door=	=ves							EquipmentProperties#hasDoorsInBot hDirections
access door=v rampE	yes, ss=yes, access:disabled=yes, =yes, ramp=yes, Disability=yes, Disability=yes,							Accessibility#accessibleWith.wheelch air, EquipmentProperties#door,
	elchair=yes		Building characteristics	Doorways	access via ramp		With.wheelchair == true	
	ss=yes, access:disabled=yes,		J		can be used			
doorway can be used independently door=	=yes, wheelchair=yes		Building characteristics	Doorways	independently			EquipmentProperties#door
access access doorway is accessible, highly usable risk=hi	ss=no, access=yes, ss:disabled=bad, ss:disabled=yes, door=yes, high, usability=yes, elchair=yes		Building characteristics	Doorways	accessibility [1]	highly usable and safe to use, cause of risk		Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
	=yes, wheelchair=yes		Building characteristics		accessibility [1]		Accessibility#accessible	Accessibility#accessibleWith.wheelch air, EquipmentProperties#door, PlaceInfo#accessibility
handra handra handra handra	=yes, handrail=both, Irail=center, handrail=left Irail=multiple, handrail=rigth, Irail=yes, handrail:center=no, Irail:center=yes, handrail:left=no, Irail:left=yes, handrail:right=no,							
doorway with handrail handra	Irail:right=yes		Building characteristics	Doorways	handrail [1]			EquipmentProperties#door
doorways are cause of risk door=	=yes, risk=high		Building characteristics	Doorways	cause of risk			EquipmentProperties#door
0001-0000000000000000000000000000000000								
	=yes, surface=carpet		Building characteristics	Doorways	carpets/mats			EquipmentProperties#door
doorways with carpets / mats door=	=yes, surface=carpet ne=down		Building characteristics	Doorways	carpets/mats			EquipmentProperties#door

dressmaker is a person who makes

custom clothing for women, such as

dresses, blouses, and evening gowns craft=dressmaker

drinking fountain spout outlet max	amenity=drinking_water, fountain=bubbler, fountain=butble_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=stone block, fountain=toret		Facility daily needs	Drinking fountain	spout outlet	max protruding into the circulation path	
producing into the circulation path	Touritain-stone_block, rountain-toret		ruenty unity needs	Drinking rountain	spouroutier		
drinking water in toilet / toilet	amenity=drinking_water, amenity=toilets, building=toilets, room=toilet, toilets=yes		Facility daily needs	Toilet / toilet compartment	drinking water		Restroom#toilet
drive-through gate used in rural areas to provide a barrier to livestock that	amenity=drinking_water						AnimalPolicy#suppliesWaterForPets
does not require the driver to exit the							
drive-through way where customers can visit a business without leaving	barrier=bump_gate						
	service=drive-through						
	surface=salt						C 1 1 1 1 1 1
drying room	room=drying						StructuredAddress#room
duration is 2 hours and 3 minutes	duration=02:03						
	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: force	
ease of operation of the facet: no tight grasping, pinching, or twisting of	usability=yes	grasping=accessible, grasping=tight, pinching=no, pinching=yes, wrist_twisting=no, wrist_twisting=yes		Toilet / toilet	lavatories	ease of operation of the facet: no tight grasping, pinching, or twisting of the wrist	
	fountain=bubbler, fountain=bubbler, fountain=butble_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad, fountain=store_block, fountain=toret, usability=yes		Facility daily needs	Drinking fountain	ease of use		

	fountain=bubbler,						
	fountain=bottle_refill,						
	fountain=drinking,						
	fountain=drinking_fountain,						
	fountain=mist, fountain=nasone,						
	fountain=nozzle,						
	fountain=roman_wolf,						
ease of use of drinking fountain: no	fountain=splash_pad,	grasping=accessible, grasping=tight,				no tight grasping,	
tight grasping, pinching, twisting of	fountain=stone_block,	pinching=no, pinching=yes,				pinching, twisting of the	
the wrist	fountain=toret, usability=yes	wrist_twisting=no, wrist_twisting=yes	Facility daily needs	Drinking fountain	ease of use	wrist	
		flush control=accessible,					
ease of use of the flush control: no		grasping=accessible, grasping=tight,				ease of use: no tight	
tight grasping, pinching, or twisting of		pinching=no, pinching=yes,		Toilet / toilet		grasping, pinching or	
the wrist	toilets:disposal=flush, usability=yes	wrist twisting=no, wrist twisting=yes	Facility daily needs	compartment	flush control	twisting of the wrist [2]	
	toilets:hands drying=electric hand d						
	ryer,						
ease of use of the hand dryers: no	toilets:hands_drying=paper_towel,	grasping=accessible, grasping=tight,				ease of use: no tight	
tight grasping, pinching, or twisting of	toilets:hands_drying=towel,	pinching=no, pinching=yes,		Toilet / toilet		grasping, pinching or	
the wrist	usability=yes	wrist_twisting=no, wrist_twisting=yes	Facility daily needs	compartment	hand dryers	twisting of the wrist [1]	
	toilets:hands_drying=electric_hand_d						
	ryer,						
	toilets:hands_drying=paper_towel,						
ease of use, force required to activate				Toilet / toilet		ease of use: force	
hand dryers	usability=no	force=needed	Facility daily needs	compartment	hand dryers	required to activate	
	fountain=bubbler,						
	fountain=bottle_refill,						
	fountain=drinking,						
	fountain=drinking_fountain,						
	fountain=mist, fountain=nasone,						
	fountain=nozzle,						
	fountain=roman_wolf,						
ease of use, force required to use	fountain=splash_pad, fountain=stone block,						
drinking fountain	fountain=toret, usability=no	force=needed	Facility daily needs	Drinking fountain	ease of use	force	
ease of use, force required to use	Touritain=toret, usability=no	flush control=accessible,	Facility daily needs	Toilet / toilet	ease of use	Torce	
flush control	toilets:disposal=flush, usability=no	force=needed	Facility daily needs	compartment	flush control	ease of use: force	Restroom#toilet
indsir control	tonets.disposal=nush, usability=no	loice-needed	Facility daily needs	compartment	nusir control	ease of use, force to	Door#isEasyToHoldOpen,
ease of use, force to open the door	door=yes, usability=no	force=needed	Building characteristics	Doorways	weight	open	EquipmentProperties#door
			Banang characteristics	500111045	in eight	open	Equipment roper desiration
	door:handle=knob,						
	door:handle=crash_bar,						
ease of use, pressure, force needed	door:handle=ring, door:handle=lever,					ease of use, pressure,	
to operate the door handle	door:handle=hole, usability=no	force=needed	Building characteristics	Doorways	handle	force [1]	EquipmentProperties#door
ease of use, pressure, force needed						ease of use, pressure,	
to operate the door lock	door=yes, lockable=yes, usability=no	force=needed	Building characteristics	Doorways	door lock	force [2]	EquipmentProperties#door
	door:handle=knob,						
	door:handle=crash_bar,						
	door:handle=ring, door:handle=lever,						
easy to find / difficult to find / not	door:handle=hole, usability=no,		B. H. P. J. L. L. L. L. L. L. L.	2	1	easy to find / difficult to	
available	usability=yes		Building characteristics	Doorways	handle	find / not available	Fourier ont Bron or the His Fourier (Table 1
easy to understand		understandable=yes					EquipmentProperties#isEasyToUnders tand
edit page url	url=user defined	anderstandable=yes					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					
	audibility=bad,	General help for				
electrically amplified audibility is	audibility=electrical_amplified,	orientation / Technical			electrically amplified:	
good/bad	audibility=good, audibility=medium	assistance	Technology	audibility	good/bad	
electronic purses are accepted only at						
certain times	payment:electronis_purses=interval					
electronic purses are is accepted	payment:electronic_purses=yes					
olostropio pursos pro est escert	noumentielestropie nurse-ne					
electronic purses are not accepted	payment:electronic_purses=no					
	highway=elevator, room=elevator,					
alouator (or lift) is used to travel						
elevator (or lift) is used to travel vertically	elevator=yes, elevator=lift, elevator=wheelchair	Change Elevation	Elevator	direction [1]	vertical [1]	
elevator (or lift) is used to travel	elevator=wrieelchair	Change Elevation	Elevator	direction [1]	Vertical [1]	
vertically, location is unknown	elevator=yes					
vertically, location is unknown	elevator – yes					
	button operated=only,					
elevator / lift call button (outside /	button_operated=yes, elevator=yes,					
exterior operating elements): axial	height=user defined,			exterior operating	lift call button (outside):	EquipmentProperties#heightOfContro
height in cm	highway=elevator, room=elevator	Change Elevation	Elevator	elements	axial height in cm	ls
	button operated=only,					
	button_operated=yes, elevator=yes,					
elevator / lift call button (outside /	height=user defined,				lift call button (outside):	
exterior operating elements): call	o					
button at least 50 cm away from the	highway=elevator. length=user				call button at least 50 cm	
	highway=elevator, length=user defined. room=elevator. width=user			exterior operating		
	highway=elevator, length=user defined, room=elevator, width=user defined	Change Elevation	Elevator	exterior operating elements	away from the next	
next room corner: yes/no	defined, room=elevator, width=user	Change Elevation	Elevator	exterior operating elements		
	defined, room=elevator, width=user	Change Elevation	Elevator		away from the next	
	defined, room=elevator, width=user defined	Change Elevation	Elevator		away from the next	
	defined, room=elevator, width=user defined button_operated=only,	Change Elevation	Elevator		away from the next	
next room corner: yes/no	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes,	Change Elevation	Elevator	elements	away from the next room corner: yes/no	
next room corner: yes/no elevator / lift call button (outside /	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator,			elements exterior operating	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside /	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator,			elements exterior operating	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside /	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right			elements exterior operating	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside /	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only,			elements exterior operating	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=yes, elevator=yes,	Change Elevation	Elevator	elements exterior operating elements	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator	elements exterior operating elements	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator,	Change Elevation	Elevator Elevator	elements exterior operating elements call buttons	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator,	Change Elevation	Elevator Elevator	elements exterior operating elements call buttons	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=only, button_operated=ves, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator, room=elevator	Change Elevation	Elevator Elevator	elements exterior operating elements call buttons	away from the next room corner: yes/no lift call button (outside):	EquipmentProperties#door
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons elevator design	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=ves, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator, room=elevator door=yes, elevator=yes,	Change Elevation Change Elevation Change Elevation	Elevator Elevator Elevator	elements exterior operating elements call buttons design	away from the next room corner: yes/no lift call button (outside):	EquipmentProperties#door EquipmentProperties#door,
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons elevator design	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=ves, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator, room=elevator door=yes, elevator=yes,	Change Elevation Change Elevation Change Elevation	Elevator Elevator Elevator	elements exterior operating elements call buttons design	away from the next room corner: yes/no lift call button (outside):	
next room corner: yes/no elevator / lift call button (outside / exterior operating elements): side elevator call buttons elevator design	defined, room=elevator, width=user defined button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator, side=both, side=left, side=right button_operated=only, button_operated=only, button_operated=yes, elevator=yes, highway=elevator, room=elevator elevator=yes, highway=elevator, room=elevator door=yes, elevator=yes, highway=elevator, room=elevator	Change Elevation Change Elevation Change Elevation	Elevator Elevator Elevator	elements exterior operating elements call buttons design	away from the next room corner: yes/no lift call button (outside):	EquipmentProperties#door,

	automatic door=motion, door=yes,						
elevator door opens when a sensor	elevator=yes, highway=elevator,						Door#isAutomaticOrAlwaysOpen,
detects motion in front of the door	room=elevator		Change Elevation	Elevator	sensor light barrier		EquipmentProperties#door
	door=folding, door=hinged,						
	door=loadingdock, door=no,						
	door=overhead, door=revolving,						
	door=sliding, door=trapdoor,						
	door=yes, elevator=yes,						
elevator door type	highway=elevator, room=elevator		Change Elevation	Elevator	door type		EquipmentProperties#door
	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,				exterior operating		
elevator exterior operating elements			Change Elevation	Elevator	elements		
elevator exterior operating elements							
visual floor detection in front of lift:	automatic_door=floor, elevator=yes,				exterior operating	visual floor detection in	
yes/no	highway=elevator, room=elevator		Change Elevation	Elevator	elements	front of lift: yes/no	
	display=digital, elevator=yes,						
elevator floor display	highway=elevator, room=elevator	display=elevator_floor_display	Change Elevation	Elevator	floor number sign	elevator floor display	
	elevator=yes, highway=elevator,		onunge zieradon	Lievator	noor number sign		
elevator floor number sign	room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign		
	elevator=yes, highway=elevator,						
elevator floor number sign exists	room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	existence [9]	
	elevator=yes, highway=elevator,						
	room=elevator,						
	tactile_writing:embossed_printed_let						
raised text	ters:lg=yes	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	raised text [2]	EquipmentProperties#hasRaisedTex
	alayatar-yas highway-alayatar						
	elevator=yes, highway=elevator, room=elevator,						
	tactile_writing:braille:lg=yes,						
	tactile_writing:computer_braille=yes,						
	tactile_writing:embossed_printed_let						
	ters:lg=yes,						
	tactile_writing:engraved_printed_lett	t					
	ers:lg=yes,						
elevator floor number sign: tactile	tactile_writing:fakoo:lg=yes,						
star	tactile_writing:moon:lg=yes	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	tactile star	
	elevator=yes, highway=elevator,						
elevator function	room=elevator	elevator=functioning	Change Elevation	Elevator	function		
elevator functions: yes / out of	elevator=yes, highway=elevator,	elevator=functioning,	Change Eleventia	Clauster,	function		
service	room=elevator	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=yes, highway=elevator,	recenter-yes	change Lievation	21010101	acaign		
elevator has one door	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, 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	—		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		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	

	access=yes, access:disabled=yes,							
	control=automatic;remote,							
	control=buttons, control=manual, control=manual;local,							
	control=manual;iocal, control=manual locked,							
	control=manual;remote,							
	control=remote,							
	control=remote electric,							
	control=spring, elevator=lift,							
elevator in-car controls/equipment	elevator=wheelchair, elevator=yes,				in-car controls /		Accessibility#accessible	Accessibility#accessibleWith.wheelch
are accessible	highway=elevator, room=elevator		Change Elevation	Elevator	equipment	accessibility	With.wheelchair == true	air, PlaceInfo#accessibility
							A	
elevator is wheelchair accessible	wheelchair=yes, elevator=wheelchair		Change Elevation	Elevator	accessibility [2]	wheelchair accessible [1]		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
			onange zievadon					
	door=yes, door:opening=both,							
	door:opening=inside,							
	door:opening=outside, elevator=yes, entrance=secondary,							
elevator side door open (if more than						side door open (if more		Entrance#door,
1 door)	side=both, side=left, side=right		Change Elevation	Elevator	door	than 1 door)		EquipmentProperties#door
and the second	door=sliding, elevator=yes,				1	19 B.		
elevator sliding door	highway=elevator, room=elevator		Change Elevation	Elevator	door type	sliding		EquipmentProperties#door
elevator with handle on at least 1	handrail=center, handrail=left handrail=multiple, handrail=rigth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, handrail:right=yeshighway=elevator,				in-car controls /	handle on at least 1 side:		
side: yes/no	room=elevator		Change Elevation	Elevator	equipment	yes/no		
								EquipmentProperties#door,
elevator with mirror opposite the	elevator=yes, highway=elevator,				mirror (opposite the			Mirror#heightFromGround,
door	material=mirror, room=elevator		Change Elevation	Elevator	door)			Mirror#isAccessibleWhileSeated
email address	email=user defined							PlaceInfo#emailAddress
emergency access road	emergency=designated							
emergency button in the Toilet /	amenity=toilets, building=toilets,			Toilet / toilet				
toilet compartment	room=toilet, toilets=yes	emergency=button	Facility daily needs	compartment	emergency call	emergency button		Restroom#toilet
emergency call board in the elevator:	elevator=yes, highway=elevator, room=elevator, tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_let ters:lg=yes, tactile_writing:engraved_printed_lett ers:lg=yes, tactile writing:fakoo:lg=yes,	emergency_call_board=no, emergency_call_board=tactile_detect			in-car controls /	emergency call board in the elevator: yes / no /		
yes / no / tactile detectable		abel, emergency_call_board=yes	Change Elevation	Elevator	equipment	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#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#toilet
	amenity=toilets, building=toilets,						Accessibility#accessible	
emergency call in the toilet / toilet compartment is accessible from the	height=user defined, length=user defined, room=toilet, toilets=yes,	emergency_call=no,		Toilet / toilet		accessible from the WC		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility,
WC sitting: yes / no	width=user defined	emergency_call=yes	Facility daily needs	compartment	emergency call	sitting: yes / no	With.wheelchair == true	Restroom#toilet
emergency call in toilet / toilet	amenity=toilets, building=toilets,	emergency_call=no,		Toilet / toilet				
compartment	room=toilet, toilets=yes	emergency_call=yes	Facility daily needs	compartment	emergency call type of entrance/exit			Restroom#toilet
emergency exit	exit=emergency		Building characteristics	Doorways	door	emergency exit		Entrance#door
emergency light in toilet / toilet	amenity=toilets, building=toilets, light:category=emergency,			Toilet / toilet				
compartment	room=toilet, toilets=yes		Facility daily needs	compartment	emergency light			Restroom#toilet
Emergency telephone	emergency=phone							EquipmentProperties#servicePhoneN umber
	0		General help for orientation / Technical					
emergency/alarm boxes enclosure	emergency=fire_alarm_box room=enclosure		assistance	Technology	controls	emergency/alarm boxes		
	door=yes, elevator=lift, elevator=yes,							
end door of platform lift engine shed	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					material of the entrance	visual contract to wall:		Entrance#door,
contrast to wall	door=yes, entrance=yes, indoor=no	high_contrats=no	Building characteristics	Doorways	door	outside		EquipmentProperties#isHighContrast
	entrance=yes, highway=access_ramp,							
entrance has fixed ramp	ramp=yes entrance=yes, removable=yes,	ramp=permanent						Entrance#hasFixedRamp
entrance has removable ramp	ramp=yes							Entrance#hasRemovableRamp
entrance leads directly in the elevator	elevator=entrance							Entrance#door
			General help for orientation / Technical					
entrance number	entrance=yes, ref=user defined		assistance	Plan	entrance number			
entrance of a building	antranaa-vac		Duilding characteristics	Deerwows	type of entrance/exit	optroppo		Entrancollideor
entrance of a building	entrance=yes		Building characteristics General building	Doorways	door	entrance		Entrance#door
entrance of building	entrance=yes		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°,						Entrance#slopeAngle,
entrance slope angle	incline=10%, incline=user defined						Ground#slopeAngle
entry control point building	building=gatehouse						
equipment category		equipment=user defined					EquipmentProperties#category
		and the second second second second second					
		equipment:condition=excellent,					
		equipment:condition=good,					
equipment is working		equipment:condition=intermediate					EquipmentProperties#isWorking
escalator / moving walkway with	conveying=yes, escalator=yes,		Change Elevetion	Constations			
unspecified direction	escalator=parallel		Change Elevation	Escalators	existence [9]		
	conveying=backward,						
	conveying=forward,						
	conveying=reversible, conveying=yes,						
	escalator=parallel, escalator=yes,						
	handrail=both, handrail=center,						
	handrail=left handrail=multiple,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no						
	handrail:left=yes, handrail:right=no,						
escalator handrail location	handrail:right=yes		Change Elevation	Escalators	handrail location		
	conveying=backward,						
	conveying=forward,						
	conveying=reversible, conveying=yes,						
escalator lanes	escalator=parallel, escalator=yes		Change Elevation	Escalators	lanes		
	conveying=backward,						
	conveying=forward,						
	conveying=reversible, conveying=yes,						
	escalator=parallel, escalator=yes,			E. J. L.	1	111 [40]	
escalator width	width=user defined		Change Elevation	Escalators	dimension [7]	width [10]	
	entrance=emergency,		B. H. H. H. H. H. H. H. H.				EquipmentProperties#alternativeRout
escape routes	exit=emergency		Building characteristics	Floor (pathway)	escape routes		eInstructions
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,
estimated interpolation way	addr:inclusion=estimate	StructuredAddress#text
euro key does not fit	euro_key=no	Door#needsEuroKey
eurokey opens door	centralkey=eurokey	Door#needsEuroKey
		StructuredAddress#building,
		StructuredAddress#city,
		StructuredAddress#countryCode,
		StructuredAddress#county,
		StructuredAddress#district,
		StructuredAddress#house,
		StructuredAddress#level,
		StructuredAddress#postalCode,
		StructuredAddress#regions,
		StructuredAddress#room,
		StructuredAddress#state,
		StructuredAddress#stateCode,
even numbers are used to interpo	ate	StructuredAddress#street,
the house numbers	addr:interpolation=even	StructuredAddress#text
	incline=0°, incline=0%,	
	incline:across=0°, incline:across=0%,	
	surface=user defined,	
even pavement	tracktype=grade1	Ground#evenPavement
		PlaceInfo#eventId,
event ld	ID=user defined	PlaceInfo#originalId
		StructuredAddress#building,
		StructuredAddress#city,
		StructuredAddress#countryCode,
		StructuredAddress#county,
		StructuredAddress#district,
		StructuredAddress#house,
		StructuredAddress#level,
		StructuredAddress#postalCode,
		StructuredAddress#regions,
		StructuredAddress#room,
		StructuredAddress#state,
		StructuredAddress#stateCode,
every 3rd number is used to		StructuredAddress#street,Structured
Successful and the second second second		A diduct of the set

Address#text

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#countryCode, StructuredAddress#countryCode, StructuredAddress#district, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#lootalCode, StructuredAddress#room, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#street, StructuredAddress#street,
existence / too many / not enough		sign=not_enough, sign=too_many,	General help for orientation / Technical		existence / too many /			Restroom#signIcons, WheelchairParking#hasDedicatedSign
signage		sign=yes	assistance	Signage	not enough			age
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#accessible	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairParking#hasDedicatedSign age, 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	incol_builds for	Building characteristics		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 extension cable is needed for the		board_type=whiteboard	General help for orientation / Technical assistance General help for orientation / Technical	Technology	whiteboard	existence [7]		
sockets	socket: <type>=yes</type>	extension_cable=needed	assistance	Rooms / venues / offices	sockets	extension cable needed		
exterior accessible route exists	highway=access_ramp	route=accessible	Way to building	Exterior accessible route			Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#alternativeRout eInstructions
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]	With.wheelchair == true,	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, Pathways#maxLateralSlope
exterior accessible route is a running slope	highway=access_ramp, incline=down, incline=up, incline=usr defined	route=accessible	Way to building	Exterior accessible route	slope [4]	running slope [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air
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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Ground#sidewalkConditions

	height=user defined,							
exterior accessible route with passing	highway=access_ramp, length=user						Accessibility#accessible	Accessibility#accessibleWith.wheelch
space	defined, width=user defined	clear_floor_space=yes	Way to building	Exterior accessible route	passing space [1]		With.wheelchair == true	air, Pathways#widthAtObstacles
	control=automatic;remote,							
	control=remote,							
	control=remote_electric,							
	highway=steps, room=stairs,							
externally operated stair lift	stairs=yes	stair_lift=yes	Change Elevation	Stairs	stair lift	externally operated		
facilities with lockers	facilities=lockers							
								Restroom#hasShower,
								Restroom#shower,
								Shower#hasErgonomicHandle,
								Shower#hasShowerSeat,
								Shower#hasSupportRails,
								Shower#isLevel,
								Shower#showerSeatIsFolding,
								Shower#showerSeatIsRemovable,
								Shower#step,
								Shower#supportRailsAreAboveAndB
								owControls,
facilities with showers	facilities=showers							Shower#supportRailsHeight
								Restroom#washBasin,
								WashBasin#accessibleWithWheelch
								r, WashBasin#height,
								WashBasin#isLocatedInsideRestroom
								WashBasin#spaceBelowDepth,
facilities with washbasin	facilities=washbasin							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	man_made=footwear_decontaminat	i						
for hikers	on							
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	5							
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	tactile_writing:fakoo:lg=yes,							
letters, the letters are in fakoo	tactile_writing:fakoo:lg=no							
family-friendly toilets	toilets_access=family						Restroom#toilet	
farmhouse is the main building of a								
farm	building=farm							

eature is a dealer which sells new		
roducts (usually new motor vehicles)	service=dealer	
eature is located on the roof of a		
uilding	location=roof, location=rooftop	WheelchairParking#location
eature is on the surface of the		
round	location=surface	WheelchairParking#location
eature is under ground, not visible		
n the surfacefeature is under		
round, not visible on the surface	location=underground	WheelchairParking#location
eature opened or the construction of		EquipmentProperties#plannedCompl
he feature finished at 31/03/2010	start_date=2010-03-31	etionDate
		EquipmentProperties#isIndoors,
eature substantially located inside a		WheelchairParking#isLocatedInside,
ouilding	location=indoor	WheelchairParking#location
eature substantially located outside	location=outdoor	WheelchairParking#location
eature such as a pipeline or cable is		
over ground, located close to the		
urface, not allowing a person or		
ehicle to pass underneath	location=overground	
eature that is predominantly paved	surface=paved	WheelchairParking#location
eatures below the surface of water	location=underwater	
eatures over ground, located at a		
eight allowing persons or vehicles to		WheelchairParking#maxVehicleHeigh
ass underneath	location=overhead	t
		Payment#acceptsBills,
		Payment#acceptsCoins,
		Payment#acceptsCreditCards,
		Payment#acceptsDebitCards,
		Payment#acceptsPaymentByMobile
		hone,
		Payment#hasPortablePaymentSyste
		m,
		WheelchairParking#paymentBySpace
		wheelenant arking#paymentDySpace

fee is usually charged	fee=yes						WheelchairParking#paymentByZone, WheelchairParking#paymentByZone
	door=yes, elevator=yes, height=user defined, highway=elevator,					in front of doors / in	
field of attention in front of doors / i	n highway=steps, length=user defined,					front of stairs / in front	
front of stairs / in front of elevators /	room=elevator, room=stairs,					of elevators / not	
not available	stairs=yes, width=user defined	attention_field=yes	Building characteristics	Floor (pathway)	fields of attention	available	EquipmentProperties#door

figurative sculpture of people, animals or gods in a durable material artwork_type=statue fill up for free anyone's reusable bottle drinking_water:refill=yes AnimalPolicy#suppliesWaterForPets

fire alarm systems with audible								
signals	emergency=siren		Security	Fire alarm systems	audible signals			
	light:category=emergency,							
fire alarm systems with flashing lights	light:flash=pattern,							
signals	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							
	highway=access_ramp,							
	smoothness=excellent,							
firm condition of the exterior	smoothness=good,						Accessibility#accessible	Accessibility#accessibleWith.wheelch
accessible route	smoothness=intermediate	route=accessible	Way to building	Exterior accessible route	condition [1]	firm [1]		air, Ground#sidewalkConditions
			tray to ballang		condition [2]	[2]		
	smoothness=eycellent							
	smoothness=excellent,							
firm condition of the floor	smoothness=good,		Building characteristics	Floor (pathway)	condition [2]	firm [2]		Ground#sidewalkConditions
firm condition of the floor	smoothness=good, smoothness=intermediate		Building characteristics	Floor (pathway)	condition [2]	firm [2]		Ground#sidewalkConditions
	smoothness=good, smoothness=intermediate emergency=first_aid_kit,					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room	smoothness=good, smoothness=intermediate		Building characteristics Facility daily needs	Floor (pathway) Relaxation room	condition [2] first aid kit	firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room	smoothness=good, smoothness=intermediate emergency=first_aid_kit,					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing the main entrance	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance					firm [2]		Ground#sidewalkConditions
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch air,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith.
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibleWith, Room#isAccessibleWithWheelchair,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center					firm [2]		StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center	clear_floor_space=yes,				firm [2]	With.wheelchair == true,	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center	clear_floor_space=yes, location=dispersed,				firm [2]	With.wheelchair == true, Accessibility#partiallyAcc	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness			Relaxation room		firm [2]	With.wheelchair == true, Accessibility#partiallyAcc	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness	location=dispersed,	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#count,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness	location=dispersed,	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#count,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness	location=dispersed,	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#acspaceForAssist ant
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness wheelchair=limited, wheelchair=yes	location=dispersed,	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#count, WheelchairPlaces#acspaceForAssist ant Accessibility#accessibleWith.wheelch
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness wheelchair=limited, wheelchair=yes amenity=bench,	location=dispersed,	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessible	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant Accessibility#accessibleWith.wheelch air,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness wheelchair=limited, wheelchair=yes amenity=bench, indoor_seating=bar_table, indoor_seating=yes,	location=dispersed, wheelchair_spaces=yes	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessible With.wheelchair == false,	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#count, WheelchairPlaces#sount, WheelchairPlaces#sount, WheelchairPlaces#basSpaceForAssist ant Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility,
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness wheelchair=limited, wheelchair=yes amenity=bench, indoor_seating=bar_table,	location=dispersed, wheelchair_spaces=yes	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessible With.wheelchair == false,	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairParking#location, WheelchairPlaces#count, WheelchairPlaces#count, WheelchairPlaces#basSpaceForAssist ant Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith.
first aid kit in relaxation room first room of a building after passing the main entrance fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise fitness room	smoothness=good, smoothness=intermediate emergency=first_aid_kit, room=relaxation room=entrance leisure=fitness_center room=fitness wheelchair=limited, wheelchair=yes amenity=bench, indoor_seating=yes, room=benches, seats=user defined,	location=dispersed, wheelchair_spaces=yes	Facility daily needs	Relaxation room	first aid kit		With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair == true Accessibility#accessible With.wheelchair == false, Accessibility#partiallyAcc	StructuredAddress#room Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#count, WheelchairPlaces#basSpaceForAssist ant Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, PlaceInfo#accessibleWith, Wheelchair, PlaceInfo#accessibleWith, Wheelchair, PlaceInfo#accessiblity, Wheelchair, PlaceInfo#accessibleWith.

a	amenity=table,					6	
fixed 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 stone on facturate and pe	aths highway-stops						StairstistanUaight
flights of steps on footways and pa flint cobbled wall	wall=flint						Stairs#stepHeight
Thirt cobbled wall	wall-lillt						
floating ring to throw out to some	one						
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=I-						
	shaped, building:form=L-shaped,						
	building:form=multi-projected,						
	building:form=other,						
	building:form=rectangular,						
	building:form=T-shaped,						
	highway=corridor, highway=footway						Pathways#width,
floor (pathway) geometry	highway=path		Building characteristics	Floor (pathway)	geometry		Pathways#widthAtObstacles
	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	l,					
	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=unite,						
	defined, light:count=user defined,						
	light:direction=E, light:direction=N,						
	light:direction=S,						
	light:direction=to_street,						
	light:direction=to_crossing,						
floor (pathway) illumination	light:direction=W, light:flames=user		Building characteristics	Floor (pathway)	illumination		
noor (pathway) manination	ingitical conon-wy ingitinallies-user		building characteristics	(patimay)	mannation		

	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,						
floor (pathway) illumination is natural / artificial / motion detector / light switch	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, highway=corridor, highway=footway, highway=path		Building characteristics	Floor (pathway)	illumination	natural / artificial / motion detector / light switch	
	highway=corridor, highway=footway,						
floor (pathway) in field of attention	highway=path	attention_field=yes	Building characteristics	Floor (pathway)	fields of attention		
floor (pathway) is in a stable	highway=corridor, highway=footway, highway=path, smoothness=excellent, smoothness=good,						
condition floor (pathway) with	smoothness=intermediate		Building characteristics	Floor (pathway)	condition [2] furnished/equipped	stable [2]	Ground#sidewalkConditions
furnished/equipped lounge and communication area	highway=corridor, highway=footway, highway=path		Building characteristics	Floor (pathway)	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_let ters:lg=yes, tactile_writing:engraved_printed_lett ers: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=I- shaped, building:form=L-shaped, building:form=multi-projected, building:form=other, building:form=rectangular, building:form=T-shaped		Building characteristics	Floor (nathway)	geometry	number of branches	
	access=yes, access:disabled=yes, opening_hours=Mo-Fr 08:00- 12:00,13:00-17:30; Sa 08:00-12:00;						
floor is accessible in the open hours	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						
		location-door jamb				location: both door	
floor number sign on both door jambs of elevator	ref=user defined, room=elevator	location=door_jamb,	Change Elevation	Elevator	floor number sign	jambs	
or elevator	rer=user defined, room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	noor number sign	Jamps	
	colour=aqua, colour=black, colour=blue, colour=brown, colour=green, colour=gray, colour=green, colour=gray, colour=grey, colour=lime, colour=nany, colour=olive, colour=nany, colour=olive, colour=orange, colour=purple, colour=red, colour=silver, colour=teal, colour=white, colour=yellow, colour:text=black, colour:text=black; blue,						
floor number sign with text contrast	<pre>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</pre>	high_contrast=no, high_contrast=yes, sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	text contrast	EquipmentProperties#isHighContrast, StructuredAddress#text
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	
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} Accessibility#accessible [3] With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#originalld, EquipmentProperties#originalPlaceIn old, EquipmentProperties#placeInfold, PlaceInfo#accessibility, PlaceInfo#originalld, Restroom#isAccessibleWithWheelchairm StructuredAddress#room, StructuredAddress#text
floor plan room-ID states location of baby-changing room	board_type=map, changing_table:location=dedicated_r oom, 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]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceIn old, EquipmentProperties#placeInfold, 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]	EquipmentProperties#originalId, EquipmentProperties#originalPlaceIn old, EquipmentProperties#placeInfold, PlaceInfo#originalId, StructuredAddress#room, StructuredAddress#text

floor plan room-ID states location of first aid box floor plan room-ID states location of relaxation room	board_type=map, emergency=first_aid_kit, information=map, information=tactile_map, ref=user defined board_type=map, information=map, information=tactile_map, ref=user defined, room=relaxation	floor_plan=first_aid_kit, sign=floor_plan floor_plan=relaxtion_room, sign=floor plan	General help for orientation / Technical assistance General help for orientation / Technical assistance	Plan	first aid box	room-ID, floor [location} [8] room-ID, floor [location} [5]	EquipmentProperties#originalld, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, PlaceInfo#originalld, StructuredAddress#room, StructuredAddress#text EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, PlaceInfo#originalld, StructuredAddress#room, StructuredAddress#room,
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#originalPlaceInf old, EquipmentProperties#placeInfold, 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#originalld, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, 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 fluorescent lamp	elevator=lift, elevator=wheelchair, elevator=yes, highway=elevator, room=elevator lamp_type=fluorescent		Change Elevation	Elevator	access [2]	accessible floors	PlaceInfo#accessibility
fluorescent light	light:method=fluorescent						
flush control in toilet / toilet compartment	control=automatic;remote, control=buttons, control=manual, control=manual;local, 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

	toilets:wheelchair=yes door=folding		Facility daily needs	Toilet / toilet compartment	water closet	[handle bars:] foldable	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, FoldingHandles#distanceBetweenHan dles, FoldingHandles#topHeightFromFloor, FoldingHandles#tonUsersLeftSide, FoldingHandles#onUsersRightSide, PlaceInfo#accessibility, Restroom#lisAccessibleWithWheelchai ir, Restroom#toilet, Room#lisAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles EquipmentProperties#door FoldingHandles#onUsersLeftSide, Toilet#foldingHandles,
folding handles on users left side		grab_bar=yes, grab_bar:left=yes						Toilet#hasFoldingHandles
folding handles on users right side		grab_bar=yes, grab_bar:right=yes						FoldingHandles#onUsersRightSide, Toilet#foldingHandles, Toilet#hasFoldingHandles
	elevator=yes, highway=elevator, room=elevator, seats=user defined	seats=folding	Change Elevation	Elevator	in-car controls / equipment	folding seat		
folding table from above	amenity=table	folding_table=above, folding_table=yes	Movables	Tables	type [6]	folding table from above		
-	amenity=table	folding_table=below, folding_table=yes	Movables	Tables	type [6]	folding table from below		
FON	internet_access:operator=FON							
Food Service Lines are accessible through forward or parallel approach food silo	wheelchair=yes room=food silo		Movables	Food Service Lines	self-service shelf or dispensing device	accessibility (forward or parallel approach)		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair
			General help for orientation / Technical					
food: cafeteria	room=canteen		assistance General help for orientation / Technical	Rooms / venues / offices	s type [15]	food: cafeteria		PlaceInfo#category
food: coffee shop	amenity=cafe, shop=coffee		assistance	Rooms / venues / offices	s type [15]	food: coffee shop		
			General help for orientation / Technical					
-	amenity=vending_machine		assistance	Rooms / venues / offices	s type [15]	food: vending machine		
for a person entering, the door has to be opened against the direction of								Door#doorOpensToOutside,
	door:opening=outside							EquipmentProperties#door
for a person entering, the door opens in direction of movement	door:opening=inside							EquipmentProperties#door

for the parking of trailers, or vehicles with trailers attached	parking_space=trailer						WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#length, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone,
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	lorde-licedeu	building characteristics	Doorways	Weight		Equipmenti roperties#door
fortification used to defend	Surface-concrete						
settlements	barrier=city_wall						
Settlements	Same ory_nam						
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						
	elevator=yes, freight=yes,						
freight elevator	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							WheelchairPlaces#hasSpaceForAssist
assistence	dehoga:a=yes, dehoga:e=yes						ant
fulfills needs of wheelchair users	deberrie was deberrie w						WheelchairPlaces#hasSpaceForAssist
without assistence	dehoga:b=yes, dehoga:e=yes						ant
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	
			0		22 C 8 C		

full stairs	stairs:type=full						Stairs#alternativeMobileEquipmentId s, Stairs#hasAntiSlipNosing, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
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							EquipmentProperties#isVoiceActivate
pressing a button	button_operated=no						d
functionality may be (or needs to be)							
	button_operated=yes						
							Entrance#intercomEquipmentId,
							EquipmentProperties#door,
functioning intercom in doorway	door=yes	intercom=yes	Building characteristics	Doorways	intercom	functioning	EquipmentProperties#isWorking
runctioning intercommit doorway	0001-yes	intercom-yes	bulluing characteristics	Doorways	type:	ranctorning	Equipment roper ties#is working
furnitur tunou dongorous (orientation	dangar-high dangar-yas						
furnitur type: dangerous / orientation					dangerous/orientation		
point	reference_point=yes		Movables	Furniture	point		
	height=user defined, length=user						
furniture size	defined, width=user defined		Movables	Furniture	size [2]		
	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=bust, artwork_type=stoutain, artwork_type=stoute, artwork_type=stoute, artwork_type=stone, bin=yes, danger=high, danger=yes, man_made=carpet_hanger, man_made=cross, man_made=cole, man_made=plagpole, man_made=plagpole, man_made=cole, man_made=cole, man_made=plaget, man_man_man_man_man_man_man_man_man_man_						
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=planter, man_made=street_cabinet, man_made=yes, memorial=bust, memorial=cenotaph, memorial=cross memorial=ghost_bike, 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=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,						
furniture type: hanging	information=board, material=mirror	furniture=hanging	Movables	Furniture	type: hanging		
	indoor_seating=bar_table,						
	indoor_seating=yes,						
formation and a second second	outdoor_seating=yes, seats=user	for an iteration and the set	Maximize a	E			
furniture type: seating	defined	furniture=standing	Movables	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,						
furniture type: standing	memorial=stone,	furniture=seating	Movables	Furniture	type: standing		
	amenity=table,						
	indoor_seating=bar_table,						
furniture type:table	leisure=picnic_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 gas light	heating=gas light:method=gas						
gas light has 1 flame	light:flames=1						
gas storage	storage=gas						
gas-discharge lamp	light:method=discharge						
	5						

gaslight lamp	lamp_type=gaslight							
Braufur ramp	anne_the=gasiight							
	smoothnoss-had							
	smoothness=bad,							
	smoothness=excellent,							
	smoothness=good,							
	smoothness=horrible,							
	smoothness=impassable,							
	smoothness=intermediate,							
	smoothness=very_bad,							
	smoothness=very_horrible,							
	<pre>tracktype=grade1, tracktype=grade2,</pre>							
	<pre>tracktype=grade3, tracktype=grade4,</pre>	floor_condition=bad,						
general condition of the floor	tracktype=grade5	floor_condition=good	Building characteristics	Floor (pathway)	condition [2]	general		Ground#sidewalkConditions
			Concerned the last fear					
			General help for					
general information about machine		information:device=user defined,	orientation / Technical					
or device		information:machine=user defined	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							
	artwork_type=streetart,							
general value for street-art	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	access:disabled=private,						Accessibility#accessible	Accessibility#accessibleWith.wheelch
persons	disability access=no, wheelchair=no							air, PlaceInfo#accessibility
generic crossing with no traffic-signals							with wheelchan == raise	an, macennomaccessionity
generic crossing with no trainc-signals								
of any type								
of any type	crossing=uncontrolled							Fauinment Dranartiac#door
generic door								EquipmentProperties#door
generic door generic drinking fountain type which	crossing=uncontrolled							EquipmentProperties#door
generic door generic drinking fountain type which jets the emitted water downwards,	crossing=uncontrolled							EquipmentProperties#door
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking	crossing=uncontrolled door=yes							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles	crossing=uncontrolled							EquipmentProperties#door AnimalPolicy#suppliesWaterForPets
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain	crossing=uncontrolled door=yes fountain=bottle_refill							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air	crossing=uncontrolled door=yes							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic generic school building	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path							
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic indoor element generic or multi-use path open to non motorized traffic generic school building generic type of drinking fountain	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain		Way to building	Exterior accortible conte	condition (1)	cobbloctonos (1)		
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic generic school building	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school		Way to building	Exterior accessible route	condition [1]	cobblestones [1]		
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic generic school building generic type of drinking fountain Generic value for cobblestone	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone			Ground in front of				
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic or multi-use path open to non motorized traffic generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1]	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone surface=cobblestone		Way to building Way to building		condition [1] condition [3]	cobblestones [1] cobblestones [2]		
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic kindergarten building generic school building generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1] glass texture	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone surface=cobblestone texture=glass			Ground in front of				
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic indoor element generic or multi-use path open to non motorized traffic generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1] glass texture glass window	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone texture=glass window=glass			Ground in front of				AnimalPolicy#suppliesWaterForPets
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic kindergarten building generic school building generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1] glass texture	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone surface=cobblestone texture=glass			Ground in front of	condition [3]			
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic indoor element generic or multi-use path open to non motorized traffic generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1] glass texture glass window	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone texture=glass window=glass		Way to building	Ground in front of	condition [3] tunnels between			AnimalPolicy#suppliesWaterForPets
generic door generic drinking fountain type which jets the emitted water downwards, intended to fill reusable drinking bottles generic drinking water fountain jetting water in the air generic fountain consisting of a stone block generic indoor element generic kindergarten building generic kindergarten building generic school building generic type of drinking fountain Generic value for cobblestone Generic value for cobblestone [1] glass texture glass window goes over two levels	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone texture=glass window=glass level=-1;0		Way to building General building	Ground in front of entrance	condition [3] tunnels between buildings or parts of			AnimalPolicy#suppliesWaterForPets
eneric door eneric drinking fountain type which ets the emitted water downwards, ntended to fill reusable drinking ottles eneric drinking water fountain etting water in the air eneric fountain consisting of a stone lock eneric indoor element eneric kindergarten building eneric or multi-use path open to non notorized traffic eneric school building eneric type of drinking fountain eneric value for cobblestone eneric value for cobblestone [1] lass texture lass window	crossing=uncontrolled door=yes fountain=bottle_refill fountain=bubbler fountain=stone_block indoor=yes building=kindergarten highway=path building=school fountain=drinking_fountain surface=cobblestone texture=glass window=glass		Way to building	Ground in front of	condition [3] tunnels between			AnimalPolicy#suppliesWaterForPets

golf equipment shop	shop=golf							
							Accessibility#accessible With.wheelchair == false	
							Accessibility#accessible With.wheelchair == true,	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith
good/bad condition of exterior	highway=access_route,						essibleWith.wheelchair	wheelchair,
accessible route	smoothness=bad, smoothness=good	route=accessible	Way to building	Exterior accessible route	condition [1]	good/bad	== true	Ground#sidewalkConditions
grandstand at racecourse or sports	, U		, ,			U ,		
ground	building=grandstand							
grass covered ground	surface=grass							
grates or openings on exterior	highway=access_ramp, inlet=direct, inlet=curb_grate, inlet=curb_opening, inlet=grate, inlet=screen,	grates=yes, openings=yes,					Accessibility#accessible With.wheelchair == true, Accessibility#partiallyAcc essibleWith.wheelchair	Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith.
accessible route	wheelchair=limited, wheelchair=yes		Way to building	Exterior accessible route	grates or openings		== true	wheelchair
greenhouse	room=greenhouse		way to building		grates of openings		1100	Wheelenan
ground indicators on way to public	information=trail_blaze,							
transport	information=route marker		Way to building	Way to public transport	ground indicators			PlaceInfo#accessibility
	incline=0°, incline=0%, incline:across=0°, incline:across=0%,		,	,	0			
ground is level	step_count=0							Ground#isLevel, Shower#isLevel
ground lovel entrance	entropeo-yes lovel-0 step count-0	entrance-ground lovel	Duilding characteristics	Deenways	level [1]	ground loval antrance		Entransatidaan Entransatiid aval
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	ground or floor surface		Entrance#isLevel,
ground or floor surface should be	door=yes, height:threshold=0,				(pull/push): size (level no	should be level on both		EquipmentProperties#door,
level on both sides of the door	step_count=0	entrance=ground_level	Building characteristics	Doorways	steeper than 1:48)	sides of the door [2]		Ground#isLevel
group of lights of identical character and almost identical position, that ar								
disposed horizontally	light:category=horizontally_disposed							
group of lights of identical character and almost identical position, that ar disposed vertically	e light:category=vertically_disposed							
group of stores, typically associated with a single building structure	shop=mall							
guard stone: a stone built onto or int	0							

guard stone: a stone built onto or inte 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	man_made=guard_stone	
guest room	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=y						
	es,						
	tactile_writing:embossed_printed_let						
	ters:lg=yes,						
	tactile_writing:engraved_printed_lett						
	ers:lg=yes,		General help for				EquipmentProperties#hasSpeech,
guidance system for persons with	tactile_writing:fakoo:lg=yes,		orientation / Technical		for persons with		PlaceInfo#accessibility,
blindness	tactile_writing:moon:lg=yes		assistance	Guidance system	blindness [1]		Stairs#hasBrailleNavigation
	Acoustic guide=yes,						
	information=audioguide,						
	information=guidepost,		General help for				
guidance system for persons with	information=route_marker,		orientation / Technical				
sight	information=trail_blaze		assistance	Guidance system	for persons with sight [1]		PlaceInfo#accessibility
guidance system that talks	Acoustic guide=yes						
	dee destructed dee looshed		Concerned Invitations				
guido dog pormittad	dog=designated, dog=leashed,	dog-guido	General building	Formal information	guide deg permitted		Animal Policy #allows Cuido Dogo
guide dog permitted	dog=no, dog=unleashed, dog=yes	dog=guide	information General help for	Formal information	guide dog permitted		AnimalPolicy#allowsGuideDogs
	leisure=fitness_center, leisure=sports center,		orientation / Technical				
gym	leisure=sports_ball		assistance	Rooms / venues / offices	tupo [1E]	gym	StructuredAddress#room
hairdressers or barbers shop, where	leisure-sports_nan		assistance	Rooms / venues / onices	type [15]	5y	StructureuAddressmioonn
hair is cut	shop=hairdresser						
hall	room=hall						StructuredAddress#room
halogen lamp	light:method=halogen						
	amenity=toilets, building=toilets,						Restroom#heightOfDrier,
	room=toilet, toilets=yes,						Restroom#toilet,
	toilets:hands_drying=electric_hand_d	toilets:hand_drying:location=above_c				location: above	WashBasin#accessibleWithWheelchai
hand dryer location: above lavatories	ryer,	ounter,				lavatories or counters,	r, WashBasin#height,
or counters, not over an obstruction	toilets:hands_drying=paper_towel,	toilets:hand_drying:location=above_l		Toilet / toilet		not over an obstruction	WashBasin#spaceBelowDepth,
in a toilet / toilet compartment	toilets:hands_drying=towel	avatory	Facility daily needs	compartment	hand dryers	[2]	WashBasin#spaceBelowHeight
	toilets:hand_drying=electric_hand_dr						
	yer,					type: Paper / hairdryer /	
hand dryer type: Paper / hairdryer /	toilets:hands_drying=paper_towel,			Toilet / toilet		cloth towel / no / other:	
cloth towel / no / other:	toilets:hand_drying=towel		Facility daily needs	compartment	hand dryers		
	amenity=toilets, building=toilets,						
	room=toilet, toilets=yes,						
	toilets:hand_drying=electric_hand_dr						
hand down in tailet (tailet	yer,			Tallat (tallat			
hand dryers in toilet / toilet	toilets:hands_drying=paper_towel,		Eacility daily poods	Toilet / toilet	hand drivers		Restroom#heightOfDrier, Restroom#toilet
compartment	toilets:hand_drying=towel		Facility daily needs	compartment	hand dryers		Nesti 0011#t011et

handrail at stair provides visual contrast to the adjacent component	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=rigth, 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#isHighContras Stairs#hasHandRail
	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=rigth, 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 hangar is a building used for the	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
storage of airplanes	building=hangar						
	advertising=sign, advertising=screen, advertising=tarp, advertising=wall_painting, artwork_type=graffiti, artwork_type=graffiti, artwork_type=mosaic, artwork_type=mural, artwork_type=painting, artwork_type=street_art, artwork_type=street_art, 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

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	vitamins, nutrition supplements and meat and dairy alternatives hearing aids heat source radiator heating burner heating panels heating room heating system heavy duty plates chained closely	shop=health_food hearing_aids=yes heating=radiator, heating=yes, room=heating, room=heating system heating=district_heating, heating=fireplace, heating=gas, heating=stove, heating=yes heating=fireplace, heating=gas, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=yes room=heating room=heating system		orientation / Technical assistance General help for orientation / Technical assistance General help for orientation / Technical	Rooms / venues / offices	machine or device	heating burner	StructuredAddress#room
neight / aimension of the doorway aetina Building characteristics Doorways aimension [4] neight [5] EquipmentProperties#door	vitamins, nutrition supplements and meat and dairy alternatives hearing aids heat source radiator heating burner heating panels heating room heating system heavy duty plates chained closely	shop=health_food hearing_aids=yes heating=radiator, heating=yes, room=heating, room=heating system heating=district_heating, heating=fireplace, heating=gas, heating=fireplace, heating=yes heating=fireplace, heating=gas, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=yes room=heating room=heating surface=concrete:plates door=yes, heigth=user defined,		orientation / Technical assistance General help for orientation / Technical assistance General help for orientation / Technical	Rooms / venues / offices	machine or device	heating burner	
	vitamins, nutrition supplements and meat and dairy alternatives hearing aids heat source radiator heating burner heating panels heating room heating system heavy duty plates chained closely together on the short side	shop=health_food hearing_aids=yes heating=radiator, heating=yes, room=heating, room=heating system heating=district_heating, heating=district_heating=gas, heating=fireplace, heating=gas, heating=fireplace, heating=gas, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=radiator, heating=stove, heating=ses room=heating room=heating surface=concrete:plates door=yes, heigth=user defined, length=user defined, width=user		orientation / Technical assistance General help for orientation / Technical assistance General help for orientation / Technical assistance	Rooms / venues / offices	machine or device	heating burner heating panels	Door#width,

		door:sign=plates,	General help for					
height door plate upper/lower edge		height:lower_edge=user defined,height:upper edge=user	orientation / Technical			height door plate		
in cm	height=user defined	defined, sign=door	assistance	Rooms / venues / offices	sign	upper/lower edge in cm		
	0	door:sign=plates, height:lower_edge=user			5			
height door plate upper/lower edge in cm [1]	height=user defined	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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelch ir, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#heightOfBase
height of bench	amenity=bench, height=user defined, room=benches		Movables	Benches	dimensions [1]	height [11]		
	loom-schenes		Wordbies	benenes	unicipions [1]	neight [11]		
height of elevator call buttons	button_operated=only, button_operated=yes, elevator=yes, heigth=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	call buttons	height [13]		EquipmentProperties#heightOfContro
height of elevator door	door=yes, elevator=yes, heigth=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	door	height [14]		EquipmentProperties#door
			endinge Elevation	Licitator		noight [21]		
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, control=remote, control=spring, elevator=yes, height=user defined, highway=elevator, room=elevator		Change Elevation	Elevator	exterior operating elements	height [16]		EquipmentProperties#heightOfContro Is
	elevator=yes, heigth=user defined,							
height of elevator floor number sign	highway=elevator, room=elevator	sign=floor_number, sign=yes	Change Elevation	Elevator	floor number sign	height [18]		
	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=manual;remote, control=remote, control=remote, electric,							

	automatic door=motion,						
	elevator=yes, heigth=user						
	definedhighway=elevator,						
height of elevator sensor light barrier	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 /	heigth=user defined,			Toilet / toilet			EquipmentProperties#heightOfContro
toilet compartment	toilets:disposal=flush		Facility daily needs	compartment	flush control	height [25]	ls, Restroom#toilet
	heigth=user defined,						
	toilets:hands_drying=electric_hand_d						
beinkt of bound during in a tailet (ryer,			Toilet / toilet			Destas are the sight Of Daise
height of hand dryers in a toilet / toilet compartment	toilets:hands_drying=paper_towel,		Facility daily poods		hand devore	height [22]	Restroom#heightOfDrier, Restroom#toilet
tonet compartment	toilets:hands_drying=towel		Facility daily needs	compartment	hand dryers	neight [22]	Restroom#tollet
	handrail=both, handrail=center,						
	handrail=left handrail=multiple,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no,						
	handrail:left=yes, handrail:right=no,						
	handrail:right=yes, heigth=user						
height of handrail at ramp	defined, highway=access_ramp, ramp=yes		Change in Ground Heigh	t Pamp	handrail [2]	height [3]	
neight of handran at ramp	Tamp-yes		change in Ground Heigh	t Kamp	nanuran (2)	height [5]	
	handrail=both, handrail=center,						
	handrail=left handrail=multiple,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no,						
	handrail:left=yes, handrail:right=no,						
	handrail:right=yes, heigth=user						
beight of bandrail at stairs	defined, highway=steps, room=stairs,		Change Elevation	Stairs	handrail [2]	height [20]	Stairs#hasHandRail
height of handrail at stairs	stairs=yes		Change Elevation	Wheelchair space	handrail [3]	neight [20]	Stalls#HashalluKall
height of knee space dimensions	heigth=user defined	height:knee space=user defined	Movables	(seatings)	knee space dimensions	height [10]	
····8				(8-)			Restroom#toilet,
	amenity=toilets, building=toilets,						WashBasin#accessibleWithWheelcha
	height=user defined, room=toilet,	height:lavatory_toe_clearance=user		Toilet / toilet			r, WashBasin#height,
height of lavatory toe clearance	toilets=yes	defined	Facility daily needs	compartment	lavatories	height of toe clearance	WashBasin#spaceBelowHeight
	and the second second second second second						
	amenity=toilets, building=toilets,						
	height=user defined, room=toilet,						
	toilets=yes, toilets:hand drying=electric hand dr						
height of paper supply/towel	yer,						
dispenser in a toilet / toilet	toilets:hands_drying=paper_towel,			Toilet / toilet	paper supply/towel		Restroom#heightOfDrier,
compartment	toilets:hand_drying=towel		Facility daily needs	compartment	dispenser	height [23]	Restroom#toilet
and the state of t	time in the second second			parenterie	and periods		

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, heigth=user defined, highway=elevator, room=elevator	height:platform_lift_controls=user defined amenity=teletypewriter,	Change Elevation	Platform lift	lift controls	height [19]		EquipmentProperties#heightOfCont Is
height of public TTY	heigth=user defined		Facility daily needs	Public telephone	ТТҮ	height [28]		
height of self-service shelf or dispensing device at food service lines	·	dispensing_device=yes, service_line=food, height:self- service_shelf=user defined, self-	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:heigth=user defined,	Facility daily needs	Drinking fountain	spout outlet	height [27]		AnimalPolicy#suppliesWaterForPet
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	Movables	Wheelchair space (seatings)	height of the accessible surface	negri [27]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheeld air, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssi
height of the check writing surface	height=user defined	check_writing_surface=yes, check_writing_surface:height=yes, height:check_writing_surface=user	Facility daily needs	Services	service desks	dimension: height of the check writing surface		
height of the counter edge protection		counter_edge_protection=yes, counter_edge_protection:height=user defined, height:counter_edge_protection=user		Services	service desks	dimension: height of the counter edge protection		
height of the light source above ground in meter	light:height=2	uenneu	racincy daily needs	SCIVICES	SCIVICE UESKS	counter euge protection		
height of the operable part of a public telephone		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#heightOfCont Is

height of the operable parts of a drinking fountain height of threshold is 2	amenity=drinking_water, fountain=drinking, fountain=drinking_fountain, height=user defined height:threshold=2	drinking_fountain:operable_part:heig ht=user defined, height:drinking_fountain:operable_pa rt=user defined, operable_part:height=user defined		Drinking fountain	dimension [5]	height of the operable parts		EquipmentProperties#heightOfContro Is
neight 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		Toilet / toilet compartment	toilet paper dispenser	height [26]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air
height restrictor which prevents access of vehicles higher than a set limit	barrier=height_restrictor							WheelchairParking#maxVehicleHeigh t
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						
	honzontal-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=yes,						
horizontal / vertical elevator in-car	highway=elevator, horizontal=yes,			-	in-car controls /		
controls / equipment	room=elevator		Change Elevation	Elevator	equipment	horizontal / vertical	
horizontal bar that must be pushed	door:handle=crash_bar,						
against the door	horizontal=yes		Building characteristics	Doorways	handle	type: horizontal bar	EquipmentProperties#door
	elevator=yes, highway=elevator,						
horizontal direction of elevator	horizontal=yes, room=elevator	elevator=horizontal	Change Elevation	Elevator	direction [1]	horizontal [1]	
	elevator=lift, elevator=yes,						
	highway=elevator, horizontal=yes,						
horizontal direction of platform lift	room=elevator	elevator=horizontal	Change Elevation	Platform lift	direction [2]	horizontal [2]	
horse	room=horse						
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
							StructuredAddress#house,
house	building:part=house						StructuredAddress#street
house number is non-existent	nohousenumber=yes						StructuredAddress#house
house that shares a common wall							
with another on one side	building=semidetached						StructuredAddress#house
							StructuredAddress#room,
hovel	room=hovel						StructuredAddress#street
							StructuredAddress#room,
hunting lodge	room=hunting lodge						StructuredAddress#street
i.e. mainly/exclusively for pedestrians highway=pedestrian							
iced surface	surface=ice						
							Entrance#elevatorEquipmentId,
							EquipmentProperties#originalId,
							PlaceInfo#creatorId,
ID of elevator equipment	elevator=yes	ID=user defined, equipment=elevator					PlaceInfo#originalId
							Entrance#intercomEquipmentId,
							EquipmentProperties#originalId,
							PlaceInfo#creatorId,
ID of entrance intercom equipment	entrance=yes	ID=yes, intercom=yes					PlaceInfo#originalId
		· · · · ·					-

lf (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]	lf (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
lf (floor width 179-150 cm): after max 15m, area of 180 x 180 cm available / not available		clear_floor_space=no, clear_floor_space=yes	Building characteristics	Floor (pathway)	dimension [10]	lf (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#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			C				
route import ID of disruption source	exit=emergency ref=user defined	sign=illumination, sign=yes	Security	Escape route	illumination of the signs		EquipmentProperties#disruptionSour celmportId, EquipmentProperties#originalId, PlaceInfo#creatorId, PlaceInfo#originalId

	huilding-bakabausa huilding-barn					
	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=gateriouse, 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,					
important buildings in surrounding	building=office, building=parking,		General building		important buildings in	
area	building=pavilion, building=public,	building=important	information	Formal information	surrounding area	
						Pathways#width, Pathways#widthAtObstacles,
						WheelchairParking#length,
in feet and inches	width=16'3"					WheelchairParking#width
						Pathways#width,
						Pathways#widthAtObstacles,
						WheelchairParking#length,
in meter	width=2					WheelchairParking#width
						Pathways#width, Pathways#widthAtObstacles,
						WheelchairParking#length,
in miles	width=0.6 mi					WheelchairParking#width
	handrail=both, handrail=left,					
in the direction of the way	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,					
incline of escalators	room=escalator		Change Elevation	Escalators	incline [2]	
	highway=steps, incline=down,					
	incline=up, incline=user defined,					
	incline:accross=down,					
	incline:accross=sag,					
	incline:accross=user defined, incline:avg=user defined,					
incline of stairs	room=stairs, stairs=yes		Change Elevation	Stairs	incline [1]	
			and ge cleration			

	incline=down, incline=up,						
	incline=user defined,						
	incline:accross=down,						
	incline:accross=sag,						
	incline:accross=user defined,						Pathways#maxLateralSlope,
incline steepness	incline:avg=user defined						Pathways#maxLongitudinalSlope
te discon all second second second	den van						AnimalPolicy#allowsDogs, AnimalPolicy#allowsGuideDogs
indicates that dogs are allowed indicates that dogs are allowed if on	dog=yes						AnimalPolicy#allowsDogs,
	dog=leashed						
leash	uog=ieasiieu						AnimalPolicy#allowsGuideDogs
indicates that dogs are allowed, and							AnimalPolicy#allowsDogs,
do not need to be leashed	dog=unleashed						AnimalPolicy#allowsGuideDogs
indicates that dogs are not allowed,							
guide dogs may not be barred access							AnimalPolicy#allowsDogs,
from places accessible to the general							AnimalPolicy#allowsGuideDogs,
public	dog=no						PlaceInfo#accessibility
individual (non-passable) wall							
element	indoor=wall						
indoor area not defined through walls	s 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	indoor_seating-yes						
table	indoor seating=bar table						
table	indoor_seating=bai_table						
induction loop for hearing impaired	hearing_impaired:induction_loop=yes	5					
industrial	room=industrial						
industrial part of building	building:part=industrial						
							PlaceInfo#infoPageUrl,
info page url	url=user defined						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 tranport						Media#type
information board about wildlife	board type=wildlife						Media#type
information board with map	board_type=map						Media#type
information on neighbouring			General building		information on		
buildings		information=neighbouring_buildings	0	Formal information	neighbouring buildings		PlaceInfo#accessibility
information terminal	information=terminal						PlaceInfo#accessibility
			General help for				i lacenteriaceessioney
			orientation / Technical				
installations	room=installations		assistance	Rooms / venues / offices	installation		
interactive	interactive=yes		assistance	Rooms / vendes / onices	mstanation		
interactive and/or site-specific	inclucive=yes						
artwork	artwork type=installation						
UL CAVOI N	artwork_type=installation		General help for				
			orientation / Technical				
interactive whitebaard	interactivo-vos	board typo-whiteboard		Technology	whiteboard	interactive	
interactive whiteboard	interactive=yes	board_type=whiteboard	assistance	Technology	whiteboard	interactive	Entrancollintarian Equipment!
intercom by doorway	deer=vec	intercom=yes	Building characteristics	Doorways	intercom		Entrance#intercomEquipmentId, EquipmentProperties#door
intercom by doorway	door=yes	intercom-yes	bunning undracteristics	Doorways	mercom		Equipmenter oper des#0000

	control=automatic;remote,							
	control=buttons, control=manual;remote,		General help for					
	control=remote,		orientation / Technical					
intercom systems controls	control=remote_electric	intercom=yes	assistance	Technology	controls	intercom systems		Entrance#intercomEquipmentId
						interior -> ramp in		
interior -> ramp in corridor	highway=corridor, ramp=yes		Change in Ground Height	Ramp	where to	corridor		
	access=yes, amenity=school				where does the door			
interior / room access door: teaching	amenity=university, building=school,				lead to (venues	interior / room access		
room	building:part=school, door=yes	room=teaching	Building characteristics	Doorways	connected)	door: teaching room		
	amenity=toilets, access=yes,				where does the door			
interior (an an annual de su tellet	building=toilets, door=yes,		Duilding shows to sisting	Deemin	lead to (venues	interior / room access		
interior / room access door: toilet	room=toilet, toilets=yes		Building characteristics	Doorways	connected)	door: toilet		Restroom#toilet
	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=conspicuous,	General building					EquipmentProperties#isHighContras
interior colors are conspicuous colors	colour=white, colour=yellow	high_contrast=yes	information	Interior colors	conspicuous colors			PlaceInfo#accessibility
intermediate or half floors	level=user defined	floor=intermediate	General building information	Formal information	intermediate or half floors			StructuredAddress#level
Intermediate or nair noors	level=user defined	noor=intermediate	Information	Formal Information	TIOOFS			StructuredAddress#level
	access=yes, amenity=toilets,							Accessibility#accessibleWith.wheeld
	building=toilets, room=toilet,							air, PlaceInfo#accessibility,
	toilets=yes,							Restroom#isAccessibleWithWheelch
	toilets_access=community,							ir, Restroom#signIcons,
international symbol of accessibility	toilets_access=public,	sign=accessibility,	Facility daily poods	Toilet / toilet	signs at tailat rooms	international symbol of	Accessibility#accessible	Restroom#toilet, Room#isAccessibleWithWheelchair
sign at toilet room	toilets:wheelchair=yes	symbol=international	Facility daily needs	compartment	signs at toilet rooms	accessibility	with.wheelchair == true	RoommisAccessible with wildelight
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	internet accessifica-ne							
purchase required	internet_access:fee=no							
							Accessibility#accessible	
							With.wheelchair == false	, Accessibility#partiallyAccessibleWith
							Accessibility#partiallyAcc	
							essibleWith.wheelchair	Accessibility#accessibleWith.wheelc
Is not wheelchair accessible	wheelchair=no, kerb=rolled						== true	air, PlaceInfo#accessibility

Is partially wheelchair accessible wheelchair=limited

Accessibility#partiallyAcc Accessibility#partiallyAccessibleWith. essibleWith.wheelchair vhaceInfo#accessibility, == true WheelchairPlaces#count

	wheelchair=yes, elevator=wheelchair, toilets:wheelchair=yes		Facility daily needs	Toilet / toilet compartment	lavatories	accessbility by wheelchair	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Room#isAccessibleWithWheelchair, Shower#isLevel, WashBasin#accessibleWithWheelchai r, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist ant
								Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Room#isAccessibleWithWheelchair, Shower#isLevel, WashBasin#accessibleWithWheelchai r, WheelchairPlaces#count,
	wheelchair=yes, elevator=wheelchair,			Toilet / toilet		accessibility level:	Accessibility#accessible	WheelchairPlaces#hasSpaceForAssist
	toilets:wheelchair=yes		Facility daily needs	compartment	accessibility [4]	wheelchair accessibility	With.wheelchair == true	
	toilets:handwashing=no					, , , , , , , , , , , , , , , , , , , ,		
it is not possible to wash hands with								
	handwashing:soap=no							
	toilets:handwashing=yes							Restroom#washBasin
	tonets.nanawasning-yes							Restroom#heightOfSoap,
it is possible to wash hands with soap	handwashing soan-yes							Restroom#washBasin
	closet=janitor							Restroomwashbasin
·	kerb=raised							
	kerb=no							
	kerb=yes							
the second se	kerb=flush							
	kerb=lowered							
key from Master Locksmiths								
Association opens door	centralkey=mlak							EquipmentProperties#door
			General help for orientation / Technical					PlaceInfo#category,
kitchen	room=kitchen		assistance	Rooms / venues / offices	type [15]	food: kitchen		StructuredAddress#room
								WheelchairPlaces#count,
knee space dimensions in wheelchair	height=user defined, length=user			Wheelchair space				WheelchairPlaces#hasSpaceForAssist
space (seatings)	defined, width=user defined	clear_floor_space=yes	Movables	(seatings)	knee space dimensions			ant
			General help for					
			orientation / Technical					PlaceInfo#category,
laboratory	room=laboratory		assistance	Rooms / venues / offices	type [15]	laboratory		StructuredAddress#room
	lamp_type=electric, lamp_type=fluorescent, lamp_type=gaslight, floodlight, lamp_type=gaslight,							
	<pre>lamp_type=high_pressure_sodium, lamp_type=LED, lamp_type=low_pressure_sodium,</pre>		General building					
	lamp_type=LED,	lamp=ves	General building information	Light	type [10]	lamp		

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#signlcons, WheelchairParking#hasDedicatedSign age
language of signage		sign:lg=yes	General help for orientation / Technical assistance	Signage	language		EquipmentProperties#languages, Media#hasPlainLanguageOption, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSign age
		0.07		0.0	0 0		
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		print in Be					incolonisco.Bei inc
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	met-screen						
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#accessibleWithWheelchai r, 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#accessibleWithWheelchai r, 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#accessibleWithWheelchai r, 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, ligth:category=rear, light:category=upper							
			General help for					
			orientation / Technical					
lecture room	room=lecture		assistance General help for	Rooms / venues / offices	type [15]	lecture room	PlaceInfo#category	StructuredAddress#room
			orientation / Technical					
lecturer zone	room=lecture		assistance	Rooms / venues / offices	lecturer zone			
			General help for					
lecturer zone is in level: same level			orientation / Technical			in level: same level with		
with 1st row	room=lecture	lecturer_zone_level=first_row_level	assistance General help for	Rooms / venues / offices	lecturer zone	1st row		Ground#isLevel
lecturer zone is in level: with	room=lecture, room=platform,	lecturer_zone_level=platform_level,	orientation / Technical			in level: with		
platform/stage	room=stage	lecturer_zone_level=stage_level	assistance	Rooms / venues / offices	lecturer zone	platform/stage		Ground#isLevel
			General help for					
			orientation / Technical					
lecturer zone is in level: with ramp	ramp=yes, room=lecture	lecturer_zone_level=ramp_level	assistance	Rooms / venues / offices	lecturer zone	in level: with ramp		Ground#isLevel
	highway=steps, room=lecture,		General help for orientation / Technical					
lecturer zone is in level: with stairs	room=stairs, stairs=yes	lecturer zone level=stair level	assistance	Rooms / venues / offices	lecturer zone	in level: with stairs		Ground#isLevel
	· · ·							
	room=lecture, indoor_seating=no,		General help for					
	indoor_seating=yes, seats=user		orientation / Technical					
lecturer zone with seating: yes / no	defined		assistance General help for	Rooms / venues / offices	lecturer zone	seating: yes / no		
lecturer's desk in lecturer zone:	access=yes, access:disabled=yes,		orientation / Technical			lecturer's desk:	Accessibility#accessible	Accessibility#accessibleWith.wheelch
accessible	room=lecture wheelchair=yes		assistance	Rooms / venues / offices	lecturer zone	accessible		air, PlaceInfo#accessibility
			General help for					
lecturer's desk in lecturer zone: fixed			orientation / Technical			lecturer's desk: fixed /		
/ movable	room=lecture	desk=fixed, desk=movable	assistance General help for	Rooms / venues / offices	lecturer zone	movable		
lecturer's desk in lecturer zone:			orientation / Technical			lecturer's desk: height		
height adjustable	height=user defined, room=lecture	desk=yes, height=adjustable	assistance	Rooms / venues / offices	lecturer zone	adjustable		
			General help for					
lecturer's desk in lecturer zone: yes /			orientation / Technical					
no LED	room=lecture lamp type=LED		assistance	Rooms / venues / offices	lecturer zone	lecturer's desk: yes / no		
	lamp_type=LED							
	elevator=yes, height=user defined,							
	highway=elevator, length=user							
	defined, room=elevator, width=user					1 1 101		
length / dimensions inside elevator	defined		Change Elevation	Elevator	dimensions inside	length [3]		
	access=yes, access:disabled=yes,							
	length=user defined, room=check-in-							
	counter, room=check-out-counter,					dimension: length of	Accessibility#accessible	Accessibility#accessibleWith.wheelch
length of accessible counter	wheelchair=yes	counter=accessible	Facility daily needs	Services	service desks	accessible counter	With.wheelchair == true	air, PlaceInfo#accessibility
length of bonch	amenity=bench, length=user defined,		Mayablas	Donohos	dimensions [1]	longth [2]		
length of bench	room=benches		Movables	Benches	dimensions [1]	length [2]		
length of cabin	length=user defined							EquipmentProperties#cabinLength
length of minimum corridor width in	length=user defined, room=corridor,					length of min. corridor		Pathways#width,
cm	width=user defined	minimum_width=user defined	Building characteristics	Floor (pathway)	dimension [10]	width in cm		Pathways#widthAtObstacles
length of ramp	length=user defined, ramp=yes		Change in Ground Height	t Ramp	dimension [12]	length [1]		

less than 2mm fractions of rock	surface=sand						
level 13 is non-existent	non_existent_levels=13						
level de const	door=yes, heigth:threshold=0		Building characteristics	Desmusia	laval [4]		Entrance#isLevel, EquipmentProperties#door, Ground#isLevel
level doorway	door=yes, neight.threshold=0		General help for	DODIWAYS	level [1]		Ground#isLever
level rooms / venues / offices	height:threshold=0, indoor=room, level=user defined, room=office		orientation / Technical assistance	Rooms / venues / offices	level [2]		Ground#isLevel, StructuredAddress#level
levels connected through elevator lever allows to open or close a door	highway=elevator; level=user defined		Change Elevation	Elevator	levels connected		
or a valve	door:handle=lever, handle=lever						EquipmentProperties#door
lifeboat station	emergency=life_boat_station						de la construcción de la
light associated with other lights so as to form a leading line to be followed							
light available as a backup to a main light which will be illuminated should the main light fail	lightigstogon-omorganou						
	light:category=emergency		Concern I huilding				
light bulb	bulb=no, bulb=yes light:method=LED		General building information	Light	type [10]	light bulb	
light emitting diode	light.method=LED		Concern hole for				
light gets reflected in room / venue / office	water=reflecting_pool	light=reflected	General help for orientation / Technical assistance	Rooms / venues / offices	lighting	reflecting	
light illuminating a sector of very	hatel reneeting_pool	ight felleoted	doblotanee			- Cheeking	
narrow angle and intended to mark a direction to follow	light:category=directional						
light is not in use	light:status=not in use						
-	light:status=recommended						
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/lante rn/signal_lamp/warning etc.		General building information	Light	type [10]	source	
5	, , , , , , , , , , , , , , , , , , , ,			0			
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#disruptionSour celmportId
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,							
out on workdays it is switched off	light:lit=Mo-Fr dusk-00:00,04:00-						
between midnight and 04:00	dawn; Sa-Su dusk-dawn						
	light:flash=no						
ight source is not flashing ight source is switched on and off	light.hash=h0						
exactly at sunset and sunrise	light:lit=sunset-sunrise						
	light.int=sunset-sunnse						
ight source is switched on by a notion sensor	light:lit=motion						
ight source is switched on by demand	-						
ight source points to a crossing	light:direction=to_crossing						
ight 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						
ight source whose purpose is to							
lluminate broad areas	light_source=lantern						
	heighth=user defined, length=user		General building				
light switch location	defined, width=user defined	light_switch=yes	information	Light	switch location		
5			General help for	0			
		light switch=user defined,	orientation / Technical				
ight switches		ligth_switch=yes	assistance	Technology	controls	light switches	
light used to automatically determine conditions of visibility which warrant the turning on or off of a sound signa							
light which enables its approximate							
bearing to be obtained without the	Relation to the second						
use of a compass	light:category=bearing						
	door=yes, light=yes,						
	visual:condition=good,						
	visual:condition=poor,						
teletine of door	visual:condition=fair,			Deserver	Relation of down		Environment Description # dates
ighting of door	visual:condition=average		Building characteristics	Doorways	lighting of door		EquipmentProperties#door
	light=yes, indoor=room, room=office,						
	visual:condition=good,						
	visual:condition=good,		General help for				
	visual:condition=fair,		orientation / Technical				
lighting of rooms / venues / offices	visual:condition=average		assistance	Rooms / venues / office	s lighting		
Since of rooms / venues / onices	highway=steps, light=yes,		addistance				
	room=stairs, stairs=yes,						
	visual:condition=good,						
	visual:condition=poor,						
	visual:condition=poor,						
lightning of steps	visual:condition=average		Change Elevation	Stairs	lighting of steps		
ights are on at the given time	lit=Mo - Fr 08:00 - 17:30		change Lievation	Staria	ingriting of steps		
lights are on from sunset till sunrise	lit=sunset - sunrise						
imited 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	_						i lacenter accessioner
disabilities	sitting disability=limited						PlaceInfo#accessibility
limited access for persons with	Sitting_usubinty=innited						i lacemonaccessionity
walking disability	walking disability=limited						PlaceInfo#accessibility
limited access for wheelchairs	warking_uisability=innited						racemonaccessionity
because of a step	obstacle:wheelchair=step						PlaceInfo#accessibility, Shower#step
	obstacle.wileelchall=step						
limited access for wheelchairs	and the second second second second						Pathways#widthAtObstacles,
because of an obstacle	obstacle:wheelchair=limited						PlaceInfo#accessibility
line of closely spaced shrubs and tree							
species	barrier=hedge						
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:	Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#hasmackiteSafetyStrips,
liquid storage	storage=liquid						
living room	room=living						StructuredAddress#room
lobby	room=lobby						StructuredAddress#room
local train	service=regional						
location of accessible parking	access=yes, access:disabled=yes, amenity=parking, location=bridge, location=indoor, location=outdoor, location=overground, location=rooftop, location=surface, location=underground, location=underground, location=underwater	accessible_parking=yes, location:description:lg=user defined	Way to building	Accessible parking	location [2]		PlaceInfo#description, WheeIchairParking#count, WheeIchairParking#distanceToEntran ce, WheeIchairParking#distanceToEntran age, WheeIchairParking#isLocatedInside, WheeIchairParking#location, WheeIchairParking#location, WheeIchairParking#maxVehicleHeigh t, WheeIchairParking#neededParkingPe rmits, WheeIchairParking#paymentBySpace, WheeIchairParking#paymentByZone, WheeIchairParking#paymentByZone,
location of control panel inside the elevator	control=automatic;remote, control=buttons, control=manual, control=manual;local, control=manual_locked, control=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#heightOfContro Is, PlaceInfo#description

	door=yes, location=bridge, location=indoor, location=outdoor, location=overground, location=overhead, location=roof,						
	location=rooftop, location=surface, location=underground,	lesstion/description/g-user defined	Duilding characteristics	Deenways	location [2]		EquipmentProperties#door,
	location=underwater elevator=yes, highway=elevator, location=bridge, location=indoor, location=outdoor, location=overground, location=overhead, location=roof, location=rooftop, location=surface,	location:description:lg=user defined	Building characteristics	Doorways	location [3]		PlaceInfo#description
	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		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,	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=step, obstacle:wheelchair=step, obstacle:wheelchair=step, obstacle:wheelchair=yes, width=user defined		Building characteristics	Obstacles	location [7]	hanging obstacle, suspended or overhead obstacle, above user waist, on the ground	Pathways#widthAtObstacles, PlaceInfo#description

location of minimum one van	access=yes, access:disabled=yes,	accessible_parking=>1, accessible_parking=yes, location:description:locuesr.defined	Way to building	Accessible parking	location [2]	min one van accessible		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, PlaceInfo#description, WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#lasDedicatedSign age, WheelchairParking#langth, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehiCleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone,
accessible parking space	amenity=parking, maxheight=3	location:description:lg=user defined	Way to building	Accessible parking	location [2]	space	With.wheelchair == true	WheelchairParking#width
location of moving walkway	conveying=backward, conveying=forward, conveying=reversible, conveying=yes obstacle:wheelchair=limited,	location:description:lg=user defined	Change Elevation	Moving walkway	location [6]			PlaceInfo#description
location of obstacles	obstacle:wheelchair=no, obstacle:wheelchair=step, obstacle:wheelchair=yes	location:description:lg=user defined	Building characteristics	Obstacles	location [7]			Pathways#widthAtObstacles, PlaceInfo#description
	board_type=map, information=map,		General help for orientation / Technical					·
location of plan	information=tactile_map socket: <type>=user defined,</type>	location:description:lg=user defined	assistance General help for orientation / Technical	Plan	location [8]			PlaceInfo#description
location of sockets	socket: <type>=yes</type>	location:description:lg=user defined	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=n						
	0,						
	tactile_writing:computer_braille:lg=y						
	es,						
	tactile_writing:embossed_printed_let						
	ters:lg=no,						
	tactile_writing:embossed_printed_let						
	ters:lg=yes,						
	tactile_writing:engraved_printed_lett						
	ers:lg=no,						
	tactile_writing:engraved_printed_lett						
	ers:lg=yes,						
	tactile_writing:fakoo:lg=no,		Concern hole for				
ocation of tactile description on a	tactile_writing:fakoo:lg=yes,		General help for orientation / Technical			location of tactile	
actile signpost	tactile_writing:moon:lg=no, tactile_writing:moon:lg=yes	location:description:lg=user defined	assistance	Signage	tactile signpost	description	PlaceInfo#description
actile signipost	tactile_writing.moon.ig-yes	location.description.ig-user defined	General help for	Signage	tactile signpost	description	FlaceInto#description
			orientation / Technical				
ocation of tactile map	information=tactile_map	location:description:lg=user defined	assistance	Plan	type [12]	tactile map (location)	PlaceInfo#description
	internation tactic_intep	iceation descriptioning deer dernied	General help for		cype [12]		i lacenton accomption
			orientation / Technical				
ocation of windows	window=yes	location:description:lg=user defined	assistance	Windows	location [5]		PlaceInfo#description
cation used for fire spotting	emergency=fire_lookout						and a second pro-
ocked manual controls	control=manual_locked						
ocker for generic luggage/suitcases	locker=luggage						
ocker for small luggage/valuables	locker=handbag						
ocker intended to hold food	locker=food						
ocker specifically for bicycles	locker=bicycle						
Sector specifically for bicycles	locker-bicycle		General help for				
			orientation / Technical				PlaceInfo#category,
oft		room=loft, loft=yes	assistance	Rooms / venues / offices	type [15]	loft	StructuredAddress#room
og blocking a road	barrier=log		abbiotarioc		cybe [10]		
ong (>100m) tunnel where flowing							
ater or other fluid prevent humans							
om safely walking inside	tunnel=flooded						
ong distance trains with double-deck							
ar carrier	service=car						
ong distance trains; e.g., InterCity,							
uroCity, InterRegio	service=long_distance						
ong pole built to hold a flag	man_made=flagpole						
ong, narrow concrete elements for a							
wo-tracked vehicle	surface=concrete:lanes						
oud noise maker, such as an air raid							
ren or a tornado siren	emergency=siren						
oudspeaker is available	loudspeaker=yes						
					furnished/equipped		
					lounge and		
ounge	room=lounge		Building characteristics	Floor (pathway)	communication area	yes / no [1]	StructuredAddress#room
ow pressure sodium lamp	lamp type=low pressure sodium						
	· _ · · · · · _ · · _ · · · · _ · · · ·						

low pressure sodium-vapor lamp	light:method=low_pressure_sodium						
	amenity=vending machine,		General help for				
nachine or device in rooms / venues	devices=user defined, indoor=room,		orientation / Technical				
offices	room=office	machine=user defined	assistance	Rooms / venues / offices	machine or device		
					type of entrance/exit		Entrance#door,
nain entrance of a building	entrance=main		Building characteristics	Doorways	door	main entrance	Entrance#isMainEntrance
nain 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,
main material is mirrored glass	material=mirror						Restroom#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 reinforced concrete	material=reinforced_concrete material=sandstone						
main material is sandstone	material=sandstone material=soil						
main material is steel	material=steel						
main material is stone	material=steel material=stone						
main material is vinyl	material=stone material=vinyl						
main material is wood	material=wood						
make-up room	room=make-up						StructuredAddress#room
man made ditch or trench to prevent	Toom-make-up						StructuleuAddress#r00fff
access to the other side	barrier=ditch						
man made or natural pond with	samer-atten						
water for a fire department	emergency=fire water pond						
ater for a fire department	enceberies-inc_water_pond						

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.wheelch air, 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=x2%, 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.wheelch air, 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.wheelch air, 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=3g, 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.wheelch air, Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility
maneuvering clearance in rooms / venues / offices		clear_floor_space=user defined, clear_floor_space=yes	General help for orientation / Technical assistance	Rooms / venues / offices	maneuvering clearance			Accessibility#accessibleWith.wheelch air, Ground#turningSpace, Media#turningSpaceInFront, PlaceInfo#accessibility, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
maneuvering clearance on floor (pathway) manual and local controls	height=user defined, highway=footway, highway=path, length=user defined, wheelchair=yes, width=user defined control=manual;local	clear_floor_space=user defined, clear_floor_space=yes	Building characteristics	Floor (pathway)	dimension [10]	maneuvering clearance	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Ground#turningSpace, Media#turningSpaceInFront, Pathways#width, Pathways#widthAtObstacles, PlaceInfo#accessibility, Restroom#turningSpaceInside, Room#isAccessibleWithWheelchair
manual and remote controls	control=manual;iocal control=manual;remote							
manual and remote controls	control=manual;remote							
manual controls	controi=manuai							

manufactured piece of hard-wearing		
material such as ceramic, stone,		
metal, or even glass, generally used		
for covering roofs, floors, walls,		
showers, or other objects such as	artwork_type=mosaic,	
tabletops	artwork_type=tilework	
		EquipmentProperties#manufacturerN
manufacturer name	name=user defined	ame, PlaceInfo#name
	number=user defined,	EquipmentProperties#manufacturerS
manufacturer serial number	serial_number=user defined	erialNumber
map that can be read with fingers	information=tactile_map	
mapped as a separate way in		
OpenStreetMap	ramp=seperated	
marine rescue station	emergency=marine_rescue	
		Accessibility#accessibleWith.wheelch

air, PlaceInfo#accessibility,

age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits,								WheelchairParking#count, WheelchairParking#distanceToEntran ce,
to facilitate access to parked vehicle forway=access_aisle May to building Accessible parking marked access aisles Mithwheelchair=true Wheelchair=true WheelchairParking#width marker that shows the position of the marker that shows the position of the marking deptine information=route_marker Way to building Way to public transport ground indicators isternet [3] Isternet Isternet [3] <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace,</td></td<>								WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace,
marker that shows the position of the information=trail_blaze, way information=route_marker Way to building Way to public transport ground indicators existence [3] marking depth of step in cm highway=steps, depth=user defined step.depth=user defined step.depth=user defined step.depth=user defined Change Elevation Stairs step marking cm masonry tactile pavement to the				Way to building	Accessible parking	access aisles	marked access aisles	
marking depth of step in cm highway=steps, depth=user defined change Elevation Stairs step marking marking depth of step in masonry tactile pavement to the entrance material=masonry Way to building entrance entrance masonry								
marking depth of step in cm highway=steps, depth=user defined step.depth=user defined Change Elevation Stairs step marking cm masonry tactile pavement to the entrance material=masonry Way to building Ground in front of tactile pavement to the entrance entrance masonry	way	information=route_marker		Way to building	Way to public transport	ground indicators	existence [3]	
entrance material=masonry Way to building entrance entrance masonry	marking depth of step in cm	highway=steps, depth=user defined	step.depth=user defined	Change Elevation	Stairs	step marking		
	masonry tactile pavement to the				Ground in front of	tactile pavement to the		
massage shop shop=massage	entrance	material=masonry		Way to building	entrance	entrance	masonry	
	massage shop	shop=massage						

material=adobe, material=andesite, material=bamboo, material=brass, material=brick, material=bronze, material=cement_block,
material=bamboo, material=brass, material=brick, material=bronze, material=cement_block,
material=brick, material=bronze, material=cement_block,
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_frayming,
material of furniture material=vood, material=vinyl furniture=yes Movables Furniture material [2]

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_frayming, material=wood, material=vinyl

Building characteristics Doorways

material of the entrance door

Entrance#door, EquipmentProperties#door

material of the entrance door

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_frayming, material=wood, material=vinyl

material of the floor

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 frayming, material=wood, material=vinyl, wall=yes

Building characteristics Wall

materiality

Building characteristics Floor (pathway) material [1]

max height of the front of lavatory or counter surface, whichever is higher in toilet / toilet compartment maximum indoor level		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#accessibleWithWheelchai r, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowHeight
maximum time you are allowed to	mux_level-5						
stay is 30 minutes	maxstay=30 minutes						
maximum time you are allowed to							
stay somewhere	maxstay=user defined						
mechanical switch	switch=mechanical						
media	room=media						Media#hasContrastingBackground, Media#hasPlainLanguageOption, Media#hasRealTimeCaptioning, Media#hasSubtitles, Media#isLargePrint, Media#isBraille, Media#isLargePrint, Media#turningSpaceInFront, Media#type
media has contrasting background	room=media	high_contrast=yes					Media#hasContrastingBackground
media has dedicated screen for							Media#hasDedicatedScreenForSubtitl
subtitles	room=yes	subtitle=screen					es, Media#hasRealTimeCaptioning
media has plain language option	room=media	plain:lg=yes					Media#hasPlainLanguageOption
	real_time_information=yes,						
media has real time captioning	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=n o, tactile_writing:computer_braille:lg=y						
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,	audio:lg=yes, print:lg=yes,					
media languages	speech_output: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					Media#turningSpaceInFront
		amenity=media, type=audio, type=print,type=user defined,					
media type	room=media	type=video					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,	General help for orientation / Technical				
microphone system		microphone=yes	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)	highway=corridor, highway=footway,						Pathways#width,
width in cm	highway=path, width=user defined	minimum_width=user defined	Building characteristics	Floor (pathway)	dimension [10]	min corridor width in cm	Pathways#widthAtObstacles
minimum indoor level	min_level=-1						
	highway=steps, room=stairs,						Pathways#width,
minimum stair walking width in cm	stairs=yes, width=user defined	minimum_width=user defined	Change Elevation	Stairs	dimension [3]	min. walking width in cm	Pathways#widthAtObstacles
							Mirror#heightFromGround,
mirror height from ground	height=user defined, material=mirror						Mirror#isAccessibleWhileSeated
mirror height in toilet / toilet compartment	amenity=toiltets, 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#heightFromGround,
mirror in relaxation room	material=mirror, room=relaxation		Facility daily needs	Relaxation room	mirror [2]		Mirror#isAccessibleWhileSeated
	amenity=toilets, building=toilets, material=mirror, room=toilet,			Toilet / toilet			Mirror#heightFromGround, Mirror#isAccessibleWhileSeated, Mirror#isLocatedInsideRestroom, Restroom#hasMirror,
mirror in toilet / toilet compartment	toilets=yes		Facility daily needs	compartment	mirror [1]		Restroom#mirror, Restroom#toilet

								Accessibility#accessibleWith.wheelch
								air, Mirror#heightFromGround,
								Mirror#isAccessibleWhileSeated,
								Mirror#isLocatedInsideRestroom,
								PlaceInfo#accessibility,
								Restroom#hasMirror,
						accessible; accessible:		Restroom#mirror, Restroom#toilet,
mirror in toilet / toilet compartment	access=no, access=yes,					tiltable; accessible: full	Accessibility#accessible	Restroom#washBasin,
is accessible; accessible: tiltable;	access:disabled=yes, amenity=toilets,					height (mirror-UK on	With.wheelchair == false,	WashBasin#accessibleWithWheelchai
accessible: full height (mirror-UK on	building=tilets, material=mirror,	mirror=full_height,		Toilet / toilet		washbasin-OK); not	Accessibility#accessible	r,
washbasin-OK); not accessible	room=toilet, toilets=yes	mirror:movable=tilt	Facility daily needs	compartment	mirror [1]	accessible	With.wheelchair == true	WashBasin#isLocatedInsideRestroom
								Mirror#isAccessibleWhileSeated,
mirror is accessible while seated	material=mirror	mirror=full_height, mirror:seated=yes						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						
			General help for				
model of buildings and surroundings			orientation / Technical			scale model of indoor	
that can be explored with fingers	information=tactile_model		assistance	Plan	type [12]	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,						
movable obstacles	obstacle:wheelchair=yes	obstacle=movable	Building characteristics	Obstacles	movable		Pathways#widthAtObstacles
	movable=yes, seats=user defined,						
movable seating places with sockets	socket: <type>=user defined</type>		Movables	Seatings	places with sockets		
movement in way direction	conveying=forward		Wordbies	Seatings	places with sockets		
movement in way direction	conveying-forward						
movement opposite to way direction	conveying=backward						
multilayer pavement with a stone or	conterning backmana						
gravel basis	surface=fine gravel						
Braver basis							
				Toilet / toilet			
multiple WC in toilet	toilets:num_chambers=user defined,		Facility daily needs	Toilet / toilet	description [1]	multiple WC	Restroom#toilet
multiple WC in toilet			Facility daily needs	Toilet / toilet compartment	description [1]	multiple WC	Restroom#toilet
	toilets:num_chambers=user defined, toilets:number=user defined		General building	compartment		multiple WC	
multiple WC in toilet name of building	toilets:num_chambers=user defined,				description [1] name [4]	multiple WC	PlaceInfo#name
name of building	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined		General building information	compartment Formal information	name [4]	multiple WC	PlaceInfo#name EquipmentProperties#door,
	toilets:num_chambers=user defined, toilets:number=user defined		General building	compartment		multiple WC	PlaceInfo#name
name of building name of doorway	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined		General building information	compartment Formal information	name [4]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name
name of building	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined		General building information	compartment Formal information	name [4]	multiple WC	PlaceInfo#name EquipmentProperties#door,
name of building name of doorway name of entrance	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user		General building information Building characteristics	compartment Formal information Doorways	name [4] name [2]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name
name of building name of doorway	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined		General building information	compartment Formal information	name [4]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name
name of building name of doorway name of entrance name of floor	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined,		General building information Building characteristics Building characteristics	compartment Formal information Doorways Floor (pathway)	name [4] name [2] name [3]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name
name of building name of doorway name of entrance	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined		General building information Building characteristics Building characteristics Way to building	compartment Formal information Doorways	name [4] name [2] name [3]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name
name of building name of doorway name of entrance name of floor	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station		General building information Building characteristics Building characteristics Way to building General help for	compartment Formal information Doorways Floor (pathway)	name [4] name [2] name [3]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name
name of building name of doorway name of entrance name of floor name of public transport station	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined,		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical	compartment Formal information Doorways Floor (pathway) Way to public transport	name [4] name [2] name [3] name of station	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name PlaceInfo#name,
name of building name of doorway name of entrance name of floor	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office		General building information Building characteristics Building characteristics Way to building General help for	compartment Formal information Doorways Floor (pathway)	name [4] name [2] name [3] name of station	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name
name of building name of doorway name of entrance name of floor name of public transport station	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined,		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical	compartment Formal information Doorways Floor (pathway) Way to public transport	name [4] name [2] name [3] name of station	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name PlaceInfo#name,
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs,		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room
name of building name of doorway name of entrance name of floor name of public transport station	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined,		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical	compartment Formal information Doorways Floor (pathway) Way to public transport	name [4] name [2] name [3] name of station	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, Stairs#name
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices name of stairs	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined, name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, Stairs#name PlaceInfo#name,
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices name of stairs	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined, name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, Stairs#name PlaceInfo#name,
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level
name of building name of doorway name of entrance name of floor name of public transport station name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A name of the place named reference point who's name	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level PlaceInfo#name
name of building name of doorway name of entrance name of floor name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A name of the place	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance Change Elevation	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level
name of building name of doorway name of entrance name of floor name of public transport station name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A name of the place named reference point who's name	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, public_transport=station indoor=room, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A name=user defined	audibility=bad, audibility=good,	General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level PlaceInfo#name
name of building name of doorway name of entrance name of floor name of public transport station name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A name of the place named reference point who's name	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined, name=user defined, nom=office highway=steps, name=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A name=user defined reference_point=yes		General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance Change Elevation	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level PlaceInfo#name
name of building name of doorway name of entrance name of floor name of public transport station name of public transport station name of rooms / venues / offices name of stairs name of the level is 4A name of the place named reference point who's name	toilets:num_chambers=user defined, toilets:number=user defined building=yes, name=user defined door=yes, name=user defined entrance=yes, name=user defined level=user defined, name=user defined, ref=user defined name=user defined, name=user defined, ref=user defined, ref=user defined, room=office highway=steps, name=user defined, ref=user defined, room=stairs, stairs=yes level:ref=4A name=user defined reference_point=yes sound=yes, sound_level=high,	audibility=bad, audibility=good,	General building information Building characteristics Building characteristics Way to building General help for orientation / Technical assistance Change Elevation General help for	compartment Formal information Doorways Floor (pathway) Way to public transport Rooms / venues / offices	name [4] name [2] name [3] name of station name [5]	multiple WC	PlaceInfo#name EquipmentProperties#door, PlaceInfo#name Entrance#name, PlaceInfo#name PlaceInfo#name PlaceInfo#name, StructuredAddress#room PlaceInfo#name, StructuredAddress#level PlaceInfo#name

waters based	hand have action							
nature board needlework or textile artist	board_type=nature							Media#type
neon lamp	craft=embroiderer light:method=neon							
neutral colour	step:contrast=no							
NFC	step.com/ast=no	NFC=no, NFC=yes						
night trains with sleeping cars	service=night	NI C=IIO, NI C=YES						
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 disabled persons								Thaterniowaccessionity
no access for mental disabled person	s 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 anouncement	audio anouncement=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 freigth	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	•						
Impaired	hearing_impaired:induction_loop=no						Accessibility#accessible	Accessibility#accessibleWith.wheelch
impaired no obstacle for wheelchairs	hearing_impaired:induction_loop=no							Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility
no obstacle for wheelchairs	obstacle:wheelchair=no	,						
no obstacle for wheelchairs no pictogram no sound	obstacle:wheelchair=no pictogram=no sound=no	,						
no obstacle for wheelchairs no pictogram no sound no usability	obstacle:wheelchair=no pictogram=no sound=no usability=no	,						
no obstacle for wheelchairs no pictogram no sound no usability no wall	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no							
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no							
no obstacle for wheelchairs no pictogram no sound no usability no wall	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no							
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no	,						
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no	door=non-barrier-free,			opening/closing			air, PlaceInfo#accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no,		Building characteristics	Doorways	opening/closing mechanism	non-barrier-free		
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up,	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined,	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline=user defined, incline=across=down,	door=non-barrier-free,	Building characteristics	Doorways		non-barrier-free		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo#
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline=across=down, incline:across=sag,	door=non-barrier-free,	Building characteristics					air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sug, incline:across=user defined,	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility Pathways#maxLateralSlope,
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sug, incline:across=user defined,	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility Pathways#maxLateralSlope,
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=across=down, incline:across=down, incline:across=user defined, incline:avg=user defined	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined parking_space=normal access:blind=no, blind=no	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, incline:avg=user defined parking_space=normal access:blind=no, blind=no	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=across=down, incline:across=down, incline:across=sug, incline:across=user defined, incline:avg=user defined incline:avg=user defined	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -		air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope WheeIchairParking#count PlaceInfo#accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=across=down, incline:across=down, incline:across=sug, incline:across=user defined, incline:avg=user defined incline:avg=user defined	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -	With.wheelchair == true	air, PlaceInfo#accessibility EquipmentProperties#doorPlaceInfo# accessibility Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope WheeIchairParking#count PlaceInfo#accessibility
no obstacle for wheelchairs no pictogram no sound no usability no wall no warning bell no warning lights no window non-barrier-free opening/closing mechanism of doorway non-hairdresser beauty shop, spa, nai salon, etc.	obstacle:wheelchair=no pictogram=no sound=no usability=no wall=no crossing:bell=no crossing:light=no window=no access=no, access:disabled=no, door=yes shop=beauty incline=down, incline=up, incline=across=down, incline:across=down, incline:across=down, incline:across=user defined, incline:avg=user defined incline:avg=user defined	door=non-barrier-free, door:handle=non-barrier-free			mechanism	angled (labyrinthine) -	With.wheelchair == true	air, 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
	elevator=yes, highway=elevator,					
number of elevators	number=user defined, room=elevator elevator:number=user defined	Change Elevation	Elevator	number of elevators		
	building:levels=user defined,					
	building:max_level=user_defined,	General help for				
	level=user defined, number=user	orientation / Technical				
number of floors	defined	assistance	Rooms / venues / offices	number of floors		
	denned	ussistance				
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 commo		Dunung characteristics	Doorways	steps counts	access via step(s)	Shower#step, Stans#count
construction						
construction	light:count=2					
number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to too)	highway=access_ramp, length=user defined, number=user defined, ramp=yes, rampDisability=yes, ramp:wheelchair=yes, room=corridor, reamp=letform width=user defined	Change in Cround Height	t Down	platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to		
from bottom to top)	room=platform, width=user defined	Change in Ground Height	t Ramp	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	t Ramp	number of ramps length platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to top)		PlaceInfo#description
	number=user defined, rows=user					
number of seat rows	defined, seats=user defined	Movables	Seatings	seat rows	number [1]	
number of sockets	number=user defined, socket: <type>=user defined</type>	General help for orientation / Technical assistance	Rooms / venues / offices		number [2]	
Hamber of sockets	source types - user defined	assistance		Jouncia	named [2]	
	telletereumber-user defined		Tailat / tailat			
	toilets:number=user defined,	man and a state of the	Toilet / toilet	1		Design of the line
number of toilet cabins	toilets:num_chamber=user defined	Facility daily needs	compartment	description [1]	number of cabins	Restroom#toilet
	toilets:number=user defined,					
number of urinals in toilet / toilet	toilets:num_chamber=user defined,		Toilet / toilet			
compartment	toilets:position=urinal	Facility daily needs	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		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	
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=gray, colour=green, colour=gray, colour=green, colour=gray, colour=navy, colour=olive, colour=navy, colour=olive, colour=navy, colour=olive, colour=red, colour=silver, colour=teal, colour=white, colour=yellow, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=pole, obstruction:type=pole, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope,	obstacle:colour=aqua, obstacle:colour=black obstacle:colour=black	Building characteristics	Obstacles	colors			
obstacle for wheelchairs	obstacle:wheelchair=yes							Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, Pathways#widthAtObstacles, PlaceInfo#accessibility
	obstacle.wrieelchail-yes						0.00	racemonaccessionity
obstacle signs		sign=obstacle, sign=yes	Building characteristics	Obstacles	signs [1]			

	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=armrest, obstruction:type=par, obstruction:type=grille, obstruction:type=pole,						
	obstruction:type=slope,						
	obstruction:type=spikes, width=user	obstacle=yes, obstacle:size=user					
obstacle size	defined obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=grille, obstruction:type=gole, obstruction:type=slope,	defined	Building characteristics	Obstacles	size [3]		Pathways#widthAtObstacles
obstacles because of constructions	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,	obstacle=yes	Building characteristics	Obstacles	existence [5]		Pathways#widthAtObstacles
obstacles made known through contrasting colors of the same color- tone	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,	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 conta-						
	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 Heigh	t 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						
			General help for				
			orientation / Technical			occupancy plan at the	
occupancy plan sign at the classroom	room=class	sign=occupancy_plan, sign=yes	orientation / Technical assistance	Rooms / venues / office	s sign	occupancy plan at the classroom	
occupancy plan sign at the classroom occupied / free sign at relaxation	room=class	sign=occupancy_plan, sign=yes		Rooms / venues / office	s sign		
	room=class room=relaxation	sign=occupancy_plan, sign=yes		Rooms / venues / offices	s sign sign at room		
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#building,
occupied / free sign at relaxation			assistance			classroom	
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#house,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#level, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#room,
occupied / free sign at relaxation			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#house, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state,
occupied / free sign at relaxation room			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#tate, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#statec, StructuredAddress#stateCode, StructuredAddress#stateCode, StructuredAddress#stateCode,
occupied / free sign at relaxation room			assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#tate, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#statec, StructuredAddress#stateCode, StructuredAddress#stateCode, StructuredAddress#stateCode,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#dounty, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room odd numbers are used to interpolate the house numbers of a bar or pole pivoted (rotates sidewards to open) office building	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#reate, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#dounty, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#roem, StructuredAddress#roem, StructuredAddress#stateCode, Structu
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#reate, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#country, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#street, StructuredAddress#text
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#county, StructuredAddress#district, StructuredAddress#level, StructuredAddress#postalCode, StructuredAddress#roem, StructuredAddress#roem, StructuredAddress#stateCode, Structu
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#country, StructuredAddress#district, StructuredAddress#level, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#stateCode, Struc
occupied / free sign at relaxation room	room=relaxation		assistance			classroom	StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#country, StructuredAddress#district, StructuredAddress#louse, StructuredAddress#louse, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#street, StructuredAddress#text

			General help for			office of the		
office of the commissioner for the			orientation / Technical			commissioner for the		
disabled people		office=commissioner_disabled	assistance	Rooms / venues / offices	s type [15]	disabled people		PlaceInfo#category
			General help for					
			orientation / Technical					PlaceInfo#category,
office room	room=office		assistance	Rooms / venues / offices	s type [15]	office		StructuredAddress#room
								PlaceInfo#accessibility,
office where you can get information								PlaceInfo#category,
about a town or region	information=office							StructuredAddress#regions
often uneven	surface=dirt, surface=earth							
oil available	service=oil							
oil storage	storage=oil							
			General help for					
		olfactory=yes,	orientation / Technical					
olfactory reference points	reference_point=yes	reference_point=olfactory	assistance	Reference points	olfactory			
on both sides	side=both							
on the left side	side=left							
on the right side	side=right							
	handrail=both, handrail=center,							
	handrail=left, handrail=multiple,							
	handrail=right, handrail=yes,							
	handrail:center=no,							
	handrail:center=yes, handrail:left=no,							
on which side of the ramp is a	handrail:left=yes, handrail:right=no,							
handrail	handrail:right=yes		Change in Ground Heigh	t Ramp	handrail [2]	which side/s		
one room retail building	building=kiosk							StructuredAddress#room
one room that is used as a stable	room=stable							
	amenity=toilets, building=toilets,							
	room=toilet, toilets=yes,							
one-room WC / toilet / toilet	toilets:number=user defined,			Toilet / toilet				
compartment	toilets:num chambers=user defined		Facility daily needs	compartment	description [1]	one-room WC		Restroom#toilet
compartment	tollets.hum_chambers=user defined	window=double-sided,	General help for	compartment	uescription [1]	Une-room we		Restroom#tonet
one-sided / double-sided / fanlight /		window=fanlight, window=no,	orientation / Technical			one-sided / double-sided		
, , , , , , , , , , , , , , , , , , , ,	and a design of the standard standard	U ,		AAG a damage	ture [0]			
none windows	window=glass, window=yes	window=one-sided	assistance	Windows	type [8]	/ fanlight / none		
one-way out of a building in case of	entrance=emergency,							Catalog and de an
emergency	exit=emergency				tune of optropool			Entrance#door
and way out of a building (out	antrance-ovit ovit-voc		Duilding characteristics	Deerways	type of entrance/exit	ovit		Entransatidaar
one-way out of a building/exit	entrance=exit, exit=yes		Building characteristics	Doorways	door	exit		Entrance#door
								Accessibility#accessibleWith.wheelch
								air, PlaceInfo#accessibility,
								WheelchairPlaces#count,
	access:disabled=only, disabled=only,							WheelchairPlaces#hasSpaceForAssist
only accessible for disabled persons	disabled_spaces=exclusive						With.wheelchair == true	ant
only accossible through elevator	alayatar-aniy		Puilding characteristics	Doorways	accossibility [1]	through alcuster		
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	navment: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
	highway=steps, room=stairs,						Stairs#alternativeMobileEquipment s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips,
open / close stairwell	stairs=yes	stairs=close, stairs=open	Change Elevation	Stairs	stairwell	open/close	Stairs#name, Stairs#stepHeight
open on weekdays	opening_hours=Mo-Fr						
open to both genders	unisex=alternating						
open window	window=open						
openability of the windows	lockable=no, lockable=unknown, lockable=yes, window=glass, window=yes	openability=no, openability=unknow, 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: automatic / light / heavy / not openable completeley openable / only tiltable	lockable=no, lockable=unknown, lockable=yes, window=glass, window=yes	openability=no, openability=unknow, openability=yes, window:openability=automatic, window:openability=light, window:openability=heavy, window:openability=no, window:openability=no, window:openability=unknown, window:openability=yes	General help for orientation / Technical assistance	Windows	openability of the windows	automatic / light / heavy / not openable completeley openable / only tiltable	
opening direction of doorway	direction=backward, direction=forward, door=yes, door:opening=both, door:opening=inside, door:opening=outside		Building characteristics	Doorways	opening direction		Door#doorOpensToOutside, EquipmentProperties#door, EquipmentProperties#hasDoorsInBo hDirections
opening uncetion of door way	usor opening-outside	direction=inwards,	building end acteristics	5001 W d y 3	opening unection		EquipmentProperties#door,
opening direction of sliding door:		direction=outwards,				outwards / inwards /	EquipmentProperties#hasDoorsInBo
outwards / inwards / sideways	door=sliding	direction=sideways	Building characteristics	Doorways	opening direction	sideways (sliding door)	hDirections
opening hours	opening_hours=Mo-Fr 08:00- 12:00,13:00-17:30; Sa 08:00-12:00; PH off	un conun-sideways	General building information	Formal information	opening hours [3]	sice ways (sitting door)	IDITECTORS
	door=yes, opening_hours=Mo-Fr						
	08:00-12:00,13:00-17:30; Sa 08:00-						
opening hours of doorway	12:00; PH off		Building characteristics	Doorways	access [1]	opening hours [1]	EquipmentProperties#door
opening hours of elevator	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 toilet / toilet compartment opening or gap in a barrier	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 barrier=entrance		Facility daily needs	Toilet / toilet compartment	access [3]	opening hours [2]	Restroom#toilet

opening width of doorway	door=yes, width=user defined		Building characteristics	Doorways	dimension [4]	opening width [2]	Door#width, EquipmentProperties#door
	door=yes, elevator=yes,						
opening width of elevator door	highway=elevator, room=elevator, width=user defined	door=elevator	Change Elevation	Elevator	door	opening width [1]	Door#width
opening window	window=opening		Change Lievation	Lievator	uooi	opening width [1]	Door#width
spennig timaett	initiation opening						
	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#isAutomaticOrAlwaysOpen,
opening/closing mechanism of	door=revolving, door=sliding,				opening/closing		Door#isRevolving,
doorway	door=trapdoor, door=yes		Building characteristics	Doorways	mechanism		EquipmentProperties#door
		technology:operability=average,					
		technology:operability=bad,	General help for				
		technology:operability=excellent,	orientation / Technical	T 1 1 1 1			
operability of technology		technology:operability=good	assistance	Technology	operability		
	door:handle=crash bar,						
	door:handle=knob,						
	door:handle=lever, door:handle=hole,	,				operable with one hand	
operable with one hand door handle	door:handle=ring	door:handle=one_hand	Building characteristics	Doorways	handle	[1]	EquipmentProperties#door
operable with one hand door lock	door=yes, lockable=no, lockable=unknow, lockable=yes	<pre>door:lock=no, door:lock=one_hand, door:lock=yes, lockable=one_hand</pre>	Building characteristics	Doorways	door lock	operable with one hand [2]	EquipmentProperties#door
optional button operated	button_operated=optional	door.lock-yes, lockable-one_nand	Building characteristics	DODIWAYS	UUUI IUCK	[2]	Equipment oper ties#000
organ building is the profession of	batton_operated optional						
designing, building, restoring and							
maintaining pipe organs	craft=organ_builder						
	highway=steps, room=stairs,						
	stairs=yes,						
	tactile_writing:braille:lg=no,						
	tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=n						
	0,						
	tactile_writing:computer_braille:lg=y						
	es,						EquipmentProperties#hasBrailleTex
	tactile_writing:embossed_printed_let						EquipmentProperties#hasRaisedTex
	ters:lg=no,	orientation_guide=no,				orientation guide on the	Media#isBraille,
orientation guide on the stair	tactile_writing:embossed_printed_let					handrail: in Braille / in	Stairs#hasBrailleNavigation,
handrail: in Braille / in raised text / no	o ters:lg=yes	orientation_guide=yes	Change Elevation	Stairs	handrail [3]	raised text / no	Stairs#hasHandRail
original Data		data-original					EquipmentProperties#originalData, PlaceInfo#originalData
		data=original					EquipmentProperties#originalId,
							PlaceInfo#creatorId,
							PlaceInfo#eventId,
							PlaceInfo#originalId,
							Stairs#alternativeMobileEquipment
1.1.1.1.10		10 1 0 1					

s

original ID

ID=user defined

	surface-condic						
	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,	ground:condition=average,					
other condition of ground in front of	surface=unpaved, surface=wood,	ground:condition=bad,		Ground in front of			
entrance	surface=woodchips	ground:condition=good	Way to building	entrance	condition [3]	other	Ground#sidewalkConditions
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, control=remote, control=spring, elevator=yes, highway=elevator, room=elevator		Change Elevation	Elevator	in-car controls / equipment	other fixtures	
		table:type=desk,			- 4- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1-		
other table type	amenity=table, leisure=picnic_table	table:type=writing_table etc.	Movables	Tables	type [6]	others	
	entrance=yes, kerb=flush,						
	kerb=lowered, kerb=raised,						
	kerb=rolled, kerb=yes,						
other upstand at the tastile powers at	obstacle:wheelchair=step,			Ground in front of	tactile payament to the		
other upstand at the tactile pavement to the entrance	tactile_paving=yes	upstand=yes	Way to building	entrance	tactile pavement to the entrance	other upstand	
outdoor	indoor=no		tray to building	cheranoc	entranice		
outline of a linear row of residential							
dwellings, normally has its own							
entrance	building=terrace						
			General help for				
	amenity=baking_oven, oven=electric,		orientation / Technical				
oven	oven=gas_fired, oven=wood_fired		assistance	Rooms / venues / offices	machine or device	oven	
oven which heats with gas	oven=gas_fired		General help for				
			orientation / Technical				
over-head projector		over-head_projector=yes	assistance	Technology	over-head projector		

Stairs#laternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasBrailleNavigation, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight

overlapped stairs	stairs:type=overlapped						Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
overview panel at doorway	door=yes, information=board		Building characteristics	Doorways	overview panel		
owner can revoke access at his own			5	,			
discretion	access=permissive						
paid storage of household goods, i.e.							
self storage	shop=storage_rental						
5							
painting is the result of applying							
paint, pigment or color to a surface	artwork_type=painting						
pair of ramps with a narrow flight of	211 1 0						
stairs	ramp:stroller=yes						
panic room	room=panic						StructuredAddress#room
	amenity=toilets, buildings=toilets,	toilets:paper_flow=bad,		Toilet / toilet			
paper flow of toilet paper dispenser	room=toilet, toilets=yes	toilets:paper_flow=good	Facility daily needs	compartment	toilet paper dispenser	paper flow	Restroom#toilet
heber over er rener heber ereberrer	,		,,			Peber	
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=charging						
parking space exclusively for use by	parking_opace charging						
buses	parking_space=bus						
parking space exclusively for use by							
motorcycles. See also							
amenity=motorcycle parking	parking space=motorcycle						
amenicy motorcycic_parking	parking_opdee motoroyale						
							PlaceInfo#accessibility,
							WheelchairParking#count,
							WheelchairParking#distanceToEntran
							ce,
							WheelchairParking#hasDedicatedSign
							age,
							WheelchairParking#isLocatedInside,
							WheelchairParking#length,
							WheelchairParking#location,
							WheelchairParking#mozVehicleHeigh
							t, WheelshairDarkingttneededDarkingDe
							WheelchairParking#neededParkingPe
parking space evolutionly for the hit							rmits,
parking space exclusively for use by							WheelchairParking#paymentBySpace,
those who are disabled. In some	parking appagediately						WheelchairParking#paymentByZone,
places this may be a legal restriction							WheelchairParking#width
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	parking space-tavi						
for costumers	parking_space=taxi						

parking space only for use of vehicle	5		
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		

part of building is the roof	building:part=root							
					where does the door			
					lead to (venues			
passage door	door=yes	door=passage	Building characteristics	Doorways	connected)	passage door		EquipmentProperties#door
	elevatoe=yes, highway=elevator,							
passenger elevator	room=elevator	elevator=passenger	Change Elevation	Elevator	type [7]	passenger elevator		
		clear_floor_space=passing,						Pathways#width,
passing space floor		clear_floor_space=yes	Building characteristics	Floor (pathway)	passing space [2]			Pathways#widthAtObstacles
					is the path through the			Pathways#width,
path through the corridor is barrier-	access=yes, access:disabled=yes,				corridor barrier-free			Pathways#widthAtObstacles,
free passable	highway=corrior	corridor=barrier-free	Building characteristics	Floor (pathway)	passable?			PlaceInfo#accessibility
	access=yes, access:disabled=yes,							Accessibility#accessibleWith.wheelch
path through the corridor is barrier-	highway=corrior,				is the path through the			air, Pathways#width,
free passable with a mobility	walking_disability=yes,	corridor=barrier-free, barrier-			corridor barrier-free	with a mobility	Accessibility#accessible	Pathways#widthAtObstacles,
restriction	wheelchair=yes	free=mobility	Building characteristics	Floor (pathway)	passable?	restriction	With.wheelchair == true	PlaceInfo#accessibility
path through the corridor is barrier-	access=yes, access:blind=yes,				is the path through the			
free passable with a visual	access:disabled=yes,	corridor=barrier-free, barrier-			corridor barrier-free			
impairment	highway=corrider	free=visual	Building characteristics	Floor (pathway)	passable?	with a visual impairment		PlaceInfo#accessibility
	incline:across=10°,							
	incline:across=10%,							
pathways max lateral slope	incline:across=user defined							Pathways#maxLateralSlope
and the second second second second second	incline=10°, incline=10%, incline=user	r						
pathways max longitudinal slope	defined obstacle:wheelchair=limited,							Pathways#maxLongitudinalSlope
	obstacle:wheelchair=step,							
	obstacle:wheelchair=yes, width=user							
pathways width at obstacles	defined							Pathways#widthAtObstacles
pathways width at obstacles	denned							ratiways#widthAtObstacles
								Payment#acceptsPaymentByMobileP
								hone,
								WheelchairParking#paymentBySpace
payment by mobile phone is accepted	d payment:contactless=ves	payment:mobile_phone=yes						WheelchairParking#paymentByZone
pedestrian can not use this route	foot=no							
pedestrian can use this route legally	foot=yes							
Pedestrian crossings without zebra	crossing=unmarked,							
crossing	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 Heigh	it Ramp	type [14]	permanent		Entrance#hasFixedRamp
permeable paving using regular cell								
structure	surface=grass_paver							
	foot=permissive,							
permission may later be withdrawn	access:disabled=permissive							

permission may later be withdrawn access:disabled=permissive

person or company that manufacture							
of containers and vessels mainly							
made of wood	craft=cooper						
and the second							
person or company that works with electricity or electrical systems	craft=electrician						
person weaving baskets	craft=basket maker						
person who makes and repairs things	clait-basket_maker						
made of light-coloured metal,							
particularly tinware	craft=tinsmith						
person who makes fine wooden							
furniture	craft=cabinet maker						
	—						Wheelchair Places # has Space For Assist
personal assistance		assistence=personal	Facility daily needs	Services	type [1]	personal assistance	ant
pews		pew=user defined, pew=yes	Movables	Seatings	pews		
phone booth with public telephone	amenity=telephone, covered=booth		Facility daily needs	Public telephone	type [13]	phone booth	
			General building				EquipmentProperties#servicePhoneN
phone number of the building	building=yes, phone=user defined		information	Formal information	phone number		umber, PlaceInfo#phoneNumber
and a second state of the							
piano tuner or technician. A							
professional that tunes, regulates and makes the maintenance of pianos.	1						
Most of them repair simple problems							
and some restore a whole piano	craft=piano tuner						
pictogram	pictogram=yes						
pictogram depicting volume control	Prese 8)						
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		piecegram veranie_sentrei	racincy daily recus	r ablic telephone		bictoBrani [1]	
piece of artwork painted directly on a wall		program totalite_control	rucinty duity fields			pecogram [2]	
		pictogram totainc_solitor	General help for			pictogram [1]	
wall	artwork_type=mural		General help for orientation / Technical				
		installations=pipe, installations=tube	General help for	Rooms / venues / office		pipes or tubes	StructuredAddress#room
wall	artwork_type=mural		General help for orientation / Technical				
wall	artwork_type=mural		General help for orientation / Technical				Restroom#toilet,
wall pipe or tube installation room	artwork_type=mural		General help for orientation / Technical			pipes or tubes	Restroom#toilet, WashBasin#accessibleWithWheelchai
wall pipe or tube installation room pipes below the lavatory in toilet /	artwork_type=mural		General help for orientation / Technical			pipes or tubes pipes below the lavatory	Restroom#toilet, WashBasin#accessibleWithWheelchai r,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or	artwork_type=mural room=installations	installations=pipe, installations=tube	General help for orientation / Technical	Rooms / venues / office		pipes or tubes pipes below the lavatory insulated or otherwise	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or	artwork_type=mural room=installations	installations=pipe, installations=tube	General help for orientation / Technical	Rooms / venues / office		pipes or tubes pipes below the lavatory insulated or otherwise	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#count,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#count, WheelchairParking#distanceToEntran ce,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#slocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#count, WheelchairParking#distanceToEntran
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#count, WheelchairParking#distanceToEntran ce, WheelchairParking#hasDedicatedSign
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran age,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	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,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran age, WheelchairParking#locatedSign age, WheelchairParking#lecatedInside, WheelchairParking#lecatedInside, WheelchairParking#lecation, WheelchairParking#lecation, WheelchairParking#location,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran age, WheelchairParking#hasDedicatedSign age, WheelchairParking#length, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#maxVehicleHeigh t,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran ge, WheelchairParking#hasDedicatedSign age, WheelchairParking#locatedInside, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#maxVehicleHeigh t,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran ce, WheelchairParking#isLocatedInside, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect against contact	artwork_type=mural room=installations amenity=toilets, building=toilet, room=toilet, toilets=yes	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran age, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#leation, WheelchairParking#leation, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentBySpace,
wall pipe or tube installation room pipes below the lavatory in toilet / toilet compartment insulated or otherwise configured to protect	artwork_type=mural room=installations amenity=toilets, building=toilet,	installations=pipe, installations=tube pipe=insulated,	General help for orientation / Technical assistance	Rooms / venues / office Toilet / toilet	s installation	pipes or tubes pipes below the lavatory insulated or otherwise configured to protect	Restroom#toilet, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WashBasin#spaceBelowDepth, WheelchairParking#distanceToEntran ce, WheelchairParking#distanceToEntran ce, WheelchairParking#isLocatedInside, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace,

	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=guidepost, information=map, information=office,	
	information=map, information=onice,	
	information=route_marker,	
	information=tactile_model, information=terminal,	PlaceInfo#accessibility
	information=audio_beacon, information=audioguide, information=doard, information=guidepost, information=map, information=office, information=route_marker, information=tactile_map, information=tactile_model, information=tactile_model, information=tartil_blaze,	
	information=visitor_centre,	
	room=information	PlaceInfo#category
place of business that sells to a particular trade or trades, but normally also retails to normal		
	shop=trade	
place selling auto parts, auto accessories, motor oil, car chemicals,		
etc.		
	shop=car_parts	
place specializing in painting cars place that primarily sells cars	craft=car_painter	
place specializing in painting cars place that primarily sells cars automobiles)		
place specializing in painting cars place that primarily sells cars automobiles) place that specializes in selling only or	craft=car_painter shop=car	
place specializing in painting cars place that primarily sells cars automobiles) place that specializes in selling only or mainly doors	craft=car_painter	
place specializing in painting cars place that primarily sells cars (automobiles) place that specializes in selling only or mainly doors place to get medical attention or a	craft=car_painter shop=car	
place specializing in painting cars place that primarily sells cars	craft=car_painter shop=car	

place where a blacksmith forges		
tools, horseshoes, etc. from iron	craft=blacksmith	
place where a lifeguard is on duty	emergency=lifeguard	Pour ont#occontcDillo
		Payment#acceptsBills, Payment#acceptsCoins,
		Payment#acceptsCreditCards,
		Payment#acceptsDebitCards, Payment#acceptsPaymentByMobileP
		hone,
place where a road usage toll or fee is		Payment#hasPortablePaymentSyste
collected		m
place where alternative medicine is	barrier=tool_booth	III
practiced	amenity=alternative_medicine	
practiced	amenity-aite native_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	out-unor stop-unor	
hand crafted	craft=mint	
hand statted		
place where customers can buy		
	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 or a film an		
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	
paper of plastic toll	crare-protographic_rapportuny	

place where residential, commercial,								
and artistic glass is selected, cut,								
installed, replaced, and removed	craft=glaziery							
place where rough pieces of rock are								
shaped into accurate geometrical								
shapes	craft=stonemason							
place where saddles or accessories								
for cars and boats are produced or								
repaired	craft=saddler							
place where shoes, boots, sandals,								
clogs and moccasins are created,								
repaired or altered to fit personal								
needs	craft=shoemaker							
place where sun protection is made,								
repaired, or delivered for assembly,								
especially awnings and shutters	craft=sun_protection							
place where the set of food items								
that are rich in sugar, any one or type								
of which is called a confection is								
produced	craft=confectionery							
place where useful and decorative								
devices are made completely by hand								
or using only simple tools	craft=handicraft							
place where wine is produced	craft=winery							
place where you can get information								
about a specific attraction or place of								
interest	information=visitor_centre							
places selling ice cream	shop=ice_cream							
			General help for					
			orientation / Technical					
plan exists	board_type=map, information=map		assistance	Plan	existence [6]			
	access:blind=yes, blind=yes,		General help for					
	blind:accessible=yes,		orientation / Technical		for persons with			
plan for persons with blindness	information=tactile_map		assistance	Plan	blindness [2]			
			General help for					
			orientation / Technical					
plan for persons with sight	board_type=map, information=map		assistance	Plan	for persons with sight [2	.]		
			General help for					
	board_type=map, information=map,		orientation / Technical					EquipmentProperties#isIndoors,
plan location: indoors	indoor=yes		assistance	Plan	location [8]	indoors		WheelchairParking#isLocatedInside
			General help for					
	board_type=map, information=map,		orientation / Technical		the state			
plan location: outdoors	indoor=no		assistance	Plan	location [8]	outdoors		
	access=yes, access:disabled=yes,							
	amenity=toilets, board_type=map,							
	building=toilets, information=map,							
	information=tactile_map,							
	room=toilet, toilets=yes,							Accessibility#accessibleWith.wheelch
	toilets_access=community,		Concerl half f					air,
	toilets access=public,		General help for					Restroom#isAccessibleWithWheelcha
allow states location of the			and a second sec				A second billion of the second billion of the	to Destance with attack
plan states location of accessible toilets	toilets:wheelchair=yes, wheelchair=yes	plan=accessible_toilets	orientation / Technical assistance	Plan	toilets accessible		Accessibility#accessible	ir, Restroom#toilet, Room#isAccessibleWithWheelchair

plan states location of baby-changing			General help for orientation / Technical				
room	information=map board_type=map,	plan=changing_room	assistance General help for	Plan	baby-changing room		
plan states location of defibrillator	emergency=defibrillator, information=map	plan=defibrillator	orientation / Technical assistance	Plan	defibrillator		
	<pre>board_type=map, emergency=first_aid_kit,</pre>		General help for orientation / Technical				
plan states location of first aid box	information=map	plan=first_aid_kit	assistance	Plan	first aid box		
	amenity=toilets, board_type=map, building=toilets, information=map,		General help for orientation / Technical				
plan states location of toilet	room=toilet, toilets=yes	plan=toilet	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
			General help for				
plan type: overview panel / board	board type=map, information=map		orientation / Technical assistance	Plan	type [12]	overview panel/board	
plan with marked points of the	haard turg-man information-man	compace-marked points	General help for orientation / Technical assistance	Plan	marked points of the		
compass	board_type=map, information=map	compass-marked_points	General help for orientation / Technical	FIGH	compass		
plan with marked relaxation room	board_type=map, information=map	room=relaxation	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#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text
plan with marked room-IDs	ref=user defined			Plan	room-ID		Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text EquipmentProperties#plannedCompl
plan with marked room-IDs planned completion date planning			orientation / Technical	Plan	room-ID		Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text
planned completion date	ref=user defined opening_date=yes, start_date=yes		orientation / Technical	Plan	room-ID		Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text EquipmentProperties#plannedCompl
planned completion date planning plastered floor	ref=user defined opening_date=yes, start_date=yes office=advertising_agency floor:material=plaster control=automatic;remote, control=manual;local, control=manual;local, control=manual;remote, control=remote, control=remote, control=remote, control=remote,electric, control=spring, elevator=lift, elevator=yes, highway=elevator,		orientation / Technical assistance				Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text EquipmentProperties#plannedCompl
planned completion date planning	ref=user defined opening_date=yes, start_date=yes office=advertising_agency floor:material=plaster control=automatic;remote, control=manual;local, control=manual;local, control=manual;local, control=manual;remote, control=remote, cont	control=platform_lift	orientation / Technical	Plan	room-ID		Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text EquipmentProperties#plannedCompl
planned completion date planning plastered floor	ref=user defined opening_date=yes, start_date=yes office=advertising_agency floor:material=plaster control=automatic;remote, control=manual;local, control=manual;local, control=manual;remote, control=remote, control=remote, control=remote, control=remote,electric, control=spring, elevator=lift, elevator=yes, highway=elevator,		orientation / Technical assistance				Stairs#alternativeMobileEquipmentId s, StructuredAddress#room, StructuredAddress#text EquipmentProperties#plannedCompl

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

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 position of the spout outlet, from front and rear of the drinking fountain	amenity=toilets, building=toilets, room=toilet, toilets=yes amenity=drinking_water, fountain=drinking, fountain=drinking fountain	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 location=user defined, location:description:lg=user defined, spout_outlet=yes	Facility daily needs	Toilet / toilet compartment Drinking fountain	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 position, from front and rear of the drinking fountain	PlaceInfo#description, Restroom#toilet 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 possibility to blackout windows	public_transport=stop_position	window=blackout, window=no_blackout	General help for orientation / Technical assistance	Windows	blackout		PlaceInfo#description
potential interpolation way	addr:inclusion=potential						StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#district, StructuredAddress#district, StructuredAddress#level, StructuredAddress#level, StructuredAddress#regions, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#stateCode, StructuredAddress#stateCode, StructuredAddress#stateCode, StructuredAddress#stateCode,
potential interpolation way	addi.inclusion-potential		General help for				StructureuAudress#text
number: / no	room=lecture, socket: <type>=user defined, socket:<type>=yes</type></type>	socket: <type>=no</type>	orientation / Technical assistance	Rooms / venues / offices	s lecturer zone	power socket(s): yes, number: / no	
powerful light focused so as to illuminate a small area	light:category=spotlight						
practice room		room=practice	General help for orientation / Technical assistance	Rooms / venues / offices	s type [15]	practice room	PlaceInfo#category, StructuredAddress#room
preferred point to pump water off a river or other waters for a fire							
department	emergency=suction_point						
Preselected flat area for a helicopter to land in an emergency situation	emergency=landing_site						
primary or secondary school prison cell	amenity=school room=prison cell						StructuredAddress#room
private parking space	parking_space=private						WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace
producer of fine art prints production	craft=printmaker room=production						
projection room	room=projection						StructuredAddress#room
• • • •							

			General help for				
			orientation / Technical				
projector		projector=yes	assistance	Technology	projector		
			General help for				
			orientation / Technical				
projector with glare-free display		projector=glare-free_display	assistance	Technology	projector	display glare-free	
		projector=cinch, projector=HDMI,	General help for			HDMI / VGA / Cinch	
projector with HDMI / VGA / Cinch		projector=user defined,	orientation / Technical			(yellow-white-red) /	
(yellow-white-red) / other:		projector=VGA	assistance	Technology	projector	other:	
			General help for				
prominent place as starting point and	reference point=yes,		orientation / Technical		prominent place as		
reference point	tourist=attraction	reference point=prominent point	assistance	Reference points	starting point		
prone to erosion	surface=dirt, surface=earth				UT UT UT		
		obstacle=protruding,					
protruding obstacle	obstacle:wheelchair=yes	obstacle:wheelchair=protruding	Building characteristics	Obstacles	existence [5]	protruding	Pathways#widthAtObstacles
						0	
providing services related to funeral							
arrangements, may also be known as							
	shop=funeral directors						
pub	room=pub						StructuredAddress#room
540							
	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,						
public / restricted access to elevator	room=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=us_sidepath, access=yes, conveying=backward,				
	conveying=backward,				
public / restricted access to escalators	s conveying=reversible, conveying=yes	Change Elevation	Escalators	access [4]	public / restricted [2]
	access=yes, highway=footway,				
public access to floor (pathway)	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:type=movable_cabi				
public bookcase is a movable cabinet	net				
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_cabin
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#acceptsPaymentByMobileP hone, Payment#hasPortablePaymentSyste
public pay phone	amenity=telephone	telephone=pay	Facility daily needs	Public telephone	type [13]	pay phone	m
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	amenity=telephone,					max protruding into the	
the circulation path	obstacle:wheelchair=yes	obstacle=potruding	Facility daily needs	Public telephone	dimension [11]	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

purpose of building	building=bakehouse, building=barn, building=bridge, building=bungalow, building=bridge, building=cathedral, building=carport, building=cathedral, building=cropert, building=cherch, building=commercial, building=commercial, building=construction, building=construction, building=construction, building=construction, building=corstruction, building=corstruction, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farm_auxiliary, building=farmaton, building=garade, building=garages, building=garade, building=garages, building=grandstand, building=fotel, building=house, building=houseboat, building=house, building=houseboat, building=hut, building=kindergarten, building=kindergarten, building=koilding=mosque, building=houseloatiling=mosque, building=pavilion, building=public,	General building	Formal information purpose [1]	PiaceInfo#accessibility
	room=amunition dump, room=auqarium, room=archive, room=auqarium, room=auchive, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=batn, room=barn, room=bath, room=bell tower, room=beenches, room=blueprint, room=bowling alley, room=blueprint, room=benches, room=cabin, room=catering, room=cabin, room=catering, room=chacel, room=chapel, room=check-out counter, room=class, room=computer, room=conference, room=computer, room=conference, room=corridor, room=delivery, room=departure terminal, room=dring, room=delivery, room=dring, room=elevator, room=dring, room=elevator, room=dring, room=elevator, room=enclosure, room=engine shed,	General help for orientation / Technical assistance	Rooms / venues / offices purpose [2]	PlaceInfo#accessibility
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	cign=OP_code	General help for orientation / Technical assistance	Rooms / venues / offices	sign	QR Code		Restroom#signIcons
onces	indoor=room, room=office	sign=QR_code	General help for orientation / Technical	Rooms / venues / onices	SIGLI	QR CODE		Restroom#signicons
quantity of projectors	number=user defined	projector=user defined, projector=yes		Technology	projector	quantity		
augus managament ticket maching		ticket machine-yes	Facility daily poods	Services	tuno [1]	queue management ticket machine		
queue management ticket machine RADAR key of the UK-"National Key		ticket_machine=yes	Facility daily needs	Services	type [1]	licket machine		Door#needsRadarKey,
Scheme" opens door	centralkey=nks							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#supportRailsAreAboveAndBel owControls
rail, typically metal, designed to keep vehicles within their roadway	barrier=guard rail							
railway level crossing which is	0 _							
normally closed and opens only on								
demand	crossing:on_demand=yes							
	tactile_writing:embossed_printed_let ters:lg=no,	I						
	tactile_writing:embossed_printed_let	T						EquipmentProperties#hasRaisedText,
raised text	ters:lg=yes							StructuredAddress#text
rammed earth wall	wall=pise							
	ramp:luggage=yes, ramp:luggage=automatic,							
ramp for luggage	ramp:luggage=manual							
ramp for luggage, even surface	ramp:luggage=manual							
ramp for luggage, moves by itself	ramp:luggage=automatic							
	ramp:wheelchair=yes,						Accessibility#accessible	Accessibility#accessibleWith.wheelch
ramp that can be used by wheelchairs	s rampDisability=yes		Change Elevation	Stairs	ramp (for wheelchair)		With.wheelchair == true	air, PlaceInfo#accessibility Entrance#hasFixedRamp,
ramp to the entrance door	door=yes, entrance=yes, ramp=yes	door=entrance, ramp=entrance	Change in Ground Height	t Ramp	where to	entrance -> door		Entrance#hasRemovableRamp
ramp to the side of steps	ramp:bicycle=yes							
	handrail=both, handrail=center,							
	handrail=left handrail=multiple, handrail=rigth, handrail=yes,							
	handrail:center=no,							
	handrail:center=yes, handrail:left=no,	,						
	handrail:left=yes, handrail:right=no,							
ramp with handrail	handrail:right=yes, ramp=yes		Change in Ground Height	t Ramp	handrail [2]			
	handrail=both, handrail=center,							
	handrail=left handrail=multiple,							
	handrail=rigth, handrail=yes,							
	handrail:center=no,							
	handrail:center=no, handrail:center=yes, handrail:left=no,	,						
ramp with handrail exists	handrail:center=no,	,	Change in Ground Height	t Ramo	handrail [2]	existence [1]		

ramp with handrail returning to wall, guard or landing surface	handrail=both, handrail=center, handrail=left handrail=multiple, handrail=rigth, 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 Heigh	t 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 Heigh	t 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 Heigh	Bama	wheel guards		
					number of ramps length, platform depth (Ramp to entrance: from outside to access; ramp in corridor: from bottom to		
ramp without platform raw cobblestone, uncut stones,	ramp=yes	ramp=no_platform	Change in Ground Height	t Ramp	top)	no platform	
rounded stones, natural stones	surface=unhewn_cobblestone						
			General help for orientation / Technical		reachability of the		
reachability of the window opener	window=yes	window_opener=reachable	assistance	Windows	opener		
reachability of the window opener: light / heavy realistic speed estimate	window=yes maxspeed:practical=15	window_opener=heavy, window_opener=light, window_opener=reachable	General help for orientation / Technical assistance	Windows	reachability of the opener	light / heavy	

reason equipment is out of order		broken:equipment=user defined, description=user defined, disused:equipment=user defined					EquipmentProperties#outOfOrderRea son
							PlaceInfo#category,
reception	room=reception		Facility daily needs	Services	type [1]	reception desk	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			General help for orientation / Technical				
zones	reference_point=yes	populated=high	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

			General help for					
	amenity=fridge, fridge=icebox,		orientation / Technical					
refrigerator	fridge=yes		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
	access=no, access=yes,							
	access:disabled=no,						Accessibility#accessible	
	access:disabled=yes,						With.wheelchair == false,	Accessibility#accessibleWith.wheelch
	room=relaxation, wheelchair=yes,					accessible / not	Accessibility#accessible	air, PlaceInfo#accessibility,
relaxation room is (not) accessible	wheelchair=no		Facility daily needs	Relaxation room	access [6]	accessible	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							
			General help for					
			orientation / Technical					PlaceInfo#category,
restaurant	room=restaurant		assistance	Rooms / venues / offices	type [15]	food: restaurant		StructuredAddress#room
	access=permissive, access=permit,							
restricted access to doorway	door=yes		Building characteristics	Doorways	access [1]	restricted [1]		EquipmentProperties#door
	access=permissive, access=permit,							
	highway=corridor, highway=footway,							
restricted access to floor (pathway)	highway=path		Building characteristics	Floor (pathway)	access [5]	restricted [2]		
() · · · · //	0 , , , , , , , , , , , , , , , , , , ,							
	access=permissive, access=permit,							
	amenity=toilets, building=toilets,							
	female=yes, male=yes, room=toilet,							
restricted access to toilet / toilet	toilets=yes, toilets:wheelchair=no,			Toilet / toilet				Restroom#toilet,
compartment	toilets:wheelchair=yes		Facility daily needs	compartment	access [3]	restricted [3]		Room#isAccessibleWithWheelchair
	amenity=toilets, building=toilets,		,					2 Clonan
	entrance=yes, room=toilet,							
	room=washroom, toilet:facilities=yes,							
restroom entrance	toilet=yes	*						Restroom#entrance
	conce yes							
	amenity=toilets, building=toilets,							
	room=bath, room=toilet,							
restroom has bathtub	room=washroom, toilets=yes	facilities=bathtub						Restroom#hasBathTub
rescroon has battlub	room-washroom, tonets-yes	Tacinites-Datilitub						Restroom#hasSupportRails,
	amenity=toilets, building=toilets,							Shower#hasSupportRails,
	room=toilet, room=washroom,							Shower#supportRailsAreAboveAndBel
restroom has support rails	toilets=yes	grab_bar=yes						owControls
restroom has support rails	toneta-yes	Bign ngi - Act						owcontrols

								Restroom#turningSpaceInside,
	amenity=toilets, building=toilets,							Toilet#spaceInFront,
	room=toilet, room=washroom,							Toilet#spaceOnUsersLeftSide,
restroom has turning space inside	toilets=yes	clear_floor_space=yes						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							
p0000	builler cable_builler							
road usable by car with high								
clearance, light-duty off road vehicles	s smoothness-very had							
clearance, light-duty off road vehicle.	s shootiness=very_bad							
read usable by sity bits, sport ears							Association	Accessibility#accessibleWith.wheelch
road usable by city bike, sport cars,								
wheelchair, scooter	smoothness=intermediate						With.wheelchair == true	air
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 of	f-							
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							
	highway=corridor, highway=footway,	,						
	highway=path, smoothness=bad,							
	smoothness=excellent,							
	smoothness=good,							
	smoothness=horrible,							
	smoothness=impassable,							
	smoothness=intermediate,							
	smoothness=very bad,							
rollability of the floor	smoothness=very_bad, smoothness=very_bard		Building characteristics	Floor (pathway)	condition [2]	rollability		
rolability of the hoof	shootiness=very_normble		bonding end acteristics	(pathway)	condition [2]	rondonity		
Rolled kerbs still provide a gutter for								
. –								
water while being traversable by	kerb-rolled							
large wheeled vehicles	kerb=rolled							
								PlaceInfo#category,
room containing a bar	room=bar							StructuredAddress#room
								PlaceInfo#category,
room containing a bowling alley	room=bowling alley							StructuredAddress#room
			General help for					
			orientation / Technical					PlaceInfo#category,
room containing a cash point	room=cash point		assistance	Rooms / venues / offices	machine or device	bank cash machine		StructuredAddress#room
			General help for					
			orientation / Technical					PlaceInfo#category,
room containing a cash point [1]	room=cash point		assistance	Rooms / venues / offices	machine or device	cash machine		StructuredAddress#room
			General help for					
			1					PlaceInfo#category,
			orientation / Technical					riaceinio#category,
room containing a copier	room=copier		assistance	Rooms / venues / offices	machine or device	photocopier		StructuredAddress#room

		General help for orientation / Technical				PlaceInfo#category,
room containing a library	room=library	assistance	Rooms / venues / offices	type [15]	library	StructuredAddress#room
						PlaceInfo#category,
oom containing a platform	room=platform					StructuredAddress#room
						PlaceInfo#category,
oom containing a pulpit	room=pulpit					StructuredAddress#room
of the book of the pre-	and the second se					PlaceInfo#category,
oom containing a shoot alley	room=shoot alley					StructuredAddress#room
contraining a shoot aney	ioon-shot arey					PlaceInfo#category,
oom containing a slide	room=slide					StructuredAddress#room
oom containing a side	100m-side					
						PlaceInfo#category,
oom containing a stage	room=stage					StructuredAddress#room
		General help for				
		orientation / Technical				PlaceInfo#category,
oom containing a washing-bay	room=washing-bay	assistance	Rooms / venues / offices	machine or device	washing machine	StructuredAddress#room
						PlaceInfo#category,
oom containing a waste container	room=waste container					StructuredAddress#room
		General help for				
		orientation / Technical				PlaceInfo#category,
room containing baggage carousel	room=baggage carousel	assistance	Rooms / venues / offices	type [15]	baggage reclaim room	StructuredAddress#room
				one room with a bench:		PlaceInfo#category,
oom containing benches	room=benches	Movables	Benches	existence		StructuredAddress#room
U						PlaceInfo#category,
oom containing blueprint	room=blueprint					StructuredAddress#room
contraining bracprint	ioon-blueprine					PlaceInfo#category,
oom containing check-in counter	room=check-in counter					StructuredAddress#room
contraining check-in counter	Toom-check-in counter					PlaceInfo#category,
room containing check-out counter	room=check-out counter					StructuredAddress#room
						PlaceInfo#category,
oom containing equipment	room=equipment					StructuredAddress#room
						PlaceInfo#category,
oom containing escalators	room=escalator					StructuredAddress#room
		General help for				
		orientation / Technical				PlaceInfo#category, Restroom#toi
oom containing one toilet only	room=toilet	assistance	Rooms / venues / offices	type [15]	toilet	StructuredAddress#room
		General help for				
		orientation / Technical				PlaceInfo#category,
oom containing printer, plotter etc.	room=printer	assistance	Rooms / venues / offices	machine or device	printer	StructuredAddress#room
01 ,1						PlaceInfo#category,
oom containing props	room=props					StructuredAddress#room
0 F - F						
						PlaceInfo#category,
						Restroom#hasShower,
						Restroom#shower,
						Shower#hasErgonomicHandle,
						Shower#hasShowerSeat,
						Shower#hasSupportRails,
						Shower#isLevel,
						Shower#showerSeatIsFolding,
						Shower#showerSeatIsRemovable
		General help for				Shower#step,
		orientation / Technical				Shower#supportRailsAreAboveAn
oom containing showers	room=showers	assistance	Rooms / venues / offices	type [15]	shower	owControls, StructuredAddress#re
0			,,,,	11. ()		

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, Strairs#name, Stairs#stepHeight,
						PlaceInfo#accessibility, PlaceInfo#category,
room containing the information desl	k room=information	Facility daily needs	Services	type [1]	information desk	StructuredAddress#room
room containing the reception	room=reception					PlaceInfo#category, StructuredAddress#room
room containing the reception						PlaceInfo#category,
room containing tracks	room=track					StructuredAddress#room
room for the parish	room=parish					PlaceInfo#category, StructuredAddress#room
room ID of toilet compartment	amenity=toilets, building=toilety, ref=user defined, room=toilet, toilets=yes	Facility daily needs	Toilet / toilet compartment	room ID		EquipmentProperties#originalld, PlaceInfo#originalld, 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#originalld, 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

room=anumition dump, room=auqarium, room=archive, room=arms depot, room=auditorium, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=bar, room=bart, room=bar, room=betr, room=betr, room=betr tower, room=beer garden, room=bell tower, room=benches, room=blueprint, room=bowling alley, room=break, room=breakfast, room=cabin, room=cateren, room=cabin, room=catering, room=cabin, room=catering, room=check-out counter, room=class,
room=auqarium, room=aviary, room=auditorium, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=bar, room=bath, room=bath, room=bedroom, room=beer garden, room=bell tower, room=benches, room=blueprint, room=boxling alley, room=break, room=breakfast, room=cabin, room=catteren, room=cabin, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren, room=cabel, room=catteren,
room=arms depot, room=auditorium, room=aviary, room=baggage carousel, room=balcony, room=baptism, room=bar, room=baptism, room=bart, room=bedroom, room=beer, room=bel tower, room=beenches, room=bell tower, room=benches, room=belleyrint, room=conselley, room=break, room=breakfast, room=chain, room=catering, room=catering, room=catering, room=charcel, room=chapel, room=check, room=check-in counter,
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=cateen, room=cabin, room=cateen, room=cabneel, room=catering, room=chancel, room=chapel, room=chack, room=chack-in counter,
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=crahen, room=cateen, room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter,
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=crahen, room=cateen, room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter,
room=bedroom, room=beer garden, room=bell tower, room=benches, room=blueprint, room=bowling alley, room=break, room=breakfast, room=cabin, room=canteen, room=cabin, room=catering, room=chancel, room=chapel, room=chacek, room=check-in counter,
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=blueprint, room=bowling alley, room=break, room=breakfast, room=cabin, room=canteen, room=cash point, room=catering, room=chancel, room=chapel, room=check-in counter,
room=break, room=cabin, room=canteen, room=cabin, room=catering, room=chancel, room=chapel, room=check, room=check-in counter,
room=cabin, room=canteen, room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter,
room=cash point, room=catering, room=chancel, room=chapel, room=check, room=check-in counter,
room=chancel, room=chapel, room=check, room=check-in counter,
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#isAccessibleWithWheelchair,
room=emergency call center, StructuredAddress#room,
room is accessible with wheelchair room=enclosure, room=engine shed, WheelchairPlaces#count
PlaceInfo#category,
room only for VIP room=vip StructuredAddress#room
PlaceInfo#category,
room where a party can be held room=party StructuredAddress#room
PlaceInfo#category,
room where celebrations can be held room=celebration StructuredAddress#room
PlaceInfo#category,
room where it is possible to do sports room=sport StructuredAddress#room
PlaceInfo#category,
room where it is possile to ride room=riding StructuredAddress#room

room-ID states floor (pathway) type	highway=corridor, highway=footway, highway=path, material=concrete, material=glass, material=granite, material=imestone, material=mestone, material=mestone, material=mestone, material=plaste, material=plastic, material=rammed_earth, material=reinforced_concrete, material=reinforced_concrete, material=sandstone, material=soil, material=steel, material=soil, material=tiles, materia	Building characteristics	Floor (pathway)	type [9]	room-ID	EquipmentProperties#originalld, EquipmentProperties#originalPlaceInf old, EquipmentProperties#placeInfold, PlaceInfo#creatorld, PlaceInfo#originalld, StructuredAddress#room, StructuredAddress#room,
				1710 - K. V		

			General help for					
rooms / venues / offices with audio			orientation / Technical					
exit	audio=yes, indoor=room, room=office		assistance	Rooms / venues / offices	audio exit			StructuredAddress#room
								PlaceInfo#category,
roughly built house	building=cabin							StructuredAddress#house
round or broached handle is available								
to open a door or a valve	handle=wheel							EquipmentProperties#door
	handrail=both, handrail=center,							
	handrail=left, handrail=multiple,							
	handrail=rigth, handrail=yes,							
	handrail:center=no,							
and a standard second	handrail:center=yes, handrail:left=no,					rounded end with a		
rounded end with a stair handrail	handrail:left=yes, handrail:right=no,	handrail=rounded and				handrail projecting freely into the room at the inlet		
projecting freely into the room at the inlet and outlet	handrail:right=yes, highway=steps,	handrail=rounded_end,	Change Elevation	Stairs	handrail [3]	and outlet		Stairs#hasHandRail
	room=stairs, stairs=yes surface=unhewn cobblestone,	rounded_end=yes	Change Lievation	Judits	nationali [5]	and outlet		Stan S#HaSHaHuKdll
rounded stones	surface=pebblestone							
	surface peoplestone							Accessibility#accessibleWith.whee
								air, PlaceInfo#accessibility,
								Room#isAccessibleWithWheelcha
								WheelchairPlaces#count,
route to accessible seating /				Wheelchair space	route to accessible		Accessibility#accessible	WheelchairPlaces#hasSpaceForAs
wheelchair space	access:disabled=yes, wheelchair=yes	route=accessible	Movables	(seatings)	seating		With.wheelchair == true	ant
ruined building	building=ruins							
	incline=down, incline=up,							
	incline=user defined, incline:avg=user							
running slope	defined		Change Elevation	Slope	slope [2]	running slope		
	incline=down, incline=up,							
	incline=user defined, incline:avg=user							
running slope with curb ramp / curb	defined, kerb=flush, kerb=lowered,		Maria de la citatione	Comb anna / anna i	-lana (2)	munica de la 121		
cuts	kerb=raised, kerb=rolled, kerb=yes		Way to building	Curb ramp / curb cuts	slope [3]	running slope [2]		StructuredAddress#room
sacristy sag of pathway	room=sacristy incline:across=sag							Pathways#maxLateralSlope
sales room	room=sales							StructuredAddress#room
								PlaceInfo#creatorId,
								PlaceInfo#originalId,
								Stairs#alternativeMobileEquipmer
								s,
								Stairs#alternativeMobileEquipmer
								s, Stairs#count,
								Stairs#hasAntiSlipNosing,
								Stairs#hasBrailleNavigation,
								Stairs#hasHandRail,
						same stairwell with		Stairs#hasHighContrastNosing,
same stairwell with different						different characteristics		Stairs#hasTactileSafetyStrips,
characteristics in the Rooms with the						in the Rooms with the		Stairs#name, Stairs#stepHeight,
given ID's, where the stairs lead	highway=steps, ref=user defined,					given ID's, where the		StructuredAddress#room,
to/from	room=stairs, stairs=yes	characteristics=different	Change Elevation	Stairs	room ID's	stairs lead to/from		StructuredAddress#text

same stairwell/staircase with same characteristics in all Rooms with the given ID's, where the stairs lead to/from sanitation is accessible sanitation is not accesible	highway=steps, ref=user defined, repeat_on=user defined, room=stairs, stairs=yes sanitation=yes, sanitation=Yes sanitation=no, sanitation=No	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#hasAntiSlipNosing, Stairs#hasHandRail, Stairs#hasHandRail, Stairs#hasHatheContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight, StructuredAddress#text PlaceInfo#accessibility
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	1							
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 General help for	Rooms / venues / offices	accessible way (description)	seamless signposting to the room [2]		PlaceInfo#accessibility, Restroom#signIcons, Room#isAccessibleWithWheeIchair
seamless signposting along the		route=shortest, sign=yes,	orientation / Technical		shortest way to the room	seamless signnosting to		
shortest way to the room	indoor=room, ref=user defined	signposting=seamless	assistance	Rooms / venues / offices		the room [1]		Restroom#signIcons
	indoor_seating=yes,			,,	()			
	outdoor_seating=yes, width=user	row:width=user defined,						
seat row width in cm	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							Restroom#toilet
	length=user defined, width=user							
seating depth in cm	defined	seat:depth=user defined	Movables	Seatings	seating depth in cm			
seating pews with wheelchair spaces: yes, variable / yes, rear / yes, front /		clear_floor_space=yes, pew=user defined, pew=yes, wheelchair_space=front, wheelchair_space=rear, wheelchair_space=rear, wheelchair_space=variable,				wheelchair spaces: yes, variable / yes, rear / yes,	Accessibility#accessible With.wheelchair == false,	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
no	wheelchair=no, wheelchair=yes	wheelchair_space=yes	Movables	Seatings	pews	front / no	With.wheelchair == true	ant
		socket: <type>=front,</type>						
	indoor_seating=yes,	socket: <type>=no,</type>						
seatings / places with sockets: yes,	socket: <type>=user defined,</type>	socket: <type>=rear,</type>				yes, variable / yes, rear /		
variable / yes, rear / yes, front / no	socket: <type>=yes</type>	socket: <type>=variable</type>	Movables	Seatings	places with sockets	yes, front / no		
	indoor_seating=yes,			6	101			
seatings exist	outdoor_seating=yes		Movables	Seatings	existence [8]			
section in a wall or fence which can be opened	harrior-gata							
section in a wall or fence which slides	barrier=gate							
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 check	room-security thetk					security service office or		PlaceInfo#category,
security service office or desk	room=office, security desk=yes		Facility daily needs	Services	type [1]	desk		StructuredAddress#room
security service office of desk	room=omce, security_desk=yes		Facility daily needs	Services	type [1]	uesk		StructureuAddress#room
	control=automatic;remote,							
	control=buttons, control=manual,							
	control=manual;local,							
	control=manual_locked,							
	control=manual;remote,							
	control=remote,		General help for					
	control=remote_electric,	security_system_control=user	orientation / Technical					
security system controls	control=spring	defined	assistance	Technology	controls	security system		
		dispensing_device=yes, self-			self-service shelf or			
self-service shelf or dispensing device		service_shelf=yes	Movables	Food Service Lines	dispensing device			
selling and installing glazing for								
windows and doors	shop=glaziery							
			General help for					
			orientation / Technical					PlaceInfo#category,
seminar room	indoor=room	room=seminar	assistance	Rooms / venues / offices	type [15]	seminar room		StructuredAddress#room
senso triggers camera	sensor:triggers=camera		····	,,	2011 N 12			
sensor triggers alarm	sensor:triggers=alarm							
sensor triggers light	sensor:triggers=light							
sensor triggers logging	sensor:triggers=logging							
Sensor Enggers logging	Sensor Engers=logging							Stairs#alternativeMobileEquipment
								s, Stairs#count,
								Stairs#hasAntiSlipNosing,
								Stairs#hasBrailleNavigation,
								Stairs#hasHandRail,
								Stairs#hasHighContrastNosing,
								Stairs#hasTactileSafetyStrips,
separated stairs	stairs:type=separated							Stairs#name, Stairs#stepHeight
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			
						clear floor space for		Accessibility#accessibleWith.wheelcl
service desk with clear floor space		clear_floor_space=yes,				forward or parallel	Accessibility#accessible	air, Media#turningSpaceInFront,
for forward or parallel approach	wheelchair=yes	service desk=yes	Facility daily needs	Services	service desks	approach	With.wheelchair == true	
service desks		service desk=yes	Facility daily needs	Services	service desks			
		service:indoor_app=no,						
service indoor app	indoor=yes	service:indoor_app=yes	Facility daily needs	Services	type [1]	indoor app		
		location=user defined,	. somey daily fields	50111005	21 PC [1]			
service location		service:location=user defined	Facility daily needs	Services	location [1]			
Service location		service.location-user defined	General help for	JEIVILES				
		phonousonico, number toobailaire u			convice number			FauipmentDreperties#conviceDbaret
	alara and fined	phone:service_number_technician=u		Technology	service number			EquipmentProperties#servicePhoneN
service number technician	phone=user defined	ser defined	assistance	Technology	technician			umber, PlaceInfo#phoneNumber
	opening_hours=Mo-Fr 08:00-							
	12:00,13:00-17:30; Sa 08:00-12:00;							
service opening hours	PH off, opening_hours=user defined	service:opening_hours=user defined	Facility daily needs	Services	opening hours [1]			
	information=office,							
service point	reception_desk=yes	service=point	Facility daily needs	Services	type [1]	service point		PlaceInfo#accessibility
								•

								EquipmentProperties#serviceWebsite Url, PlaceInfo#editPageUrl,
								PlaceInfo#infoPageUrl,
service website url	url=user defined							PlaceInfo#placeWebsiteUrl
service-based business dedicated to								
creating, planning, and handling advertising	office=advertising agency							
sett paving, natural stones,	once-advertising_agency							
rectangular shape	surface=sett							
								e, Accessibility#accessibleWith.wheelch
shallow obstruction (dispensing	a la secola contra a la la staticita da se	disconcione desider succ				shallow obstruction	Accessibility#partiallyAc	
device is pushed behind) at Food Service Lines	obstacle:wheelchair=limited,	dispensing_device=yes, obstruction=shallow	Movables	Food Service Lines	self-service shelf or	(device is pushed	essibleWith.wheelchair	Accessibility#partiallyAccessibleWith. wheelchair
Service Lines	obstacle:wheelchair=yes	obstruction=shallow	IVIOVADIES	Food Service Lines	dispensing device	behind)	== true	wheelchair
shape of building / structure / layout	building:form=box; building:form=l- shaped; 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		monnation	1 official monthation	Structure / layout			The control accession by
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	shop-radiotechnics							
accessories	shop=fashion accessories							
shop focused on selling garden	shop-rushion_uccessories							
furniture (sheds, outdoor tables,								
gates, fences,)	shop=garden_furniture							
shop focused on selling herbs, often								
for medical purposes	shop=herbalist							

normalpercentationpercentationNormalParticipationParticipation <th>shop focused on selling interior</th> <th></th> <th></th>	shop focused on selling interior		
Import Import Box Figure Control Box		shop=interior decoration	
inisbitin			
<table-container>ender starter water of the starter of the starter</table-container>		shop=toys	
keyGendrationGendrationoperation goodNon-Markoperation			
indexspecifiedopcode/applaceappla		shop=caravan	
abs absolution absolution <td>shop for products made out of</td> <td></td> <td></td>	shop for products made out of		
any and any and any	leather	shop=leather	
initial in a strate in the strate is a strate in the strate is a strate strate is a strate is a strate is a strate is a strate	shop for white goods	shop=appliance	
and particulation standing advance advance Advance <td>shop mainly selling cameras and</td> <td></td> <td></td>	shop mainly selling cameras and		
kape visch te name vis kape visch te name vis kape visch te name visch borote te state of fotter vitces borote te state borote te state of fotter vitces borote te state borote te state	lenses	shop=camera	
piped test eff of test e	shop mainly selling cheese	shop=cheese	
piped test eff of test e			
shoffengunghens Annabalanatag handbalanatag Annabalanatag	shop of which the main or only		
shopfing ming region is when the shop of the shop	purpose is the sale of lottery tickets	shop=lottery	
per tege sent generation of the sent sect of the se			
aka definition in personal setbig hatter difficientbig hatter difficient<	shop offering grooming services for		
Indy hate dop-entry dop-entry stop ported by dop-entry dop-entry stop-entry dop-e	pets (most frequently dogs)	shop=pet_grooming	AnimalPolicy#allowsGuideDogs
indepicted wireispectical wireider biolispectical wire </td <td></td> <td></td> <td></td>			
akap dering a cohesy sopolycit clamality chamality seed back by the meage sopolycit clamality supplied frag dering by the meage sopolycit clamality stop selling atricits of person sopolycits of person stop selling atricits of pe	-	shop=money_lender	
canang envicehop-eduptedordered online. May have megordered online. May have megordered online. May have megopped of producthop-eduptedhop-edupted refundehop-edupted refundegashop-edupted refundehop-edupted refundehop-edupt		shop=charity	
shop harry used to pickup termstopp of product.shop-subjashop selina calcolarisshop-subjashop selina calcolarisshop-subj			
orderationMapped productsatops offina datobic datinsMonoutpostatops offina datobic datinsMonoutpostbips offina databic databicMonoutpostbips offina databicMonoutpostbips offina databicMonoutpostatops offina databicMonoutpost<		shop=dry_cleaning	
supplicy ordunes. isopailable isopailabl			
shop selling alcoholic drink shop-skolic drink			
shopeandor refiling and/or refiling the shopeandor sho			
		shop=alcohol	
shopsling articles of personal dearing products and household shopsling backs and house backs shopsling backs shopsl			
spi seling products shopeschem shopes		shop=gas	
elening productsshop-chemicshop seling badrig pansshop-chemic furnishingsshop seling badrig pansshop-chemic furnishingsshop seling badrig pansshop-chemic furnishingsshop seling badrig pansshop-chemic furnishingsshop seling throad gamesshop-chemic furnishingsshop seling throad gamesservice-bakeryshop seling throad gamesshop-carpetshop seling throad gamesshop-carpetshop seling computers, peripheralshop-carpetshop seling computers, peripheralshop-electronicsshop seling consumer electronicsshop-electronicsshop seling dary product gamesshop-electronicsshop seling dary product games<			
shop selling badin on furnishings shop-anne furnishings shop-anne			
sho seling bathroom furnishings shop-agmes shop seling bodrig armes shop-florist shop seling bodrig armes shop-florist shop seling bodrig armes shop-campet shop seling profet shop-campet shop seling profet shop-campet shop seling confee shop-computers, periphers, periphe			
shopselling board games shopsellong toard games shopsellong to	shop selling bags	snop=oag	
shopselling board games shopsellong toard games shopsellong to	shop colling bothroom furnishings	chan-bathroom furpickings	
shopselling bouquets of flowers skopselling crebasery shopselling crepts skop-carpte shopselling coffee shop-compter shop selling coffee shop-compter software shop-seling consumer electronics shop-seling fielg consumer electronics shop-seling fielg consumer electronics shop-seling fielg electrical supplies shop-seling fielg electronic sparset shop-seling fiereplaces <t< td=""><td></td><td></td><td></td></t<>			
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shop selling carpets shop-carpet shop selling coffee shop-coffee sob putters, peripherals, software, shop-computer such as TVs, radios and fridges shop-electronics such as TVs, radios and fridges shop-electronics shop selling consumer electronics shop-electronics shop selling chring electrical sponget shop-electronics shop selling electrical sponget shop-electrical devices shop-electrical shop selling electrical supplies shop-electrical for generating energy, such as soplities shop-energy shop selling freplace shop-energy shop selling fireplace shop-energy shop selling fireplace shop-fireplace shop selling fireplace shop-fireplace			
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shop selling dairy products shop=dairy shop selling electrical supplies are shop=electrical supplies are devices shop=electrical shop selling electronic cigarettes shop=ecigarette shop selling equipment and supplies - for generating energy, such as solar - pashes or butane cylinders shop=energy shop selling fireplaces shop=energy shop selling fish/seafodd shop=sefood shop selling fish/seafood shop=sefood		shop=electronics	
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for generating energy, such as solarpanels or butane cylindersshop=energyshop selling fireplacesshop=fireplaceshop selling fish/seafoodshop=seafoodshop selling fuelsshop=fuel	shop selling electronic cigarettes	shop=e-cigarette	
for generating energy, such as solarpanels or butane cylindersshop=energyshop selling fireplacesshop=fireplaceshop selling fish/seafoodshop=seafoodshop selling fuelsshop=fuel			
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shop selling fireplaces shop=fireplace shop selling fish/seafood shop=seafood shop selling fuels shop=fuel	for generating energy, such as solar		
shop selling fish/seafood shop=seafood shop selling fuels shop=fuel	panels or butane cylinders	shop=energy	
shop selling fuels shop=fuel	shop selling fireplaces	shop=fireplace	
shop selling furniture shop=furniture			
	shop selling furniture	shop=furniture	

shop selling grounskeeping	
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 costume	
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,	chan-autors
camping equipment	shop=outdoor
shop selling trophies, awards,	characteristy.
plaques, medals	shop=trophy
shop selling tyres	shop=tyres
shop selling used military equipment	shon-military surplus
shop selling used military equipment	
shop selling video games shop selling wine	shop=video_games shop=wine
shop selling wool	shop=wol
shop specialized in selling hearing	siop=wooi
shop specialized in sening hearing	
aids dovicos	
aids devices	shop=hearing_aids
shop that focuses on selling	shop=hearing_aids
	shop=collector

shop that is currently not being used shop=vacant

hop that mainly sells frozen food	shop=frozen_food	
hop that offers photocopying and	andp=nozen_jood	EquipmentProperties
printing services	shop=copyshop	Media#isLargePrint
hop that primarily sells mobile	auch-cohlauch	Weddansediger filte
	shop=mobile_phone	
hop that sales vacuum cleaners	shop=vacuum_cleaner	
hop that sells anime and related	shop-vacuum_creaner	
	shop=anime	
hop that sells ATVs (Quads) and	2005-annue	
	shop=atv	
hop that sells eqipment for scuba	Silup-atv	
living and/or related accessories and		
	shop-scuba_diving	
	shop-fabric	
	shop=household_linen	
hop that sells jetskis and/or related		
ccessories and services	shop=jetski	
hop that sells motorcycles and/or		
	shop=motorcycle	
hop that sells or rents out		
ideos/DVDs	shop=video	
nop that sells rings, necklaces,		
	shop=jewelry	
hop that sells sewing supplies (fabric,		
nread, yarn, knitting needles, sewing		
nachines, etc.)	shop=sewing	
hop that sells skis and/or related		
ccessories and services	shop=ski	
hop that sells snowmobiles and/or		
elated accessories and services	shop=snowmobiles	
hop that sells trailers, related		
ccessories and services	shop=trailer	
hop that sells watches	shop=watches	
hop that sells window blinds	shop=window_blind	
hop that sells, fits, and repairs		
rescription eyeglasses and contact		
	shop=optician	
op that specialises in selling		
urtains or drapes	shop=curtain	
nop that specialises in selling		
nattresses and other bedding		
	shop=bed	
nop that takes bets on sporting and		
	shop=bookmaker	
nop to wash clothes and bedding,		
enerally self-service and unattended	shop=laundry	
hop where sweet bakery products		
	shop=pastry	
i e produccu unu solu	and bank i	
hop where you can buy antiques	shop=antiques	

index operation					
apple market with with with with with with with wit	shop where you can buy gun and				
solation of the solation of th					
sing backs, like offers, so dar backs, like offers, so da					
		shop=hairdresser_supply			
	babies, like clothes, prams, cots or				
<pre>idip de per quo ang is leys at de par here de ang is less at the de par here de ang is less at the de ang is less at the de par here de ang is less at the de ang is less at the de par here de ang is less at the de ang is less at the de par here de ang is less at the de ang is less at the de par here de ang is less at the de ang is less at the de ang is less at the de par here de ang is less at the de ang is les</pre>	baby's baths	shop=baby_goods			
	shop where you can buy paints	shop=paint			
year kiden signification significati	shop where you can get keys cut	shop=locksmith			
year kiden signification significati	shop where you can plan and buy				
Appendix primarily selfs claims Appendix prima		shop=kitchen			
population sele to tele solution of formes in the informes informes in the informes infor		a aparte a series a s			
population sele to tele solution of formes in the informes informes in the informes infor	shop which primarily sells clothing	shop=clothes			
shop which sells fruits and vegetables is shop-perengencer shop shot sells fruits and vegetables is shop-perengencer show shot is shop show sells is shop-perengencer show shot is shop show shot is s					
shop which sells fulls and vegetables is geo-greenergocer shop which sells fulls and vegetables is geo-greenergocer shop which sells funds and vegetables is geo-greenergocer shop which sells funds and vegetables is geo-greenergocer shop start sets monthold of population of the randway where there is a deep dip in the mengenery stores funds and mennergeory stores funds and mennergeory	shop which sells a variety of floorings	shop=flooring			
shop which sells timber, tool will be the builting tool which sells works of at shop-ard wares of an ard wares of a		shop hooning			
shop which sells timber, tool will be the builting tool which sells works of at shop-ard wares of an ard wares of a	shop which sells fruits and vegetables	shon=greengrocer			
obserbade 3ophardae Soperflag shop wich selfs worthout Soperflag Soperflag		Store Brook			
sing which selfs work of at supplements different types of particular potents, by themas, minerals and/or herbs supplements short rate (in to Kyni) type of direction of the randway where there is a deep of in the minde shore for use in emergency shower for use in emer		shon=hardware			
shop tat sell nutritions sperified proteins, far, vitamin interalization of horiss short ratio (jub 22m) yeep interalization of horiss short ratio (jub 22m) yeep interalizati					
supperend offerent types is showering in the market of the		shop-alt			
purified proteins, far, vitanis, supplements short area (up to 2km) yee directional (ight left) short area (up to 2km) yee ehere is a dee die in the middle shore from use in emergency shore for use in emergency shore for use in emergency shore for use in emergency shore from seine emergency shore fra sa theore seat shore fra sa shore seat shore fra sa shore seat shore fra sa shore seat shore fra sa shore					
ninetas ad/o hefs stoptimients interacional (jeft ipiticategory-more short race (juto 2001) ytee juticategory-more short race (juto 2001) ytee juticategory-short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee short race (juto 2001) ytee shore rathowerat race (juto 2001) ytee					
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gitzctagoy-mole is placetagoy-mole shore scion of the roadway where here is a deep dip in the middle is an inter-bus_trap RestroomthasShower, RestroomthasShower, RestroomthasShower, RestroomthasShower, ShowerfhasShowerSau, Showerflase, ShowerfhasShowerSau, Showerflase, S		shop=nutrition_supplements			
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Inhere is a deep dip in the middle Barrier-bus_trap RestroomsthasShower, as showerfhasSipoornicht and and showerfhasSipoornicht and showerf					
shower for use in emergency emergency-shower Showerthselver, Showerthaser, Showerthaser, Showerthselver, Showerthselver, Showerthselv	short section of the roadway where				
shower facuum	there is a deep dip in the middle	barrier=bus_trap			
shower for use in emergency emergency=shower shower/flast_floomer/statis/ shower/statis/upor/ftalis/ Shower/shower/setts/bower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/shower/setts/bid Shower/setts/bi					Restroom#hasShower,
shower fact Shower flass Shower Seat. Shower flass Shower Seat. Shower flass Shower flass. Shower flass Shower flass.					Restroom#shower,
shower for use in emergency shower/shower/seaturs/edu/shower/s					Shower#hasErgonomicHandle,
shower for use in emergency shower fistured,					Shower#hasShowerSeat,
shower for use in emergency shower fisture, Show					Shower#hasSupportRails,
shower for use in emergency emergency-shower Shower/fsubower/seatus/Reistower/sea					
shower for use in emergency emergency-shower Shower#showerSeatlsRem Shower#showerSeatlsRem shower for use in emergency emergency-shower Shower#supportRailsAreAL owControls, shower has or shower facilities=showers, shower#supportRailsAreAL Shower#supportRailsAreAL shower has a shower seat seat-1 Shower#supportRailsAreAL shower has a shower seat seat-1 Shower#supportRailsAreAL shower has a step step_count=1 Shower#supportRailsAreAL shower has ergonomic handle amenity=shower, facilities=showers, Shower#supportRailsAreAL shower has support rails amenity=shower, facilities=showers, shower#supportRailsAreAL shower has support rails amenity=shower, facilities=showers, shower#supportRailsAreAL shower has support rails amenity=shower, facilities=showers, grab barayees shower has support rails amenity=shower, facilities=showers, grab barayees shower has support rails amenity=shower, facilities=shower, grab barayes shower has support rails amenity=shower, facilities=shower, grab barayes shower has support rails amenity=shower, facilities=shower, Shower#supportRails,					
shower for use in emergency emergency=shower shower#supportRailsAreAl situations emergency=shower shower#supportRailsAreAl shower for use in emergency emergency=shower shower#supportRailsAreAl shower has a shower seat amenity=shower, facilities=showers, seat=1 seat-shower=seat shower#supportRailsAreAl shower has a shower seat seat=1 seat-shower=seat shower#supportRailsAreAl shower has a step step_count=1 shower#supportRailsAreAl shower#supportRailsAreAl shower has ergonomic handle amenity=shower, facilities=showers shower#supportRailsAreAl shower#supportRailsAreAl shower has support rails amenity=shower, facilities=showers handle=ergonomic Shower#supportRailsAreAl shower has support rails amenity=shower, facilities=showers indle=ergonomic Shower#supportRailsAreAl shower has support rails amenity=shower, facilities=showers grab_bar=ges shower#supportRailsAreAl shower has support rails amenity=shower, facilities=showers grab_bar=ges shower#supportRailsAreAl shower has support rails amenity=shower, facilities=showers grab_bar=ges shower#supportRailsAreAl shower has support rails amen					
shower for use in emergency situations emergency-shower shower has a shower seat seat-1 seat-shower, facilities-showers, shower has a step seat-1 seat-shower, facilities-showers, shower has ergonomic handle seat-1 seat-shower, facilities-showers, shower has ergonomic handle seat-1 seat-shower, facilities-showers, shower has support rails seat-1 seat-shower, facilities-showers, shower has support rails seat-1 seat-shower, facilities-showers,					
shower for use in emergency situations emergency=shower owcOntrols, Shower#supportRailskeight Shower#supportRailskeight Shower has shower seat Shower#supportRailskeight Shower#shower, facilities=shower, shower has a step Shower#supportRailskeight Shower#shower, facilities=shower, shower has a step Shower#supportRailskeight S					
situations emergency=shower Shower#supportRailsHeight amenity=shower, facilities=showers, shower has a show r seat amenity=shower, facilities=showers, seat=1 shower=yes amenity=shower, facilities=showers, shower has a step te_gooun=1 Shower#showerSeattsFold Shower#showerSeattsFold shower has a step amenity=shower, facilities=showers, te_gooun=1 shower#showerSeattsFold shower has a step amenity=shower, facilities=showers, te_gooun=1 shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl owControls, Shower#supportRailsAreAl	- harring families in an announce a				
shower has a shower seat seat 1 seat shower, facilities shower, facili					
amenity=shower, facilities=shower, seat amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has a step amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has a step amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has ergonomic handle amenity=shower, facilities=shower handle=rgonomic shower has support rails amenity=shower, facilities=shower shower#supportRails, S	situations	emergency=snower			Snower#supportRailsHeight
amenity=shower, facilities=shower, seat amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has a step amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has a step amenity=shower, facilities=shower, seat shower#showerSeattsFord shower has ergonomic handle amenity=shower, facilities=shower handle=rgonomic shower has support rails amenity=shower, facilities=shower shower#supportRails, S					Chowertthas Chower Cost
shower has a shower seat seat:1 seat:shower-yeat Shower#showerSeatIsRem amenity=shower, facilities=shower, facilities=shower, facilities=shower, facilities=shower shower#seat Shower#seat Shower#seat shower has a step amenity=shower, facilities=shower hadle=rgonomic Shower#seat Shower#seat shower has ergonomic handle amenity=shower, facilities=shower hadle=rgonomic Shower#supportRails, Shower#supportRails, Shower#supportRails, Shower#supportRailsAreAt shower has support rails menity=shower, facilities=shower grab_bar=yes Shower#supportRailsAreAt incline=0°, incline=0%, incline=0%		and the state of t			
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shower has ergonomic handle amenity=shower, facilities=showers handle=ergonomic Shower#hasErgonomicHant Shower#hasSupportRails, Shower#hasSupportRails, Shower#hasSupportRailsAreAlt owControls, Shower#supportRailsHeigh incline=0%, incline=0%, incline=0%, incline=0%, incline=0%, incline=cross=0%, incl					
Shower#hasSupportRails, Shower#supportRails shower has support rails amenity=shower, facilities=shower grab_bar=yes incline=0°, incline=0%, incline=across=0°, incline=across=0%,	shower has a step	step_count=1			Shower#step
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shower has support rails amenity=shower, facilities=showers grab_bar=yes Shower#supportRailsHeigh incline=0°, incline=0°, incline=0°, incline=cross=0°, incline:across=0°, incline:acros					Shower#supportRailsAreAboveAndBel
incline=0°, incline=0%, incline:across=0°, incline:across=0%,					owControls,
incline:across=0°, incline:across=0%,	shower has support rails	amenity=shower, facilities=showers	grab_bar=yes		Shower#supportRailsHeight
			incline=0°, incline=0%,		
shower is level amenity=shower, facilities=shower step_count=0 Shower#isLevel			incline:across=0°, incline:across=0%,		
	shower is level	amenity=shower, facilities=shower	step_count=0		Shower#isLevel

	amenity=shower, facilities=showers,						Shower#showerSeatIsFolding,
shower seat is folding	seats=1	folding=yes, seat:shower=yes					Shower#showerSeatisRemovable
shower search rolaing	56465-1	loiding-yes, seatisnower-yes					Showersshowerseatisternovable
	amenity=shower, facilities=showers,						
shower seat is removable	removable=yes, seat=1	seat:shower=yes					Shower#showerSeatIsRemovable
	amenity=shower, control=manual,						Shower#supportRailsAreAboveAndBel
shower support rails are above and	control=manual;local,	grab_bar=yes, grab_bar:above=yes,					owControls,
below controls	facilities=showers	grab_bar:below=yes					Shower#supportRailsHeight
showroom	room=showroom						StructuredAddress#room
shutters	shutters=yes						
			General help for				
shutters or rolling blinds or blinds to			orientation / Technical			shutters or rolling blinds	
blackout windows	shutters=yes	rolling_blinds=yes, window=blackout	assistance	Windows	blackout	or blinds	
	dens and clauster life clauster and						
	door=yes, elevator=lift, elevator=yes,						Entrancettelear
side door of a platform lift	entrance=secondary, highway=elevator, room=elevator		Change Elevation	Platform lift	type of door	side door	Entrance#door, EquipmentProperties#door
side door of a platform int	highway-elevator, room-elevator		Change Lievation	Flationnin	type of door	side door	Equipmenteroperties#door
side to stand during travel with	conveying=yes, escalator=parallel,	escalator side=left,			side to stand during		
escalators	escalator=yes, room=escalator	escalator side=right	Change Elevation	Escalators	travel		
	sidewalk=both, sidewalk=left,						
	sidewalk=no, sidewalk=right,						
	sidewalk=yes, smoothness=bad,						
	smoothness=excellent,						
	smoothness=good,						
	smoothness=horrible,						
	smoothness=impassable,						
	smoothness=intermediate,						
A DECEMBER OF	smoothness=very_bad,						
sidewalk conditions	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	rel-user defined, room-relaxation	sign-relaxation_room, sign-yes	rucinty dury needs	Relaxation room	Signatiooni		
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	indoor seating=yes, ref=user defined,						
seating inside	room=relaxation	sign=indoor_seating, sign=yes	Facility daily needs	Relaxation room	sign at room	seating	
	indoor_seating=yes, ref=user defined,						
	room=relaxation,						
	tactile_writing:braille:lg=yes,						
	tactile_writing:computer_braille=yes,						
	tactile_writing:embossed_printed_let						
	ters:lg=yes,						
	tactile_writing:engraved_printed_lett						
	ers:lg=yes,						
sign at relaxation room written in profile font	tactile_writing:fakoo:lg=yes,	sign-profile font	Eacility daily poods	Polavation room	sign at room	profile font	
prometoni	tactile_writing:moon:lg=yes	sign=profile_font	Facility daily needs General help for	Relaxation room	sign at room	prometoni	
	indoor=room, ref=user defined,		orientation / Technical				
sign at rooms / venues / offices	room=office	sign=yes	assistance	Rooms / venues / offices	sign		Restroom#signIcons
		high_contrast=yes,		,,,			
	amenity=toilets, building=toilets,	sign=high_contrast, sign=toilet,		Toilet / toilet			EquipmentProperties#isHighContrast,
sign at toilet room with high contrast		sign=yes	Facility daily needs	compartment	signs at toilet rooms	contrast	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, WheeIchairParking#hasDedicatedSign age
raised text sign number which can be used to	tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_let ters:lg=yes, tactile_writing:engraved_printed_lett ers: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#hasBrailleText, EquipmentProperties#languages, Media#isBraille, Media#languages, Restroom#signIcons, WheelchairParking#hasDedicatedSign age
define your current position in case of an emergency							
an emergency	emergency=access_point amenity=bench,						
sign that a bench / couch is in	information=guidepost,	relaxation=bench, sign=bench,					
relaxation room	room=benches, room=relaxation	sign=yes	Facility daily needs General help for	Relaxation room	sign at room	bench / couch	Restroom#signIcons
sign width of door plate in cm		door_plate=yes, sign:width=user defined,	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_let ters:lg=yes, tactile_writing:engraved_printed_lett ers: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
			General help for orientation / Technical				EquipmentProperties#isHighContrast, Restroom#signIcons, WheelchairParking#hasDedicatedSign
sign with text contrast		high_contrast=yes, sign=yes	assistance	Signage	text contrast		age
sign written in raised text	tactile_writing:braille:lg=yes, tactile_writing:computer_braille=yes, tactile_writing:embossed_printed_let ters:lg=yes, tactile_writing:engraved_printed_lett ers: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
Sign written in falsed text	tactic_withing.moon.ig=yes	Signationau_text.ig=yes, sign=yes	General help for	Signage	iningrage		nesti oonimaignicona
signage height	height=user defined	sign:height=user defined, sign=yes	orientation / Technical assistance	Signage	height		Restroom#signIcons
	tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=y es		General help for orientation / Technical assistance		Braille		EquipmentProperties#hasBrailleText,
signage in braille signage is mounted on the wall on the		sign=yes door:sign=yes, sign=door,	General help for orientation / Technical	Signage	Draille	mounted on the wall on	Media#isBraille, Restroom#signIcons
latch side of the door	door=yes	sign=latch_side, sign=wall, sign=yes	assistance	Signage	position	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#hasDedicatedSign age
signage with text contrast for the purpose: designate permanent rooms or spaces; provide direction to or information about interior spaces	ref=user defined	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	room=signal	sign-yes	assistance	Signage	text contrast	interior spaces		Kesti ooni#signicons
signal lamp is used to convey information / communicate by encoded light signals signal to find the pole, tock - tock in	light_source=signal_lamp							
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	that give directions about accessible route to accessible toilet rooms	Accessibility#accessible	, Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, Restroom#signIcons, Restroom#toilet
	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,							Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility,
signs at toilet room regarding gender, disabled: Men; Ladies; Unisex; Accessible	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	Restroom#isAccessibleWithWheelcha , ir, 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 let							
	ters:lg=yes,							
	tactile_writing:engraved_printed_lett							
	ers:lg=yes,							
	tactile_writing:fakoo:lg=yes,							
signs at toilet rooms written in raised				Toilet / toilet				EquipmentProperties#hasRaisedText,
characters	toilets=yes	sign=raised_text, sign=toilet, sign=yes	Eacility daily poods	compartment	signs at toilet rooms	raised characters		Restroom#signIcons, Restroom#toilet
similar copies of a feature can be	tonets-yes	sign-raised_text, sign-tonet, sign-yes	Facility daily needs	compartment	signs at tonet rooms	Taiseu characters		Restroom#signcons, Restroom#tonet
found at the floors -4,0 and 4	repeat on=-4;0;4							
simple and horizontal grate covers	repeat_on=-4,0,4							
sumps on pavement or in a street to								
catch storm water	inlet=grate							
simple single-storey flat house	building=bungalow							StructuredAddress#house
simple single-storey nat nouse simple structure used as storage or	Service Services							
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			
sink in relaxation room	room=relaxation, sink=yes		Facility daily needs	Relaxation room	sink			
sink in relaxation room	room=relaxation, sink=yes		Facility daily needs	Relaxation room	sink			
sink in relaxation room			Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=no,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=step,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar,		Facility daily needs	Relaxation room	sink			
sink in relaxation room	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=bar,	obstacle=pround_floor.	Facility daily needs	Relaxation room	sink			
sink in relaxation room	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,	obstacle=ground_floor,		Relaxation room	sink	high low short or at		
	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=bar, obstruction:type=pille, obstruction:type=pole, obstruction:type=slope,	obstacle:size=high, obstacle:size=low,		Relaxation room	sink	high, low, short or at		
size of an obstacle: high, low, short o	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=par, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, r obstruction:type=spikes, width=user	obstacle:size=high, obstacle:size=low, obstacle:size=short,				ground level, human-		Pathways#width&tObstacles
	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=bar, obstruction:type=pille, obstruction:type=pole, obstruction:type=slope,	obstacle:size=high, obstacle:size=low,			sink size [3]			Pathways#widthAtObstacles
size of an obstacle: high, low, short o	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=par, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, r obstruction:type=spikes, width=user	obstacle:size=high, obstacle:size=low, obstacle:size=short,				ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=par, obstruction:type=grille, obstruction:type=pole, obstruction:type=slope, r obstruction:type=spikes, width=user	obstacle:size=high, obstacle:size=low, obstacle:size=short,				ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=bar, obstruction:type=bar, obstruction:type=pole, obstruction:type=spole, obstruction:type=slope, obstruction:type=spikes, width=user defined	obstacle:size=high, obstacle:size=low, obstacle:size=short,	Building characteristics		size [3]	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=pole, obstruction:type=pole, obstruction:type=spole, obstruction:type=spikes, width=user defined	obstacle:size=high, obstacle:size=low, obstacle:size=short,	Building characteristics General help for		size [3]	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=grille, obstruction:type=grille, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building=school, building:part=school,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized	Building characteristics General help for orientation / Technical	Obstacles	size [3] sketch/ground plan of the teaching room	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=pole, obstruction:type=pole, obstruction:type=spole, obstruction:type=spikes, width=user defined	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized	Building characteristics General help for		size [3]	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=grille, obstruction:type=grille, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building=school, building:part=school,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized	Building characteristics General help for orientation / Technical	Obstacles	size [3] sketch/ground plan of the teaching room	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=grille, obstruction:type=grille, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building=school, building:part=school,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes,	Building characteristics General help for orientation / Technical	Obstacles	size [3] sketch/ground plan of the teaching room	ground level, human-		Pathways#widthAtObstacles
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=bar, obstruction:type=pole, obstruction:type=spike, obstruction:type=spikes, width=user defined amenity=school amenity=university, building=school, building:part=school, building_plan=yes, information=map	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes, ground_plan=auditorium,	Building characteristics General help for orientation / Technical	Obstacles	size [3] sketch/ground plan of the teaching room	ground level, human-		
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching room geometry	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=grille, obstruction:type=grille, obstruction:type=grille, obstruction:type=sple, obstruction:type=sple, obstruction:type=sple, obstruction:type=sples, width=user defined amenity=school amenity=university, building_plan=yes, information=map amenity=school amenity=university,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes, ground_plan=auditorium, ground_plan=clear_floor_space,	Building characteristics General help for orientation / Technical	Obstacles	size [3] sketch/ground plan of the teaching room	ground level, human-		Accessibility#accessibleWith.wheelch
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching room geometry sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=sep, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=pole, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building_plan=yes, information=map amenity=school amenity=university, building_school, building:part=school, building=school, building:part=school,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes, ground_plan=auditorium, ground_plan=clear_floor_space, ground_plan=entrance,	Building characteristics General help for orientation / Technical assistance	Obstacles	size [3] sketch/ground plan of the teaching room geometry	ground level, human- sized		Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility,
size of an obstacle: high, low, short or at ground level, human-sized sketch/ground plan of the teaching room geometry sketch/ground plan of the teaching room geometry with entrance,	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=step, obstacle:wheelchair=step, obstruction:type=armrest, obstruction:type=bar, obstruction:type=bar, obstruction:type=pole, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building_school, building:part=school, building_school, building:part=school, building=chool, building:part=school, building=plan=yes, entrance=yes,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes, ground_plan=auditorium, ground_plan=clear_floor_space, ground_plan=entrance, ground_plan=lecture,	Building characteristics General help for orientation / Technical assistance General help for	Obstacles	size [3] sketch/ground plan of the teaching room geometry sketch/ground plan of	ground level, human- sized	Accessibility#accessible	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairPlaces#count,
size of an obstacle: high, low, short o at ground level, human-sized sketch/ground plan of the teaching room geometry sketch/ground plan of the teaching	height=user defined, length=user defined, obstacle:wheelchair=limited, obstacle:wheelchair=sep, obstacle:wheelchair=yes, obstruction:type=armrest, obstruction:type=pole, obstruction:type=slope, obstruction:type=slope, obstruction:type=slope, obstruction:type=spikes, width=user defined amenity=school amenity=university, building_plan=yes, information=map amenity=school amenity=university, building_school, building:part=school, building=school, building:part=school,	obstacle:size=high, obstacle:size=low, obstacle:size=short, obstacle:size=human-sized room=teaching, sign=floor_plan clear_floor_space=yes, ground_plan=auditorium, ground_plan=clear_floor_space, ground_plan=entrance,	Building characteristics General help for orientation / Technical assistance	Obstacles	size [3] sketch/ground plan of the teaching room geometry	ground level, human- sized	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, PlaceInfo#accessibility, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist

sketch/ground plan with dimensioning of the toilet / toilet compartment with additional photos to ensure accessibility skylight window	amenity=toilets, building=toilets, room=toilet, toilets=yes, toilets:wheelchair=yes, wheelchair=yes window=skylight	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.wheelch air, PlaceInfo#accessibility, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Room#isAccessibleWithWheelchair
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.wheelch air, 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.wheelch air, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
slope of floor (pathway)	highway=corridor, highway=footway, highway=path, incline=down, incline=up, obstruction:type=slope, incline:across=down, 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

								Ground#slopeAngle, Pathways#maxLateralSlope,
slope of ramp in percent %	incline=15%,ramp=yes		Building characteristics	Ramp	slope [6]	slope of ramp in %		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=ag, incline:across=user defined, incline:avg=user defined	accessible parking=yes	Way to building	Accessible parking	slope [1]			Accessibility#accessibleWith.wheelch air, Ground#slopeAngle, Pathways#maxLateralSlope, PathwaysfmaxLongitudinalSlope, PlaceInfo#accessibility, WheelchairParking#count, WheelchairParking#distanceToEntran Ce, WheelchairParking#hasDedicatedSign age, WheelchairParking#location, WheelchairParking#location, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
slope with level ground or floor	incline=down, incline=up, obstruction:type=slope, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined,				slope on both sides of	ground or floor surface should be level on both	with wheelchair u de	Entrance#isLevel, Entrance#slopeAngle, EquipmentProperties#door, Ground#isLevel, Ground#slopeAngle, Pathways#maxLateralSlope,
surface on both sides of the door	incline:avg=user defined building=shed, building=hut,	door=ground_level	Building characteristics	Doorways	the door	sides of the door [1]		Pathways#maxLongitudinalSlope
small	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 small but tall building constructed to	e advertising=board							
comprise a transformer and connect to an overhead power line small printing business which	building=transformer_tower							
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							
J J J	shop=boutique						
small umanned building with certain							
machinery	building=service						
smaller landing/ledge/border of			B. H. B. S. H. S. H. S. H. S. H.	2	smaller		5
doorway	height:threshold=user defined		Building characteristics	Doorways	landing/ledge/border		EquipmentProperties#door
			General help for				
	and the second data and a		orientation / Technical	Deeres (ture [45]		Disastafattastassa
smoking area	amenity=smoking_area		assistance	Rooms / venues / offices	type [15]	smoking area	PlaceInfo#category
smooth and uniform	step.condition=even						Ground#evenPavement Ground#evenPavement
smooth surface smooth texture	surface=paving_stones texture=smooth						Ground#evenPavement
shoothtexture	texture=smooth						
snowfaced with compacted snow	surface=snow						
showraced with compacted show	Surface=Show						
							Restroom#heightOfSoap,
soap dispenser location: above	amenity=toilets, building=toilets,					location: above	Restroom#toilet,
lavatories or counters, not over an	handwashing:soap=yes,					lavatories or counters,	WashBasin#accessibleWithWheelchai
obstruction in toilet / toilet	obstacle:wheelchair=no, room=toilet,	location=above_location=user		Toilet / toilet		not over an obstruction	r, WashBasin#height,
compartment	toilets=yes, toilets:wheelchair=yes	defined	Facility daily needs	compartment	soap dispensers	[1]	WashBasin#isLocatedInsideRestroom
comparation		defined	racincy daily needs	comparation	soup aspenders	[-]	Trashbashinis2000tcanisiachesit 0011
	amenity=toilets, building=toilets,						
soap dispensers in toilet / toilet	handwashing:soap=yes, room=toilet,			Toilet / toilet			Restroom#heightOfSoap,
compartment	toilets=yes		Facility daily needs	compartment	soap dispensers		Restroom#toilet
	amenity=toilets, building=toilets,					type: automatic / one-	
soap dispensers type: automatic /	handwashing:soap=yes, room=toilet,	handwashing:soap=automatic,		Toilet / toilet		hand dispenser / other:	
one-hand dispenser / other:	toilets=yes	handwashing:soap=one-hand	Facility daily needs	compartment	soap dispensers		Restroom#heightOfSoap
			General help for				
	socket: <type>=user defined,</type>		orientation / Technical				
sockets for electricity	socket: <type>=yes</type>		assistance	Rooms / venues / offices	sockets	for electricity	
			General help for				
	socket: <type>=user defined,</type>		orientation / Technical				
sockets for phone	socket: <type>=yes</type>		assistance	Rooms / venues / offices	sockets	for phone	
	indoor=room, room=office,		General help for				
	socket: <type>=user defined,</type>		orientation / Technical				
sockets in rooms / venues / offices	socket: <type>=yes</type>		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							
soft track	tracktype=grade5						
solarium	room=solarium						StructuredAddress#room
	highway=corridor,						
	obstacle:wheelchair=limited,						
	obstacle:wheelchair=no,				solid objects in the		
solid objects in the hallway	obstacle:wheelchair=yes	obstruction:type=solid_object	Building characteristics	Floor (pathway)	hallway		Pathways#widthAtObstacles
	highway=corridor, highway=footway,						
	highway=path,						
solid objects in the hallway / floor	obstacle:wheelchair=limited,						
	obstacle:wheelchair=no,	floor_plan=solid_object,			solid objects in the	yes, where (mark in	
floor plan) / no	obstacle:wheelchair=yes	location=user defined,	Building characteristics	Floor (pathway)	hallway	the floor plan) / no	Pathways#widthAtObstacles

solid pilar(s)	barrier=bollard						
solid track	tracktype=grade1						
Solid track	tracktype-grade1						
solid wall [is implicit in maps]	indoor=wall		Building characteristics	Wall	materiality	solid [is implicit in maps]	
in the product of the	vehicle=private,					and the provide spectrum of the second	
some may still use it	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
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		Door#turningSpaceInFront, EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront
doorways	width-user defined	cieal_1001_space=yes	Dunung characteristics	DODIWAYS	consecutive doors		WedawtdriningSpacerin ront
space for mobility aids/prams in the classroom	length=user defined, room=class, width=user defined	space=mobility_aid, space=pram	Building characteristics	Doorways	maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level n steeper than 1:48)	space for mobility	
spanning over a highway that enters a		and the second sec					
city or compound	building=gatehouse						
specific drinking water fountain in	fountain=nasone,						
Rome, IT	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							
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 interne	_						
service through a wired connection							
(e.g. Ethernet)	internet_access=wired						

specifies that a feature offers internet	t						
service to the public	internet_access=yes						
specifies that a road is a driveway,							
typically leading to a residence or							
business	service=driveway						
	speech input:Ig=yes,						
speech	speech_input.ig=yes, speech_output:lg=yes						EquipmentProperties#hasSpeech
speech	speech_output.ig=yes						Equipmenteroperties#nasspeech
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	"Burrahe-shirenear						
	harriar-calkas						
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						
	fountain=drinking,						
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
							standarbeethsteristronaristae
staff has free assistant for visitors		staff:assistant=yes					Staff#hasFreeAssistantForVisitors
staff room	and an about	stan.assistant-yes					StructuredAddress#room
stan room	room=staff						StructuredAddress#room
	handrail=both, handrail=center,						
	handrail=left handrail=multiple,						
	handrail=rigth, handrail=yes,						
	handrail:center=no,						
	handrail:center=yes, handrail:left=no,						
	handrail:left=yes, handrail:right=no,	, handrail:profile=oval,					
state based and a section and the section						mentiles and (mented (
stair handrail profile: oval / round /	handrail:right=yes, highway=steps,	handrail:profile=round,			1 1 1 1 1 2 2	profile: oval / round /	
square / other:	room=stairs, stairs=yes	handrail:profile=square	Change Elevation	Stairs	handrail [3]	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:marking=all_steps,					
		stair:marking=integrated,					
		stair:marking=moved_back,				yes, all steps / no /	
stair with step marking: yes, all steps	highway=steps_room=stairs	stair:marking=no,				integrated / retrofitted	
/ no / integrated / retrofitted	stairs=yes, step:contrast=bad,	stair:marking=retrofitted,				(temporary) / moved	Stairs#hasHighContrastNosing,
			Change Elevation	Stairs	stop marking	back	Stairs#nashghContrastivosing, Stairs#stepHeight
(temporary) / moved back	step:contrast=no, step:contrats=yes	stair:marking=yes	Change Elevation	Stall'S	step marking	Dack	Stans#Stepneight

staircase	escalator=no, escalator=parallel, highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	type [4]	(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#alternativeMobileEquipmentId s, Stairs#hasAntSlipNosing, Stairs#hasAantSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasBrailleNavigation, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#hasTactileSafetyStrips,
	height=user defined, highway=steps,				staircase clearance		
staircase clearance height in cm	room=stairs, stairs=yes	clearance:height=user defined	Change Elevation	Stairs	height in cm		Stairs#stepHeight
stairs alternative mobile equipment	highway=steps, room=stairs,	equipment:mobile=user defined,					Stairs#alternativeMobileEquipmentId
lds	stairs=yes	ID=user defined					s Entrance#stairs,
stairs at entrance	entrance=staircase, entrance=yes						Stairs#alternativeMobileEquipmentId s, Stairs#kcount, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
	highway=steps, room=stairs,						Entrance#stairs, Stairs#alternativeMobileEquipmentId s, Stairs#kount, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips,
stairs exist	stairs=yes		Change Elevation	Stairs	existence [3]		Stairs#name, Stairs#stepHeight
stairs exist in field of attention	highway=steps, room=stairs,	attention field-was	Change Elevation	Stairs	field of attention	ovistance [11]	
stans exist in neid of attention	stairs=yes highway=steps,room=stairs,	attention_field=yes	Change Elevation	Stails	field of attention	existence [11]	
stairs have anti slip nosing	stairs-yes braille=yes, highway=steps, information=tactile_map, room=stairs, stairs=yes, tactile_writing:braille:lg=yes, tactile writing:computer braille:lg=ye	nosing=anti-slip					Stairs#hasAntiSlipNosing
stairs have braille navigation	es	braille=navigation					Stairs#hasBrailleNavigation
stairs have high contrast nosing	highway=steps, room=stairs, stairs=yes	high_contrast=yes, stair_nosing=yes					Stairs#hasHighContrastNosing

stairs=yes	tactile:safety strips=yes					Stairs#hasTactileSafetyStrips
highway=steps, room=stairs,						· ·
stairs=yes	attention_field=yes	Change Elevation	Stairs	field of attention		
highway=steps, level=user defined, room=stairs, stair=yes step.height=user defined		Change Elevation	Stairs	where do the steps/stairs lead to	stairs lead to following levels / levels connected	Stairs#alternativeMobileEquipment s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHachContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight Stairs#stepHeight
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	
handrail:center=no,	, stairs=assistance	Change Elevation	Stairs	assistive mechanism available		Stairs#hasHandRail
	stairs-communication			furnished (equipped		
highway=steps, room=stairs, stairs=yes	stairs=communication, stairs=equipped, staors=furnished, stairs=recreational	Change Elevation	Stairs	recreational and communication areas		
handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none,						
	highway=steps, room=stairs, stairs=yes highway=steps, level=user defined, room=stairs, stair=yes step.height=user defined highway=steps, room=stairs, stairs=yes handrail=both, handrail=center, handrail=righ, handrail=mone, handrail:center=no, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=no, handrail:center=yes, handrail:left=teps, room=stairs, stairs=yes stairs:type=full_offset highway=steps, room=stairs, stairs=yes	stairs=yestactile:safety_strips=yeshighway=steps, room=stairs, stairs=yesattention_field=yeshighway=steps, level=user defined, room=stairs, stair=yes	stairs=yes tactile:safety_strips=yes highway=steps, room=stairs, stairs=yes attention_field=yes Change Elevation highway=steps, level=user defined, room=stairs, stair=yes Change Elevation highway=steps, level=user defined, room=stairs, stair=yes Change Elevation highway=steps, room=stairs, step.height=user defined Change Elevation highway=steps, room=stairs, stairs=yes stairs=cantilever, stairs=floating, stairs=hanging Change Elevation handrail=both, handrail=center, handrail=no, handrail=none, handrail:enter=yes, handrail:right=no, handrail:center=yes, handrail:right=no, handrail:center=yes, handrail:right=no, handrail:right=yes, highway=steps, room=stairs, stairs=yes stairs=assistance Change Elevation stairs=type=full_offset stairs=communication, stairs=equipped, staors=furnished, stairs=recreational Change Elevation handrail=both, handrail=center, handrail=both, handrail=multiple, stairs=communication, stairs=recreational Change Elevation	stairs=yes tactile:safety_strips=yes highway=steps, room=stairs, stairs=yes attention_field=yes Change Elevation Stairs highway=steps, level=user defined, room=stairs, stair=yes Change Elevation Stairs highway=steps, level=user defined, room=stairs, stair=yes Change Elevation Stairs highway=steps, room=stairs, stairs=yes stairs=cantilever, stairs=floating, stairs=yes Change Elevation Stairs handrail=both, handrail=center, handrail=left, handrail=none, handrail=left, handrail=none, handrail=left, stairs=yes stairs=assistance Change Elevation Stairs room=stairs, stairs=yes stairs=assistance Change Elevation Stairs nadrail=left, handrail=none, handrail:enter=no, handrail:enter=no, handrail:enter=yes, handrail:rome, stairs=ecommunication, stairs=recreational Stairs highway=steps, room=stairs, stairs=recreational Change Elevation Stairs handrail=heft, handrail=center, handrail=both, handrail=center, handrail=heft, handra	stairsees tactilessafety_strips=yes highway-steps, room=stairs, stairs=yes attention_field=yes Change Elevation Stairs field of attention highway-steps, level=user defined, room=stairs, stairsyes change Elevation Stairs where do the steps/stairs lead to highway-steps, level=user defined, room=stairs, stairsyes stairs=cantilever, stairs=floating, stairs=yes Stairs where do the steps/stairs lead to highway-steps, room=stairs, stairs=yes stairs=cantilever, stairs=floating, stairs=yes Stairs type / shape highway-steps, handrail=center, handrail=hoth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=rooth, handrail=nultiple, handrail=hoth, handrail=center, highway-steps, room=stairs, stairs=yes stairs=communication, stairs=sequipped, staors=furnished, stairs=recreational Stairs assistive mechanism available handrail=hoth, handrail=nultiple, handrail=hoth, handrail=nultiple, handrail=hoth, handrail=nultiple, handrail=hoth, handrail=nultiple, handrail=hoth, handrail=nultiple, stairs=recreational Change Elevation Stairs furnished/equipped recreational and communication areas handrail=hoth, handrail=center, handrail=hoth, handrail=nultiple, handrail=hoth, handrail=nultiple, stairs=recreational Change Elevation Stairs furnished/equipped r	starsves i technomstars, starsves i technomstars, starsves i technomstars, starsves i technomstars, highway-steps, level-user defined, roomstars, starsves step.height-user defined, roomstars, starsves step.height-user defined, highway-steps, roomstars, stars-cantilever, stars-floating, starsves i technomstars, starsves i technomstarsves i

stairs with handrail brackets: bottom side with wall mounting / bottom side with floor anchoring / lateral	handrail=both, handrail=center, handrail=left, handrail=multiple, handrail=no, handrail=none, handrail=rigth, handrail=yes, handrail:center=no, handrail:center=yes, handrail:left=no, handrail:left=yes, handrail:right=no, e 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
stairs with protection against	highway=steps, room=stairs, stairs =	handran_bracket=wan	change Lievation	Stans	protection against	lateral	Stan Sinta Shahanan
underrunning	yes	underruning=no	Change Elevation	Stairs	underrunning		
stairwell	highway=steps, room=stairs, stairs=yes		Change Elevation	Stairs	stairwell		Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
standard stairs	stairs:type=standard						Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHapContrastNosing, Stairs#hasTactileSafetyStrips, Stairs#name, Stairs#stepHeight
standing / sitting usage position of	fountain=drinking,						
drinking fountain	fountain=drinking_fountain	fountain=sitting, fountain=standing	Facility daily needs	Drinking fountain	usage position	standing / sitting	

standing funiture: wardrobe, closet,		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,				wardrobe, closet, locker,
locker, cupboard, shelf, book case, drawer or dresser	<pre>public_bookcase:type=wooden_cabin et, shelf=yes, wardrobe=yes</pre>	cupboard=yes, drawer=yes, dresser=yes, furniture=standing	Movables	Furniture	type: standing	cupboard, shelf, book case, drawer or dresser

							EquipmentProperties#stateExplanatio
state explanation		state=user defined					n
		last_update=date, last_update=2011-					EquipmentProperties#stateLastUpdat
state last update		11-22					е
static anti-tank obstacle	barrier=tank_trap						
station concourse	room=station concourse						
station is an area designed to access							
public transport	public_transport=station						
station that supplies energy to							
electrical vehicles	amenity=charging_station						
	door=yes, highway=steps,						
	room=stairs, stairs=yes,						Entrance#stairs, Shower#step,
step count to doorway level	step_count=user defined	door=level	Building characteristics	Doorways	level [1]	step counts	Stairs#count
	depth_step=user defined, height=user defined, highway=steps, length=user defined, room=stairs, stairs=yes, step.height=user defined,						
step height / step depth in cm	width=user defined		Change Elevation	Stairs	dimension [3]	step height, depth in cm	Shower#step, Stairs#stepHeight
	highway=steps, room=stairs,						
step height of only one step	stairs=yes, step.height=15		Building characteristics	Doorways	step height (only one)		Shower#step, Stairs#stepHeight
step height of only step to doorway	highway=steps, room=stairs,						
level	stairs=yes, step.height=15	door=level	Building characteristics	Doorways	level [1]	step height (only one)	Entrance#stairs, Shower#step
	depth step=0.3, highway=steps,						
step is 0.3 m deep	room=stairs, stairs=yes						Shower#step
	highway=steps, room=stairs,						
	stairs=yes,						
step is 10 cm high	wheelchair:step_height=10						Shower#step, Stairs#stepHeight
	highway=steps, room=stairs,						
	stairs=yes, step.height=15,					marking height riser in	
step marking height riser in cm	step.length=15	step_marking=height_riser	Change Elevation	Stairs	step marking	cm	Stairs#stepHeight
	highway=steps, room=stairs,						
step marking of stairs	stairs=yes	step=marking	Change Elevation	Stairs	step marking		Stairs#stepHeight
			-				
Step material helps to see where the	v						
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		stepsispectric_partning yes	change clevation	otano	noutront dot		
path	barrier=kerb						
poen	Samer Kers						
stone on stone, mostly castles etc.	floor:material=stone						
storage	storage=yes						StructuredAddress#room
storoge			General help for				
storage space in lecturer zone: yes /			orientation / Technical				
no	room=lecture, storage=yes	storage=no	assistance	Rooms / venues / offices	lecturer zone	storage space: yes / no	
store specializing in the sale of books		storage=no	assistance	Rooms / vendes / omces		storage space. yes / no	
although it may also sell other printer							
publications, such as newspapers and							
magazines	shop=books						
store that primarily sells recorded	3100-00065						
music (vinyl/CDs)	shop=music						
store that sells items in bulk	shop=music shop=wholesale						
	shop-wholesale						
store that sells swimming pool equipment and supplies	shop=swimming pool						
store that sells tiles	shop=tiles						
	shop-thes						

at an early set of the							
store where you can buy and/or	aliana defensala						
repair your bike and buy accessories	shop=bicycle						
store where you can buy fishing	alian faltan						
equipment	shop=fishing						
store where you can buy medical	A CONTRACTOR OF A						
equipment for private persons	shop=medical_supply						
stores selling security equipment:							
surveillance cameras, firefighting							
equipment, alarm systems, warning							
	chon-coourity						
systems, etc. stove as heat source	shop=security heating=stove						
strong room	-						StructuredAddress#room
structure for planting flowers or othe	room=strong						StructuredAddress#room
ornamental plants structure intended to protect roads	man_made=planter						
and railways from avalanche in							
	tunnal-avalansha, protestor						
mountains	tunnel=avalanche_protector						
	height=user defined, highway=steps,						
structure of stairs: dimension of	length=user defined room=platform,					platform width/depth:	
platform width/depth: no platform /						no platform / steps	
	room=stairs, stairs=yes, step_count=user_defined, width=user	platform=usor dofined				platform steps	
	defined	stairs=platform	Change Elevation	Stairs	dimension [3]	platform etc.	Stairs#stepHeight
etc.	denned	stall s=plation	Change Elevation	Stairs	unitension [5]	number of steps: no	Stalls#stepheight
structure of stairs: number of steps:	highway-stone room-platform					platform / steps	
no platform / steps platform	highway=steps, room=platform, room=stairs, stairs=yes,					platform steps	
steps platform etc.	step_count=user defined	user defined, stairs=platform	Change Elevation	Stairs	dimension [3]	platform etc.	Stairs#count, Stairs#stepHeight
structure purpose-built for parking cars	building=parking						WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace WheelchairParking#paymentByZone, WheelchairParking#width
second and all shall be been as a first of the second second second second second second second second second s	barrier=retaining wall						
structure that holds back soil or rock							
	0_						
structure which provides people a							
structure which provides people a passage through or over a boundary							
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps	barrier=stile						
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city	barrier=stile addr:city=user defined						StructuredAddress#city
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code	barrier=stile addr:city=user defined addrcountry=user defined						StructuredAddress#countryCode
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code structured address county	barrier=stile addr:city=user defined addr:country=user defined addr:count=user defined						StructuredAddress#countryCode StructuredAddress#county
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code	barrier=stile addr:city=user defined addrcountry=user defined						StructuredAddress#countryCode
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code structured address county	barrier=stile addr:city=user defined addr:country=user defined addr:city=user defined addr:district=user defined						StructuredAddress#countryCode StructuredAddress#county
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code structured address county structured address district	barrier=stile addr:city=user defined addr:country=user defined addr:clistrict=user defined addr:district=user defined,						StructuredAddress#countryCode StructuredAddress#county StructuredAddress#district
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code structured address county structured address district structured address house	barrier=stile addr:city=user defined addr:country=user defined addr:count=user defined addr:district=user defined addr:housename=user defined, addr:housenumber=user defined						StructuredAddress#countryCode StructuredAddress#county StructuredAddress#district StructuredAddress#house
structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps structured address city structured address country code structured address county structured address district	barrier=stile addr:city=user defined addr:country=user defined addr:clistrict=user defined addr:district=user defined,						StructuredAddress#countryCode StructuredAddress#county StructuredAddress#district

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.ct/searce defined,	
	addr.co.scription.mmber-user	
	defined, addr.country=user defined,	
	addreidsinitaus defined,	
	addr.door=user defined,	
	addr:fist=user defined,	
	addr:filor=user defined,	
	addr:full=user defined,	
	addrihamlet=user defined.	
	addr:housename=user defined,	
	addr:housenumber=user defined,	
	addr:inclusion=actual,	
	addr:inclusion=estimate,	
	addr:inclusion=potential,	
	addrinterpolation=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#count, WheelchairParking#hasDedicatedSign

	WheelchairParking#neededParkingPe
subordinated way in a parking lot	rmits,
subordinated way in a parking sole	WheelchairParking#paymentBySpace,
vehicles use to drive into and out of	WheelchairParking#paymentByZone,
the spaces service=parking_aisle	WheelchairParking#width
subtype for a generic drinking water	
fountain fountain=drinking	AnimalPolicy#suppliesWaterForPets

age,

+

WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh

	amenity=bench, amenity=toilets,				bench/couch: sufficient		
	building=toilets, couch=yes,				space available (190 x		
	room=benches, room=toilets,				100 cm and in front of it		Accessibility#accessibleWith.wheelch
sufficient space available for	toilets=yes, toilets:wheelchair=yes,		Toilet / toilet		150 x 150 cm movement	Accessibility#accessible	air, Restroom#toilet,
bench/couch in toilet	wheelchair=yes	Facility daily needs	compartment	accessibility [4]	area)	With.wheelchair == true	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						
5.000	Sanace and the all_carr						
	surface=acrylic,						
	surface=actificial_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 material of way to public	surface=unpaved, surface=wood,						
transport	surface=woodchips		Way to building	Way to public transport	surface material		
transport	surface-woodemps		way to ballang		Surface material		
	highway=access ramp,	slip-resistant=floor, slip-resistant=yes,					
surface of ramp is stable, firm and slip		surface=firm, surface=slip-resistant=yes,			surface stable, firm and		
			Channel in Crownel Unicht	Dama	· · · · · · · · · · · · · · · · · · ·		
resistant	rampDisability=yes	surface=stable	Change in Ground Height	катр	slip resistant		
surface paved with blocks	surface=paving_stones						
swimming-pool	room=swimming-pool						Ferries and Descention of the
							EquipmentProperties#door,
				_			EquipmentProperties#hasDoorsInBot
swinging door	door=hinged		Building characteristics	Doorways	type [3]	pivoting / swinging door	hDirections
	door=yes, door=hinged, door=sliding,						
off rooms within a building	indoor=door						
switch to link a given power circuit to							
earth as for ensuring safety of							
maintenance operations	switch=earthing						
synthetic, all-weather surface							
typically used in running	surface=tartan						
						table can be driven	
						under the table:	
table in lecturer zone can be driven	amenity=table, height=user defined,	clear_floor_space=yes,	General help for			Movement area in front	
	,,	and the second sec	and the second sec				
	length=user defined room=lecture	table=movable, table=not_movable	orientation / Technical			of table (width/depth) in	
under the table: Movement area in front of table (width/denth) in cm	length=user defined, room=lecture, width=user defined	table=movable, table=not_movable, table=under_table	orientation / Technical	Rooms / venues / offices	lecturer zone	of table (width/depth) in	
front of table (width/depth) in cm	length=user defined, room=lecture, width=user defined	table=movable, table=not_movable, table=under_table	orientation / Technical assistance	Rooms / venues / offices	lecturer zone	of table (width/depth) in cm	

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	e lecturer zone	table can be driven under the table: yes / no	
table with benches for food and rest	leisure=picnic table						
table with benches for food and rest	leisure=picnic_table button_operated=no, button_operated=only, button_operated=optional, button_operated=optional, button_operated=adefect, button_operated=not_only, button_operated=sometimes, control=automatic;remote, control=automatic;remote, control=automatic;remote, control=manual_locked, elevator=wes, highway=elevator, room=elevator, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=y es, tactile_writing:embossed_printed_lett ters:lg=no, tactile_writing:engraved_printed_lett ers:lg=no,						
tactile and visible elevator exterior	<pre>tactile_writing:engraved_printed_lett ers:lg=yes,</pre>				exterior operating		
operating elements	tactile_writing:fakoo:lg=no,	control=tactile, control=visible	Change Elevation	Elevator	elements	tactile and visible	Media#isBraille
tactile ground indicators on way to public transport	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=contrasted, tactile_paving=primitive, tactile_paving=yes		Way to building	Way to public transport	ground indicators	tactile [2]	PlaceInfo#accessibility
			,	,			
tactile guidance system for persons with blindness	information=tactile_map, information=tactile_model, tactile_paving=contrasted, tactile_paving=ncortect, 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
		1. M		Ground in front of	tactile pavement to the		,
tactile pavement to the entrance	tactile_paving=yes	tactile_paving=entrance	Way to building	entrance	entrance		

tactile pavement to the entrance		tactile_paving=entrance,		Ground in front of	tactile pavement to the	
ending in a wall	tactile_paving=incorrect	tactile_paving=wall	Way to building	entrance	entrance	wall
tactile pavement to the entrance out		tactile_paving=entrance,		Ground in front of	tactile pavement to the	
	tactile_paving=yes	tactile_paving=profile_bricks	Way to building	entrance	entrance	profile bricks
tactile pavement to the entrance with		tactile_paving=curb,		Ground in front of	tactile pavement to the	
curb	tactile_paving=yes	tactile_paving=entrance	Way to building	entrance	entrance	curb
tactile pavement to the entrance with		tactile_paving=entrance,		Ground in front of	tactile pavement to the	
fence	tactile_paving=yes	tactile_paving=fence	Way to building	entrance	entrance	fence
tactile pavement to the entrance with handrail	handrail:right=yes, tactile_paving=yes conveying=backward, conveying=forward, conveying=reversible, conveying=yes,	tactile_paving=entrance, : tactile_paving=handrail	Way to building	Ground in front of entrance	tactile pavement to the entrance	handrail
	escalator=parallel, escalator=yes,				tactile paving availability	
tactile paving availability at escalators		tactile_paving=escalators	Change Elevation	Escalators	[2]	
	highway=steps, room=stairs,	and the second second second		C 1.1	tactile paving availability	
tactile paving availability at stairs	stairs=yes, tactile_paving=yes	tactile_paving=stairs	Change Elevation	Stairs	[1]	
tactile paving availability on floor	tactile paving=yes	tactile paving=floor	Building characteristics	Floor (pathway)	material [1]	tactile paving availability
tactile paving availability of hoor	tactile_paving=yes	tactile_paving=noor	building characteristics	Floor (pathway)	materiai [1]	tactile paving availability
	tactile paving=incorrect					
Sensible way	tactile_paving=incorrect		General help for			
	information=tactile map,		orientation / Technical		for persons with	
	information-tactile, model	information-tastila, plan		Blan		tastila [2]
	information=tactile_model	information=tactile_plan	assistance	Plan	blindness [2]	tactile [3]
	information=tactile_model information=guidepost, tactile_writing:braille:lg=no, tactile_writing:braille:lg=yes, tactile_writing:computer_braille:lg=n o, tactile_writing:computer_braille:lg=y es, tactile_writing:embossed_printed_let ters:lg=no, tactile_writing:embossed_printed_lett ters:lg=yes, tactile_writing:engraved_printed_lett ers:lg=no, tactile_writing:engraved_printed_lett ers:lg=yes, tactile_writing:fakoo:lg=no, tactile_writing:fakoo:lg=no, tactile_writing:moon:lg=no, tactile_writing:moon:lg=yes			Plan		tactile [3]

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						
have a second second second		amenity=tea table,					
tea table	amenity=table, leisure=picnic 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	
	,	_ , _ ,	General help for				
			orientation / Technical				PlaceInfo#category,
teaching room	room=class, room=lecture	room=teaching	assistance	Rooms / venues / offices	type [15]	teaching room	StructuredAddress#room
Ŭ		Ŭ				5	
	control=automatic;remote,						
	control=buttons, control=manual,						
	control=manual;local,						
	control=manual locked,						
	control=manual;remote,						
	control=remote,		General help for				
	control=remote_electric,		orientation / Technical				EquipmentProperties#heightOfContr
technology control height	control=spring, height=user defined	control:height=user defined	assistance	Technology	controls	height [9]	ls
							EquipmentProperties#servicePhoneN
telephone number is 02084517891	phone=02084517891						umber, PlaceInfo#phoneNumber
teletypewriter number	contact:tty=+44 11223 456-789						
			General help for				
			orientation / Technical				
television	amenity=television		assistance	Rooms / venues / offices	machine or device	television	
			General building				
temporary barriers	barrier=debris, barrier=yes	barrier=temporary	information	Formal information	temporary barriers		
	highway=access_ramp,						
temporary 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
	deaf:description:lg=user defined,						EquipmentProperties#description,
	description=user defined,						EquipmentProperties#longDescriptio
	information=map,		General help for				n,
textual description of a route on the	wheelchair:description:lg=user	plan:description=user defined,	orientation / Technical	0	(10)	textual description of a	EquipmentProperties#shortDescriptio
basis of a plan	defined	route:description=user defined	assistance	Plan	type [12]	route	n, PlaceInfo#description
							Fourier and Descention Halos and Market
	building-ups doof descriptions						EquipmentProperties#description,
	building=yes, deaf:description:lg=user						EquipmentProperties#longDescriptio
	defined, description=user defined,		Conoral halp for				n, EquipmontProportios#shortDoscripti
tortual description of the building an	information=map,	building description-user defined	General help for			tautual description of the	EquipmentProperties#shortDescription
textual description of the building on	wheelchair:description:lg=user defined	building:description=user defined,	orientation / Technical assistance	Plan	type [12]	textual description of the	n, PlaceInfo#accessibility,
the basis of a plan	demieu	plan:description=user defined	assistance	riall	type [12]	building	PlaceInfo#description

Textured, pigmented, resin-bound							
coating surface	surface=acrylic						
thai massage	massage=thai						
the alphabet is used to interpolate							StructuredAddress#building, StructuredAddress#city, StructuredAddress#countryCode, StructuredAddress#country, StructuredAddress#district, StructuredAddress#house, StructuredAddress#house, StructuredAddress#postalCode, StructuredAddress#regions, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state, StructuredAddress#state,
the house numbers	addr:interpolation=alphabetic						StructuredAddress#text
the building is 15.4 meter high	height=15.4						
the building is 7 feet and 4 inches							
high	height=7'4"						
the building has 0 peridential with	building flats-9						
the buliding has 8 residential units the direction is backward	building:flats=8 direction=backward						
the direction is down	direction=down						
the direction is forward	direction=forward						
the direction is up	direction=up						
	door=yes, door:handle=knob,						Door#hasErgonomicDoorHandle,
The door has an ergonomic handle	door:handle=lever, door:handle=ring	door:handle=ergonomic					EquipmentProperties#door
					opening/closing		Door#isAutomaticOrAlwaysOpen,
The door is automatic or always open			Building characteristics	Doorways	mechanism	automatic (time)	EquipmentProperties#door
The door is automatic or always open					opening/closing		Door#isAutomaticOrAlwaysOpen,
[1]	automatic_door= yes		Change Elevation	Elevator	mechanism	automatic reopen	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
-	the second second second		B. M. P. J. Market M. M.		101		Door#isRevolving,
The door is revolving	door=revolving		Building characteristics	Doorways Toilet / toilet	type [3]	revolving door	EquipmentProperties#door
The door needs a Euro key	centralkey=eurokey		Facility daily needs	compartment	access [3]	EURO locking system	Door#needsEuroKey, EquipmentProperties#door
the door needs a curo key	contraincy-curokey		a dancy dany needs	comparament	000000 [0]	Lotto locking system	Door#needsRadarKey,
The door needs a RADAR key	centralkey=nks						EquipmentProperties#door
.,							Door#doorOpensToOutside,
							EquipmentProperties#door,
The door opens to the outside	door=yes, door:opening=outside						EquipmentProperties#hasDoorsInBot hDirections
the facility is suitable for 3	capacity=3						IDITECTORS
the ground itself has marks of humar							
or animal usage	surface=ground						
The legal maximum height is 3.8m	maxheight=3.8						WheelchairParking#maxVehicleHeigh t
The legal maximum height is 3m	maxheight=3, maxheight=3 m						WheelchairParking#maxVehicleHeigh t
The legal maximum height is 6 feet 7							WheelchairParking#maxVehicleHeigh
inches	maxheight=6'7"						t

The legal maximum height is more						
limiting than the country specific height limit of general traffic	maxheight=below default					WheelchairParking#maxVehicleHei
The legal maximum height is not	maxneight=below_deladit					t
known well enough to decide if it is						
more limiting than the default						
country specific height limit of						WheelchairParking#maxVehicleHei
general traffic	maxheight=no_indications					t
The legal maximum height is not						WheelchairParking#maxVehicleHei
specified by a sign	maxheight=no_sign					t
The legal maximum height is not						
specified by a sign or sufficient for the	2					
country specific height limit of						WheelchairParking#maxVehicleHei
general traffic	maxheight=unsigned					t
The legal maximum height is						
sufficient for the country specific						WheelchairParking#maxVehicleHei
height limit of general traffic	maxheight=default					t
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	longth=1617"					WheelebairDarking#length
the length of the feature is 2 m	length=16'7" length=2, length=2 m					WheelchairParking#length WheelchairParking#length
the length of the leature is 2 m	lengui-z, lengui-z m					Wheelchairraiking#iength
	tactile_writing:embossed_printed_let					
the letters are embossed printed	ters:lg=yes, embossed_letters=yes					
	tactile writing:engraved printed lett					
the letters are engraved	ers:lg=yes					
		General help for				EquipmentProperties#hasBrailleTex
	tactile_writing:braille:lg=yes,	orientation / Technical				Media#isBraille,
the letters are in Braille (6 dots)	braille=yes	assistance	Signage	language	Braille [1]	Stairs#hasBrailleNavigation
						EquipmentProperties#hasBrailleTex
	tactile_writing:braille:lg=yes,					Media#isBraille,
the letters are in Braille (6 dots) [1]	braille=yes	Change Elevation	Elevator	floor number sign	Braille [2]	Stairs#hasBrailleNavigation
	an early constant of the state of the state		Toilet / toilet			EquipmentProperties#hasBrailleTex
the letters are in Braille (6 dots) [2]	tactile_writing:braille:lg=yes, braille=yes	Facility daily needs	compartment	signs at toilet rooms	Braille [3]	Media#isBraille, Stairs#hasBrailleNavigation
the letters are in branie (0 dots) [2]	brane-yes	Facility daily needs	compartment	signs at tollet rooms	braille [5]	EquipmentProperties#hasBrailleTex
	tactile writing:braille:lg=yes,					Media#isBraille,
the letters are in Braille (6 dots) [3]	braille=yes	Facility daily needs	Relaxation room	sign at room	Braille [4]	Stairs#hasBrailleNavigation
						EquipmentProperties#hasBrailleTex
	tactile_writing:braille:lg=yes,			in-car controls /	car control buttons:	Media#isBraille,
the letters are in Braille (6 dots) [4]	braille=yes	Change Elevation	Elevator	equipment	Braille	Stairs#hasBrailleNavigation
						EquipmentProperties#hasBrailleTex
the letters are in computer Braille (8	tactile_writing:computer_braille:lg=y					Media#isBraille,
dots)	es					Stairs#hasBrailleNavigation
the letters are in fakoo	tactile_writing:fakoo:lg=yes					
the letters are in uncommon tactile	An effer container and a con-	Change Flourtier	Clauster	in-car controls /	car control buttons:	
writing invented for blind persons	tactile_writing:moon:lg=yes	Change Elevation	Elevator	equipment	raised (profile font)	
	tactile writing:embossed printed let					
the letters are not embossed printed						
	tactile writing:engraved printed lett					
the letters are not engraved	ers:lg=no					

the letters are not in Braille (6 dots) the letters are not in computer Braille (8 dots)	tactile_writing:braille:lg=no, braille=no tactile_writing:computer_braille:lg=n o							EquipmentProperties#hasBrailleText, Media#isBraille EquipmentProperties#hasBrailleText, Media#isBraille
the letters are not in fakoo, fakoo: 9 dots, can be read with eyes easily because it represents latin letters the letters are not in uncommon	tactile_writing:fakoo:lg=no							
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
								Entrance#name, Media#name, PlaceInfo#name
the name of the floor is Ground Floor the public has an official, legally-	name=Ground Floor							
enshrined right of access, usage is								
officially discouraged	access=yes, access=discouraged							
	decess yes, decess discouraged		General help for					
the ref of the indoor element (e.g. the	2		orientation / Technical					
room number)	ref=101		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	r door=yes, wheelchair=yes	clear_floor_space=yes	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 weight is 7,5 t	weight=7,5							
the width of the wheelchair suitable							Accessibility#accessible	
door is 1 m	wheelchair:entrance_width=1						with.wheelchair == true	EquipmentProperties#door
the workplace of a beekeeper (apiarist)	craft=beekeeper							
therapeutic massage	massage=therapeutic							
merapedue massage								
	amenity=alternative_medicine, healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chinese,							
	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chinese, massage=chinepractic,massage=thai,		General help for					Disclofottererer
therapeutic rooms	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=chuperssure, massage=chinese, massage=chinepractic,massage=thai, massage=therapeutic,	room-therapeutic room-therapy	orientation / Technical	Rooms / venues / officer	type [15]	therapeutic rooms		PlaceInfo#category, StructuredAddress#room
therapeutic rooms	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chinese, massage=chiropractic,massage=thai, massage=therapeutic, massage=therapeutic, massage=shiatsu	room=therapeutic, room=therapy		Rooms / venues / offices	type [15]	therapeutic rooms		StructuredAddress#room
there are 2	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speecf_therapist, massage=acupressure, massage=chiropractic,massage=thai, massage=chiropractic,massage=thai, massage=shiatsu number=2	room=therapeutic, room=therapy	orientation / Technical	Rooms / venues / offices	type [15]	therapeutic rooms		
there are 2 there are 2 devices	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chiropractic,massage=thai, massage=chiropractic,massage=thai, massage=therapeutic, massage=shiatsu number=2 devices=2	room=therapeutic, room=therapy	orientation / Technical	Rooms / venues / offices	type [15]	therapeutic rooms		StructuredAddress#room
there are 2 there are 2 devices there are 2 resting places	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chiropractic,massage=thei, massage=therapeutic, massage=therapeutic, massage=shiatsu number=2 devices=2 landing=2	room=therapeutic, room=therapy	orientation / Technical	Rooms / venues / offices	type [15]	therapeutic rooms		StructuredAddress#room
there are 2 there are 2 devices	healthcare=alternative, healthcare=occupational_therapist, healthcare=pysiotherapist, healthcare=rehabilitation, healthcare=speech_therapist, massage=acupressure, massage=chiropractic,massage=thai, massage=chiropractic,massage=thai, massage=therapeutic, massage=shiatsu number=2 devices=2	room=therapeutic, room=therapy	orientation / Technical	Rooms / venues / offices	type [15]	therapeutic rooms		StructuredAddress#room

there are 3 disabled parking spaces there are 3 seats	capacity:disabled=3 seats=3	Way to building Movables	Accessible parking Seatings	number [1] number of seats	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, WheelchairParking#count, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#meededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#width
there are acoustic signals helping to						
cross	traffic_signals:sound=yes					
there are disabled parking spaces	capacity:disabled=yes					Accessibility#accessibleWith.wheelch air, WheelchairParking#count, WheelchairParking#hasDedicatedSign age, WheelchairParking#isLocatedInside, WheelchairParking#length, WheelchairParking#location, WheelchairParking#maxVehicleHeigh t, WheelchairParking#neededParkingPe rmits, WheelchairParking#paymentBySpace, WheelchairParking#paymentByZone, WheelchairParking#paymentByZone,
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					
along the distant for the state of						M/k = a labelin Developer (free
there are no disabled parking spaces	capacity:disabled=no lit=no					WheelchairParking#count
there are no lights installed						Postroom#toilot
there are no toilet facilities	toilet:facilities=no					Restroom#toilet
there are no toilets	toilets=no		T 1 1 1 1 1 1			Restroom#toilet
		en ann an tha	Toilet / toilet	paper supply/towel		Design of the second second
there are paper towels there are people who help you in case of problems at the feature which provides internet service for the public	toilets:hands_drying=paper_towel	Facility daily needs	compartment	dispenser		Restroom#heightOfDrier
there are toilet facilities	toilet:facilities=yes					Restroom#toilet
	toilets=yes, toilets_access=community, toilets_access=unspecified,		Toilet / toilet			
there are toilets	toilets_access=public	Facility daily needs	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						
						all-glass door: marking	
There is a clear marking on this glass					material of the entrance	strips: present / not	Door#hasClearMarkingOnGlassDoor
door	door=yes, material=glass	door=glass, door:glass=clear_marking	Building characteristics	Doorways	door	present	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	handwashing:hand cleaning paste=y						
cleaning paste	es						
there is a doorbell	doorbell=yes						EquipmentProperties#door
	door bell-yes		General help for				Equipmenti roperties#door
			orientation / Technical				
there is a fireplace	heating=fireplace, fireplace=yes		assistance	Rooms / venues / offices	machina ar davisa	firenlace	
there is a fireplace			assistance	Rooms / venues / omces	machine or device	fireplace	
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	supervised=yes, supervised=08:00-						
place	17:30, supervised=interval						PlaceInfo#accessibility
	highway=access ramp, ramp=yes,						Entrance#hasFixedRamp,
there is a ramp	ramp=seperated		Change in Ground Height	Ramp	existence [7]		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						Ground#sidewarkconditions
there is a sidewalk on the left hand	Sidewalk-both						
	state wells to fe						
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</type>						
there is a tactile paving which							
contrast is at least 70% the colour of							
the ground	tactile_paving=contrasted						EquipmentProperties#isHighContras
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						
the constantioning							

	toilets:hands_drying=electric_hand_d						
there is an electric hand dryer	ryer						Restroom#heightOfDrier
							Payment#acceptsBills,
							Payment#acceptsCoins,
							Payment#acceptsCreditCards,
							Payment#acceptsDebitCards,
							Payment#acceptsPaymentByMobileP
							hone,
there is fee for using the changing							Payment#hasPortablePaymentSyste
table	changing table:fee=yes						m
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							WheelchairParking#maxVehicleHeigh
general traffic	maxheight=none						t
there is no light bulb	bulb=no						
there is no person who supervises the	2						
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	handwashing:hand_cleaning_paste=n						
cleaning paste	0						
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						
		carpet:height=user defined,					
	carpet=yes, carpet=rug, height=user	carpet:thickness=user defined,					
thickness of carpets / mats	defined, surface=carpet	thickness=user defined	Building characteristics	Doorways	carpets/mats	thickness	
thresholds in floor (pathway)	height:threshold=user defined	threshold=yes	Building characteristics	Floor (pathway)	thresholds		
	building:material=timber_framing,						
timber framing	floor:material=timber_framing						

time elevator door remains open	door=yes, elevator=yes, highway=elevator, room=elevator	door:elevator:open=user defined	Change Elevation	Elevator	door	time to remain open	Door#isAutomaticOrAlwaysOpen, Door#isEasyToHoldOpen, EquipmentProperties#door
to mark the entrance to an emergency ward	emergency=emergency_ward_entran ce						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#accessibleWithWheelchai r, 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

toilet height of base	amenity=toilets, building=toilets, height=user defined, room=toilet, toilets=yes	toilets:height=user defined						Toilet#heightOfBase
toilet paper dispenser in toilet / toilet compartmment	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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelcl air, FoldingHandles#distanceBetweenHa dles, Restroom#isAccessibleWithWheelch ir, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelcl air, FoldingHandles#distanceBetweenHa dles, FoldingHandles#onUsersLeftSide, FoldingHandles#onUsersRightSide, Restroom#hasSupportRails, Restroom#hasSupportRails, Restroom#hasDipeWithWheelchair, 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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelcl air, FoldingHandles#distanceBetweenHa dles, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibleWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles

toilet with grab bar at the water closet: space between bar and wall		grab_bar=yes, grab_bar:gap=user defined	Facility daily needs	Toilet / toilet compartment	water closet	grab bar: space between bar and wall		Accessibility#accessibleWith.wheelch air, FoldingHandles#distanceBetweenHan dles, Restroom#hasSupportRails, Restroom#toilet, Room#isAccessibeWithWheelchair, Toilet#foldingHandles, Toilet#hasFoldingHandles, Toilet#asFoldingHandles, Toilet#spaceOnUsersLeftSide,
toilet with grab bar at water closet: clearance above and below	building=toilets, room=toilet,	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)	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 tourist interest	light:flux=1400 tourist=yes							
track with solid, unpaved surface traffic light controlled pedestrian	tracktype=grade2							
crossings train station building	crossing=traffic_signals building=train_station							
trains for tourists, often historic vehicles	service=tourism							

transfer aid	access:disabled=designated, access:disabled=yes, amenity=toilets, buiding=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#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Restroom#hasSupportRails, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Room#isAccessibleWithWheelchair, Shower#hasSupportRails, Shower#supportRailsAreAboveAndBel owControls, Shower#supportRailsHeight, Toilet#foldingHandles, Toilet#hasFoldingHandles
trapdoor	door=trapdoor							EquipmentProperties#door
trash can in toilet / toilet compartment	amenity=toilets, building=toilets, bin=yes, room=toilet, toilets=yes	height:tray_slide=user defined,	Facility daily needs	Toilet / toilet compartment	trash can			Restroom#toilet
tray slide height at food service lines	height=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	amenity=telephone, contact:tty=user					existence for at least one		
telephone	defined	amenity=teletypewriter	Facility daily needs	Public telephone	ТТҮ	telephone [2]		
	amenity=telephone, contact:tty=user							
TTY public telephone	defined	amenity=teletypewriter	Facility daily needs	Public telephone	TTY			
TTY symbol at public telephone tulip inlet allows to collect fluid coming from many directions, on a	amenity=telephone, contact:tty=user defined, pictogram=yes	amenity=teletypewriter, pictogram=teletypewriter, symbol=teletypewriter	Facility daily needs	Public telephone	ΤΤΥ	symbol		
large spread and direct it toward the								
duct entry	inlet=tulip							
tunnel passage	tunnel=building_passage							
tunnel passage	tunnei-bunung_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	t Ramn	turning possibility	after the ramp: yes/no		Accessibility#accessibleWith.wheelch air, 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		turning possibility		Accessibility#accessible	Accessibility#accessibleWith.wheelch air, 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:possiblity=front_of_ramp	Change in Ground Height		turning possibility		Accessibility#accessible With.wheelchair == false, Accessibility#accessible With.wheelchair == true,	Accessibility#accessibleWith.wheelch

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 Heigh	t Ramp	turning possibility	on platform: yes/no	With.wheelchair == true,	Accessibility#accessibleWith.wheelch
turning space for person in wheelchair	wheelchair=yes	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.wheelch air, Door#turningSpaceInFront, Ground#turningSpacelnFront, Restroom#turningSpaceInside, Room#isAccessibeWithWheelchair, Toilet#spaceInFront, Toilet#spaceOnUsersLeftSide, Toilet#spaceOnUsersRightSide
turnstile	barrier=turnstile							
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 ard	stairs=user defined, stairs:type=user defined	Change Elevation	Stairs	type / shape			Stairs#laternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHandRail, Stairs#hasTactileSafetyStrips, Stairs#hame, Stairs#stepHeight

	automatic_door=button, automatic_door=continuous, automatic_door=slowdown_button, automatic_door=floor, door=folding, door=hinged, door=loadingdock, door=no, door=overhead, door=revolving, door=sliding, door:handle=crash_bar, door:handle=knob, door:handle=knob, door:handle=knob, door:handle=knob, door:handle=lever, door:handle=hole, door:opening=both, door:opening=outside, door:opening=outside, door:wings=user defined, door:bell=mandatory, doorbell=yes, elevator=lift, elevator=yes,				
type of door from platform lift	highway=elevator, room=elevator	Change Elevation	Platform lift	type of door	EquipmentProperties#door

	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#isRevolving,
	door:opening=outside,					EquipmentProperties#door,
	door:wings=user defined,					EquipmentProperties#hasDoorsInBot
type of doorways	doorbell=mandatory, doorbell=yes		Building characteristics	Doorways	type [3]	hDirections
	elevator=entrance, elevator=lift,					
	elevator=no, elevator=only,	elevator=user defined,				
type of elevator	elevator=wheelchair, elevator=yes	elevator: <type>=yes</type>	Change Elevation	Elevator	type [7]	
	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_entran					
	ce, entrance=emergency,					
	entrance=exit, entrance=garage,					
	entrance=home, entrance=main,					
	entrance=secondary,					Door#isRevolving, Entrance#door,
	entrance=service, entrance=staircase,					Entrance#isMainEntrance,
type of entrance / exit doorways	entrance=yes, exit=emergency,		Building characteristics	Doorways	type of entrance/exit door	EquipmentProperties#door, Restroom#entrance
type of entrance / exit uoof ways	exit=yes, room=entrance,		building characteristics	Doorways	0001	Nest Join #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=stone, floor_material=timber_framing,					
	floor:material=wood, highway=corridor, highway=footway,					
type of floor (pathway)	highway=path	floor:type=user defined	Building characteristics	Floor (pathway)	type [9]	
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=electric, light:method=halogen, light:method=discharge, light:method=discharge, light:method=neon, light:method=neon, light:method=sodium, light:method=low_pressure_sodium, light:method=low_pressure_sodium, light:method=fluorescent, light:method=LED,		General building			
type of light in building	light:method=laser, light:method=arc building=yes, movable=no,		information	Light	type [10]	PlaceInfo#accessibility
type of obstacles in building	wovable=yes, obstacle:wheelchair=limited, obstacle:wheelchair=no, obstacle:wheelchair=step, obstacle:wheelchair=yes		Building characteristics	Obstacles	type [11]	Pathways#widthAtObstacles
		building_plan=yes, floor_plan=yes,	General help for			
	board_type=map, information=map,	ground_plan=user defined,	orientation / Technical			
type of plan	information=tactile_map	plan:type=user defined	assistance	Plan	type [12]	
type of public telephone	amenity=telephone	phone:type=user defined	Facility daily needs	Public telephone	type [13]	
type of ramp	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 Heigh	t Ramp	type [14]	Entrance#hasFixedRamp, Entrance#hasRemovableRamp

	· • • · · · · • · · · · · · · · · · · ·					
	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, room=check in counter, room=class,					
	room=celebration, room=common,					
	room=communication,					
	room=computer, room=conference,					
	room=confessional, room=copier,					
	room=corridor, room=celivery,					
	room=departure terminal,					
	room=diplatule terminal,					
	room=drying, room=effluent					
	treatment, room=elevator,	General help for				
	room=emergency call center,	orientation / Technical			Dia	aceInfo#category,
type of rooms / venues / offices	room=enclosure, room=engine shed,	assistance	Rooms / venues / office	es type [15]		ructuredAddress#room
type of rooms / venues / omces	room-enclosure, room-engine sned,	assistance	Nooms / venues / omic	es type [15]	Str	uctureuAddress#room
	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,					
the second s	service=slipway, service=tourism,	Constitution and the second second	Cominan	ture [4]		
type of services	service=tyres	Facility daily needs	Services	type [1]	Pla	aceInfo#category

	<pre>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=ploit_transport, board_type=sight, board_type=sight, board_type=welcome_sign, board_type=wildlife, information=board, information=board, information=map, information=route_marker,</pre>		General help for			Restroom#signIcons,
	information=tactile_map,		orientation / Technical			WheelchairParking#hasDedicatedSign
type of signage	information=trail_blaze highway=steps, room=stairs, stairs=yes, stairs:type=full, stairs:type=full_offset, stairs:type=overlapped, stairs:type=separated,stair:tpe=stand		assistance	Signage	type [2]	age Stairs#alternativeMobileEquipmentId s, Stairs#count, Stairs#hasAntiSlipNosing, Stairs#hasBrailleNavigation, Stairs#hasHandRail, Stairs#hasHandRail, Stairs#hasHighContrastNosing, Stairs#hasTactileSafetyStrips,
type of stairs	ard	defined	Change Elevation	Stairs	type [4]	Stairs#name, Stairs#stepHeight
type of stores	indoor=shop, room=store, shop=alcohol, shop=bakery, shop=beverages, shop=butcher, shop=cheese, shop=butcher, shop=cheese, shop=confectionery, 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=hailt_food, shop=ice_cream, shop=astry, shop=safood, shop=pastry, shop=safood, 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	tуре [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							
leature	service=tyres							
understandable / not understandable operability of technology	usability=no, usability=yes	operability=bad, operability=easy, operaility=good, operability=not_understandble, operability=understandable	General help for orientation / Technical assistance	Technology	operability	understandable / not understandable		EquipmentProperties#isEasyToUnde tand
undulations on exterior accessible								Accessibility#accessibleWith.wheelch
route		route=accessible, undulations=yes	Way to building	Exterior accessible route	condition [1]	undulations	With.wheelchair == true	air
	building=university							
unknown storage	storage=unknown							
	surface=unpaved,							
	surface=compacted,							
unpaved surface	tracktype=grade2 crossing=uncontrolled,							
Unregulated level crossing	crossing=marked							
Unspecific healthcare object	healthcare=yes							
unwalled connecting passage	indoor=corridor							
upwards	incline=up							
urban mass transit service, short								
headways; e.g., S-train	service=commuter							
usability	usability=yes							
usage is officially discouraged	access=discouraged							
	fountain=bottle_refill, fountain=drinking, fountain=drinking_fountain, fountain=mist, fountain=nasone, fountain=nozzle, fountain=roman_wolf, fountain=splash_pad,	usage=sitting, usage=standing,						
	fountain=stone_block, fountain=toret	usage=user defined	Facility daily needs	Drinking fountain	usage position			
used in sport courts	surface=carpet							StructuredAddress#room
utility room valve open or closes a pipeline or tunnel inlet to prevent the fluid to go downstream	room=utility inlet=valve							StructuredAddress#room
variety store or price-point retailer is a retail shop that sells inexpensive items	shop=variety_store							
vehicle accessible for disabled							Accessibility#accessible	Accessibility#accessibleWith.wheelch
	disabled_vehicle=yes						With.wheelchair == true	
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 vibrations do not occur	amenity=vending_machine 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	window=open, window=opening,	view=building, view=garden,	General help for orientation / Technical			to the gardens / to the		
the interior	window=skylight, window=yes	view=interior, view=outside	assistance	Windows	view to the outside	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			
	visual:condition=average, visual:condition=fair, visual:condition=good,		General building					
visibility in this light	visual:condition=poor		information	Light	visibility			PlaceInfo#accessibility
	visual:condition=average,			0				
	visual:condition=fair,					visibility of the projectior	1	
visibility of the projection surface 1st	visual:condition=good,					surface 1st row: pleasant		
table row: pleasant / unpleasant	visual:condition=poor		Movables	Tables	dimensions [2]	/ unpleasant		
visibility of the projection surface	visual:condition=average, visual:condition=fair,					visibility of the projectior surface from wheelchair	Accessibility#accessible With.wheelchair == true,	, Accessibility#accessibleWith.wheelch air, Accessibility#partiallyAccessibleWith. wheelchair, WheelchairPlaces#count,
from wheelchair space: pleasant /	visual:condition=good,					space: pleasant /	essibleWith.wheelchair	WheelchairPlaces#hasSpaceForAssist
unpleasant	visual:condition=poor		Movables	Seatings	pews	unpleasant	== true	ant
	visual:condition=average,							
	visual:condition=fair,					visibility of the projection	1	
visibility of the projection surface last	visual:condition=good,					surface last row:		
table row: pleasant / unpleasant	visual:condition=poor		Movables	Tables	dimensions [2]	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:condition=average,							
	visual:condition=fair,							
visual contrast between floor	visual:condition=good,				visual contrast between			
(pathway) and wall	visual:condition=poor	high_contrast=no, high_contrast=yes	Building characteristics	Floor (pathway)	floor and wall			EquipmentProperties#isHighContrast
visual floor information about	highway=steps, room=stairs,				visual floor information			
staircase	stairs=yes	visual_information=user defined	Change Elevation	Stairs	about staircase			PlaceInfo#accessibility
	building=transportation, information=trail_blaze, information=route_marker, tactile_paving=contrasted, tactile_paving=incorrect,							
visual ground indicators on way to	tactile_paving=primitive,							
public transport	tactile_paving=yes		Way to building	Way to public transport	ground indicators	visual		PlaceInfo#accessibility
			General help for					
			orientation / Technical					
visual map	board_type=map, information=map		assistance General help for orientation / Technical	Plan	type [12]	visual map		
visualizer		visualizer=yes	assistance	Technology	visualizer			
vivarium	room=vivarium							
voice activated	speech_input:lg=yes	activation=voice						EquipmentProperties#isVoiceActivate d
volume control exists for at least one		volume_control=1, volume				existence for at least one		
public telephone	amenity=telephone	control=yes	Facility daily needs	Public telephone	volume control	telephone [1]		

volume control of public telephone	amenity=telephone	volume_control=yes	Facility daily needs	Public telephone	volume control		
waiting room	room=waiting	volume_control=yes	Facility daily needs	Public telephone	volume control		StructuredAddress#room
walk-up window	window=walk-up						Structureardaressmooth
wall built to protect land along the	inden nun up						
coast from erosion and flooding from							
the sea	wall=seawell						
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						
	Nan Stone, Nan Stone_Nan						
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	0.000						
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	2					
	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,						
wall materiality is smooth / rough /	smoothness=very_horrible,					smooth / rough / other:	
other:	texture=smooth	wall:material=user defined	Building characteristics	Wall	materiality		
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							
warning light that marks the position of hazardous spots warning lights	light_source=warning crossing:light=yes						

washbasin	facilities=washbasin		General help for orientation / Technical assistance	Technology	washbasin		Restroom#washBasin, WashBasin#accessibleWithWheelchai r, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
washbasin height	facilities=washbasin, height=user defined						WashBasin#height
washbasin is accessible with wheelchair	amenity=toilety, building=toilets, facilities=washbasin, room=toilet, room=washroom, toilets=yes, toilets:wheelchair=yes, wheelchair=yes						WashBasin#accessibleWithWheelchai r
washbasin space below depth	facilities=washbasin, height=user defined, length=user defined, width=user defined	clear_floor_space=yes					WashBasin#spaceBelowDepth
washroom	room=washroom						Restroom#washBasin, StructuredAddress#room, WashBasin#accessibleWithWheelchai r, WashBasin#height, WashBasin#isLocatedInsideRestroom, WashBasin#spaceBelowDepth, WashBasin#spaceBelowHeight
waste drops into a container which is periodically removed by hand	toilets:disposal=bucket						
waste falls into a lined or unlined pit 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 Teilet / toilet	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

	amenity=drinking_water,				
	cold_water=yes,				
	drinking_water:refill=yes,				
	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, hot_water=yes,				
	man_made=water_tap,				
water for pets is supplied	warm_water=yes	water:pet=yes			AnimalPolicy#suppliesWaterForPets
water passing under the road	tunnel=culvert				
water storage	storage=water				
watertower	building=water_tower				

way that is an emergency access road service=emergency_access

weight of doorways	door=yes, weight=user defined	door:weight=user defined	Building characteristics	Doorways	weight			Door#isEasyToHoldOpen, EquipmentProperties#door
welcome sign	board type=welcome sign	doormelant user derined	Bunanig enaracteristics	Doormays	in eight			
wheelchair accessible floor with a gradient/slope	access=yes, access:disabled=yes, incline=down, incline=up, incline=user defined, incline:across=down, incline:across=sag, incline:across=user defined, wheelchair=yes		Building characteristics	Floor (pathway)	slope [5]	gradient, wheelchair access		Accessibility#accessibleWith.wheelch air, Ground#slopeAngle, Pathways#maxLateralSlope, Pathways#maxLongitudinalSlope
wheelchair accessible toilet	toilets:wheelchair=yes						Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Restroom#isAccessibleWithWheelcha ir, Restroom#toilet, Room#isAccessibleWithWheelchair
wheelchair inaccessible toilet	toilets:wheelchair=no						Accessibility#accessible With.wheelchair == false	Accessibility#accessibleWith.wheelch air, Restroom#toilet
wheelchair parking count	amenity=parking, amenity=parking_space, disabled=user defined, disabled_space=user defined, parking_space=disabled							WheelchairParking#count
wheelchair parking has dedicated signage	amenity=parking, amenity=parking_space, disabled=user defined, disabled_spaces=user defined, parking_space=disabled	sign=accessible parking						WheelchairParking#hasDedicatedSign age
wheelchair parking is located inside	amenity=parking, amenity=parking, disabled=user defined, disabled_spaces=user defined, fee=yes, location=indoor, parking_space=disabled,	office according builting						WheelchairParking#isLocatedInside

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,				WheelchairParking#maxVehicleHeigh t
	amenity=parking_space, disabled=user defined, disabled_spaces=user defined, fee=yes, parking_space=disabled, payment:cards=interval, payment:cards=only, payment:cards=only, payment:cash=interval, payment:cash=only, payment:cash=only, payment:cash=only, payment:cash=only, payment:cash=only, payment:cheque=interval, payment:cheque=only, payment:cheque=only, payment:cheque=yes, payment:cheque=interval, payment:cheque=interval, payment:cheque=no, payment:cheque=interval, payment:cheque=interval, payment:cheque=interval, payment:cheque=interval, payment:coins=interval,				
wheelchair parking payment by spa	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, ce payment:credit_cards=only,	payment:space=yes			WheelchairParking#paymentBySpace

	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,							
wheelchair parking payment by zone		payment:zone=yes						WheelchairParking#paymentByZone
wheelchair parking payment by zone	payment.credit_cards=only,	payment.zone-yes						wheelchair arking#paymentbyzone
	access=permit, amenity=parking,							
	amenity=parking_space,							
	disabled=permit,							
wheelchair parking permits are	disabled spaces=user defined,							WheelchairParking#neededParkingPe
needed	fee=yes, parking_space=disabled							rmits
	,, <u>,</u>							
	amenity=parking,							
	amenity=parking space,							
	parking space=disabled,							
wheelchair parking width	disabled=yes, width=user defined							WheelchairParking#width
1 0								Accessibility#accessibleWith.wheelch
								air,
								Room#isAccessibleWithWheelchair,
								WheelchairPlaces#count,
wheelchair space (seatings) adjoins	access=yes, access:disabled=yes,	clear_floor_space=yes,		Wheelchair space	wheelchair space adjoins		Accessibility#accessible	WheelchairPlaces#hasSpaceForAssist
accessible route	wheelchair=yes	route=accessible	Movables	(seatings)	accessible route		With.wheelchair == true	
								Accessibility#accessibleWith.wheelch
								air,
	height=user defined, length=user							Room#isAccessibleWithWheelchair,
	defined, wheelchair=yes, width=user			Wheelchair space			Accessibility#accessible	Wheelchair Places #hasSpaceForAssist
wheelchair space depth	defined	clear_floor_space=yes	Movables	(seatings)	dimension [8]	depth [2]		ant
								Accessibility#accessibleWith.wheelch
								air,
								Room#isAccessibleWithWheelchair,
								WheelchairPlaces#count,
wheelchair space with possibility to				Wheelchair space	possibility to put an extra			WheelchairPlaces#hasSpaceForAssist
put an extra table	amenity=table, wheelchair=yes	clear_floor_space=yes, table=extra	Movables	(seatings)	table		With.wheelchair == true	ant
when someone enters the way the								
lights are turned on.	lit=automatic							

					under and a deter			
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 ;	entrance=emergency, entrance=exit, entrance=garage, entrance=home, entrance=main, entrance=secondary, entrance=service, entrance=staircase, entrance=yes, indoor=corridor,				where do the	entrance -> entrance door step(s); entrance -> entrance door stairs; Teaching room -> pews/stalls stairs; Interior -> Step(s) in the corridor ; Interior ->		
Interior -> Stairs	room=lecture, room=stairs, stairs=yes	stairs=user defined	Change Elevation	Stairs	steps/stairs lead to where does the door	Stairs		
where does the door lead to (venues connected)	door=yes	door=user defined	Building characteristics	Doorways	lead to (venues connected)			
where does the ramp lead to	ramp=yes	ramp=user defined	Change in Ground Height	Ramp	where to			
whiteboard		hoard tuno-whitehoard	General help for orientation / Technical assistance		whiteboard			
wintebudiu		board_type=whiteboard	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	dimension: width		WheelchairParking#width
width of cabin	width=user defined							EquipmentProperties#cabinWidth
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	accessibility [4]	width of clear path to each type of fixture (lavatory, hand dryer etc)	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, EquipmentProperties#cabinWidth, Pathways#width, Pathways#widthAtObstacles, Restroom#isAccessibleWithWheelchai ir, Restroom#toilet, Room#isAccessibleWithWheelchair, WashBasin#accessibleWithWheelchai r, WashBasin#isLocatedInsideRestroom
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	dimension [2]	width [2]		
width of elevator inside dimensions	elevator=yes, highway=elevator, length=user defined, room=elevator, width=user defined		Change Elevation	Elevator	dimensions inside	width [8]		
width of exterior accessible route	access=yes, width=user defined	route=accessible	Way to building	Exterior accessible route		width [1]	Accessibility#accessible With.wheelchair == true	Accessibility#accessibleWith.wheelch air, Pathways#width, Pathways#widthAtObstacles

wind rules rescalable descelability rescalable descalability rescalable descalability									
wind rules rescalable descelability rescalable descalability rescalable descalability		highway=corridor, highway=footway,							Pathways#width,
and participation of the second of the se	width of floor (pathway)	highway=path, width=user defined		Building characteristics	Floor (pathway)	dimension [10]	width [9]		
address - </td <td>width of knee space dimensions in wheelchair space (seatings)</td> <td>wheelchair=yes, width=user defined</td> <td></td> <td>Movables</td> <td></td> <td>knee space dimensions</td> <td>width [7]</td> <td></td> <td>Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist</td>	width of knee space dimensions in wheelchair space (seatings)	wheelchair=yes, width=user defined		Movables		knee space dimensions	width [7]		Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
address - </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>									
width of route to accessible steaming/ accessible steami	width of maneuvering clearance (clear floor space) on both sides of the door (pull/push): size (level no steeper than 1:48)			Building characteristics	Doorways	(clear floor space) on both sides of the door (pull/push): size (level no			EquipmentProperties#door, Ground#turningSpace, Media#turningSpaceInFront,
width of route to accessible steaming/ accessible steami	width of ramp	ramp-yes, width-user defined		Change in Ground Height	Ramp	dimension [12]	width [2]		
whetehair space width user defined outer accessible Movables (geatings) seating width [G] With whetehair = use And width of tollet aneinly-tollets, building-tollets, room-tolets, tollets-yee, width-user = tow seating room-tolet inension [G] width of tollet projemperProperties/tablin/Vide width of tollet width of tollet seating width of tollet width of tollet seating width of tollet seating width of tollet width of tollet seating width of tollet seating width of tollet width of tollet seating width of tollet seating width of tollet seating tollet topper/top	with or ramp	ranp-yes, with-user termed		Change in Ground Height	Капр	umension [12]	widti [5]		Pathways#widthAtObstacles, Room#isAccessibleWithWheelchair, WheelchairPlaces#count,
with of toilet, politis, polit	width of route to accessible seating /						1.01.001		WheelchairPlaces#hasSpaceForAssist
anisolates, buildingender, with some of the so	wheelchair space	width=user defined	route=accessible	Movables	(seatings)	seating	width [6]	With.wheelchair == true	ant
histophie in the series of the	width of toilet compartment	room=toilets, toilets=yes, width=user		Facility daily needs		dimension [6]			
will sensor sensor:type=wifi wildland firefighting tool also called a watter or a beater. It is designed for txting uishing minor fires in rural winds of fires in rural									Room#isAccessibleWithWheelchair, WheelchairPlaces#count, WheelchairPlaces#hasSpaceForAssist
wilding freifighting tool s designed for extinguishing minor fires in rural treas such as heaths emregency-fire_flapper treas such as heaths emregency emregency emregency emregency emregency emregency emper treas such as heaths emregency emregency emper treas such as heaths emregency emregency emper treas such as heaths emregency emregency emregency emregency emper treas such as heaths emregency emregency emper treas such as heaths emregency emregency emper treas such as heath emregency emregency emper treas such as heath emregency emregency emper treas such as heath emregency emregency emregency emper treas such as heath emregency emregency emper treas such as heath emregency emregency emper treas such as heath emregency emregency emregency emper treas such as			clear_floor_space=yes	Movables	(seatings)	dimension [8]	width [5]	With.wheelchair == true	ant
water or a beater. It is designed for stating wind for sin rural treas such as heaths mergency-fire_flapper window display window-display window display wine storage wing to gae-wine triang paper is not supplied to itelts: paper_supplied=no to itelts: paper_s	win sensor	sensor:type=win							
wine storage storage-wine wine storage toilets:paper_supplied=no wiping paper is not supplied toilets:paper_supplied=no toilets:paper_supplied=no General help for orientation / Technical orientation / Technical wipe so cables installation room nom=installations Rooms / venues / offices installation WLNN internet_access=wlan wood fired oven oven=wood_fired wood storage storage-wood	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							
wining paper is not supplied intersper_supplied=no Restroom#toilet wining paper is not supplied toilets:paper_supplied=no Restroom#toilet wining paper is not supplied toilets:paper_supplied=no Restroom#toilet wining paper is not supplied General help for orientation / Technical wires or cables wires or cables wining cables installation room nom=installations sisstance Noms / venues / office wires or cables VLAN internet_access=wlan orientation / Technical internet_access=wlan sisstance Technology wood fired oven orientation / Technical internet_access=wlan assistance Technology WLAN toil technical wood fired oven orientation / Technical internet_access=wlan assistance Technology WLAN toil technical toil technical wood fired oven orientation / Technical internet / technology WLAN toil technology toil technology wood fired oven orientation / technology WLAN toil technology toil technology wood storage orientation / technology toil technology toil technology toil technology <td></td> <td>1 /</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>		1 /							
wing paper is supplied toilets:paper_supplied=yes Restroom#toilet wing paper is supplied General help for orientation / Technical wines or cables wine or cables General help for orientation / Technical wines or cables VLAN Intent_access=wlan General wood fired oven orientation / Technical VLAN	wiping paper is not supplied	-							Restroom#toilet
vires or cables installation room room sinstallations room sinstallations room sinstallations room sinstallation room sinstallations assistance assis	wiping paper is supplied								
VLAN internet_access=wlan assistance Technology WLAN wood fired oven oven=wood_fired wood storage storage=wood	wires or cables installation room	room=installations		orientation / Technical assistance	Rooms / venues / offices	installation	wires or cables		
VLAN internet_access=wlan assistance Technology WLAN vood fired oven oven=wood_fired vood storage storage=wood									
vood storage storage=wood	WLAN	internet_access=wlan			Technology	WLAN			
	wood fired oven	_							
vood surface surface=wood	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	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					
	5					
workplace of a person who makes						
masts, yards, sails, and cordage for						
sailboats and sailing ships (or possible	v					
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 engravin	g					
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 painte						
which is a tradesman responsible for						
the painting and decorating of						
buildings	craft=painter					
3.						
workplace or office of a parquet laye	er 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					
cicans childneys for a living	erart-eninney_sweeper					
workplace or office of a person who						
does thermal insulation in building	craft=insulation					
uses thermal insulation in building	Crart-IIISUIdtiOII					

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 workplace or office of a skilled tradesperson who specializes in (drinking) water supply, sewage and drainage systems	craft=metal_construction 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 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		
	craft=plasterer	
workplace or office of a turner workplace or office of an engraver	craft=engraver	
workplace or office of an HVAC system designer (Heating, Ventilating,		
workplace or office of carpenters that work with timber to construct, install and maintain buildings, furniture, and other objects		
workplace or office of one who prepares customized meals for takeout, or provides prepared meals or supplies to a group at social		
gatherings workplace where boats are planned	craft=caterer	
and constructed workplace/office of a person /	craft=boatbuilder	
company who designs and builds stoves / tiled stoves	craft=stove_fitter	
workshop		ructuredAddress#room

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