

QGIS Application - Feature request #16969

Separate label engine pass for the atlas generator

2017-08-04 11:18 AM - Casper Børgesen

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Map Composer/Printing	
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 24868
<b>Description</b>		
<p>If I would like to create a set of image tiles representing my QGIS project using the atlas generator in the print composer, each tile will handle the labelling independently when exporting the atlas. This causes labels to be cut at the border or the same label being rendered in each of the tiles covering the feature. The following examples illustrates what happens when merging 4 neighboring tiles with different label placements:</p> <p>Offset from centroid: <a href="https://i.stack.imgur.com/9t02t.gif">https://i.stack.imgur.com/9t02t.gif</a></p> <p>Around centroid: <a href="https://i.stack.imgur.com/QpnJ2.gif">https://i.stack.imgur.com/QpnJ2.gif</a></p> <p>Free: <a href="https://i.stack.imgur.com/OJbiW.gif">https://i.stack.imgur.com/OJbiW.gif</a></p> <p>Using perimeter: <a href="https://i.stack.imgur.com/o0lvf.gif">https://i.stack.imgur.com/o0lvf.gif</a></p> <p>If the atlas generator could disable the default label engine pass and instead compute a separate label pass for the entire map, which all of the tiles uses for rendering, then the map could make full use of the label engine capabilites when exporting to tiles.</p>		