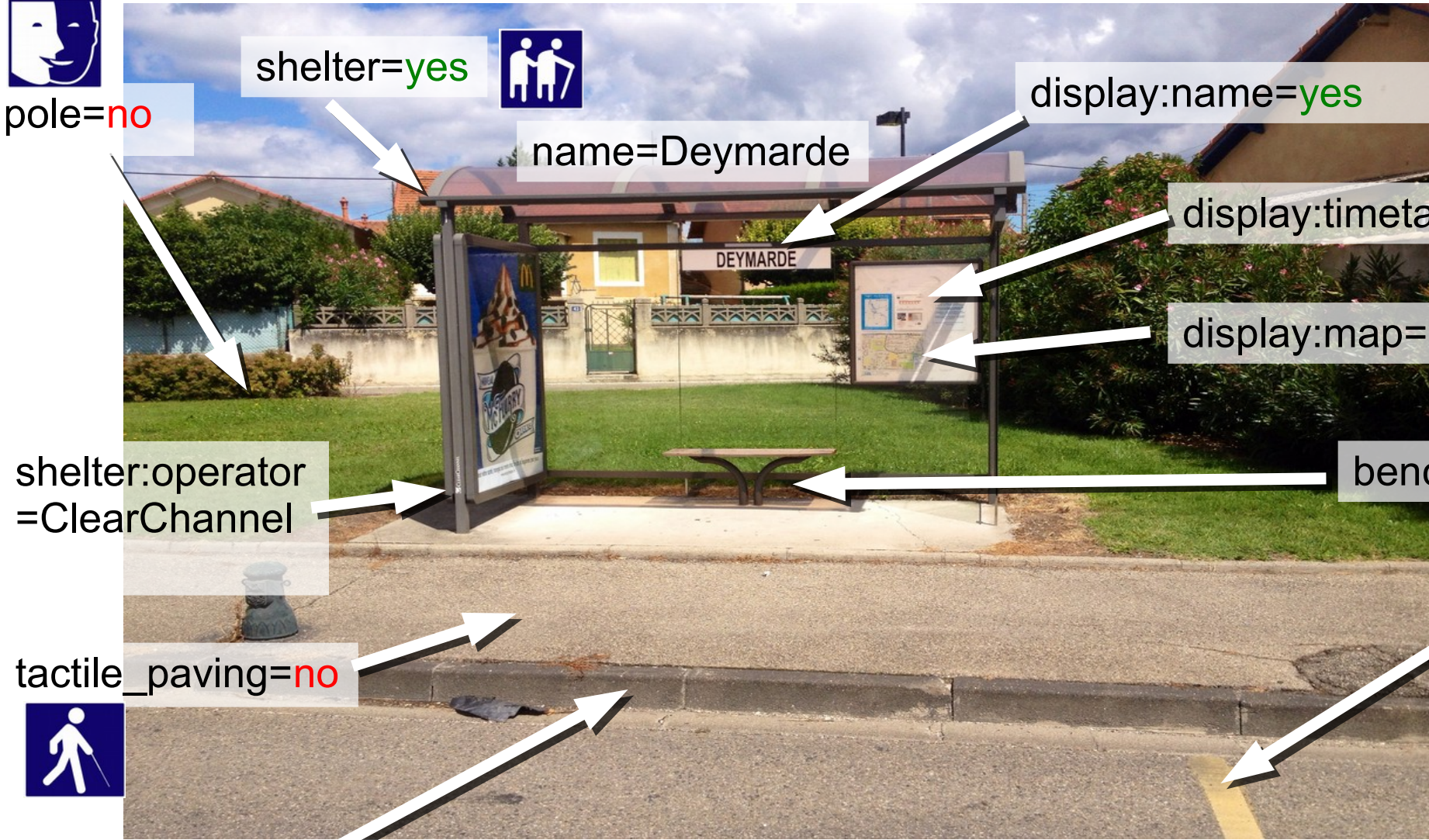






waste_basket=no




 pole=no

shelter=yes 

name=Deymarde


display:name=yes 

display:timetable=yes

display:map=yes 

shelter:operator=ClearChannel

bench=yes 

tactile_paving=no 

strip=yes

wheelchair=no 

highway=bus_stop

