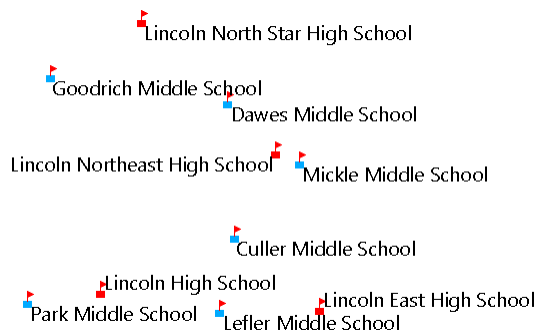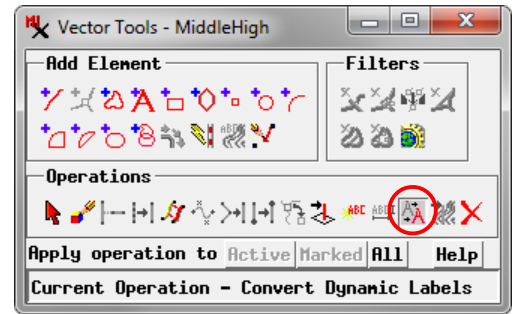# Convert Dynamic Labels to Label Elements

Vector objects in TNTgis can display two types of labels: dynamic display labels and label elements. Dynamic labels are generated for display on-the-fly from attributes of point, line, or polygon elements (see the Technical Guide entitled *Dynamic Labels for Geometric Elements*). Label elements are a separate element type in vector objects and have stored positions, text, and styles. Label elements can be created, moved, and edited in the TNTmips Editor or TNTedit.

Dynamic display labels provide a number of positioning options for point and polygon labels along with label optimization options for point labels to minimize overlaps. They can be shown as needed using only controls in the Display interface (including control by map scale) without the need to modify the spatial data.

However, all dynamic labels for a particular element type use the same text style (unless you set styles by script), and you cannot alter the placement of labels element-by-element. Creating and editing vector label elements in the Editor affords much more control over the placement and content of individual labels, allowing you to create a set of labels with optimal positions relative to associated geometric elements (if any) and relative to each other.

You can add labels in the Editor manually (Add Label tool) or auto-generate labels for active, marked, or all elements using text, attribute information, or a script (Auto-Generate Labels operation). However, if you have already set up dynamic labels for the vector object, you can use the Convert Dynamic Labels operation to create label elements from the dynamic labels. Style information set for the dynamic labels is saved with each label element that is created. You can create label elements from the dynamic labels for active, marked, or all elements in the view. Because dynamic labels are only displayed when their source element is in the View, be sure to adjust the Editor window size and zoom level to display all of the elements that need to have their display labels converted to label elements. After the conversion, you can then edit the labels to change their positions, orientations, and styles.


Dynamic display labels for vector points with label optimization set to *Full, With Overlapping Labels*.
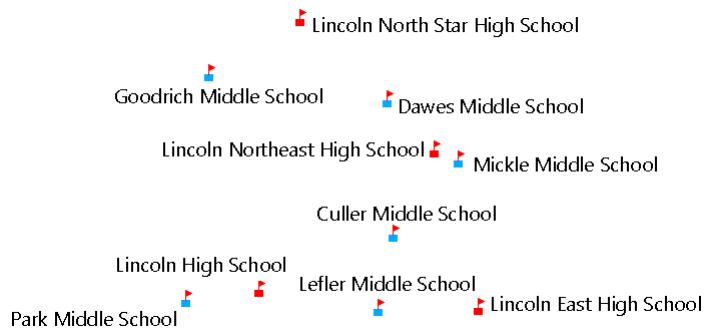
Vector label elements converted from the dynamic labels in the Editor and repositioned manually to avoid overlaps with other point symbols and labels.
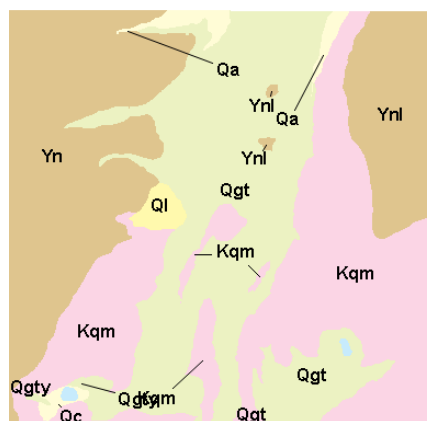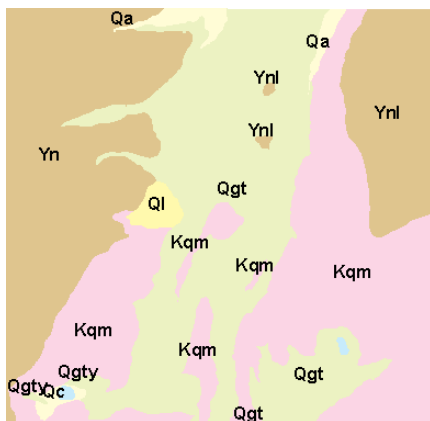
Polygons with dynamic labels in two positioning modes: Fit Inside or Center (left), and Fit Inside or Outside with Leader (right).
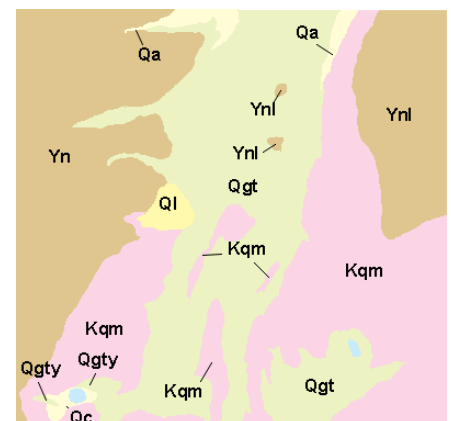
Label elements converted from dynamic labels and repositioned in the Editor for better distribution..