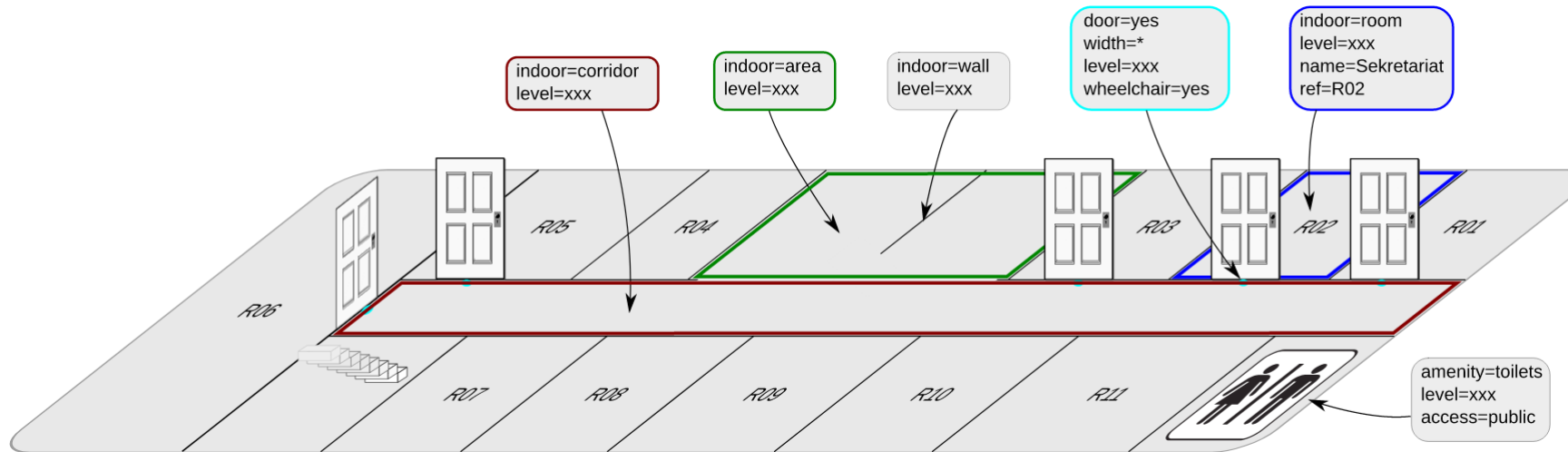












# Ideenvorstellung: Anpaasung & Erweiterung des Simple Indoor Tagging








Key	Value	Element	Description
<code>indoor=*</code>	room		Conventional room with walls. See also: <code>key:room</code>
<code>indoor=*</code>	area		Area without walls
<code>indoor=*</code>	wall		Individual (non-passable) wall element, when not already defined by <code>indoor=room</code>
<code>indoor=*</code>	corridor		Unwalled connecting passage
<code>indoor=*</code>	level		optional: see <a href="#">below</a>

# Ansatz: Hinterfragen des bestehenden Systems

Key	Value	Element	Description
<code>indoor=*</code>	room		Conventional room with walls. See also: <a href="#">key:room</a>
<code>indoor=*</code>	area		Area without walls
<code>indoor=*</code>	wall		Individual (non-passable) wall element, when not already defined by <code>indoor=room</code>
<code>indoor=*</code>	corridor		Unwalled connecting passage
<code>indoor=*</code>	level		optional: see <a href="#">below</a>

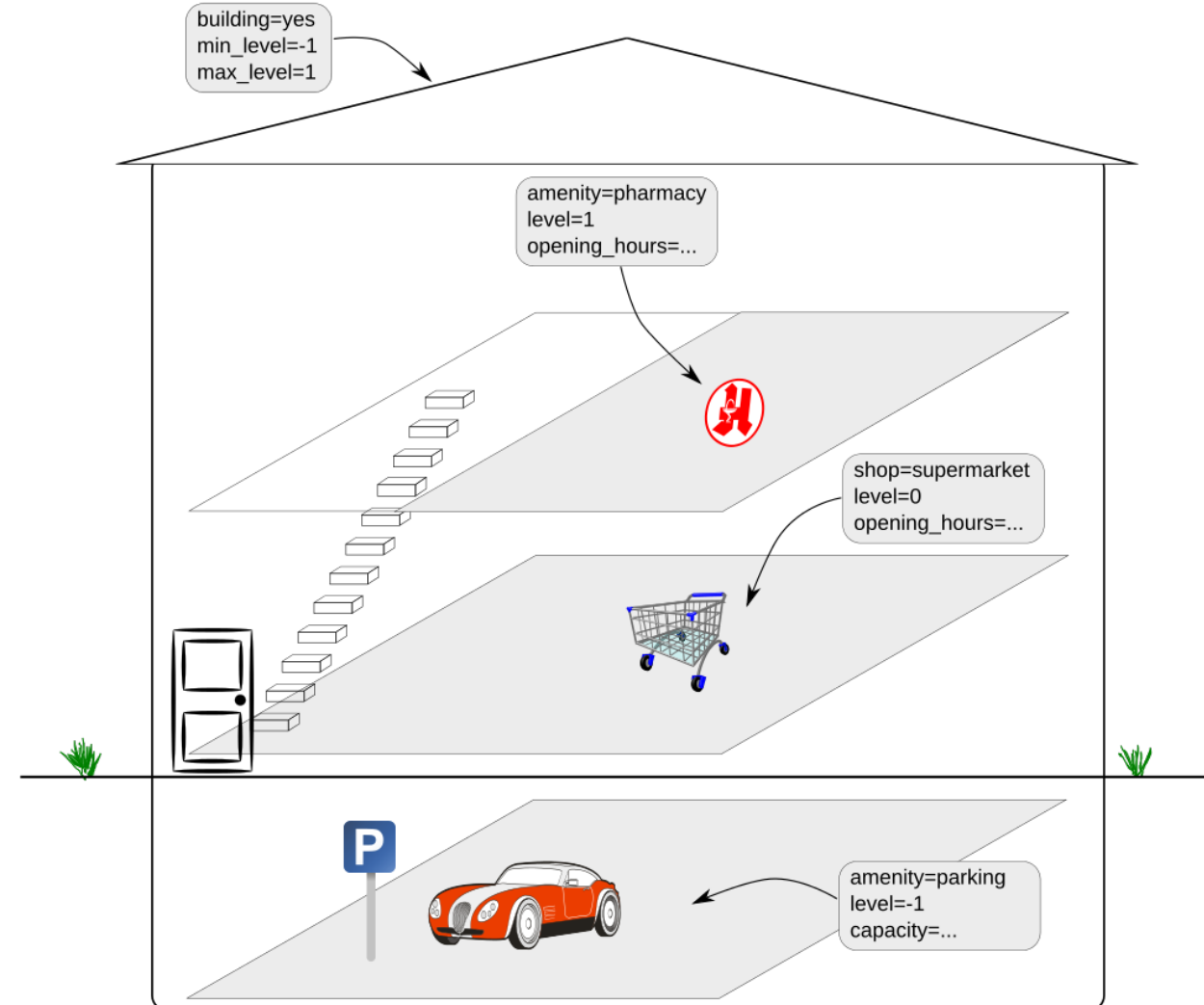
# Ansatz: Hinterfragen des bestehenden Systems

Key	Value	Element	Description
<code>indoor=*</code>	room		entire room walls. See also: <a href="#">key:room</a>
<code>indoor=*</code>	area		walls
<code>indoor=*</code>	wall		indoor wall element, when not already defined by <code>indoor=room</code>
<code>indoor=*</code>	corridor		connection message
<code>indoor=*</code>	level		optical



# Ansatz: Hinterfragen des bestehenden Systems


- “It is simple to use but still holistic to even cover complicated cases.”
- möglichst einheitliche tags (indoor=...)
- vorhandene tags (outdoor) übernehmen

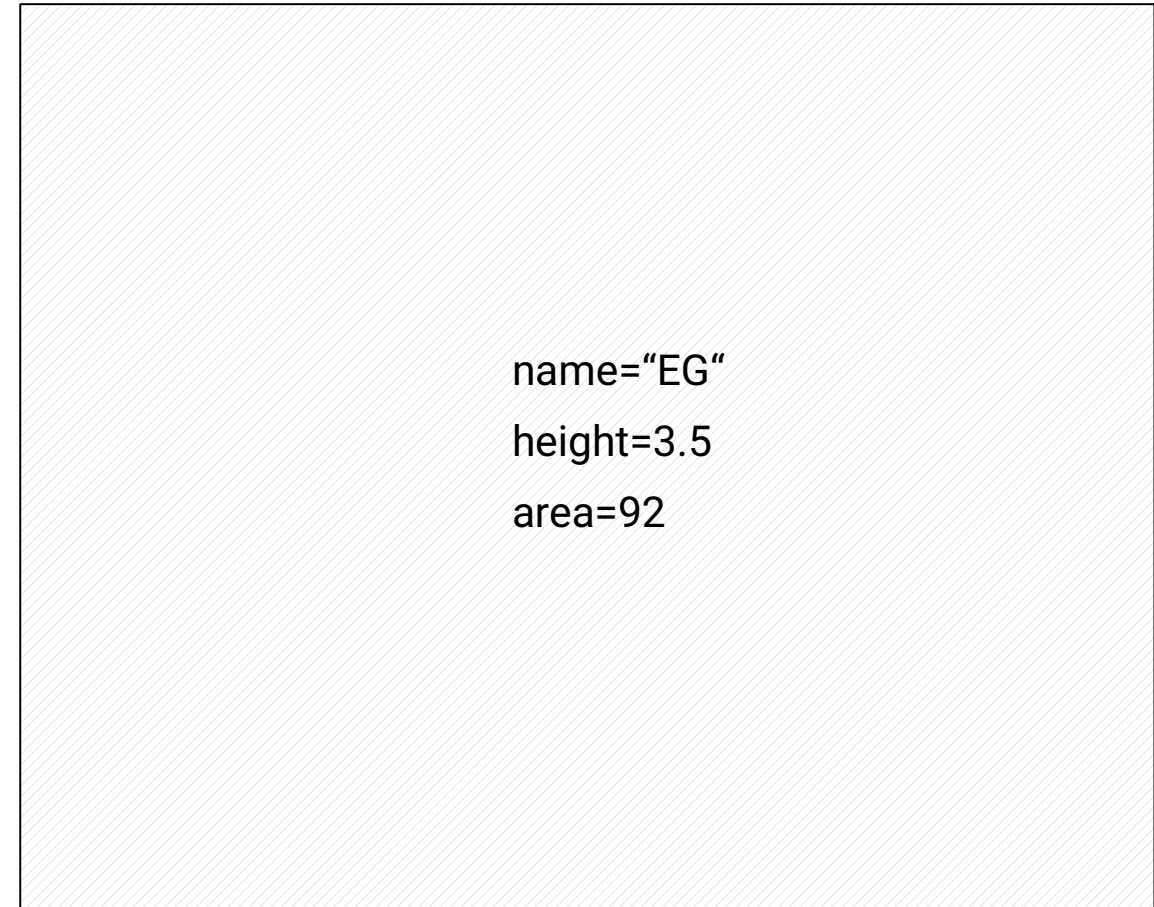




# SIT-Elemente



- simple
- holistic
- einheitlich

Key	Value	Element
level	*	
indoor	level	



# SIT-Elemente



- simple
- holistic
- einheitlich

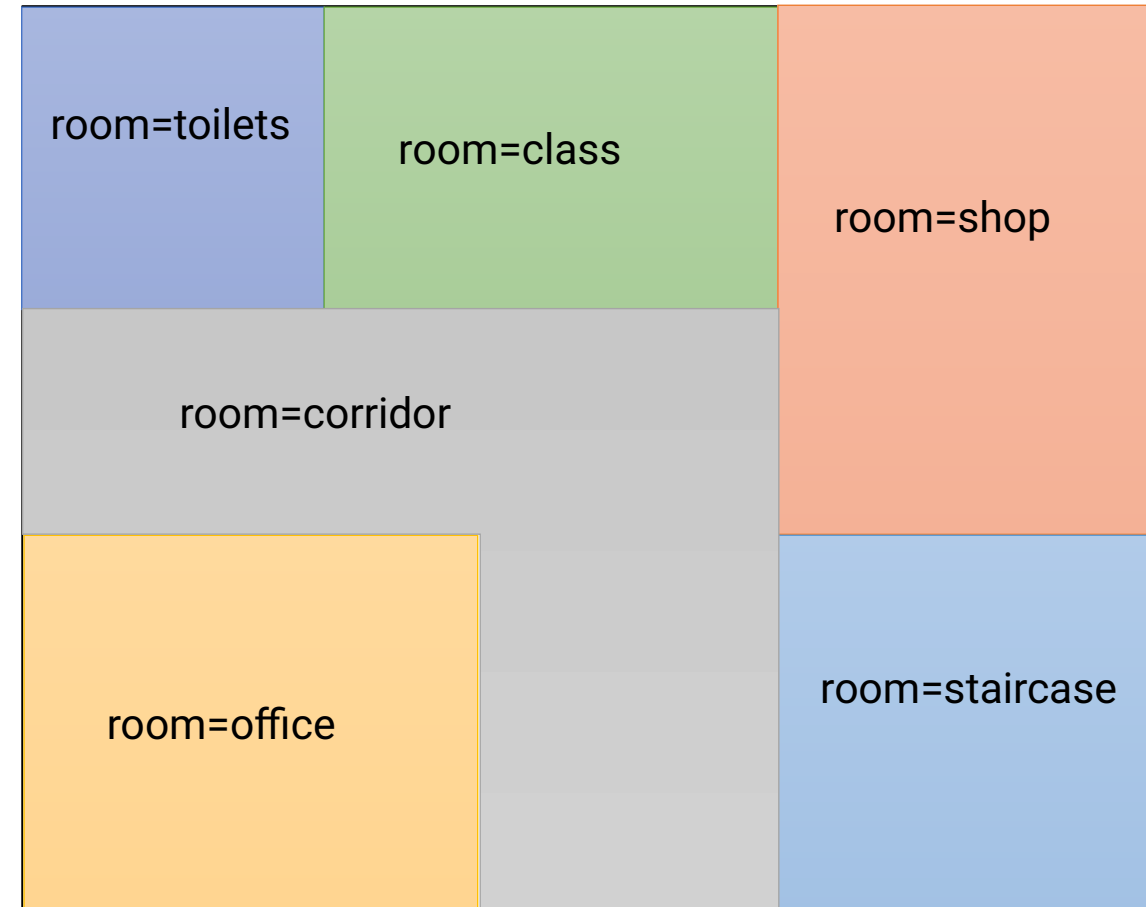
Key	Value	Element
level	*	
indoor	level	
indoor	room	



# SIT-Elemente

- simple
- holistic
- einheitlich



Key	Value	Element
level	*	
indoor	level	
indoor	room	
room	*	

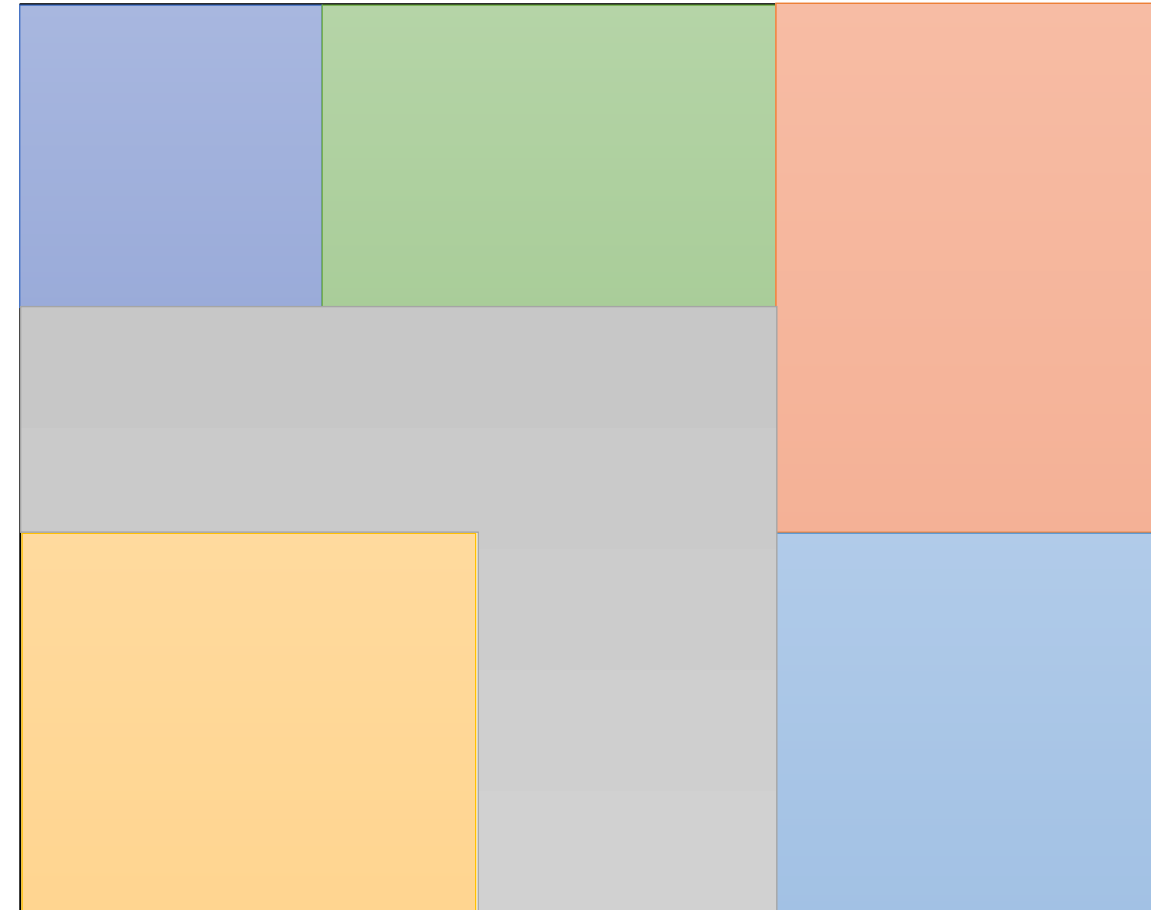




# SIT-Elemente




- simple
- holistic
- einheitlich

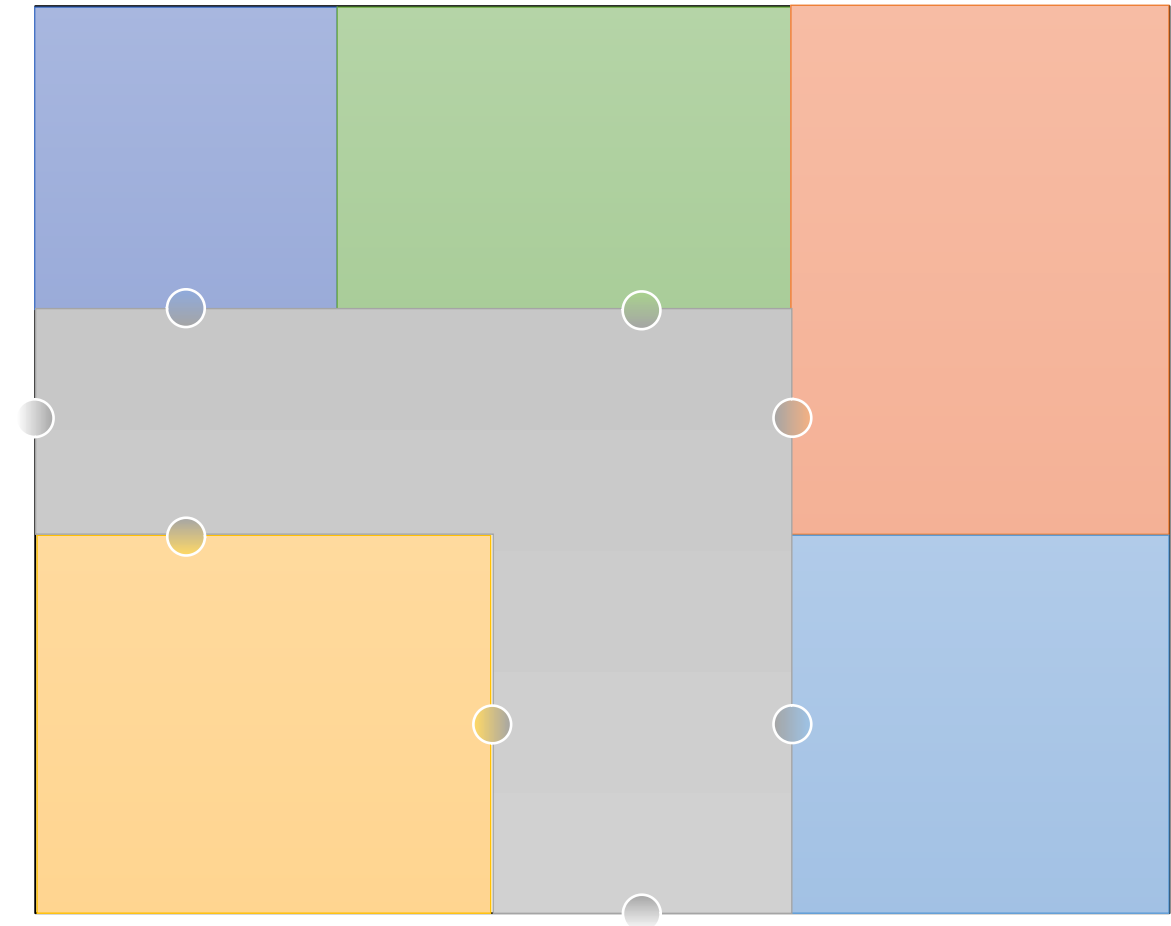
Key	Value	Element
level	*	
indoor	level	
indoor	room	



# SIT-Elemente





- simple
- holistic
- einheitlich

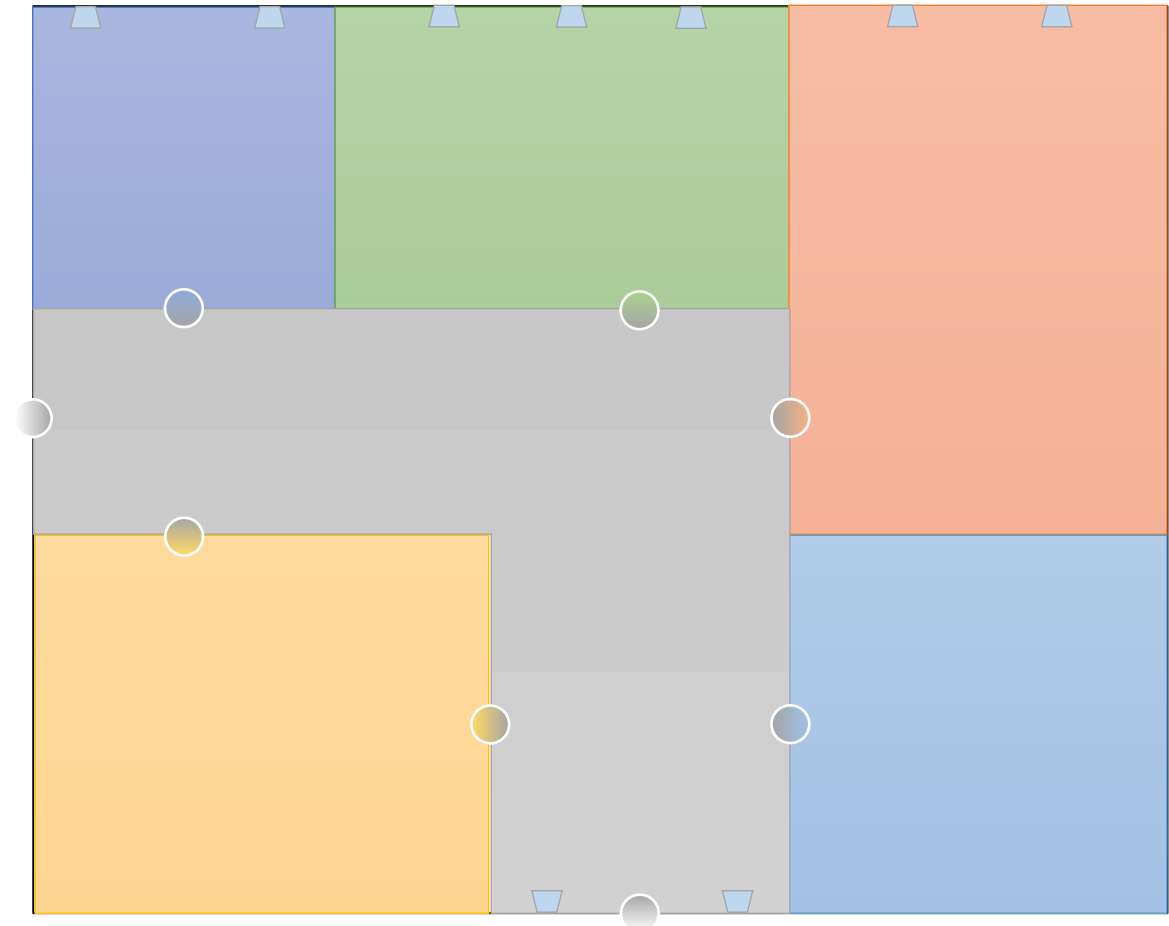
Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	



# SIT-Elemente








- simple
- holistic
- einheitlich

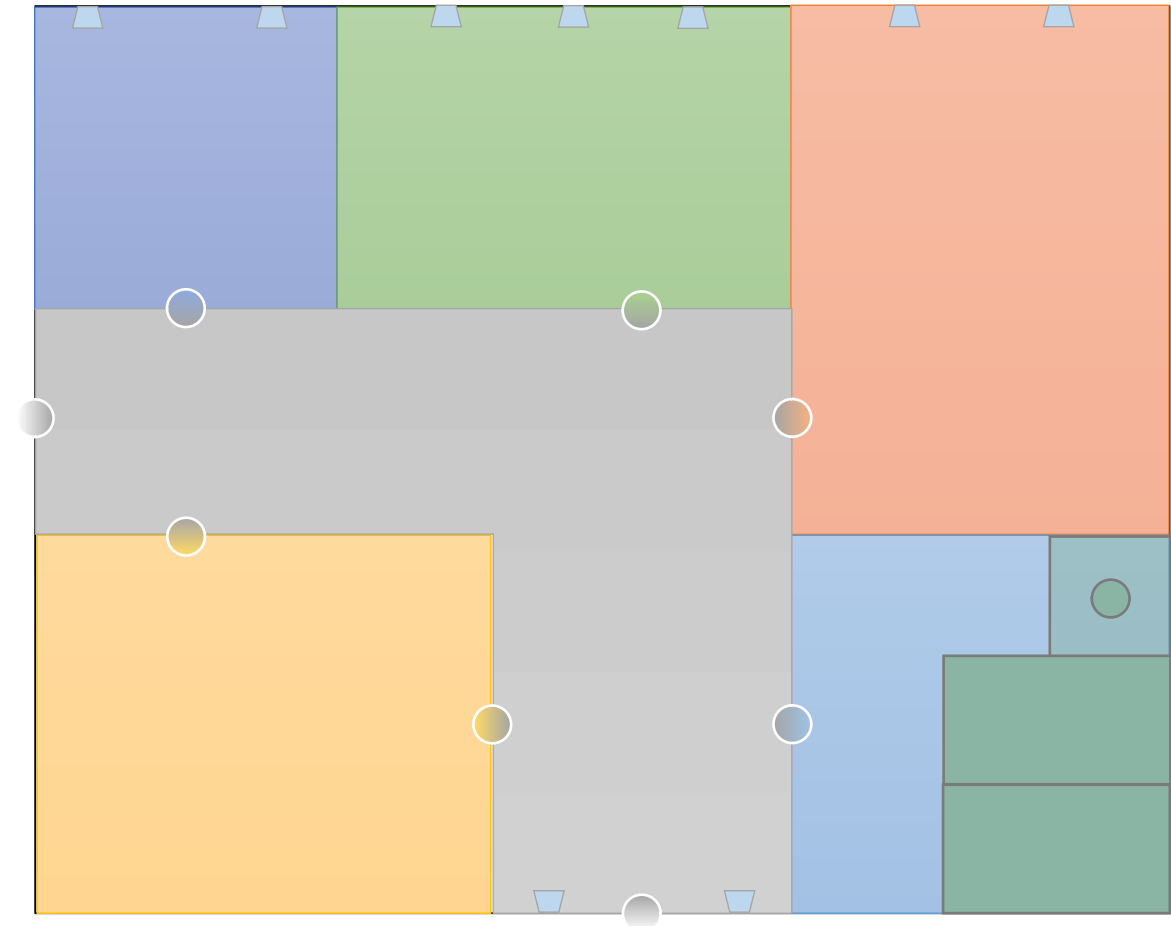
Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	



# SIT-Elemente








- simple
- holistic
- einheitlich

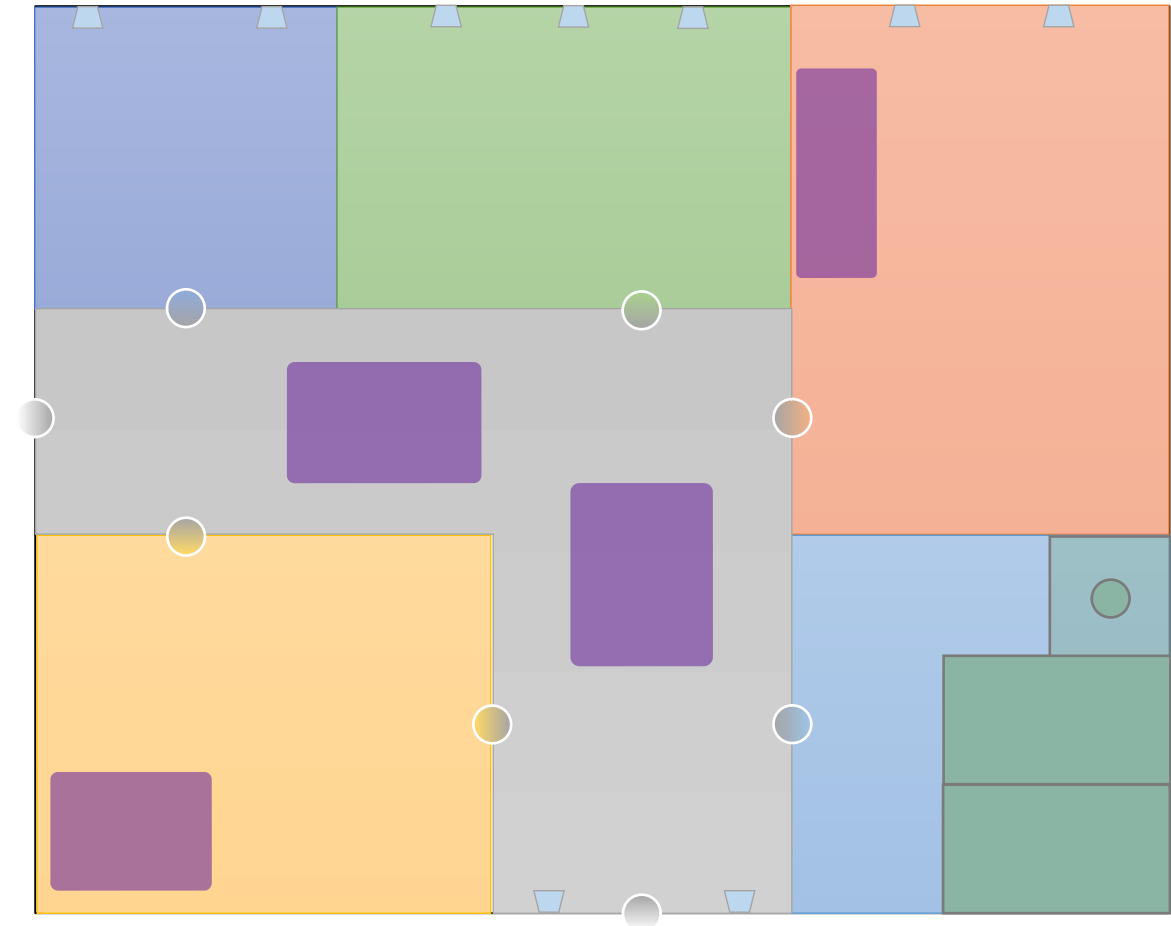
Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	
indoor	stairs	
indoor	elevator	 



# SIT-Elemente












- simple
- holistic
- einheitlich

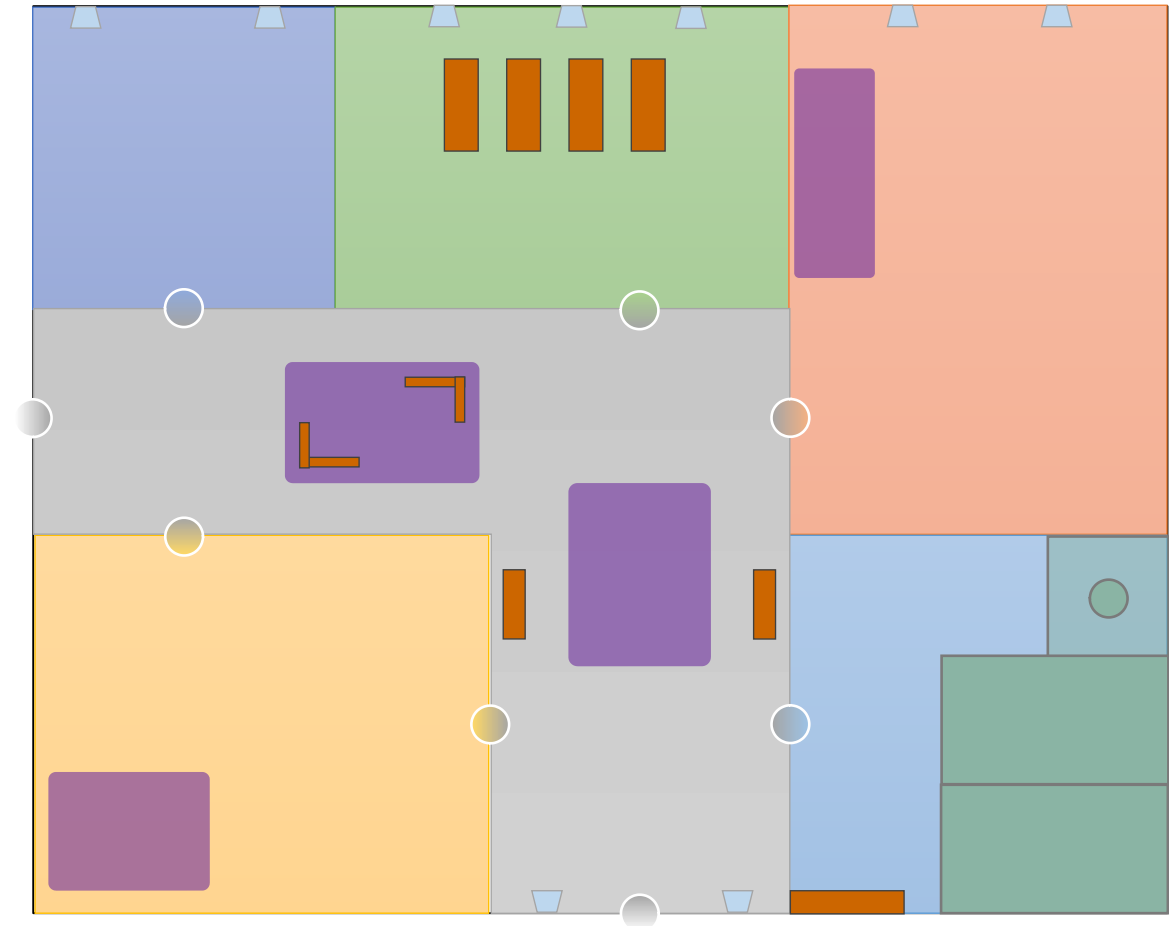
Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	
indoor	stairs	
indoor	elevator	
indoor	area	



# SIT-Elemente













- simple
- holistic
- einheitlich

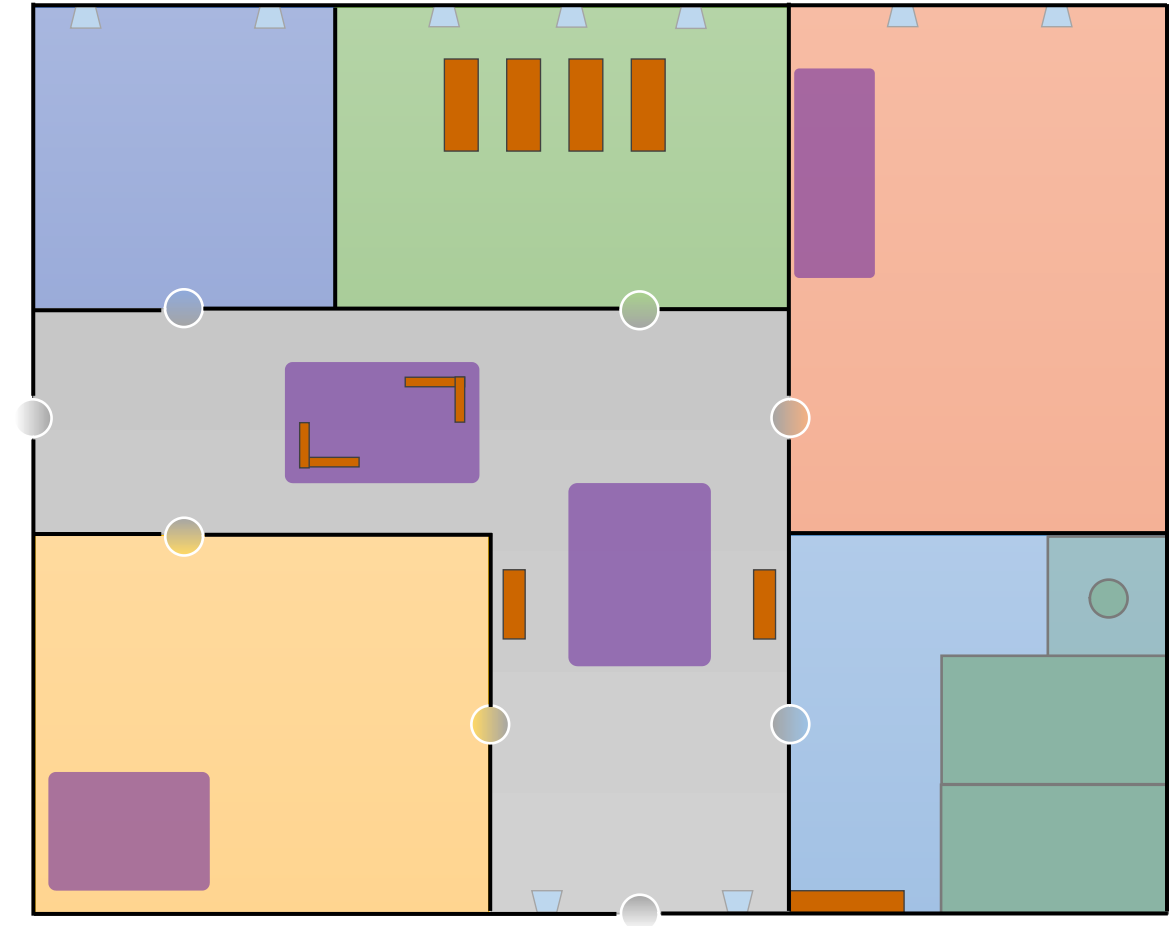
Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	
indoor	stairs	
indoor	elevator	 
indoor	area	
indoor	interior	  



# SIT-Elemente














- simple
- holistic
- einheitlich








Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	
indoor	stairs	
indoor	elevator	
indoor	area	
indoor	interior	  
indoor	wall	 



# SIT-Elemente

- bestehende (Outdoor) tags übernehmen















Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	door	
indoor	window	
indoor	stairs	
indoor	elevator	 
indoor	area	
indoor	interior	  
indoor	wall	 

Key	Value	Element
door	yes	
window	yes	
highway	steps	
highway	elevator	 
barrier	wall	 









# SIT-Elemente

- bestehende (Outdoor) tags übernehmen

Key	Value	Element
level	*	
indoor	level	
indoor	room	
door	yes	
window	yes	
indoor	stairs	
highway	steps	
highway	elevator	 
indoor	area	
indoor	interior	  
barrier	wall	 

# Vergleich mit aktuellem Standard

Key	Value	Element
level	*	
indoor	level	
indoor	room	
door	yes	
window	yes	
indoor	stairs	
highway	steps	
highway	elevator	 
indoor	area	
indoor	interior	  
barrier	wall	 

Key	Value	Element
level	*	
indoor	level	
indoor	room	
indoor	corridor	
door	yes	
indoor	stairs	
highway	elevator	 
indoor	area	
indoor	wall	 

# Diskussionspunkte

Key	Value
level	*
indoor	level
indoor	room
door	yes
window	yes
indoor	stairs
highway	steps
highway	elevator
indoor	area
indoor	interior
barrier	wall

Key	Value
level	*
indoor	level
indoor	room
indoor	corridor
door	yes
indoor	area room
stairs	yes
highway	elevator
indoor	area
indoor	wall

1. corridor als spezieller room?

2. door und window als Standard tags für SIT?

3. Mapping von Treppen für universelle Anwendungen?

4. Bedeutung von area?

5. Tag für statische Inneneinrichtung?

6. Key indoor notwendig?

# Diskussionspunkte

## 1. indoor=corridor oder room=corridor

-

# Diskussionspunkte

## 2. door und window mit in den Standard?

-

# Diskussionspunkte

## 3. Mapping von Treppen

-

# Diskussionspunkte

## 4. Bedeutung von indoor=area

-

# Diskussionspunkte

## 5. statische Inneneinrichtung

-



# Diskussionspunkte

## 6. indoor=wall oder barrier=wall?

-