## **Points: Automatic Label Placement**

Query labels points and controls deletion of overlapping labels using population. Change city.population and city.city\_name to a values appropriate for your data.

```
# population to select which points are to be labeled
# and where to allow maximum density
                                                         gers
                                                         orse Bluff
small = 5000 mid = 7000 big = 9000
dodel = 1 \quad doopt = 1
if (city.population < 5000) { #determine rank
     size = small
     rank = 1
else {
     if (city.population < 25000) {
          size = mid
          rank = 2
     else {
          size = big
          rank = 3
          }
LineStyleSetFont("arial.ttf")
#find placement for labels
LineStyleTextNextPosition(city.city_name,size,0.0,0,
                                     nextx.nextv.lenath)
LineStyleAddToOptimizer(Internal.x,Internal.y,Internal.x
+ length, Internal.y + size, rank, doopt, dodel)
#draw labels
func FuncDrawLabel () {
     small = 5000 mid = 7000 big = 9000
     if (city.population < 5000) {
          size = small
          LineStyleSetTextColor(0,0,0,0,0,0)
     else {
          if (city.population < 25000) {
                     size = mid
LineStyleSetTextColor(0,0,255,0,0,255)
                     ł
          else {
                     size = bia
LineStyleSetTextColor(255,0,0,0,0,0)
                     }
     LineStyleSetFont("arial.ttf")
     LineStyleDrawText(city.city_name.size.0.0.0)
     }
```

# This script uses deletion and ranking based on



**Variation:** increase number of ranks to differentiate population more closely.