



OpenStreetMap Data in Layered GIS Format

Version 0.6 - 2014-01-30

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Version History and Copyright

| Version | Created At | Changes |
|---------|------------|--|
| 0.5 | 2010-02-20 | Add bridge and tunnel attributes to road shapes Add layer, bridge, and tunnel attributes to railway line shape Add operator attribute to powerline shape Add note about splitting road layer for large extracts |
| 0.6 | 2011-09-16 | Add many new POI types, and section about area POIs. Add new traffic layer and new "non-operational" layer. Rename "railwaystations" layer to "traffic" and include information about air and sea traffic. Add many definitions. Added section on spillover shape files. |
| 0.6 | 2012-02-04 | Added "barriers" layer; added vineyards, orchards, military landuse and quarries to landuse layer; added rack railways to railway layer. |
| 0.6 | 2012-07-30 | Added section on "international names"; updated section on landmass and oceans. |
| 0.6 | 2014-01-30 | Added a few more aerialway values to the railways layer; added natural parks. |

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1 Preface

The OpenStreetMap (OSM) project (www.openstreetmap.org) has collected an enormous amount of free spatial data and the database is growing every day. Many people want to use this data for their own GIS projects but have been hindered by the use of a non-standard data format in the OSM project. This document describes a mapping from OSM data formats to the usual GIS formats to make the OSM data accessible to more people.

The mapping from OSM data to other formats is not an exact science. OSM rules on how to map certain features are often not well defined and there is no mandatory quality control. This openness allows a lot of flexibility and is part of the reason why OSM has been able to collect so much data in such a short time frame, but it makes using the data more difficult. When using or exporting the data, many decisions have to be made on how to extract the different features into something usable for the task at hand.

The mapping described in this document is in no way the only mapping possible, in fact there is an infinite number of possible mappings. In this document we have specified a general-use mapping of the basic features like roads, waterways, different land use types, and points of interest. Other uses might need specialized mappings, but they are out of the scope of this document.

The format described in this document is used by Geofabrik to create shapefiles and other formats for its clients.

2 Introduction

2.1 Versions

This is no static document. New versions of this document are likely to appear from time to time. If the definition of layers or features is changed significantly, the layers will get new version identifiers.

Layer names will use version numbers with leading 'v' and without the embedded ':'. So version 0.1 of this document will use the suffix "v01", version 2.7 will use "v27" (minor versions above 9 are not allowed).

2.2 Map datum

All coordinates are unprojected WGS84 (EPSG:4326).

2.3 Character encoding

All strings are encoded in UTF-8.

2.4 Attribute names

All attribute names are lower case and are less than 11 characters long so that they are not truncated in shapefiles.

2.5 Common attributes

Most tables/shape files will have the following columns/attributes:

| Attribute | PostGIS Type | Description |
|------------|-----------------------------------|--|
| id | INTEGER (4 Bytes) | Id of this feature. Unique in this layer. |
| osm_id | BIGINT (8 Bytes) | OSM Id taken from the Id of this feature (node_id, way_id, or relation_id) in the OSM database. In case several features in the OSM database are joined into one feature, this is one of the Ids. This Id is not necessarily unique because one OSM object can result in several shapefile objects . |
| lastchange | TIMESTAMP WITHOUT TIME ZONE | Last change of this feature. Comes from the OSM last_changed attribute. Reflects changes in the attributes of a feature; changes in the geometry will not necessarily change this. |
| code | SMALLINT (2 Bytes) | 4 digit code (between 1000 and 9999) defining the feature class. The first one or two digits define the layer, the last two or three digits the class inside a layer. |
| fclass | VARCHAR(40) | Class name of this feature. This does not add any information that is not already in the "code" field but it is better readable. |
| name | VARCHAR(100) | Name of this feature, like a street or place name. If the name in OSM contains obviously wrong data such as "fixme" or "none", it will be empty. See note on "international names" below! |

The code and the combination of layer name and fclass always contains the same information.



2.6 International Names

In OpenStreetMap, every feature can have many names. The standard name is always the name used on the ground, locally, usually the name as it would be written on a sign. There may be any number of additional names in different languages, plus also a specific “international name”. In cases where the local script is not latin script, the international name will often contain a transcribed version of the standard name.

By default, Geofabrik shape files will always carry the standard name, the one that is given in OSM's “name” tag. At the client's request, or if we export shape files for the whole world, we will not use a “name” column, but instead have two columns called “loc_name” (which will contain the standard name) and “int_name” (which will contain the international name, or the English name, or if neither of them are given will be the same as the loc_name).

2.7 Layers

In OSM there are no layers in the traditional GIS sense. All features are in one big coherent database.

For the purpose of the mapping described in this document, the features stored in the OSM database are extracted into different layers depending on their type.

All layers defined in this document use the “osm_” prefix for their names.

To allow for future changes of this document, the document version number is embedded in the layer names. So the “roads” layer in version 1.0 is called “osm_roads_v10” in file names, WMS layers etc.

2.8 Points and Areas

The availability of high-resolution aerial imagery has led to many POI features being recorded as areas (building or site outlines), not points, in OpenStreetMap. You will, for example, often find a restaurant or hotel drawn as an area. This makes processing difficult because you have to cater for both types of POIs even if you are not interested in areas.

The Geofabrik shape files alleviate this problem by converting any area feature to a point, and adding it to the appropriate point layer. All point layers which are marked as having an “associated area layer” in this document work this way. They will have an extra “geomtype” column that has one of the three values “N” (=the feature stems from a node, or point, in OSM), “W” (=the feature stems from a way, a simple area, in OSM), or “R” (=the feature stems from a multipolygon relation in OSM). For these layers, there will be an extra shape file with the name suffix “_a” containing the proper polygon.

So in case you are not interested in areas, you can just ignore the “geomtype” column in the point shape, and process everything normally. The automatic conversion of areas to points will make sure that you do not lose any information. If, however, you would like to process areas wherever they are available, then you should disregard the auto-converted objects of types “W” and “R” from the point shape, and additionally use the polygons from the _a shape.

Note that sometimes features are contained twice in the OSM database, once as point and once as area. If this happens, they will turn up twice in these layers.

2.9 Spillover Shape Files

When a certain layer becomes too large for one shape file (shape files are limited to 2 GB in size), it will automatically spill over into additional shape files. A shape file named “osm_pois_v06.shp” will have spillover shape files names “osm_pois_v06_01.shp”, “osm_pois_v06_02.shp” and so on.

3 Feature Catalogue - Overview

The following layers are available:

| Geometry | Code | Layer | AAL* | page | Description |
|----------|------------|---------------|------|------|--|
| Point | | | | | |
| | 10xx | places | yes | 6 | Cities, towns, suburbs, villages,... |
| | 2xxx | - | yes | 6 | Points of Interest, therein: |
| | 20xx | public | | | Public facilities such as government offices, post office, police, ... |
| | 21xx | health | | | Hospitals, pharmacies, ... |
| | 22xx | leisure | | | Culture, Leisure, ... |
| | 23xx | catering | | | Restaurants, pubs, cafes, ... |
| | 24xx | accommodation | | | Hotel, motels, and other places to stay the night |
| | 25xx | shopping | | | Supermarkets, bakeries, ... |
| | 26xx | tourism | | | Tourist information, sights, museums, ... |
| | 29xx | miscpoi | | | Miscellaneous points of interest |
| | 3xxx | pofw | yes | 11 | Places of worship such as churches, mosques, ... |
| | 41xx | natural | yes | 12 | Natural features |
| | 52xx | traffic | yes | 12 | Traffic related |
| | 50xx | transport | yes | 14 | Parking lots, petrol (gas) stations, ... |
| | 64xx | power | yes | 14 | Power generators, substations, ... |
| Line | | | | | |
| | 11xx | boundaries | | 15 | Borders between countries ... |
| | 51xx | roads | | 16 | Roads, tracks, paths, ... |
| | 61xx | railway | | 17 | Railway, subways, light rail, trams, ... |
| | 65xx | powerlines | | 18 | Power lines |
| | 81xx | waterways | | 20 | Rivers, canals, streams, ... |
| | 83xx | coastline | | 19 | Coastline |
| | 52xx, 62xx | nonop | | 19 | Roads and railways planned, under construction, or disused |
| Polygon | | | | | |
| | 12xx | adminareas | | 19 | Administrative areas (countries, states, counties, ...) |
| | 15xx | buildings | | 20 | Building outlines |
| | 72xx | landuse | | 20 | Forests, residential areas, industrial areas,... |
| | 82xx | water | | 21 | Lakes, ... |

* AAL = associated area layer.

4 Point Features

4.1 Places (“places”)

Location for cities, towns, etc. Typically somewhere in the centre of the town.

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|------------|--------------|---------------------------------------|--------------|
| population | INTEGER | Number of people living in this place | population=* |

Note that for many places the population is not available and will be set to 0. For islands the population is always 0.

The following feature classes exist in this layer:

| code | fclass | | Description | OSM Tags |
|------|--------|----------|--|-------------------------|
| 1000 | place | | | |
| 1001 | place | city | As defined by national/state/provincial government. Often over 100,000 people | place=city |
| 1002 | place | town | As defined by national/state/provincial government. Generally smaller than a city, between 10,000 and 100,000 people | place=town |
| 1003 | place | village | As defined by national/state/provincial government. Generally smaller than a town, below 10,000 people | place=village |
| 1004 | place | hamlet | As defined by national/state/provincial government. Generally smaller than a village, just a few houses | place=hamlet |
| 1010 | place | suburb | Named area of town or city | place=suburb |
| 1020 | place | island | Identifies an island | place=island |
| 1030 | place | farm | Named farm | place=farm |
| 1031 | place | dwelling | Isolated dwelling (1 or 2 houses, smaller than hamlet) | place=isolated_dwelling |
| 1040 | place | region | A region label (used in some areas only) | place=region |
| 1041 | place | county | A county label (used in some areas only) | place=county |
| 1050 | place | locality | Other kind of named place | place=locality |

The “associated area layer” for this layer will also contain all areas tagged “area=yes” but not having any tags that would put them into any of the other layers. This is a construct sometimes used in OpenStreetMap to simply give a name to an area.

4.2 Points of Interest

This layer has an associated area layer (see section 2.8).

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|--------|--------------|---------------------------|----------------------|
| 20xx | public | | | |
| 2001 | | police | A police post or station. | amenity=police |
| 2002 | | fire_station | A fire station. | amenity=fire_station |
| 2004 | | post_box | A post box (for letters). | amenity=post_box |
| 2005 | | post_office | A post office. | amenity=post_office |

| code | layer | fclass | Description | OSM Tags |
|------|---------|-------------------|---|--|
| 2006 | | telephone | A public telephone booth. | amenity=telephone |
| 2007 | | library | A library. | amenity=library |
| 2008 | | town_hall | A town hall. | amenity=townhall |
| 2009 | | courthouse | A court house. | amenity=courthouse |
| 2010 | | prison | A prison. | amenity=prison |
| 2011 | | embassy | An embassy. | amenity=embassy |
| 2012 | | community_centre | A public facility which is mostly used by local associations for events and festivities. | amenity=community_centre |
| 2013 | | nursing_home | A home for disabled or elderly persons who need permanent care. | amenity=nursing_home |
| 2014 | | arts_centre | A venue at which a variety of arts are performed or conducted, and may well be involved with the creation of those works, and run occasional courses. | amenity=arts_centre |
| 2015 | | graveyard | A graveyard. | amenity=grave_yard or landuse=cemetery |
| 2016 | | market_place | A place where markets are held. | amenity=market_place |
| 2030 | | recycling | A place (usually a container) where you can drop waste for recycling. | amenity=recycling with none of the specifics below |
| 2031 | | recycling_glass | A place for recycling glass. | ... recycling:glass=yes |
| 2032 | | recycling_paper | A place for recycling paper. | ... recycling:paper=yes |
| 2033 | | recycling_clothes | A place for recycling clothes. | ... recycling:clothes=yes |
| 2034 | | recycling_metal | A place for recycling metal. | ... recycling:scrap_metal=yes |
| 208x | | | Education | |
| 2081 | | university | A university. | amenity=university |
| 2082 | | school | A school. | amenity=school |
| 2083 | | kindergarten | A kindergarten (nursery). | amenity=kindergarten |
| 2084 | | college | A college. | amenity=college |
| 2099 | | public_building | An unspecified public building. | amenity=public_building |
| 21xx | health | | | |
| 2101 | | pharmacy | A pharmacy. | amenity=pharmacy |
| 2110 | | hospital | A hospital. | amenity=hospital |
| 2120 | | doctors | A medical practice. | amenity=doctors |
| 2121 | | dentist | A dentist's practice. | amenity=dentist |
| 2129 | | veterinary | A veterinary (animal doctor) | amenity=veterinary |
| 22xx | leisure | | | |
| 2201 | | theatre | A theatre. | amenity=theatre |
| 2202 | | nightclub | A night club, or disco. | amenity=nightclub |
| 2203 | | cinema | A cinema. | amenity=cinema |
| 2204 | | park | A park. | leisure=park |
| 2205 | | playground | A playground for children. | leisure=playground |
| 2206 | | dog_park | An area where dogs are allowed to run free without a leash. | leisure=dog_park |
| 225x | | | Sports | |

| code | layer | fclass | Description | OSM Tags |
|------|---------------|-------------------|--|---|
| 2251 | | sports_centre | A facility where a range of sports activities can be pursued. | leisure=sports_centre |
| 2252 | | pitch | An area set aside for a specific sport. | leisure=pitch |
| 2253 | | swimming_pool | A swimming pool or water park. | amenity=swimming_pool, leisure=swimming_pool, sport=swimming, leisure=water_park |
| 2254 | | tennis_court | A tennis court. | sport=tennis |
| 2255 | | golf_course | A golf course. | leisure=golf_course |
| 2256 | | stadium | A stadium. The area of the stadium may contain one or several pitches. | leisure=stadium |
| 2257 | | ice_rink | An ice rink. | leisure=ice_rink |
| 23xx | catering | | Catering services | |
| 2301 | | restaurant | A normal restaurant. | amenity=restaurant |
| 2302 | | fast_food | A fast-food restaurant. | amenity=fast_food |
| 2303 | | cafe | A cafe. | amenity=cafe |
| 2304 | | pub | A pub. | amenity=pub |
| | | bar | A bar. The difference between a pub and a bar is not clear but pubs tend to offer food while bars do not. | amenity=bar |
| 2305 | | | | |
| | | food_court | A common seating area with various fast-food vendors. | amenity=food_court |
| 2306 | | | | |
| | | biergarten | An open-air area where food and drinks are served. | amenity=biergarten |
| 2307 | | | | |
| 24xx | accommodation | | (indoor) | |
| 2401 | | hotel | A hotel. | tourism=hotel |
| 2402 | | motel | A motel. | tourism=motel |
| 2403 | | bed_and_breakfast | A facility offering bed and breakfast. | tourism=bed_and_breakfast |
| 2404 | | guesthouse | A guesthouse. The difference between hotel, bed and breakfast, and guest houses is not a strict one and OSM tends to use whatever the facility calls itself. | tourism=guest_house |
| 2405 | | hostel | A hostel (offering cheap accomodation, often bunk beds in dormitories). | tourism=hostel |
| 2406 | | chalet | A detached cottage, usually self-catering. | tourism=chalet |
| 2420 | | | (outdoor) | |
| 2421 | | shelter | All sorts of small shelters to protect against bad weather conditions. | amenity=shelter |
| 2422 | | camp_site | A camp site or camping ground. | tourism=camp_site |
| 2423 | | alpine_hut | An alpine hut is a building typically situated in mountains providing shelter and often food and beverages to visitors. | tourism=alpine_hut |

| code | layer | fclass | Description | OSM Tags |
|------|----------|-------------------|--|--|
| 2424 | | caravan_site | A place where people with caravans or motorhomes can stay overnight or longer. | tourism=caravan_site |
| 25xx | shopping | | | |
| 2501 | | supermarket | A supermarket. | shop=supermarket |
| 2502 | | bakery | A bakery. | shop=bakery |
| 2503 | | kiosk | A very small shop usually selling cigarettes, newspapers, sweets, snacks and beverages. | shop=kiosk |
| 2504 | | mall | A shopping mall. | shop=mall |
| 2505 | | department_store | A department store. | shop=department_store |
| 2511 | | convenience | A convenience store is a small shop selling a subset of items you might find at a supermarket. | shop=convenience |
| 2512 | | clothes | A clothes or fashion store. | shop=clothes |
| 2513 | | florist | A store stelling flowers. | shop=florist |
| 2514 | | chemist | A shop selling articles of personal hygiene, cosmetics, and household cleaning products. | shop=chemist |
| 2515 | | bookshop | A book shop. | shop=books |
| 2516 | | butcher | A butcher. | shop=butcher |
| 2517 | | shoe_shop | A shoe shop. | shop=shoes |
| 2518 | | beverages | A place where you can buy alcoholic and non-alcoholic beverages. | shop=alcohol, shop=beverages |
| 2519 | | optician | A place where you can buy glasses. | shop=optician |
| 2520 | | jeweller | A jewelry shop. | shop=jewelry |
| 2521 | | gift_shop | A gift shop. | shop=gift |
| 2522 | | sports_shop | A shop selling sports equipment. | shop=sports |
| 2523 | | stationery | A shop selling stationery for private and office use. | shop=stationery |
| 2524 | | outdoor_shop | A shop selling outdoor equipment. | shop=outdoor |
| 2525 | | mobile_phone_shop | A shop for mobile phones. | shop=mobile_phone |
| 2526 | | toy_shop | A toy store. | shop=toys |
| 2527 | | newsagent | A show selling mainly newspapers and magazines. | shop=newsagent |
| 2528 | | greengrocer | A shop selling fruit and vegetables. | shop=greengrocer |
| 2529 | | beauty_shop | A shop that provides personal beauty services like a nail salon or tanning salon. | shop=beauty |
| 2530 | | video_shop | A place where you can buy films. | shop=video |
| 2541 | | car_dealership | A car dealership. | shop=car |
| 2542 | | bicycle_shop | A bicycle shop. | shop=bicycle |
| 2543 | | doityourself | A do-it-yourself shop where you can buy tools and building materials. | shop=doityourself and shop=hardware |
| 2544 | | furniture_shop | A furniture store. | shop=furniture |
| 2546 | | computer_shop | A computer shop. | shop=computer |

| code | layer | fclass | Description | OSM Tags |
|------|---------|-------------------|---|--|
| 2547 | | garden_centre | A place selling plants and gardening goods. | shop=garden_centre |
| 2561 | | hairdresser | A hair salon. | shop=hairdresser |
| 2562 | | car_repair | A car garage. | shop=car_repair |
| 2563 | | car_rental | A place where you can rent a car. | amenity=car_rental |
| 2564 | | car_wash | A car wash. | amenity=car_wash |
| 2565 | | car_sharing | A car sharing station. | amenity=car_sharing |
| 2566 | | bicycle_rental | A place where you can rent bicycles. | amenity=bicycle_rental |
| 2567 | | travel_agent | A travel agency. | shop=travel_agency |
| 2568 | | laundry | A place where you can wash clothes or have them cleaned. | shop=laundry, shop=dry_cleaning |
| 2590 | | vending_machine | An unspecified vending machine. | amenity=vending_machine with none of the specifics below |
| 2591 | | vending_cigarette | A cigarette vending machine. | vending=cigarettes |
| 2592 | | vending_parking | A vending machine for parking tickets. | vending=parking_tickets |
| 2600 | money | | | |
| 2601 | | bank | A bank. | amenity=bank |
| 2602 | | atm | A machine that lets you withdraw cash from your bank account. | amenity=atm |
| 2700 | tourism | | information | |
| 2701 | | tourist_info | Something that provides information to tourists; may or many not be manned. | tourism=information with none of the specifics below |
| 2704 | | tourist_map | A map displayed to inform tourists. | tourism_information and information=map |
| 2705 | | tourist_board | A board with explanations aimed at tourists. | and information=board |
| 2706 | | tourist_guidepost | A guide post. | and information=guidepost |
| | | | destinations | |
| 2721 | | attraction | A tourist attraction. | tourism=attraction |
| 2722 | | museum | A museum. | tourism=museum |
| 2723 | | monument | A monument. | historic=monument |
| 2724 | | memorial | A memorial. | historic=memorial |
| 2725 | | art | A permanent work of art. | tourism=artwork |
| 2731 | | castle | A castle. | historic=castle |
| 2732 | | ruins | Ruins of historic significance. | historic=ruins |
| 2733 | | archaeological | An excavation site. | historic=archaeological_site |
| 2734 | | wayside_cross | A wayside cross, not necessarily old. | historic=wayside_criss |
| 2735 | | wayside_shrine | A wayside shrine. | historic=wayside_shrine |
| 2736 | | battlefield | A historic battlefield. | historic=battlefield |
| 2737 | | fort | A fort. | historic=fort |
| 2741 | | picnic_site | A picnic site. | tourism=picnic_site |
| 2742 | | viewpoint | A viewpoint. | tourism=viewpoint |
| 2743 | | zoo | A zoo. | tourism=zoo |
| 2744 | | theme_park | A theme park. | tourism=theme_park |

| code | layer | fclass | Description | OSM Tags |
|------|---------|---------------------|--|---|
| 2900 | miscpoi | | | |
| 2901 | | toilet | Public toilets. | amenity=toilets |
| 2902 | | bench | A public bench. | amenity=bench |
| 2903 | | drinking_water | A tap or other source of drinking water. | amenity=drinking_water |
| 2904 | | fountain | A fountain for cultural, decorative, or recreational purposes. | amenity=fountain |
| 2905 | | hunting_stand | A hunting stand. | amenity=hunting_stand |
| 2906 | | waste_basket | A waste basket. | amenity=waste_basket |
| 2907 | | camera_surveillance | A surveillance camera. | man_made=surveillance |
| 2921 | | emergency_phone | An emergency telephone. | amenity=emergency_phone, emergency=phone |
| 2922 | | fire_hydrant | A fire hydrant. | amenity=fire_hydrant, emergency=fire_hydrant |
| 2923 | | emergency_access | An emergency access point (signposted place in e.g. woods the location of which is known to emergency services). | highway=emergency_access _point |
| 2950 | | tower | A tower of some kind. | man_made=tower and none of the specifics below |
| 2951 | | tower_comms | A communications tower. | man_made=tower and tower:type=communication |
| 2952 | | water_tower | A water tower. | man_made=water_tower |
| 2953 | | tower_observation | An observation tower. | man_made=tower and tower:type=observation |
| 2954 | | windmill | A windmill. | man_made=windmill |
| 2955 | | lighthouse | A lighthouse. | man_made=lighthouse |
| 2961 | | wastewater_plant | A wastewater treatment plant. | man_made=wastewater_pla nt |
| 2962 | | water_well | A facility to access underground aquifers. | man_made=water_well |
| 2963 | | water_mill | A mill driven by water. Often historic. | man_made=watermill |
| 2964 | | water_works | A place where drinking water is processed. | man_made=water_works |

4.3 Places of Worship ("pofw")

This layer has an associated area layer (see section 2.8).

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|-------------|-------------|-----------------------|---|----------------------------|
| 3000 | pofw | | Places of worship | |
| 3100 | pofw | christian | A christian place of worship (usually a church) without one of the denominations below. | religion=christian |
| 3101 | pofw | christian_anglican | A christian place of worship where the denomination is known. (Note to German users: "protestant" is "evangelisch" in | + denomination=anglican |
| 3102 | pofw | christian_catholic | | + denomination=catholic |
| 3103 | pofw | christian_evangelical | | + denomination=evangelical |
| 3104 | pofw | christian_lutheran | | + denomination=lutheran |

| code | layer | fclass | Description | OSM Tags |
|------|-------|----------------------|---|---------------------------|
| 3105 | pofw | christian_methodist | German; “evangelical” is “evangelikal” in German.) | + denomination=methodist |
| 3106 | pofw | christian_orthodox | | + denomination=orthodox |
| 3107 | pofw | christian_protestant | | + denomination=protestant |
| 3108 | pofw | christian_baptist | | + denomination=baptist |
| 3109 | pofw | christian_mormon | | + denomination=mormon |
| 3200 | pofw | jewish | A jewish place of worship (usually a synagogue). | religion=jewish |
| 3300 | pofw | muslim | A muslim place of worhsip, (usually a mosque) without one of the denominations below. | religion=muslim |
| 3301 | pofw | muslim_sunni | A Sunni muslim place of worship. | + denomination=sunni |
| 3302 | pofw | muslim_shia | A Shia muslim place or worship. | + denomination=shia |

4.4 Natural Features (“natural”)

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|--|-------------|
| elevation | INTEGER | Height of the feature above mean sea level, in metres. | elevation=* |

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|---------|---------------|--|-----------------------|
| 4101 | natural | spring | A spring, possibly source of a stream. | natural=spring |
| 4103 | natural | glacier | A glacier. | natural=glacier |
| 4111 | natural | peak | A mountain peak. | natural=peak |
| 4112 | natural | cliff | A cliff. | natural=cliff |
| 4113 | natural | volcano | A volcano. | natural=volcano |
| 4121 | natural | tree | A tree. | natural=tree |
| 4131 | natural | mine | A mine. | natural=mine |
| 4132 | natural | cave_entrance | A cave entrance. | natural=cave_entrance |
| 4141 | natural | beach | A beach. (Note that beaches are only rarely mapped as point features.) | natural=beach |

4.5 Traffic Related (“traffic”)

This layer has an associated area layer (see section 2.8).

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|---------|-----------------|--|---|
| 5201 | traffic | traffic_signals | Traffic lights. | highway=traffic_signals |
| 5202 | traffic | mini_roundabout | A small roundabout without physical strucutre, usually just painted onto the road surface. | highway=mini_roundabout |
| 5203 | traffic | stop | A stop sign. | highway=stop |
| 5204 | traffic | crossing | A place where the street is crossed by pedestrians or a railway. | highway=crossing, railway=level_crossing |

| code | layer | fclass | Description | OSM Tags |
|------------------|---------|----------------------|---|--|
| 5205 | traffic | speed_camera | A camera that photographs speeding vehicles. | highway=speed_camera |
| 5206 | traffic | motorway_junction | The place where a slipway enters or leaves a motorway. | highway=motorway_junction |
| 5207 | traffic | turning_circle | An area at the end of a street where vehicles can turn. | highway=turning_circle |
| 5208 | traffic | ford | A place where the road runs through a river or stream. | highway=ford |
| 5209 | traffic | street_lamp | A lamp illuminating the road. | highway=street_lamp |
| 5210 | traffic | barrier | Barriers | barrier=* (unless one of the cases below) |
| 5211 | traffic | barrier_gate | A gate. | barrier=gate |
| 5212 | traffic | barrier_bollard | A bollard intended as a barrier against wide vehicles. | barrier=bollard |
| 5213 | traffic | barrier_lift_gate | A gate that can be lifted. | barrier=lift_gate |
| 5214 | traffic | barrier stile | A stile that allows climbing over a wall or fence. | barrier=stile, highway=stile |
| 5215 | traffic | barrier_cycle | A barrier that keeps out cyclists. | barrier=cycle_barrier |
| 5216 | traffic | barrier_fence | A fence. | barrier=fence |
| 5217 | traffic | barrier_toll | A place where you have to pay toll to continue. | barrier=toll_booth |
| 5218 | traffic | barrier_block | A solid concrete block or rock impeding traffic. | barrier=block |
| 5219 | traffic | barrier_kissing_gate | A kissing gate. | barrier=kissing_gate |
| 5220 | traffic | barrier_cattle_grid | A cattle grid. | barrier=cattle_grid |
| 5230 | traffic | calming | Traffic Calming | traffic_calming with none of the values below |
| 5231 | traffic | calming_hump | A hump in the street surface. | traffic_calming=hump |
| 5232 | traffic | calming_bump | A bump – shorter than a hump. | ...bump |
| 5233 | traffic | calming_table | A table – longer than a hump. | ...table |
| 5234 | traffic | calming_chicane | Some kind of traffic calming hazard in the street that has to be navigated. | ...chicane |
| 5235 | traffic | calming_cushion | A special kind of hump that allows cyclists and wide vehicles to pass without slowing down. | ...cushion |
| Fuel and Parking | | | | |
| 5250 | traffic | fuel | A gas station. | amenity=fuel |
| 5251 | traffic | service | A service area, usually along motorways. | highway=services |
| 5260 | traffic | parking | A car park of unknown type. | amenity=parking with none of the specifics below |
| 5261 | traffic | parking_site | A surface car park. | amenity=parking and... ... parking=site |
| 5262 | traffic | parking_multistorey | A multi storey car park. | ... parking=multi-storey |
| 5263 | traffic | parking_underground | An underground car park. | ... parking=underground |
| 5270 | traffic | parking_bicycle | A place to park your bicycle. | amenity=bicycle_parking |
| Water Traffic | | | | |
| 5301 | traffic | slipway | A slipway. | leisure=slipway |
| 5302 | traffic | marina | A marina. | leisure=marina |
| 5303 | traffic | pier | A pier. | man_made=pier |



| code | layer | fclass | Description | OSM Tags |
|------|---------|-----------|---|--------------------|
| 5311 | traffic | dam | A dam. | waterway=dam |
| 5321 | traffic | waterfall | A waterfall. | waterway=waterfall |
| 5331 | traffic | lock_gate | A lock gate. | waterway=lock_gate |
| 5332 | traffic | weir | A barrier built across a river or stream. | waterway=weir |

Note: Most of the 53xx type objects do sometimes appear as linear features in OSM as well but those are not yet available in the shape files.

4.6 Transport Infrastructure (“transport”)

(replaces old “railwaystations” layer)

This layer has an associated area layer (see section 2.8).

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-----------|-------------------|--|--|
| 5601 | transport | railway_station | A larger railway station of mainline rail services. | railway=station |
| 5602 | transport | railway_halt | A smaller, local railway station, or subway station. | railway=halt, or public_transport=stop_position + train=yes |
| 5603 | transport | tram_stop | A tram stop. | railway=tram_stop, or public_transport=stop_position + tram=yes |
| 5621 | transport | bus_stop | A bus stop. | highway=bus_stop, or public_transport=stop_position + bus=yes |
| 5622 | transport | bus_station | A large bus station with multiple platforms. | amenity=bus_station |
| 5641 | transport | taxi_rank | A taxi rank. | amenity=taxi_rank |
| 565x | | | Air Traffic | |
| 5651 | transport | airport | A large airport. | amenity=airport or aeroway=aerodrome unless type=airstrip |
| 5652 | transport | airfield | A small airport or airfield. | aeroway=airfield, military=airfield, aeroway=aeroway with type=airstrip |
| 5655 | transport | helipad | A place for landing helicopters. | aeroway=helipad |
| 566x | | | Water Traffic | |
| 5661 | transport | ferry_terminal | A ferry terminal. | amenity=ferry_terminal |
| 567x | | | Other Traffic | |
| 5671 | transport | aerialway_station | A station where cable cars or lifts alight. | aerialway=station |

4.7 Power Generation and Distribution (“power”)

This layer has an associated area layer (see section 2.8).

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-------|-----------------|--|--|
| 6401 | power | tower | A towers supporting power lines. | power=tower |
| 6204 | power | pole | A pole supporting power lines. | power=pole |
| 6410 | power | station | A power station where the power source is not specified. | power=generator with none of the specifics below |
| 6411 | power | station_nuclear | A nuclear power station. | power=generator with generator:source=nuclear |
| 6412 | power | station_solar | A solar power station. | with generator:source=solar or power_source=photovoltaic |
| 6413 | power | station_fossil | A power station burning fossil fuels. | with generator:source=gas or coal |
| 6414 | power | station_water | A hydroelectric power station. | with generator:source=hydro or power_source=hydro |
| 6415 | power | station_wind | A wind turbine, or park thereof. | with generator:source=wind or power_source=wind |
| 6422 | power | substation | A power substations or relay station. | power=station power=sub_station |
| 6423 | power | transformer | A power transformer within a station or substation. | power=transformer |

5 Line Features

5.1 Boundaries (“boundaries”)

OSM currently uses up to 11 different levels for administrative boundaries. Boundaries currently don't have a name attribute.

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|----------|---------------|---|-------------------------|
| 1100 | boundary | | | boundary=administrative |
| 1101 | boundary | admin_level1 | | + admin_level=1 |
| 1102 | boundary | national | National border | + admin_level=2 |
| 1103 | boundary | admin_level3 | | + admin_level=3 |
| 1104 | boundary | admin_level4 | Usually a border of the first level below national; NUTS-2 (Germany: Land, France: région, UK: England/ Scotland/Wales...). | + admin_level=4 |
| 1105 | boundary | admin_level5 | | + admin_level=5 |
| 1106 | boundary | admin_level6 | Usually a border of the second level below national; NUTS-3 (Germany: Kreis, France: département, UK: county...). | + admin_level=6 |
| 1107 | boundary | admin_level7 | | + admin_level=7 |
| 1108 | boundary | admin_level8 | Usually a city or borough boundary. | + admin_level=8 |
| 1109 | boundary | admin_level9 | | + admin_level=9 |
| 1110 | boundary | admin_level10 | | + admin_level=10 |
| 1111 | boundary | admin_level11 | | + admin_level=11 |

The exact meaning of the admin_levels 1 to 11 varies between countries and is documented in detail on the OpenStreetMap Wiki: http://wiki.openstreetmap.org/wiki/Admin_level. Other levels depend on the country they are in.

See section 6.1 for polygonal administrative areas. It is recommended to use the line features

if all you need is borders drawn, but use polygons if you need to test feature for lying inside or outside of an area.

5.2 Roads and Paths (“roads”)

All kinds of roads from motorways to gravel tracks as well as cycleways, footpaths, etc.

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|---|------------|
| ref | VARCHAR(20) | Reference number of this road ('A 5', 'L 605', ...) | ref=* |
| oneway | BOOLEAN | Is this a oneway road? | oneway=* |
| maxspeed | SMALLINT | Max allowed speed in km/h | maxspeed=* |
| layer | SMALLINT | Relative layering of roads (-5, ..., 0, ..., 5) | layer=* |
| bridge | BOOLEAN | Is this road on a bridge? | bridge=* |
| tunnel | BOOLEAN | Is this road in a tunnel? | tunnel=* |

Roads of type 5111 (motorway) and 5112 (trunk) are always oneway.

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-------|----------------|---|---|
| 511x | roads | | Major roads | |
| 5111 | roads | motorway | Motorway/freeway | highway=motorway |
| 5112 | roads | trunk | Important roads, typically divided | highway=trunk |
| 5113 | roads | primary | Primary roads, typically national. | highway=primary |
| 5114 | roads | secondary | Secondary roads, typically regional. | highway=secondary |
| 5115 | roads | tertiary | Tertiary roads, typically local. | highway=tertiary |
| 512x | roads | | Minor Roads | |
| 5121 | roads | unclassified | Smaller local roads | highway=unclassified |
| 5122 | roads | residential | Roads in residential areas | highway=residential |
| 5123 | roads | living_street | Streets where pedestrians have priority over cars | highway=living_street |
| 5124 | roads | pedestrian | Pedestrian only streets | highway=pedestrian |
| 513x | roads | | Highway links (sliproads/ramps) | |
| 5131 | roads | motorway_link | Roads that connect from one road to another of the same or lower category. | highway=motorway_link |
| 5132 | roads | trunk_link | | highway=trunk_link |
| 5133 | roads | primary_link | | highway=primary_link |
| 5134 | roads | secondary_link | | highway=secondary_link |
| 514x | roads | | Very small roads | |
| 5141 | roads | service | Service roads for access to buildings, parking lots, etc. | highway=service |
| 5142 | roads | track | For agricultural use, in forests, etc. Often gravel roads. | highway=track without tracktype specification |
| 5143 | roads | track_grade1 | Tracks can be assigned a “tracktype” from 1 (asphalt or heavily compacted) to 5 (hardly visible). A detailed description is here: http://wiki.openstreetmap.org/wiki/Tracktype | ... with tracktype=grade1 |
| 5144 | roads | track_grade2 | | ... with tracktype=grade2 |
| 5145 | roads | track_grade3 | | ... with tracktype=grade3 |
| 5146 | roads | track_grade4 | | ... with tracktype=grade4 |
| 5147 | roads | track_grade5 | | ... with tracktype=grade5 |



| code | layer | fclass | Description | OSM Tags |
|------|-------|-----------|----------------------------------|---|
| 515x | roads | | Paths unsuitable for cars | |
| 5151 | roads | bridleway | Paths for horse riding | highway=bridleway or highway=path with horse=designated |
| 5152 | roads | cycleway | Paths for cycling | highway=cycleway or highway=path with cycle=designated |
| 5153 | roads | footway | Footpaths | highway=footway or highway=path with foot=designated |
| 5154 | roads | path | Unspecified paths | highway=path without cycle/foot/horse=designate d |
| 5155 | roads | steps | Flights of steps on footpaths | highway=steps |
| | | | Unknown | |
| 5199 | roads | unknown | Unknown type of road or path | highway=road |

Note: For large excerpts where the roads data becomes too large to fit all roads in one shape file, we will split the roads layer in six: “major” (codes 5110-5119), “minor” (codes 5120-5129), “link” (codes 5130-5139), “small” (codes 5140-5149), “paths” (codes 5150-5159) and “other” (all others). If any of these layers then are still too large for a single shape file, then they will spill over in additional shape files.

5.3 Railways, Subways, Trams, Lifts, and Cable Cars (“railways”)

Railways do not have a name attribute. Instead, they have the following additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|--|----------|
| layer | SMALLINT | Relative layering of railways/roads (-5, ..., 0, ..., 5) | layer=* |
| bridge | BOOLEAN | Is this railway on a bridge? | bridge=* |
| tunnel | BOOLEAN | Is this railway in a tunnel? | tunnel=* |

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|----------|--------------|---|--|
| 6101 | railways | rail | Regular railway tracks. | railway=rail (unless propulsion also set) |
| 6102 | railways | light_rail | Light railway tracks, often commuter railways. | railway=light_rail |
| 6103 | railways | subway | Underground railway tracks. | railway=subway |
| 6104 | railways | tram | Tram tracks (may be incident with roads). | railway=tram |
| 6105 | railways | monorail | A monorail track. | railway=monorail |
| 6106 | railways | narrow_gauge | A narrow gauge railway track. | railway=narrow_gauge |
| 6107 | railways | miniature | A miniature railway track. | railway=miniature |
| 6108 | railways | funicular | A funicular, or cable railway usually on a steep incline. | railway=funicular, or railway=rail with propulsion=funicular |
| 6109 | railways | rack | A rack railway | railway=rack, or railway=rail with propulsion=rack |
| 6111 | railways | drag_lift | An overhead tow-line for skiers. | aerialway=drag_lift |

| code | layer | fclass | Description | OSM Tags |
|------|----------|------------|--|---|
| 6112 | railways | chair_lift | An open chairlift run. | aerialway=chair_lift or high_speed_chair_lift |
| 6113 | railways | cable_car | A cabin cable car run. | aerialway=cable_car |
| 6114 | railways | gondola | An aerialway where the cabins go around in a circle, | aerialway=gondola |
| 6115 | railways | goods | An aerialway for the transport of goods. | aerialway=goods |
| 6119 | railways | other_lift | Another type of lift. | aerialway=one of platter, t-bar, j-bar, magic_carpet, zip_line, rope_tow, or mixed_lift |

5.4 Waterways ("waterways")

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|----------------------------------|----------|
| width | SMALLINT | Width of the waterway in metres. | width=* |

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-----------|--------|--|-----------------|
| 8101 | waterways | river | A large river. | waterway=river |
| 8102 | waterways | stream | A smaller river or stream. | waterway=stream |
| 8103 | waterways | canal | An artificial waterway. | waterway=canal |
| 8104 | waterways | drain | A small drainage ditch or similar structure. | waterway=drain |

Note that in OSM larger rivers are often available as polygon geometries and line geometries; the line geometry will then run through the middle of the river in the direction of the water flow.

5.5 Coastline ("coastline")

Only the code 8300 is used. Coastlines don't have a name attribute.

5.6 Power lines ("powerlines")

Power lines don't have a name attribute.

| code | layer | fclass | Description | OSM Tags |
|------|------------|-------------|---|-------------------|
| 6500 | powerlines | line | A regular power line. | power=line |
| 6501 | powerlines | minor_line | A smaller power line usually supported by poles, not masts. | power=minor_line |
| 6511 | powerlines | cable | An underground or submarine power cable. | power=cable |
| 6512 | powerlines | minor_cable | A smaller underground or submarine power cable. | power=minor_cable |

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|----------------------------------|------------|
| operator | VARCHAR(30) | Operator/owner of infrastructure | operator=* |

Note: Some power lines in OpenStreetMap are modelled as relations and are not yet included in this layer. Contact Geofabrik for details.

5.7 Infrastructure disused, planned, under construction ("non_op")

This layer contains roads and railways which are disused, planned, or under construction. These elements have been placed in a separate layer because they are not usable for traffic; yet for some applications they may be relevant.

This layer uses the codes from the "roads" and "railways" layers incremented by 100, i.e. codes 52xx for roads and 62xx for railways.

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|-----------|--------------|--|----------|
| ref | VARCHAR(20) | Reference number of this road ('A 5', 'L 605', ...); unset for railways. | ref=* |
| layer | SMALLINT | Relative layering of roads (-5, ..., 0, ..., 5) | layer=* |
| status | VARCHAR(1) | P for planned; C for under construction; D for disused; A for abandoned | |

5.8 Barrier-type linear features ("barriers")

This layer contains natural or man-made barrier lines, like fences, hedges, or walls.

| code | layer | fclass | Description | OSM Tags |
|------|----------|----------|-----------------|---------------------------------------|
| 5501 | barriers | fence | A fence. | barrier=fence, wood_fence, wire_fence |
| 5511 | barriers | hedge | A hedge. | barrier=hedge |
| 5512 | barriers | tree_row | A row of trees. | barrier=tree_row |
| 5521 | barriers | wall | A wall. | barrier=wall |
| 5531 | barriers | dyke | A dyke. | man_made=dyke |

6 Polygon Features

Polygon features are extracted from simple polygons and from multipolygons in OSM.

6.1 Administrative Areas ("adminareas")

This layer is similar the the "boundaries" layer but it contains polygons built from boundary lines. This layer does have a name attribute.

Additional attributes:

| Attribute | PostGIS Type | Description | OSM Tags |
|------------|--------------|--|---------------|
| postalcode | VARCHAR(10) | Postal code for this administrative area. Postal codes are only available for a few administrative areas, they are not necessarily unique. | postal_code=* |

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|------------|---------------|--|-------------------------|
| 1200 | adminareas | | | boundary=administrative |
| 1201 | adminareas | admin_level1 | | + admin_level=1 |
| 1202 | adminareas | national | National border | + admin_level=2 |
| 1203 | adminareas | admin_level3 | | + admin_level=3 |
| 1204 | adminareas | admin_level4 | Usually a border of the first level below national; NUTS-2 (Germany: Land, France: région, UK: England/Scotland/Wales...). | + admin_level=4 |
| 1205 | adminareas | admin_level5 | | + admin_level=5 |
| 1206 | adminareas | admin_level6 | Usually a border of the second level below national; NUTS-3 (Germany: Kreis, France: département, UK: county...). | + admin_level=6 |
| 1207 | adminareas | admin_level7 | | + admin_level=7 |
| 1208 | adminareas | admin_level8 | Usually a city or borough boundary. | + admin_level=8 |
| 1209 | adminareas | admin_level9 | | + admin_level=9 |
| 1210 | adminareas | admin_level10 | | + admin_level=10 |
| 1211 | adminareas | admin_level11 | | + admin_level=11 |

Note that due to editing errors introduced by OpenStreetMap contributors and also due to lack of data in some areas, there is no guarantee that these areas are complete; there may always be missing bits. Contact Geofabrik if you are interested in a redacted data set.

The exact meaning of the admin_levels 1 to 11 varies between countries and is documented in detail on the OpenStreetMap Wiki: http://wiki.openstreetmap.org/wiki/Admin_level

6.2 Building outlines ("buildings")

Buildings don't have a name attribute.

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-----------|--------|-------------------|------------|
| 1500 | buildings | | Building outlines | building=* |

6.3 Land use and land cover ("landuse")

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|---------|-------------|---|---------------------------------|
| 7201 | landuse | forest | A forest or woodland. | landuse=forest, natural=wood |
| 7202 | landuse | park | A park. | leisure=park |
| 7203 | landuse | residential | A residential area. | landuse=residential |
| 7204 | landuse | industrial | An industrial area. | landuse=industrial |
| 7205 | landuse | farm | Agricultural land (farms and areas where crops are grown) | landuse=farm/farmland/farm yard |
| 7206 | landuse | cemetery | A cemetery or graveyard. | landuse=cemetery |
| 7207 | landuse | allotments | An area with small private gardens. | landuse=allotments |
| 7208 | landuse | meadow | A meadow, possibly used for grazing cattle. | landuse=meadow |

| code | layer | fclass | Description | OSM Tags |
|------|---------|-------------------|--|--|
| 7209 | landuse | commercial | A commercial area. | landuse=commercial |
| 7210 | landuse | nature_reserve | A nature reserve. | leisure=nature_reserve |
| 7211 | landuse | recreation_ground | An open green space for general recreation. | leisure=recreation_ground or landuse=recreation_ground |
| 7212 | landuse | retail | An area mainly used by shops. | landuse=retail |
| 7213 | landuse | military | Military landuse, usually no access for civilians. | landuse=military |
| 7214 | landuse | quarry | A quarry. | landuse=quarry |
| 7215 | landuse | orchard | An area used for growing fruit-bearing trees. | landuse=orchard |
| 7216 | landuse | vineyard | An area used for growing grapes. | landuse=vineyard |
| 7217 | landuse | scrub | An area where scrub grows. | landuse=scrub |
| 7218 | landuse | grass | An area where grass grows. | landuse=grass |
| 7219 | landuse | heath | Heath areas. | natural=heath |
| 7220 | landuse | national_park | A national park. | boundary=national_park |

6.4 Bodies of Water ("water")

The following feature classes exist in this layer:

| code | layer | fclass | Description | OSM Tags |
|------|-------|-----------|---|--------------------|
| 8200 | water | water | Unspecified bodies of water. Typically lakes, but can also be larger rivers, harbours, etc. | natural=water |
| 8201 | water | reservoir | Artificial lakes, typically above a dam. | landuse=reservoir |
| 8202 | water | river | Polygons for larger rivers. | waterway=riverbank |
| 8211 | water | glacier | Glaciers | natural=glacier |
| 8221 | water | wetland | Swamp, bog, or marsh land | natural=wetland |

Note that in OSM larger rivers are often available as polygon geometries and line geometries; the line geometry will then run through the middle of the river in the direction of the water flow.

6.5 Landmass and Oceans

The Geofabrik shape files do not come with landmass or ocean polygons built from coastline data. However, there are free shapefile downloads provided here which are regularly extracted from OSM:

<http://openstreetmap.data.com>

You'll find either ocean polygons or land mass polygons there.

OpenStreetMap also has a simplified coastline shape file here:

http://tile.openstreetmap.org/shoreline_300.tar.bz2