Housenumbers

Lightning talk
SOTM 2010
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addr:housenumber on building=entrance nodes that are members of the building polygon	addr:housenumber on building polygon
	Is used more frequently because it was proposed earlier.

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Using and routing is already established because a housenumber can be on a node anyway.	

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Works on buildings with several housenumbers and several entrances without data loss	Fails

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Can be tagged by blind users who currently can only tag nodes, but not areas (and are not able to detect the form of a building in any other way like photos, estimating the shape, walk in straigt lines to building walls if the GPS receiver fails near the wall or estimate if it is easily possible to walk around the building.)	Blind people can tag a the node, but when somebody draws the outline polygon and moves the information to itthe exact position is lost.

addr:housenumber on building=entrance nodes that are members of the building polygon	addr:housenumber on building polygon
Gives you the better angle if you navigate there, especially if the entrance is at the short wall. (Chooses the correct street along the building)	Even if supported by the routing software, the concept fails when there are several house numbers for one building.

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When navigating to an address with housenumber: Gives you the distance to the entrance, not to the middle of the building (There is no usecase to know the middle of the building, and if there is one, the polygon can be queried)	Even if supported by the routing software, the concept fails when there are several house numbers for one building.

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Connects the position of the house number to a way (footway to the entrance), this is easier for routing than finding a place to go to that is somewhere near the building polygon.	Even if supported by the routing software, the concept fails when there are several house numbers for one building.

Thank you

Questions?