

# QGIS Application - Feature request #2116

## avoid black and white from default colors

2009-11-19 01:41 AM - Paolo Cavallini

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Symbology	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 12176
<b>Description</b>	
When loading a vector, random colors are assigned; it seems appropriate avoiding both black and white, as white can be confused with background, and black is the default color for outline. Same for random colors in classifications	

### History

#### #1 - 2011-12-16 01:58 PM - Giovanni Manghi

- Target version changed from Version 1.7.0 to Version 1.7.4

#### #2 - 2012-04-15 10:12 AM - Giovanni Manghi

- Target version changed from Version 1.7.4 to Version 2.0.0

#### #3 - 2012-10-06 02:29 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#### #4 - 2015-11-14 11:52 AM - Médéric RIBREUX

- Assignee deleted (nobody -)
- Pull Request or Patch supplied set to No
- Status changed from Open to Closed
- Resolution set to fixed/implemented
- % Done changed from 0 to 100

Hello, bug triage...

after digging into the code, I've found the default color symbol affectation (on core/symbology-ng/qgssymbolv2.cpp):

```
s->setColor( QColor::fromHsv( qrand() % 360, 64 + qrand() % 192, 128 + qrand() % 128 ) );
```

The saturation can't be inferior to 64 (avoid color to be too white) and the value can't be inferior to 128 (avoiding too dark colors).

I am closing this old one !