Estonian topographic database

core data layer names, field names, their descriptions and domain values with descriptions

Field names and descriptions not related to specific layer:

etak_id – unique object ID of Estonian topographic database
kood – grouping code (also included into in layer name), for example in case of layer E_101_kivi_p the code domain value is 101 and it's human readable value is boulders)
tyyp – type of the feature (values vary by layer, see below)
kmr_id – ID of national registry of cultural monuments
knr_id – ID of place names register
kkr_kood – ID of Estonian Nature Information System (environment registry objects)
nimetus – name of the object
mps_id – ID of land improvement register
ehr_gid – ID of building register
ads_oid – ID of address data system
ads_lahiaadress – short address (from address data system), without municipality name, ie street name and building number or name of the cadastral parcel or address of traffic surface, administrative or territorial unit
kov_oid – ID of local governement registry
korgus – object height (relative height value in full meters)
markused – remarks
vajalik – attribute to keep record whether object needs to be checked
10 – object needs to be checked on site /field work needed
20 – shape of the object requires correction
30 – OK
40 – table attributes require corrections
50 – additional base document is needed
andmeallika_id – base document ID which was used to insert/update object attributes (normally aerial photo, ID value refers to table alusdokumendid field KOOD)
korgusallika_id – base document ID which was used to insert/update object's height ie Z value of each vertex (ID value refers to table alusdokumendid field KOOD)
ruumikujuallika_id – base document ID which was used to insert/update object shape (ID value refers to table alusdokumendid field KOOD)
muutmisaeg – latest date of object change
geom_muutmisaeg – latest date of object's geometry change
valjavote – extraction date from topographic database

column_name_t – human readable domain values of column_name (in Estonian), for example tyyp_t stores human readable values of field tyyp

"**_p**" symbol in the end of layer name means that this layer consists of point geometry objects, "**_j**" means line geometry, "**_a**" means polygon geometry and "**_ka**" means polygon geometry which are on top of the / above _a layers

Names and descriptions by layer:

LAYER E_101_kivi_p kood: 101 – boulders
tyyp – type
10 – boulder
20 – heap of stones
30 – scattered boulders

LAYER E_102_nolv_j kood: 102 – slopes
tyyp – type
10 – slope
20 – natural escarpment
30 – career edge
kaldaastang – slope location is <200 m from shoreline and causes restrictions
10 – slope is part of the shore terrace
20 – slope is not part of the shore terrace

LAYER E_103_pinnavorm_j kood: 103 – orographic features
tyyp – type
30 – trench/excavation
40 – embankment/berm
80 – waterfall

LAYER E_103_pinnavorm_p kood: 103 – orographic features
tyyp – type
10 – hole
20 – artificial mound
30 – cave
60 – rooted up ground
70 – rapids

LAYER E_201_meri_a kood: 201 – sea

LAYER E_202_seisuveekogu_a kood: 202 – waterbody
tyyp – type
10 – lake
20 – impounded lake
30 – artificial lake
40 – bog pool
50 – biological cleaning pond
60 – pond
80 – spring
997 – yet unclassified
999 – other
kpo_seos – ID of foreign registry
10 – object is related to KKR (registry of protected nature objects)
20 – object is not related itself but KKR related watercourse flows through the waterbody
30 – not related to KKR

LAYER E_202_seisuveekogu_p kood: 202 – waterbody
tyyp – type
80 – spring

LAYER E_203_vooluveekogu_a kood: 203 – watercourse (wider than 8 meter)

LAYER E_203_vooluveekogu_j kood: 203 watercourse (flow–water)
tyyp – type
10 – river
20 – channel
30 – stream
40 – main ditch
50 – ditch
telje_tyyp – visibility type
10 – on-ground
20 – underground
30 – indefinite
laius – width
10 – 1-2 meter wide
20 – 2-4 meter wide
30 – 4-6 meter wide
40 – 6-8 meter wide
50 – axis
60 – watercourse running through the pipe
997 – not specified
telje_staatus – status
10 – main branch
20 – secondary branch

LAYER E_204_kaldajoon_j kood: 204 – coastline
tyyp – coastline type
10 – definite
20 – indefinite
30 – sea wall or fortified shore
kalda_veekogu_tyyp – type of shoreline
10 – sea coastline
30 – lake coastline
40 – watercoarse coastline
50 – coastline between sea and lake
60 – coastline between sea and watercoarse
70 – coastline between lake and watercoarse
halduspiir – whether administrative border follows particular coastline
10 – Yes
20 – No

LAYER E_205_hudrotehniline_rajatis_j kood: 205 – hydrotechnic structure
tyyp – type
30 – dam
40 – pier/jetty
50 – mole

LAYER E_206_truup_j kood: 206 – culvert
tyyp – type
10 – takes part of the (connects) water network
20 – does not take part of the flow-water network and is dry in most time of the year

LAYER E_301_muu_kolvik_a kood 301 – other land-use
tyyp – type
10 – green area
20 – wasteland

LAYER E_301_muu_kolvik_ka kood 301 – other land-use
tyyp – type
30 – cemetery
40 – airfield
50 – port
60 – sporting facility/stadium
90 – landfill/dumping ground
100 – quarry

LAYER E_301_muu_kolvik_p kood 301 – other land-use
tyyp – type
70 – grave
80 – monument

LAYER E_302_ou_a kood 302 – yards
tyyp – type
10 – residential building area
20 – industrial building area
kasutus – usage
10 – power substation
20 – tank
30 – weather station
40 – antenna area
997 – not specified
999 – other

LAYER E_303_haritav_maa_a kood 303 – arable land
tyyp – type
10 – arable land
20 – orchard
puis – if there are trees or not
10 – yes
20 – no
997 – not specified

LAYER E_304_lage_a kood 304 – open area
tyyp – type
10 – meadow/grassland
20 – sandy area
30 – open area
40 – stony (pebble) area

LAYER E_305_puittaimestik_a kood 305 – woody vegetation
tyyp – type
10 – forest
30 – shrub

LAYER E_305_puittaimestik_j kood 305 – woody vegetation
tyyp – type
80 – line of trees

LAYER E_305_puittaimestik_p kood 305 – woody vegetation
tyyp – type
50 – single tree
60 – scattered trees
70 – grove

LAYER E_306_margala_a kood 306 – wetlands
tyyp – type
10 – swamp/mire
20 – bog
30 – quaking bog
40 – marshy grassland
puis – if there are trees or not
10 – yes
20 – no
997 – not specified

LAYER E_306_margala_ka kood 306 – wetlands
tyyp – type
50 – bed of reeds

LAYER E_307_turbavali_a kood 307 – peat field
tyyp – type
10 – peat field in use
20 – abandoned peat field

LAYER E_401_hoone_ka kood 401 – building
tyyp – type
10 – dwelling or public building
20 – subsidiary building or production facility
30 – foundation
40 – ruins
50 – building under construction
korgus_m – building maximum height value (calculated from DTM, in full meters)

LAYER E_402_korgrajatis_p kood 402 – constructions having relative height above 25 meter
tyyp – type
10 – chimney
20 – communication mast
30 – tower or mast
40 – lightning
seos – relation to building
10 – not related
20 – tower location is on top of building,
30 – tower and building is the same object
997 – not specified
hoone – ETAK_ID number of the building which is related to tower
mark – whether tower is used for marine navigation purposes

10 – yes
20 – no
997 – not specified

LAYER E_403_muu_rajatis_ka kood 403 – other construction
tyyp – type
10 – glasshouse/greenhouse
20 – roofed area
999 – other

LAYER E_403_muu_rajatis_p kood 403 – other construction
tyyp – type
999 – other
mark – whether construction is used for marine navigation purposes
10 – yes
20 – no
997 – not specified

LAYER E_404_maaalune_hoone_ka kood 404 – subterranean construction
tyyp – type
10 – cellar
20 – garage
999 – other

LAYER E_405_piire_j kood 405 – barrier
tyyp – type
10 – fence
20 – stone fence
30 – wall
40 – concrete wall
puittaimed – whether barrier is together with trees
10 – yes
20 – no
997 – not specified

LAYER E_501_tee_a kood – 501 road
tyyp – type
10 – traffic/movement area
20 – parking area
30 – bus station
40 – aerodrome traffic/movement area
50 – sports field, stadium
60 – pedestrian road area
997 – not specified
999 – other

LAYER E_501_tee_j kood 501 – road
tyyp – type
10 – main road
20 – basic road
30 – secondary road
40 – connecting road (

50 – street
60 – local road
70 – track/path
80 – pedestrian and bicycle route
laius – road width (in full meters) pavement area + bearing edges
teekate – pavement type
10 – hard surface (asphalt or similar)
20 – gravel
30 – granite stone pebbles
40 – dirt
liiklus – road traffic direction
10 – two-way
20 – one-way (clockwise)
30 – one-way (contraclockwise)
tee – road code (from road registry)
teeosa – code of the logical part of the road (from road registry)
soidutee – traffic lane type
1 – right lane (of dual line road) or any other road not separated with median strip
2 – left lane (of dual line road)
997 – not specified
tee_synon – if the road segment is part of another road then its code from road registry
teeosa_synon – code of the logical part of that another road (from road registry)
soidutee_synon – take a look at the explanation of soidutee
tee_synon2 – if the road segment is part of the third road then its code from road registry
teeosa_synon2 - code of the logical part of that third road (from road registry)
soidutee_synon2 – take a look at the explanation of soidutee
a_tasand – level of road starting point
-1 – below ground level
0 – ground level
1 – above ground level
l_tasand – level of road endpoint
-1 – below ground level
0 – ground level
1 – above ground level
ads_nimetus – name from address data system
karto_nimi – same or shortened name for cartographic purposes
tahtsus – road importance class for cartographic purposes
10 – main street (connecting towns)
20 – secondary (distribution) street
30 – by-street / side street
40 – street inside city block
50 – pedestrian street
997 – not specified

LAYER E_502_roobastee_j kood 502 – railroad
tyyp – type
10 – normal/broad gauge railway line
20 – narrow gauge railway line
30 – cableway or chair lift
40 – tramway
50 – other
elekter – railroad is electrified or not

10 – Yes
20 – No
tahtsus – importance
10 – main road
20 – secondary road
30 – branch
997 – not specified
999 – not applicable

LAYER E_503_siht_j kood 503 – a division line between forest compartments

LAYER E_505_liikluskorralduslik_rajatis_ka kood 505 – construction for traffic regulating purposes
tyyp – type
30 – bridge
60 – car tunnel

LAYER E_505_liikluskorralduslik_rajatis_j kood 505 – construction for traffic regulating purposes
tyyp – type
10 – ferry line/waterway
20 – lock gate (road closed for traffic)
30 – footbridge
40 – tunnel
toke – if there is a permanent obstacle (gate, etc)
10 – closed at all time
20 – possible to open
997 – not specified
998 – not applicable

LAYER E_601_elektriliin_j kood 601 – power line
nimipinge – voltage number in kV

LAYER E_602_tehnopaigaldis_p kood 602 – tech object
tyyp - type
10 – transformer
20 – wind turbine
30 – tank

LAYER E_603_torujuhe_j kood 603 – on-ground pipeline