

## QGIS Application - Feature request #12482

### Add random function with seed to expressions

2015-03-31 10:51 AM - Olivier Dalang

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 20630
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Expressions	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>Hi !</p> <p>When using data defined values, it's hard to use the rand() function, because a new random number is generated all the time.</p> <p>A symbol with this as polygon fill color: color_hsl(rand(0,360),100,50) will be changing color at each redraw, making the map look like a disco party (not saying it's not nice ;) ).</p> <p>Why not add another random function where one could specify a seed, so that the random number is always the same. Typically, one would use the feature's ID as the seed. color_hsl(rand_seed(\$id,0,360),100,50) This way, the random color would always be the same, hopefully even across different setups.</p> <p>Thanks !</p> <p>Olivier</p>		

#### History

##### #1 - 2015-04-02 05:26 PM - Nyal Dawson

fYI the expressions+ plugin has a quasirand function which allows this.

##### #2 - 2015-04-07 02:59 AM - Olivier Dalang

Oh that's very cool, didn't know about this. So it's about moving this to core ;)

##### #3 - 2017-05-01 12:47 AM - Giovanni Manghi

- Easy fix? set to No