

QGIS Application - Bug report #12220

Document better the "priority" functionality for labels

2015-02-18 02:07 AM - Jonathan Moules

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Documentation and Help	
Affected QGIS version:	2.6.1	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 20408
Description		
<p>Under Labelling -> Placement, there's a "priority" bar which ranges from "low" to "high". I'm just guessing here, but I suppose this bar is meant to show important the underlying feature is, and therefore whether a label can be placed on it (there's no reference to it under the "help" button help).</p> <p>If my data is a point feature, and I have symbolised it with a style, QGIS still places the label over the symbol, no matter how high/low I set this value.</p>		

History

#1 - 2015-02-21 03:41 PM - Anita Graser

- Category changed from Labelling to Documentation and Help

As far as I know, the priority influences the label priority. This means that layers with higher priority will be preferred when resolving label collisions with other layers. This does not affect whether labels cover symbols.

I'm therefore changing the category to documentation since the intended behavior should be documented.

#2 - 2015-02-21 03:55 PM - Anita Graser

- Subject changed from "Priority" does nothing for symbolised points to "Priority" does nothing for symbolised points

#3 - 2015-02-23 03:05 PM - Giovanni Manghi

- Subject changed from "Priority" does nothing for symbolised points to Document better the "priority" functionality for labels

Anita Graser wrote:

As far as I know, the priority influences the label priority. This means that layers with higher priority will be preferred when resolving label collisions with other layers.

yes, that's it.

#4 - 2015-03-05 06:22 AM - Alexander Bruy

- Status changed from Open to Closed

Moved to GitHub issues, see <https://github.com/qgis/QGIS-Documentation/issues/468>