

QGIS Application - Feature request #2116
avoid black and white from default colors

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

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	Symbology	
Pull Request or Patch supplied:		Resolution: fixed/implemented
Easy fix?:	No	Copied to github as #: 12176
Description		
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 !