

QGIS Application - Feature request #6064

define new or edit existing colorbrewer schemes

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

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|--|-----------|---|
| Status: | Open | Resolution: Copied to github as #: 15425 |
| Priority: | Normal | |
| Assignee: | | |
| Category: | Symbology | |
| Pull Request or Patch supplied: | Yes | |
| 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