

## Changed Lines

### Added 0x17

Breakwater

But later on also used for walls, barriers, fences and hedges: so not easy to translate

I added it as a thin dark grey line, assuming fences, walls and hedges are more common than breakwaters and if used create a lot of cluttering if the line is too thick.

### Added 0x0b

highway=motorway\_link & (mkgmap:exit\_hint=true | mkgmap:dest\_hint=\*)

Set the same as 0x09 Trunk link. Is used for both motorway and Trunk links. Would make sense to me to use 0x09 for motorway and 0x09 for trunk instead, but should then be changed in the default style.

### Added 0x1a

route=ferry [0x1a road\_class=3 road\_speed=0 resolution 19] same as 0x1b

## Changed Polygons

### Added 0x1d

Leisure = common, deprecated by osm wiki, used same color as park, better to be removed from default style I think.

### Added 0x20

leisure=garden [0x20 resolution 21]

### Added 0x25

place=square [0x25 resolution 22]

### Added 0x12

highway=services [0x12 resolution 22]

landuse=retail [0x12 resolution 20-23]

### Changed 0x1e (historic) to be 0x22

0x1e was historic is changed to 0x22

### Added 0x52

natural=tundra [0x52 resolution 18]

### Added 0x0f

landuse=commercial [0x0f resolution 19]

Same color as 0x08 commercial / shops

### Added 0x26

landuse=farm [0x26 resolution 22]

landuse=farmyard [0x26 resolution 22]

### Added 0x1c

landuse=greenfield [0x1c resolution 20]

landuse=meadow | landuse=grass [0x1c resolution 19]

landuse=farmland [0x1c resolution 20]

Wiki says: greenfield is to be developed in something new and so is really different from being a 'green meadow area'. Chooosed color for green grass because meadow is much more common

#### Added 0x15

landuse=village\_green [0x15 resolution 20]

#### Added 0x11

military=danger\_area [0x11 resolution 20]

#### Added 0x23

amenity=\* & area!=no & amenity!=grave\_yard {add name='\${amenity|subst:"\_=> "}} [0x23 resolution 24]  
This can be anything, lets say it most commonly is a building

#### Added 0x21

tourism=\* & area!=no & waterway!=\* {add name='\${tourism|subst:"\_=> "}} [0x21 resolution 24]  
This can be anything, lets say it most commonly is something referred to as green stuff

#### Added 0x24

man\_made=\* & area!=no {add name='\${man\_made|subst:"\_=> "}} [0x24 resolution 24]  
This can be anything, lets say it most commonly is something referred to as constructions such as bridges

## Changed points

Moved bollard from 0x660f to 0x3200

## Some suggestions for improvements of the default style

For examples also see my osm mapnik style at <https://github.com/Jorisbo/Mkgmap-Mapnik-Style-Garmin>

#### leisure=water\_park [0x09 resolution 21]

Is now rendered with the same code for (blue) water areas but in my opinion should be rendered as green 'park or campsite' area and only the swimmingpool itself is blue water.

#### leisure=recreation\_ground [0x19 resolution 21]

Is now rendered same as green sportsfacilities but maybe better the same as park or campsite

#### Islands and beaches both uses 0x53

#### Industrial, quarry and construction share the same code 0x0c

Line 100: landuse=construction [0x0c resolution 21]

Line 108: landuse=quarry [0x0c resolution 19]

Line 111: landuse=industrial [0x0c resolution 19-23]

#### Playgrounds and parks share the same code

This gives every park a playground symbol

#### Postbox and recycling share the same code 0x2f15

#### Prison and public building share the same code 0x3007

amenity=prison [0x3007 resolution 24 default\_name 'Prison']

amenity=public\_building [0x3007 resolution 24]

#### taxi and busstop share the same code 0x2f17

#### internet access and emergency phone share the same code 0x2f12

#### viewpoints, arts\_centre, artwork and attractions share the same code

Line 101: amenity=arts\_centre [0x2c04 resolution 24]

Line 252: tourism=attraction [0x2c04 resolution 24]

Line 253: tourism=artwork [0x2c04 resolution 24]

Line 270: tourism=viewpoint {name '\${name}' - \${description}' | '\${name}'} [0x2c04 resolution 24]

No occurrences for amenity=car club [0x2f0d resolution 24] found in osm database

Does not make sense for rendering

Swimmingpools have also a poi same as waterparks

in a villa-areas now you get a lot of swimming symbols

Line 191: leisure=swimming\_pool [0x2d09 resolution 24]

Line 193: leisure=water\_park [0x2d09 resolution 24]

Line 248: sport=swimming [0x2d09 resolution 24]

leisure=swimming\_pool could probably better be removed from poi and added to polygons so it appears as a blue water area instead of a poi

Busstops on lines (platforms) should be limited to only one poi in stead of poi on every node

Use: mkgmap:line2poi != true or mkgmap:line2poitype = mid

N50° 50.691' E4° 21.108'