# Legend

# Newly proposed objecttypes (can of course be changed)

~~#Disabled: Lines disabled~~

Lines added

# Lines

## Don’t route through highway=construction as path

~~#Disabled: Treat ways under construction almost as highway=path, see also extra rule in inc/access~~

~~#Disabled: highway=construction { add mkgmap:dead-end-check = false; } [0x16 road\_class=0 road\_speed=0 resolution 23]~~

## Use different object to distinct construction from footway

highway=construction { add mkgmap:dead-end-check = false; } [0x10c06 resolution 23]

## Add new linetype for cycleway to distinct from service roads

~~highway=cycleway [0x07 road\_class=0 road\_speed=1 resolution 23]~~

highway=cycleway [0x11 road\_class=0 road\_speed=1 resolution 23]

## Change bridleway from street to path

~~highway=bridleway [0x07 road\_class=0 road\_speed=0 resolution 23]~~

highway=bridleway [0x16 road\_class=0 road\_speed=0 resolution 23]

## Don’t render abandoned railways as tracks

~~#Disabled: railway=abandoned [0x0a road\_class=0 road\_speed=1 resolution 22]~~

## Don’t route through railway platforms as footway but use non routable instead

Railway platforms are usually dead-end roads anyway

~~#Disabled: railway=platform [0x16 road\_class=0 road\_speed=0 resolution 23]~~

(highway = platform | railway = platform ) & !(area = yes | is\_closed() = true | tunnel = yes | location = underground) [0x10a06 resolution 24]

# Polygons

## Move buildings to top of polygons file.

A lot of landuses, like industrial, commercial, retail and schools are often tagged with both landuse and building. By rendering buildings first they are now visible on top (different color) when not tagged with both landuse and building.

(This is same approach / rendering order as default layer on openstreetmap carto)

~~#Disabled building tag should be last~~

~~#Disabled (building=\* | amenity=\*) & area!=no & amenity!=grave\_yard [0x13 resolution 24]~~

#Buildings and stations

(building = train\_station | aerialway = station | public\_transport = station | aeroway = terminal) & location != underground [0x6a resolution 22-24]

building = no { delete building }

building = \* [0x13 resolution 24]

## Differentiatie on landuse commercial,retail and industrial and don’t mixup with buildings.

Amenity and shop usage is in general covered by points file located in buildings

~~#Disabled amenity=cafe | amenity=fast\_food | amenity=restaurant | amenity=food\_court [0x08 resolution 22]~~

~~#Disabled amenity=supermarket [0x08 resolution 22]~~

~~#Disabled shop=\* [0x08 resolution 22]~~

~~landuse=commercial [0x0c resolution 19]~~

landuse=commercial [0x08 resolution 19]

## Water

Add docks to be rendered as water area’s

waterway=dock { set natural = water }

## Render Squares as grey area’s instead of green park area

~~highway=pedestrian & (area=yes | mkgmap:mp\_created=true) [0x17 resolution 22]~~

(highway=pedestrian|highway=footway|highway=path) & (area=yes | mkgmap:mp\_created=true) [0x6b resolution 22]

## Added platforms

#Platforms

(highway = platform | railway = platform) & !(man\_made = pier | tunnel = yes | covered = yes | location = underground) {name '${name}' | '${ref}' } [0x6c resolution 22]

# Points

## Differentiate on public transport platforms

~~public\_transport=platform | highway=bus\_stop | railway=tram\_stop [0x2f17 resolution 24]~~

highway = bus\_stop [0x2f17 resolution 24] #Removed railways to be moved to 0x4301

amenity=bus\_station [0x2f08 resolution 23] #Stays unaltered

~~( public\_transport=platform & rail=yes ) | railway=halt [0x2f08 resolution 23]~~

~~railway=station [0x2f08 resolution 22]~~

railway=station [0x4301 resolution 22]

(railway = halt | railway = platform | (public\_transport = platform & rail = \* )) & (mkgmap:line2poi != true & mkgmap:area2poi != true) [0x4302 resolution 22]

~~amenity=ferry\_terminal [0x2f08 resolution 22]~~

amenity=ferry\_terminal [0x4303 resolution 22]

## Removed sport=airport, no such objects in worldwide osm

~~sport=airport [0x2d0b resolution 24]~~