






































































Keys and Values - Cheating paper - for Mapping Parties in PT, Angra; TR, Karacabey and RO, Drăgășani

| | | | | | | | | |
|--|--|---|--|---|---|---|---|--|
| <p>highway= </p> <ul style="list-style-type: none"> motorway_link trunk_link primary_link secondary tertiary bus_stop  traffic_signals turning_circle mini_roundabout motorway_junction <p>additional features:</p> <ul style="list-style-type: none"> name=* loc_name=* int_name=* ref=* access= foot= bicycle= horse= motorcar= | <p>railway= </p> <ul style="list-style-type: none"> rail light_rail subway tram station  halt tram_stop <p>tracktype=</p> <ul style="list-style-type: none"> grade[1-5]: 1: sealed : packed dirt 5: untreated <p>barrier= </p> <ul style="list-style-type: none"> bollard gate lift_gate cycle_barrier fence  wall | <p>waterway=</p> <ul style="list-style-type: none"> riverbank river canal stream ditch <p>place= </p> <ul style="list-style-type: none"> city suburb town village hamlet locality <p>addr:*</p> <ul style="list-style-type: none"> street= houenumber= postcode= city= country= interpolation= | <p>landuse= </p> <ul style="list-style-type: none"> farmland farmyard vineyard allotments cemetery forest meadow <p>natural= </p> <ul style="list-style-type: none"> wood scrub heath cliff water beach wetland peak  volcano spring cave_entrance tree <p>leisure= </p> <ul style="list-style-type: none"> stadium sports_centre pitch track golf_course park playground water_park marina | <p>amenity=mug, access=private</p>  | <p>amenity= </p> <ul style="list-style-type: none"> restaurant  cafe  biergarten  fast_food  pub  taxi  bus_station  post_office  police  fire_station  theatre  cinema  library  <p>shop= </p> <ul style="list-style-type: none"> clothes shoes hairdresser chemist florist furniture | <p>telephone </p> <ul style="list-style-type: none"> post_box  toilets  shelter  recycling  fountain  atm  bank  hospital  doctors  dentist  pharmacy  | <p>townhall </p> <ul style="list-style-type: none"> courthouse  public_building  place_of_worship  grave_yard  university  school  kindergarten  parking  car_rental  fuel  bicycle_parking  bicycle_rental  | <p>tourism= </p> <ul style="list-style-type: none"> hotel  motel  guest_house  hostel  camp_site  picnic_site  information  attraction  view_point  artwork  museum  theme_park  zoo  |
|--|--|---|--|---|---|---|---|--|



(C) 2012 Simon Budig, Tag-consulting: Jochen Topf und Frederik Ramm

Legend:

| Symbol | Element |
|---|-------------|
|  | Node |
|  | Way |
|  | Area |

Notes:

| |
|--|
| |
| |
| |