# POINTS

## remove the obvious

shop = no | shop = none {delete shop}

## Distinct railway stations from bus and ferry

(railway = halt | railway = platform | (public\_transport = platform & rail = \* )) & (mkgmap:line2poi != true & mkgmap:area2poi != true) [0x1101f resolution 22] #New, to distinct from tram and bus

(railway = station | railway = tram\_stop) & (mkgmap:line2poi != true & mkgmap:area2poi != true) [0x1101f resolution 22]

amenity = bus\_station [0x2f08 resolution 24] #Stays te same, but now isolated from the rest

highway = bus\_stop [0x2f17 resolution 24] #Stays te same, but now isolated from the rest

amenity = ferry\_terminal [0x13702 resolution 20] #New

# POLYGONS

## remove the obvious

building = no {delete building}

## Move up building from very bottom to top so buildings are visible and rendered on top of commercial, school, retail and industrial areas.

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

building = \* [0x013 resolution 24]

## Add public transport platforms when polygons

railway = platform | highway = platform) & location != underground [0x6d resolution 22-24] #New

## Change

highway = pedestrian [0x1c resolution 22-24] #New, to distinct from parks

waterway = dock { set natural = water } #ew, currently missing large water areas

# LINES

## remove the obvious

highway = no {delete highway}

waterway = no {delete waterway}

(railway = no | railway = abandoned | railway = razed | railway = dismantled | railway = proposed | railway = collapsed | railway = historic) { delete railway }

## Add highways

highway = construction [0x10c06 resolution 24] #New, to distinct from service roads, steps and cycleways

highway = cycleway [0x11 road\_class=0 road\_speed=1 resolution 24] #New, to distinct them from service roads and construction

## Add public transport platforms when lines

(highway = platform | railway = platform ) & !(area = yes | is\_closed() = true | location = underground) [0x10a06 resolution 24] #New, to distinct them from footpaths