

List of all OSM Tags and Layer categories

31.01.2023

Key	Value Accessible	Value Not Accessible	Value Not clear/comment
kerb	'lowered/no/flush',	'yes/raised'	=*
barrier	'entrance'	'cattle_grid'	kerb
door	'sliding'	-	=*
automatic_door	=*	-	-
capacity:disabled	=*	'no'	'unknown'
parking space	'disabled', 'wheelchair'	-	=*
tactile_paving	'yes'	'no'	-
handrail	'yes'	-	-
handrail:left	'yes'	-	-
incline	<' -8%'	>'8%'	'up', 'down'
ramp	'yes',	'no'	-
ramp_wheelchair	'yes', 'separate'	'no'	'limited'
surface	'paved', 'asphalt', 'concrete'	=*	'concrete_lanes',
smoothness	'excellent', 'good', 'intermediate'	=*	-
footway:surface	'asphalt', 'concrete', 'paved'	=*	-
footway:right	'yes'	'no'	'limited'
footway:left	'yes'	'no'	'limited'
wheelchair	'yes', 'designated'	'no'	'limited'
toilets:wheelchair	'yes'	'no'	-

elevator:wheelchair	=*	-	-
wheelchair:inside_elevator	=*	-	-
wheelchair:elevator	=*	-	-
wheelchair:portable_ramp	-	'no'	-
wheelchair:description (what about other languages)?	-	-	=*
elevator:tactile_writing:braille:lg	=*	-	-
information	'tactile_map', 'tactile_model'	=*	-
blind:description:en	=*	-	-
deaf:description:en	=*	'no'	-
crossing	'traffic_signals' (only in combination)	'marked', 'unmarked', 'uncontrolled', 'no'	=*
crossing:island:kerb:incline	'no'	-	-
traffic_signals:arrow	=*	'no'	-
traffic_signals:minimap	'yes'	'no'	=*
traffic_signals:sound	'yes'	'no'	=*
traffic_signals:vibration	'yes'	'no'	=*
traffic_signals:floor_vibration	'yes'	'no'	=*
building:entrance_ramp	'yes'	'no'	-

Visual impairment

automatic_door =*

tactile_paving = yes/no

handrail

handrail:left = yes

surface=*

footway:surface

footway:left

footway:right

elevator:tactile_writing:braille:lg

information = 'tactile_map', 'tactile_model'

blind:description:en=*

crossing = traffic_signals:sound, traffic_signals:vibration,
traffic_signals:floor_vibration

traffic_signals:sound = yes/no
traffic_signals:vibration = yes/no
capacity:disabled

Deaf or hard hearing

deaf:description:en=*
traffic_signals:vibration
traffic_signals:floor_vibration
capacity:disabled

Mobility impairment

kerb
barrier
building:entrance_ramp
door
automatic_door
capacity:disabled
handrail
handrail:left = yes
incline
ramp
ramp_wheelchair
surface
smoothness
footway:surface
footway:right
footway:left
wheelchair
elevator:wheelchair
wheelchair:inside_elevator
wheelchair:elevator
wheelchair:portable_ramp
wheelchair:description
crossing
crossing:island:kerb:incline