

QGIS Application - Feature request #2739

patch to scale label buffers and offsets for printing

2010-05-20 08:30 AM - Marco Hugentobler

Status: Closed	
Priority: Low	
Assignee: Martin Dobias	
Category: C++ Plugins	
Pull Request or Patch supplied:	Resolution: fixed
Easy fix?: No	Copied to github as #: 12799
Description	
<p>The following patch adds scaling of label buffers and offsets for printing. Additionally, the font is requested in a larger size and the painter is downscaled to have a better font appearance when printing (to avoid the so-called Qt font scale bug). Finally, the buffer size is considered in the label size calculation.</p> <p>Martin, could you review this patch (just to avoid I'm breaking something in the new labeling engine)? But no hurry, I know you are very busy these days.</p> <p>Marco</p>	

History

#1 - 2010-05-21 06:02 AM - Marco Hugentobler

new patch version does not use 1mm margin and does not consider buffer size for curved line labels (gives better prints for curved labels compared to first patch)

#2 - 2010-05-29 04:03 PM - Martin Dobias

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

Applied in commit:b1db818a (SVN r13600).

I've simplified the calculations of positions as it was starting to be hairy. I think the buffer size shouldn't be considered for the labels as it complicates things and actually it might be desirable to allow the buffers of neighboring labels to coalesce. But we could add a "margin" property, which would allow the user to set properly the minimum distance from other labels.

Files

100520_labelpatch.diff	8.13 KB	2010-05-20	Marco Hugentobler
100521_labelpatch.diff	8.78 KB	2010-05-21	Marco Hugentobler