

## QGIS Application - Feature request #9956

### Raster symbology dialog needs a 'predefined colourmap' render mode

2014-03-31 12:35 AM - Tim Sutton

<b>Status:</b> Open	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Rasters	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b>
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 18454
<b>Description</b>	
<p>We need a new raster render mode called 'predefined colourmap' which will apply a colour ramp e.g. hillshade relief directly to a raster with no other interaction other than choosing the appropriate ramp. The ramp should automatically interpolate RGB values along the ramp for each raster value without the user needing to directly classify the layer as is currently the case in the Psuedocolor renderer. The general workflow should be as follows:</p> <ul style="list-style-type: none"><li>- user loads raster</li><li>- user selects predefined colourmap in render mode box</li><li>- user selects a colour map e.g. 'Relief'</li><li>- the min max of the raster are computed using active histogram clipping rules etc.</li><li>- as each pixel is rendered, the pixel is interpolated onto the colour ramp in order to determine its RGB value</li></ul> <p>This process is carried out dynamically so that if e.g. the underlying dataset changes, the min/max values would be calculated accordingly and then colour interpolation behaviour would then be determined based on the new min/max values.</p>	

#### History

#1 - 2014-08-11 02:39 AM - Markus Neteler

See also #10925

#2 - 2017-05-01 12:47 AM - Giovanni Manghi

- Easy fix? set to No