The data behind the map
31.01.23

Categories POIs on the map *Home:*

Category: Entrances
barrier=entrance
door = sliding
automatic_door = *
entrance=yes

Category: Parking Capacity
capacity:disabled = *
parking_space=disabled

Category: Equipment/facilities (Footpaths/Stairs)
tactile_paving=yes/no
handrail = yes/no
handrail:left = yes
handrail:right = yes
incline = up/down/0%/10%
ramp = yes/no
ramp:wheelchair=*
surface =* AND highway=footway|path|pedestrian
footway:surface=*
smoothness =* AND highway=footway|path|pedestrian
kerb = *
barrier = kerb
barrier = cattle_grid

Category: Wheelchair (Buildings & POIs)
wheelchair=*
toilets:wheelchair=*
elevator:wheelchair=*
wheelchair:inside_elevator=*
wheelchair:elevator=*

Category: Information boards
information=tactile_map
information=tactile_model
wheelchair:description~=*
blind:description:~=*
deaf:description:~=*
tactile_writing:~=*

Category: Traffic signals
crossing~=*
traffic_signals:~=*

Categories by impairment on the map *accessible places*:

Category: Visual impairment

automatic_door=* AND automatic_door !=no
tactile_paving = yes
handrail = yes
information = tactile_map
information = tactile_model
~blind:description~.*
(highway=footway AND surface=*)
footway:surface=*
traffic_signals:sound=yes
traffic_signals:vibration=yes
traffic_signals:floor_vibration=yes
traffic_signals:arrow=yes
traffic_signals:minimap=yes
(crossing = * AND crossing:island=yes)
entrance=yes

Category: Deaf or hard hearing

deaf:description~.*
traffic_signals:vibration=yes
traffic_signals:floor_vibration=yes
traffic_signals:minimap=yes

Category: Mobility impairment

kerb~'lowered|no|flush'
barrier=entrance
building:entrance_ramp=yes
door=sliding
automatic_door=* with automatic_door!=no
capacity:disabled=* AND capacity:disabled!=no, capacity:disabled!=0
~handrail~yes
ramp=yes
ramp_wheelchair=yes
highway~footway|path|pedestrian AND
surface~paved|asphalt|concrete|compacted|metal|sett|paving_stones|concrete:plates
|concrete:lanes
smoothness~excellent|good|intermediate
~wheelchair~yes|designated|limited
~wheelchair:description~.*
crossing = * AND crossing:island=yes

Categories by impairment on the map *inaccessible places*:

Category: Deaf or hard hearing
traffic_signals:vibration=no|unknown
traffic_signals:floor_vibration=no|unknown
capacity:disabled= no|unknown

Category: Visual impairment

automatic_door=no
tactile_paving =no
handrail=no
handrail:left=no
handrail:right=no
surface!='paved', 'asphalt', 'concrete'
footway:surface!='paved', 'asphalt', 'concrete'
information != 'tactile_map'
Information != 'tactile_model'
crossing=no|unmarked|uncontrolled
crossing:island=no
traffic_signals:sound != yes
traffic_signals:vibration=no|unknown
traffic_signals:floor_vibration=no|unknown
capacity:disabled= no|unknown

Category: Mobility impairment
kerb=raised|rolled|yes
barrier=cattle_grid
~ramp~=no
capacity:disabled=no|unknown|0
highway~footway|path|residential|service AND
surface~stepping_stones|gravel|rock|woodchips
footway:surface~stepping_stones|gravel|rock|woodchips
highway~footway|path|residential|service AND
~smoothness~=bad|very_bad|horrible|impassable
~wheelchair~no
wheelchair!=limited