

QGIS Application - Feature request #6064  
define new or edit existing colorbrewer schemes

2012-07-18 09:03 AM - Otto Dassau

Status:	Open	Resolution: Copied to github as #: 15425
Priority:	Normal	
Assignee:		
Category:	Symbology	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>Hi,</p> <p>to define new colorbrewer schemes, like Spectral, Set2, etc it is currently necessary to edit /src/core/symbology-ng/qgscolorbrewerpalette.h and compile QGIS. It would be a nice feature to be able to define new colorbrewer schemes in QGIS without the need to recompile or to change the random color ramps in the style manager.</p> <p>Regards Otto</p>		

History

- #1 - 2012-09-04 11:52 AM - Paolo Cavallini
- Target version changed from Version 1.8.0 to Version 2.0.0
- #2 - 2012-10-06 02:20 AM - Pirmin Kalberer
- Target version changed from Version 2.0.0 to Future Release - Nice to have
- #3 - 2017-05-01 12:48 AM - Giovanni Manghi
- Easy fix? set to No