

QGIS Application - Feature request #12131

Assign no renderer to a layer - for label only layers

2015-02-04 05:16 PM - Corey Burger

Status: Closed	
Priority: Normal	
Assignee:	
Category: Symbology	
Pull Request or Patch supplied:	Resolution:
Easy fix?: No	Copied to github as #: 20325
Description	
I am trying to create a label-only layer to show labels on another layer. However, if there are no styles shown, then the labels will not be drawn.	

Associated revisions

Revision d464f862 - 2016-04-06 12:55 PM - Nyal Dawson

[FEATURE] Null ("No symbol") renderer

Using this renderer no symbol will be drawn for features, but labeling, diagrams and other non-symbol parts will still be shown.

Selections can still be made on the layer in the canvas and selected features will be rendered with a default symbol. Features being edited will also be shown.

This is intended as a handy shortcut for layers which you only want to show labels or diagrams for, and avoids the need to render symbols with totally transparent fill/border to achieve this.

(fix #12131)

History

#1 - 2015-02-05 01:31 AM - Giovanni Manghi

- Resolution set to invalid
- Status changed from Open to Closed

you are probably doing it wrong, see for example this

<https://www.youtube.com/watch?v=Qof4oDLxcmE>

please reopen if necessary. Cheers!

#2 - 2015-02-05 09:07 AM - Corey Burger

- Status changed from Closed to Reopened

Although a low priority, I think this is a valid use case, primarily as creating discrete label-only classes is very useful at times (especially given you cannot

create label classes right now).

#3 - 2015-02-07 02:07 AM - Giovanni Manghi

- Status changed from Reopened to Feedback
- Resolution deleted (invalid)

Corey Burger wrote:

Although a low priority, I think this is a valid use case, primarily as creating discrete label-only classes is very useful at times (especially given you cannot create label classes right now).

this is not related to the subject/description of this ticket(?). Seems more a different thing (a feature request), while you can certainly create layers with "no" symbology and use them as markers to pinpoint labels for other layers. Please leave feedback.

#4 - 2015-02-09 07:09 PM - Corey Burger

You are correct, however you have to create an empty symbology and then set it is any version of blank. Ideally, I would change the dropdown with "Single Symbol", etc. to have "No symbology" at the bottom, to make it easy to make a label-only layer.

#5 - 2015-02-10 12:17 AM - Giovanni Manghi

Corey Burger wrote:

You are correct, however you have to create an empty symbology and then set it is any version of blank. Ideally, I would change the dropdown with "Single Symbol", etc. to have "No symbology" at the bottom, to make it easy to make a label-only layer.

this is a good suggestion, but how it relates to this ticket title/description?

#6 - 2015-02-10 11:29 AM - Corey Burger

Sorry, that was a suggested implementation to the problem of needing to have a symbology defined for labels to show.

#7 - 2015-02-11 07:39 PM - Nathan Woodrow

- Target version set to Future Release - Nice to have
- Subject changed from Cannot create label-only layers to Assign no renderer to a layer - for layer only layers
- Category set to Symbology

I agree this would be a handy thing to have. I have updated the ticket information. Nyall and I have talked about it in the past I don't recall there being a reason we couldn't do it.

#8 - 2015-02-11 07:39 PM - Nathan Woodrow

- Tracker changed from Bug report to Feature request

#9 - 2015-02-11 09:04 PM - Corey Burger

Should the title be "label-only layers" not "label-only layers"?

#10 - 2015-02-11 09:06 PM - Nathan Woodrow

- *Subject changed from Assign no renderer to a layer - for layer only layers to Assign no renderer to a layer - for label only layers*

Doh!

#11 - 2016-04-06 03:59 AM - Nyall Dawson

- *Status changed from Feedback to Closed*

Fixed in changeset commit:"d464f862903184e94e01e4963e82e337efc4a388".