QGIS Application - Feature request \#9303
Add a switch to reverse colours and invert palette
2014-01-07 01:22 AM - Paolo Cavallini

| Status: | Closed |  |  |
| :---: | :---: | :---: | :---: |
| Priority: | Normal |  |  |
| Assignee: |  |  |  |
| Category: | Symbology |  |  |
| Pull Request or Patch supplied: |  | Resolution: fixed/implementedCopied to github as \#: 17911 |  |
| Easy fix?: | No |  |  |
| Description |  |  |  |
| See http://www.bc-consult.com/free/bcccoltbl1.html\#i001 |  |  |  |

## History

\#1-2014-01-07 05:05 AM - Etienne Tourigny

It is possible to invert the gradient in rasters (before classifying), but not in vectors. It should be easy to add a "invert" checkbox next to the color ramp selector in the Categorized and Graduated modes.

Updating the various gradient dialogs to support inverted colors would be somewhat more involved.

IMHO inverting palette is not feasible with cpt-city gradients.

## \#2-2014-01-09 05:01 AM - Etienne Tourigny

- \% Done changed from 0 to 50

Added invert checkbox for vector layer classification (Categorized and Graduated) in 0a8c1ccd090f28efe2706e6f56d8ce2861867496 .

I am not sure that "inverting palette" is so useful (and honestly difficult or impossible for cpt-city gradients), but it could be added to the standard gradient dialog.

Leaving this open for now.

## \#3-2014-01-09 05:14 AM - Etienne Tourigny

Actually, implementing "invert palette" shouldn't be too hard.

The question is, where should this option appear? In the gradient dialog boxes, or in the raster/vector classification Uls (as is done for "invert colors")?

Another question is: is this really necessary?

Here is the relevant code in the 1-band raster colour table plugin (bcccoltbl), in file Palette.py, that does the inversions.

```
# interfaces to export useful objects
def getColPalette(self, blnvert = False, bReverse = False):
    """
    -- return the colour palette array
```


## if blnvert:

\#invert the colour palette

```
for i in range(self.nColo+1):
self.arColo[i,0] = 255 - self.arColo[i,0]
self.arColo[i,1] = 255 - self.arColo[i,1]
self.arColo[i,2] = 255 - self.arColo[i,2]
if bReverse:
```

\#reverse the colours order
ar $=$ np.zeros((self.nColo+1,4),int)
$\mathrm{n}=$ self.nColo
for i in range(self.nColo+1):
$\operatorname{ar}[i, 0]=$ self.arColo[n -i,0]
$\operatorname{ar}[i, 1]=$ self.arColo[n -i,1]
ar[i,2] = self.arColo[n -i,2]
self.arColo = ar
return self.arColo

## \#4-2014-01-09 05:17 AM - Etienne Tourigny

Added a few people to this ticket, would appreciate feddback on questions raised in last comment

## \#5-2014-01-09 05:45 AM - Paolo Cavallini

Not sure it is necessary. I'd put it besides the "invert colour" checkbox.
\#6-2017-05-01 12:48 AM - Giovanni Manghi

- Easy fix? set to No
\#7-2018-02-24 02:02 PM - Paolo Cavallini
- Resolution set to fixed/implemented
- Status changed from Open to Closed

Implemented

