fcodeList = [	key	value	feature	icon
['AG050'	advertising'	billboard']	// Billboard	
['GB005'	aeroway'	aerodrome']	// Land Aerodrome	airport
['GB015'	aeroway'	apron']	// Apron/Hardstand	airport
['GB020'	aeroway'	arresting_gear']	// Arresting Gear - Valid NFDD Not in TDS	
['GB030'	aeroway'	helipad']	// Helipad	heliport
['GB035'	aeroway'	heliport']	// Heliport	heliport
['GB045'	aeroway'	stopway']	// Overrun/Stopway	
['GB055'	aeroway'	runway']	// Runway	airport
['GB056'	aeroway'	runway_endpoint	// Runway Endpoint - Valid NFDD Not in TDS	
['GB075'	aeroway'	taxiway']	// Taxiway	airport
['AB010'	amenity'	recycling']	// Wrecking Yard/Scrap Yard, Recycling Site	
['AB030'	amenity'	waste_processin	// Waste Processing	
['AD050'	amenity'	heating']	// Heating Facility	
['AD055'	amenity'	cooling']	// Cooling Facility	
['AI021'	amenity'	trailer_park']	// Mobile Home Park / Manufactured Home Park	
['AM065'	amenity'	munitions_storag	// Munition Storage Facility	
['AM075'	amenity'	fuel_storage']	// Fuel Storage Facility	
['AQ080'	amenity'	ferry_terminal']	// Ferry Station, Ferry Site	
['AQ140'	amenity'	parking']	// Vehicle Lot, Vehicle Storage/Parking Area	
['AQ170'	amenity'	fuel']	// Motor Vehicle Station	
['BB201'	amenity'	small_craft_facili	// Small Craft Facility	
['BH075'	amenity'	fountain']	// Fountain	
['GB065'	amenity'	seaplane_termin	// Seaplane Base, Water Aerodrome	
['ZD045'	annotation'	yes']	// Annotated Location	
['AH070'	barrier'	check_point']	// Checkpoint	
['AL060'	barrier'	dragons_teeth']	// Dragon's Teeth	
['AL070'	barrier'	fence']	// Fence	
['AL260'	barrier'	wall']	// Wall	
['AP040'	barrier'	gate']	// Gate	
['AP041'	barrier'	yes']	// Vehicle Barrier	
['AQ068'	barrier'	block']	// Transportation Block	
['FA000'	boundary'	administrative']	// Administrative Boundary	
['FA110'	boundary'	date_line']	// International Date Line	
['FA210'	boundary'	protected_area']	// Conservation Area	
['IA040'	boundary'	land_parcel']	// Land Parcel	
['SU030'	boundary'	installation']	// Installation Boundary	
['AQ056'	bridge:pier'	yes']	// Bridge Pier	
['AQ055'	bridge:pylon'	yes']	// Bridge Tower/Bridge Pylon	
['AQ045'	bridge:span'	yes']	// Bridge Span	
['AQ050'	bridge:superstruc	yes']	// Bridge Superstructure	
['AQ040'	bridge'	yes']	// Bridge	
['BH010'	bridge'	aqueduct']	// Aqueduct	
['AL018'	building:superstru	yes']	// Building Superstructure Addition	
['AL250'	building:undergro	yes']	// Underground Dwelling	
['AD041'	building'	nuclear_reactor_	// Nuclear Reactor Containment	
['AH060'	building'	underground_she	// Underground Bunker	

['AJ080'	building'	stable']	// Stable		
['AJ085'	building'	barn']	// Barn		
['AJ110'	building'	greenhouse']	// Greenhouse		
['AK110'	building'	grandstand']	// Grandstand		
['AL013'	building'	yes']	// Building - See custom rules		
['AL019'	building'	shed']	// Shed		
['AL099'	building'	hut']	// Hut		
['AL371'	building'	manor_house']	// Manor House # Not great		
['GB230'	building'	hangar']	// Aircraft Hangar		
['GB250'	bunker_type'	hardened_aircraf	// Hardened Aircraft Shelter		
['AT060'	cable:type'	communication']	// Communication Line - NFDD AT005		
['AT005'	cable'	yes']	// Cable		
['AT041'	cableway'	yes']	// Cableway		
['AI030'	camp'	yes']	// Camp		
['BI010'	cistern'	yes']	// Cistern		
['CA010'	contour'	elevation']	// Elevation Contour		
['AQ060'	control_tower'	yes']	// Control Tower		
['AF021'	conveyer:type'	bucket:']	// Bucket Elevator		
['AQ151'	covered'	arcade']	// Arcade		
['AQ062'	crossing_point'	yes']	// Crossing		
['AP056'	crossing'	tank']	// Tank Crossing		
['ZD030'	cultural_context_	yes']	// Cultural Context Location - Valid but not extracted in any TDS spec		
['DB070'	cutting'	yes']	// Cut		
['BD030'	discolored_water	yes']	// Discolored Water - Valid NAS Not in TDS		
['BB090'	dock'	drydock']	// Dry Dock		
['BB199'	dock'	floating']	// Floating Dry Dock		
['AK070'	drive_in'	yes']	// Drive In Theater		
['AH025'	earthwork'	yes']	// Engineered Earthwork		
['DB090'	embankment'	yes']	// Embankment, Embankment/Fill		
['AL017'	emergency'	fire_hydrant']	// Fire Hydrant		
['AQ090'	entrance'	yes']	// Entrance and/or exit - Valid NFDD but not in TDS Spec		
['AC000'	facility'	processing']	// Processing Facility - NFDD AL010		
['AL010'	facility'	yes']	// Facility		
['AJ010'	farm:irrigation'	centre_pivot']	// Circular Irrigation System - FCODE Retired		
['BI044'	flood_control'	yes']	// Flood Control Structure		
['BH070'	ford'	yes']	// Ford		
['BA023'	foreshore'	yes']	// Foreshore (Precise IHO) - Valid NFDD Not in TDS		
['AH055'	fortified'	yes']	// Fortified Building		
['BD050'	foul_ground'	yes']	// Foul Ground - Valid NAS Not in TDS		
['EA031'	garden:type'	botanical']	// Botanical Garden		
['AD020'	generator:source	solar']	// Solar Panel		
['AJ051'	generator:source	wind']	// Windmotor, Wind Turbine		
['BJ020'	geological'	moraine']	// Moraine		
['CA030'	geological'	spot_elevation']	// Spot Elevation		
['DA010'	geological'	soil_surface_regi	// Soil Surface Region		
['DB028'	geological'	cave_chamber']	// Cave Chamber		

['DB110'	geological'	fault']	// Fault, Geologic Fault		
['BJ099'	glacier:type'	icecap']	// Ice-cap		
['AK101'	golf'	driving_range']	// Golf Driving Range		
['AL065'	hazard'	minefield']	// Minefield		
['AP010'	highway'	track']	// Cart Track		
['AP030'	highway'	road']	// Road - See Custom rules		
['AP033'	highway'	turning_circle']	// Engineered Turn Around Site		
['AP050'	highway'	path']	// Trail		
['AP055'	highway'	tank_trail']	// Tank Trail		
['AQ135'	highway'	rest_area']	// Roadside Rest Area		
['AQ150'	highway'	steps']	// Stair		
['AQ160'	highway'	traffic_signals']	// Traffic Light		
['AQ161'	highway'	street_lamp']	// Street Lamp		
['AL012'	historic'	archaeological_s	// Archeological Site		
['AL130'	historic'	monument']	// Memorial Monument		
['AL375'	historic'	castle']	// Castle		
['AL376'	historic'	castle_complex']	// Castle Complex		
['BD180'	historic'	wreck']	// Wreck - Valid NFDD Not in TDS		
['ZB030'	historic'	boundary_stone']	// Boundary Monument		
['AQ075'	ice_road'	yes']	// Ice Route		
['AC040'	industrial'	refinery']	// Hydrocarbon Products Facility, Oil/Gas Facilities		
['AP020'	junction'	yes']	// Road Interchange - See RIT		
['BJ100'	landcover'	snowfield']	// Snow Field and/or Ice-field		
['DB100'	landform'	esker']	// Esker		
['AT010'	landmark'	dish_aerial']	// Dish Aerial		
['AA010'	landuse'	surface_mining']	// Extraction Mine		
['AA012'	landuse'	quarry']	// Quarry - NFDD AA010		
['AA052'	landuse'	hydrocarbons_fie	// Hydrocarbons Field		
['AB000'	landuse'	landfill']	// Disposal Site / Waste Pile		
['AB040'	landuse'	aeration_basin']	// Aeration Basin		
['AD025'	landuse'	solar_farm']	// Solar Farm		
['AD060'	landuse'	wind_farm']	// Wind Farm		
['AG040'	landuse'	commercial']	// Office Park		
['AJ030'	landuse'	holding_pen']	// Feedlot/Stockyard		
['AL011'	landuse'	installation']	// Installation. This is a group of AL010 Facilities.		
['AL020'	landuse'	built_up_area']	// Built-up Area	commercial	
['AL030'	landuse'	cemetery']	// Cemetery	cemetery	
['AL142'	landuse'	observatory']	// Astronomical Observatory		
['AL170'	landuse'	plaza']	// Plaza/City Square		
['AL270'	landuse'	plantation']	// Industrial Farm	industrial	
['AM010'	landuse'	depot']	// Storage Depot		
['AM040'	landuse'	mineral_pile']	// Mineral Pile		
['AM071'	landuse'	tank_farm']	// Tank Farm		
['AT012'	landuse'	aerial_farm']	// Aerial Farm		
['BB005'	landuse'	harbour']	// Harbor	harbor	
['BB009'	landuse'	port']	// Port		

['BH135'	landuse'	rice_field']	// Rice Field		
['EA010'	landuse'	farmland']	// Crop Land		
['EA030'	landuse'	plant_nursery']	// Plant Nursery		
['EA040'	landuse'	orchard']	// Orchard/Plantation		
['EA050'	landuse'	vineyard']	// Vineyard		
['EA055'	landuse'	hop_garden']	// Hop Field		
['EC015'	landuse'	forest']	// Forest		
['EC030'	landuse'	forest']	// Wood - NFDD EC015		
['EE010'	landuse'	logging']	// Logging Area		
['FA100'	landuse'	test_area']	// Test Area		
['FA165'	landuse'	training_area']	// Training Area		
['GB040'	launch_pad'	yes']	// Launch Pad		
['AK040'	leisure'	pitch']	// Athletic Field	pitch	
['AK090'	leisure'	fairground']	// Fairground		
['AK100'	leisure'	golf_course']	// Golf Course		
['AK120'	leisure'	park']	// Park		
['AK130'	leisure'	track']	// Racetrack		
['AK160'	leisure'	stadium']	// Stadium/Amphitheater		
['AK170'	leisure'	swimming_pool']	// Swimming Pool	swimming	
['BB082'	leisure'	slipway']	// Shoreline Ramp		
['BB240'	leisure'	slipway']	// Slipway - NFDD BB082		
['BI030'	lock'	yes']	// Lock		
['AA040'	man_made'	rig']	// Rig/Superstructure		
['AA045'	man_made'	borehole']	// Borehole		
['AA050'	man_made'	water_well']	// Well - NFDD BH230 or AA054		
['AA054'	man_made'	well']	// Non-water Well		
['AB021'	man_made'	liquid_diffuser']	// Liquid Diffuser		
['AB507'	man_made'	waste_heap']	// Waste Heap		
['AC010'	man_made'	blast_furnace']	// Blast-furnace		
['AC020'	man_made'	catalytic_cracker	// Catalytic Cracker		
['AC060'	man_made'	furnace']	// Industrial Furnace		
['AC507'	man_made'	wastewater_plan	// Sewage Treatment Plant		
['AF010'	man_made'	chimney']	// Chimney/Smokestack		
['AF020'	man_made'	goods_conveyor'	// Conveyor		
['AF040'	man_made'	crane']	// Crane		
['AF050'	man_made'	excavating_mach	// Excavating Machine		
['AF060'	man_made'	engine_test_cell'	// Engine Test Cell		
['AF070'	man_made'	flare']	// Flare Pipe		
['AF080'	man_made'	hopper']	// Hopper		
['AJ050'	man_made'	windmill']	// Windmill		
['AJ055'	man_made'	water_mill']	// Water Mill		
['AK080'	man_made'	outdoor_theatre_	// Outdoor Theatre Screen		
['AK150'	man_made'	ski_jump']	// Ski-jump	skiing	
['AK161'	man_made'	scoreboard']	// Scoreboard		
['AK190'	man_made'	recreational_pier	// Recreational Pier - NFDD BB081		
['AL014'	man_made'	structure']	// Non-building Structure		

['AL025'	man_made'	cairn']	// Cairn		
['AL073'	man_made'	flagpole']	// Flagpole		
['AL080'	man_made'	gantry']	// Gantry		
['AL140'	man_made'	particle_accelera	// Particle Accelerator		
['AL165'	man_made'	pipeline_crossing	// Pipeline Or Pipe Crossing Point		
['AL175'	man_made'	courtyard']	// Courtyard		
['AL241'	man_made'	tower']	// Tower		
['AL510'	man_made'	tethered_balloon	// Tethered Balloon		
['AM020'	man_made'	silo']	// Grain Bin/Silo/Grain Storage Structure		
['AM030'	man_made'	grain_elevator']	// Grain Elevator		
['AM060'	man_made'	bunker']	// Surface Bunker		
['AM070'	man_made'	storage_tank']	// Storage Tank		
['AM080'	man_made'	water_tower']	// Water Tower	water	
['AQ063'	man_made'	causeway']	// Causeway Structure		
['AQ111'	man_made'	watercourse_cro	// Prepared Watercourse Crossing		
['AQ113'	man_made'	pipeline']	// Pipeline		
['AQ114'	man_made'	storm_drain']	// Storm Drain # In TDS, it's a point not a line as the entry point		
['AQ115'	man_made'	utility_cover']	// Utility Cover		
['AQ116'	man_made'	pumping_station'	// Pumping Station		
['AQ180'	man_made'	weigh_station']	// Weigh Station		
['AT011'	man_made'	mast']	// Aerial		
['AT045'	man_made'	radar_station']	// Radar Station Radar Transmitter		
['BB041'	man_made'	breakwater']	// Breakwater - NFDD BB081		
['BB043'	man_made'	groyne']	// Groin - NFDD BB081		
['BB110'	man_made'	fish_traps']	// Fish Traps/Fish Weirs		
['BB140'	man_made'	training_wall']	// Training Wall - NFDD BB081		
['BC010'	man_made'	beacon']	// Beacon - Valid NFDD Not in TDS		
['BC050'	man_made'	lighthouse']	// Lighthouse	lighthouse	
['BD110'	man_made'	offshore_constru	// Offshore Platform - NFDD BD115		
['BD115'	man_made'	offshore_constru	// Offshore Construction		
['BH012'	man_made'	qanat_shaft']	// Qanat Shaft		
['BH155'	man_made'	salt_pond']	// Salt Evaporator		
['BH220'	man_made'	water_works']	// Waterwork	water	
['BH230'	man_made'	water_well']	// Water Well	water	
['BI006'	man_made'	ship_elevator']	// Ship Elevator		
['BI041'	man_made'	basin_gate']	// Water Gate - NFDD BI045		
['BI045'	man_made'	basin_gate']	// Basin Gate		
['BI070'	man_made'	gauging_station']	// Gauging Station		
['DB071'	man_made'	cut_edge']	// Cut Line ## In TDS,this is the edge of the cut		
['EC040'	man_made'	cutline']	// Cleared Way/Cut Line/Firebreak		
['GA034'	man_made'	radio_navigation_	// Aeronautical Radio Navigation Service		
['ZB050'	man_made'	survey_point']	// Survey Point		
['ZD070'	man_made'	water_measurem	// Water Measurement Location		
['GB050'	military:revetmen	yes']	// Aircraft/Defensive Revetment	airfield	
['AL120'	military'	missile_site']	// Missile Site		
['FA015'	military'	range']	// Firing Range/Gunnery Range		

['SU001'	military'	installation']	// Military Installation		
['SU004'	military'	cantonment']	// Cantonment Area		
['AA020'	mine:superstructu	yes']	// Mine Shaft Superstructure		
['DB150'	mountain_pass'	yes']	// Mountain Pass		
['ZD040'	named_location'	yes']	// Named Location		
['AA011'	natural'	shear_wall']	// Shear Wall		
['BA050'	natural'	beach']	// Beach - Valid but not in TDS Spec		
['BD061'	natural'	aquatic_vegetatio	// Aquatic Vegetation - Valid NAS Not in TDS		
['BD120'	natural'	reef']	// Reef - Valid NFDD Not in TDS		
['BH077'	natural'	hummock']	// Hummock		
['BH095'	natural'	wetland']	// Wetland - In NFDD & NAS but not TDS	wetland	
['BH116'	natural'	aquifer']	// Aquifer		
['BH150'	natural'	salt_flat']	// Salt Flat, Salt Pan		
['BH160'	natural'	sabkha']	// Sabkha		
['BH170'	natural'	spring']	// Natural Pool, Spring/Water Hole		
['BJ030'	natural'	glacier']	// Glacier		
['BJ031'	natural'	crevasse']	// Crevasse		
['BJ040'	natural'	ice_cliff']	// Ice Cliff		
['BJ060'	natural'	ice_peak']	// Ice Peak		
['BJ065'	natural'	ice_shelf']	// Ice Shelf		
['BJ080'	natural'	polar_ice']	// Polar Ice		
['BJ110'	natural'	tundra']	// Tundra		
['DA005'	natural'	asphalt_lake']	// Asphalt Lake		
['DB010'	natural'	cliff']	// Bluff/Cliff/Escarpment, Steep Terrain Face		
['DB029'	natural'	cave_entrance']	// Cave Mouth		
['DB061'	natural'	crevice']	// Crevice		
['DB080'	natural'	depression']	// Depression		
['DB115'	natural'	geothermal_outle	// Geothermal Feature, Geothermal Outlet		
['DB160'	natural'	rock_formation']	// Rock Formation		
['DB170'	natural'	dune']	// Sand Dune/Sand Hills		
['DB180'	natural'	volcano']	// Volcano		
['DB190'	natural'	volcanic_dyke']	// Volcanic Dyke		
['DB200'	natural'	gully']	// Gully - FCODE Retired		
['DB211'	natural'	slide']	// Landslide Mass		
['EA020'	natural'	hedgerow']	// Hedgerow		
['EB010'	natural'	grassland']	// Grassland		
['EB020'	natural'	thicket']	// Thicket (was FACC Scrub/Brush/Bush)		
['EB070'	natural'	scrub']	// Brush		
['EC005'	natural'	tree']	// Tree		
['EC010'	natural'	cane']	// Bamboo/Cane		
['EC020'	natural'	oasis']	// Oasis		
['EC060'	natural'	forest_clearing']	// Forest Clearing		
['EE030'	natural'	desert']	// Desert		
['GB485'	navigationaid'	als']	// Approach Lighting System - Valid NFDD Not in TDS		
['AL155'	overhead_obstru	yes']	// Overhead Obstruction		
['AQ141'	parking'	garage']	// Parking Garage		

['BH110'	pipeline:type'	penstock']	// Penstock		
['AL105'	place'	settlement']	// Settlement		
['AL208'	place'	shanty_town']	// Shanty Town		
['BA030'	place'	island']	// Island		
['BH050'	place'	marine_farm']	// Mariculture Site - NFDD BH051		
['BH051'	place'	maritime_farm']	// Fish Farm Facility		
['AD010'	power'	plant']	// Electric Power Station, Power Plant		
['AD030'	power'	substation']	// Power Substation, Substation/Transformer Yard		
['AT030'	power'	line']	// Power Line - NFDD AT005		
['FA012'	protect_class'	16']	// Contaminated Region		
['AQ125'	public_transport'	station']	// Transportation Station		
['AT042'	pylon'	yes']	// Pylon		
['AN010'	railway'	rail']	// Railway		
['AN075'	railway'	turntable']	// Railway Turntable		
['AN076'	railway'	roundhouse']	// Roundhouse		
['AN085'	railway'	signal']	// Railway Signal		
['AL195'	ramp'	yes']	// Ramp		
['AL121'	raw:fcode'	AL121']	// Anti Aircraft Artillery Site		
['BA024'	raw:fcode'	BA024']	// Shoreline		
['BB008'	raw:fcode'	BB008']	// Harbour Waters		
['BB019'	raw:fcode'	BB019']	// Anchor		
['BB020'	raw:fcode'	BB020']	// Berth		
['BB080'	raw:fcode'	BB080']	// Dolphin		
['BB115'	raw:fcode'	BB115']	// Nautical Gridiron		
['BB150'	raw:fcode'	BB150']	// Beach Landing Site		
['BC020'	raw:fcode'	BC020']	// Buoy		
['BC034'	raw:fcode'	BC034']	// Maritime Radiobeacon		
['BC040'	raw:fcode'	BC040']	// Maritime Navigation Light	lighthouse	
['BC041'	raw:fcode'	BC041']	// Maritime Nav Light Support		
['BC055'	raw:fcode'	BC055']	// Maritime Navigation Marker		
['BC060'	raw:fcode'	BC060']	// Light Sector		
['BC080'	raw:fcode'	BC080']	// Insubstantial Nav Mark		
['BE010'	raw:fcode'	BE010']	// Depth Curve		
['BE015'	raw:fcode'	BE015']	// Depth Contour		
['BE019'	raw:fcode'	BE019']	// Depth Area		
['BE020'	raw:fcode'	BE020']	// Sounding		
['BE050'	raw:fcode'	BE050']	// Beach Profile		
['BG010'	raw:fcode'	BG010']	// Water Movement Data Location		
['BG012'	raw:fcode'	BG012']	// Water Turbulence		
['BG030'	raw:fcode'	BG030']	// Tidal Stream Observe Station		
['BH190'	raw:fcode'	BH190']	// Lagoon		
['BJ070'	raw:fcode'	BJ070']	// Pack Ice		
['DB185'	raw:fcode'	DB185']	// Crater		
['EC050'	raw:fcode'	EC050']	// Grove		
['FA002'	raw:fcode'	FA002']	// Geopolitical Entity		
['FA003'	raw:fcode'	FA003']	// Administrative Subdivision		

['FA090'	raw:fcode'	FA090']	// Geophysical Prospecting Grid - No replacement code	
['FC021'	raw:fcode'	FC021']	// Maritime Limit	
['FC034'	raw:fcode'	FC034']	// Dredged Area	
['FC035'	raw:fcode'	FC035']	// Waterbody Divider	
['FC037'	raw:fcode'	FC037']	// Maritime Caution Area	
['FC041'	raw:fcode'	FC041']	// Traffic Separation Scheme	
['FC100'	raw:fcode'	FC100']	// Measured Distance Line	
['FC130'	raw:fcode'	FC130']	// Maritime Radar Ref Line	
['FC165'	raw:fcode'	FC165']	// Maritime Route	
['FC177'	raw:fcode'	FC177']	// Swept Area	
['GA033'	raw:fcode'	GA033']	// Aero Radio Nav Installation	
['GB013'	raw:fcode'	GB013']	// Aerodrome Beacon	
['GB220'	raw:fcode'	GB220']	// Aeronautical Obstacle - No replacement codd	
['IA040'	raw:fcode'	IA040']	// Land Parcel	
['NA170'	raw:fcode'	NA170']	// Drainage Basin	
['NM010'	raw:fcode'	NM010']	// Aqueduct Aon	
['NM020'	raw:fcode'	NM020']	// Navigable Canal Aon	
['NM030'	raw:fcode'	NM030']	// Ditch Aon	
['NM082'	raw:fcode'	NM082']	// Inland Waterbody Aon	
['NM140'	raw:fcode'	NM140']	// River Aon	
['NM160'	raw:fcode'	NM160']	// Sabkha Aon	
['NM170'	raw:fcode'	NM170']	// Natural Pool Aon	
['NM230'	raw:fcode'	NM230']	// Water Well Aon	
['NU010'	raw:fcode'	NU010']	// Cistern Aon	
['NU070'	raw:fcode'	NU070']	// Storage Tank Aon	
['NU113'	raw:fcode'	NU113']	// Pipeline Aon	
['NU116'	raw:fcode'	NU116']	// Pumping Station Aon	
['NU170'	raw:fcode'	NU170']	// Swimming Pool Aon	
['SA050'	raw:fcode'	SA050']	// Slope Region	
['STB23'	raw:fcode'	STB23']	// Landing Zone	
['STBM1'	raw:fcode'	STBM1']	// Military Boundary	
['STDPP'	raw:fcode'	STDPP']	// Standpipe	
['T0181'	raw:fcode'	T0181']	// Pump	
['ZB020'	raw:fcode'	ZB020']	// Benchmark	
['ZB036'	raw:fcode'	ZB036']	// Distance Mark	
['ZB060'	raw:fcode'	ZB060']	// Geodetic Point	
['ZC040'	raw:fcode'	ZC040']	// Local Magnetic Anomaly	
['AQ059'	route_change'	yes']	// Transportation Route Characteristic Change	
['AL210'	route:protection'	yes']	// Protection Shed - NFDD AL211	
['AL211'	route:protection'	yes']	// Transportation Route Protection Structure	
['AQ070'	route'	ferry']	// Ferry Crossing	
['AL200'	ruins'	yes']	// Ruins	
['BB100'	seamark:fishing_	stake']	// Fishing Stakes - Valid NAS not in TDS	
['BB241'	seamark:harbour	shipyard']	// Shipyard	
['BD020'	seamark:obstruct	crib']	// Crib - Valid NAS Not in TDS	
['BD130'	seamark:obstruct	rock']	// Hazardous Rock - Valid NAS Not in TDS	

['BD140'	seamark:obstruc	stump']	// Snag / Stump		
['AQ110'	seamark:type'	mooring']	// Mooring Mast		
['BB010'	seamark:type'	anchorage']	// Anchorage - Valid NFDD Not in TDS		
['BB155'	seamark:type'	signal_station']	// Maritime Signal Station - Valid NFDD Not in TDS		
['BC070'	seamark:type'	light_vessel']	// Light Vessel		
['BD181'	seamark:type'	hulk']	// Hulk		
['GB070'	seamark:type'	seaplane_landing	// Seaplane Run		
['AN060'	service'	yard']	// Railway Yard		
['AQ118'	sharp_curve'	yes']	// Sharp Curve		
['AM011'	shipping_contain	yes']	// Shipping Container		
['AG030'	shop'	mall']	// Shopping Complex		
['AL180'	shop'	kiosk']	// Retail Stand		
['BB081'	shoreline_constr	yes']	// Shoreline Construction		
['BA010'	shoreline'	yes']	// Coastline/Shoreline, Land Water Boundary		
['AN050'	sidetrack'	yes']	// Railway Sidetrack		
['AQ035'	sidewalk'	yes']	// Sidewalk		
['AH050'	site:type'	fortification']	// Fortification - FCODE Retired		
['ZI002'	source:metadata	restriction']	// Restriction Information		
['ZI026'	source:metadata	feature']	// Feature Metadata		
['ZI027'	source:metadata	feature_attribute'	// Feature Atribute Metadata		
['ZI031'	source:metadata	dataset']	// Dataset Metadata		
['ZI039'	source:metadata	entity']	// Entity Collection Metadata		
['ZI040'	source:metadata	spatial_entity']	// Spatial Metadata Entity		
['ZI041'	source:metadata	non_spatial_entit	// Non-Spatial Metadata Entity		
['ZJ001'	source:metadata	relation']	// Resource Metadata Relation		
['AL351'	space_facility'	yes']	// Space Facility		
['AK050'	sport'	tennis']	// Tennis Court		
['AK155'	sport'	skiing']	// Ski-run # Not good		
['AQ120'	steep_grade'	yes']	// Steep Grade		
['AQ162'	street_sign'	yes']	// Street Sign		
['BD100'	structural_pile'	yes']	// Structural Pile		
['AK164'	theatre:type'	amphi']	// Amphitheatre		
['AL036'	tomb'	yes']	// Tomb		
['AI020'	tourism'	caravan_site']	// Caravan Park, Mobile Home/Mobile Home Park		
['AK020'	tourism'	theme_park_attra	// Amusement Park Attraction		
['AK030'	tourism'	theme_park']	// Amusement Park		
['AK060'	tourism'	camp_site']	// Campground/Campsite		
['AK061'	tourism'	picnic_site']	// Picnic Site		
['AK121'	tourism'	viewpoint']	// Lookout		
['AK180'	tourism'	zoo']	// Zoo/Safari Park		
['AL201'	tourism'	attraction']	// Interest Site		
['AF030'	tower:type'	cooling']	// Cooling Tower		
['AL110'	tower:type'	light']	// Light Support Structure		
['BI050'	tower'	water_intake']	// Water Intake Tower		
['AQ065'	tunnel'	culvert']	// Culvert		
['AQ095'	tunnel'	mouth']	// Tunnel Mouth		

['AQ130'	tunnel'	yes']	// Tunnel		
['AT050'	use'	communication']	// Communication Station - No replacement code		
['ZD020'	void_collection_a	yes']	// Void Collection Area		
['BB230'	wall'	seawall']	// Seawall - NFDD BB081		
['BH060'	water:race'	flume']	// Flume - NFDD BH065		
['AC030'	water'	settling_basin']	// Settling Basin/Sludge Pond, Settling Pond		
['BA040'	water'	tidal']	// Tidal Water		
['BH040'	water'	wastewater']	// Filtration beds/Aeration beds, Water Treatment Bed		
['BH080'	water'	lake']	// Lake - NFDD BH082		
['BH082'	water'	lake']	// Inland Waterbody		
['BH090'	water'	intermittent']	// Land Subject to Inundation		
['BH100'	water'	moat']	// Moat		
['BH130'	water'	reservoir']	// Reservoir - NFDD BH082		
['BB190'	waterway'	dock']	// Berthing Structure - NFDD BB081		
['BH020'	waterway'	canal']	// Canal		
['BH030'	waterway'	ditch']	// Ditch		
['BH065'	waterway'	race']	// Water Race		
['BH120'	waterway'	rapids']	// Rapids		
['BH140'	waterway'	river']	// River - See custom rules		
['BH145'	waterway'	vanishing_point']	// Vanishing point		
['BH165'	waterway'	spillway']	// Spillway		
['BH180'	waterway'	waterfall']	// Waterfall		
['BI005'	waterway'	boat_lift']	// Vessel Lift		
['BI020'	waterway'	dam']	// Dam/Weir		
['BI040'	waterway'	flow_control']	// Sluice Gate		
['BI060'	waterway'	fish_pass']	// Fish Ladder		
['BH015'	wetland'	bog']	// Bog		
['ED010'	wetland'	marsh']	// Marsh		
['ED020'	wetland'	swamp']	// Swamp		
['ED030'	wetland'	mangrove']	// Mangrove Swamp - NFDD ED020		
] // End fcodeList					