

QGIS Application - Bug report #6864

"number of candidates" setting is ignored in composer maps

2012-12-12 12:47 PM - Alister Hood

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	Labelling	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 15997
Description		
<p>In the "automated placement settings" of the new labelling system, it seems* that at least for point layers, the "Number of candidates" setting is only applied in the main map canvas, not in composer maps.</p> <p>I have tested with 1.8 and a version of master that is a couple of weeks old (45a933a). I can't test the latest master at the moment as I am kind of cut off from the world.</p> <p>* If the option "show candidates" is enabled, then the main map canvas shows the number of candidates that is specified, but composer maps always show 8 candidates.</p>		

History

#1 - 2012-12-12 02:01 PM - Alister Hood

- Priority changed from Normal to Low

I'm setting the "priority" to low because I think the "automated placement settings" aren't really expected to be used by end users.

Note that there are some other issues with the "automated placement settings", for example

- If "show candidates" is enabled, then the candidates are shown in the composer, but are not printed. Is this a deliberate design decision?
- The labelling of the different search methods seems unclear:

Chain (fast)
Popmusic Tabu
Popmusic Chain
Popmusic Tabu Chain
FALP (fastest)

Is this an ordered list, so the "fast" chain method is really the *slowest* method? Or are the three Popmusic methods slower than it?

#2 - 2013-06-17 08:17 PM - Alister Hood

| that at least for point layers,

I just tested with current master and it occurs with polygon layers to. I haven't bothered testing with polyline layers.

#3 - 2016-10-10 05:04 PM - Nyal Dawson

2025-04-27

1/2

- *Resolution set to fixed/implemented*
- *Status changed from Open to Closed*

Should not be an issue with current releases, please re-open if you can reproduce.