

QGIS Application - Bug report #4419

Improve random colour ramps

2011-10-21 03:01 AM - Paolo Cavallini

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 14351
Description		
The random colour ramps are generally ugly, and often colours are repeated		

Associated revisions

Revision f0120656 - 2013-06-04 07:13 AM - Nyal Dawson

Fix #4419, improve random color ramp appearance and generate colors with better chance of uniqueness

History

#1 - 2011-12-16 02:10 PM - Giovanni Manghi

- Target version set to Version 1.7.4

#2 - 2012-04-16 06:29 AM - Paolo Cavallini

- Target version changed from Version 1.7.4 to Version 1.8.0

- Affected QGIS version set to master

- Crashes QGIS or corrupts data set to No

#3 - 2012-09-04 11:56 AM - Paolo Cavallini

- Target version changed from Version 1.8.0 to Version 2.0.0

#4 - 2013-06-03 10:45 PM - Nyal Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"f01206565847655d1caee64d342d999988c66491".

#5 - 2013-06-07 06:57 AM - Giovanni Manghi

- File 45.png added

Nyal Dawson wrote:

Fixed in changeset commit:"f01206565847655d1caee64d342d999988c66491".

Hi Nyal, good afternoon,

how the fix is supposed to work? I created a 99 color random color ramp, and by default it looks much better than before, but when applied it is not random at all, see attached image. Thanks!

#6 - 2013-06-15 04:43 AM - Giovanni Manghi

Nyall Dawson wrote:

| *Fixed in changeset commit:"f01206565847655d1caee64d342d999988c66491".*

bump, see #4419-5

#7 - 2013-07-12 02:58 AM - Paolo Cavallini

- *Status changed from Closed to Reopened*

#8 - 2013-07-12 02:59 AM - Paolo Cavallini

Apparently the ramp is created well, but is not applied, and the resulting vector or raster is blank.

#9 - 2013-07-12 03:07 AM - Nathan Woodrow

Do you have a image. I don't have any issues with colour ramps here.

#10 - 2013-07-12 03:31 AM - Giovanni Manghi

Nathan Woodrow wrote:

| *Do you have a image. I don't have any issues with colour ramps here.*

<https://issues.qgis.org/attachments/5852/45.png>

#11 - 2013-07-12 03:51 AM - Paolo Cavallini

- *File colour_ramp.png added*

Apparently it is misclassified, see attached.

#12 - 2013-07-12 03:53 AM - Giovanni Manghi

Paolo Cavallini wrote:

| *Apparently it is misclassified, see attached.*

confirmed, but it works if you use mode "equal interval".

it seems to affect only the random color ramps, other manually created ramps seems not affected.

#13 - 2013-10-01 07:12 AM - Nyall Dawson
- Status changed from Reopened to Closed

Fixed in changeset commit:"f01206565847655d1caee64d342d999988c66491".

#14 - 2013-11-24 02:25 AM - Giovanni Manghi
- File 26.png added
- File 27.png added

Nyall Dawson wrote:

Fixed in changeset commit:"f01206565847655d1caee64d342d999988c66491".

Hi Nyall,

I just tested master and things seems better but not as good with the old "random" symbology we had in the old symbology engine. See the attached images.

At this point I don't think that makes a lot of sense re-opening this ticket, what I suggest is to open a feature request to add a new renderer ("random") eventually using ideas from the old symbology engine or plugins like <http://plugins.qgis.org/plugins/mapcoloring/>

Files			
45.png	155 KB	2013-06-07	Giovanni Manghi
colour_ramp.png	97.6 KB	2013-07-12	Paolo Cavallini
26.png	171 KB	2013-11-24	Giovanni Manghi
27.png	45.9 KB	2013-11-24	Giovanni Manghi