

QGIS Application - Feature request #12482

Add random function with seed to expressions

2015-03-31 10:51 AM - Olivier Dalang

Status: Open	
Priority: Normal	
Assignee:	
Category: Expressions	
Pull Request or Patch supplied:	Resolution:
Easy fix?: No	Copied to github as #: 20630
Description	
<p>Hi !</p> <p>When using data defined values, it's hard to use the rand() function, because a new random number is generated all the time.</p> <p>A symbol with this as polygon fill color: color_hsl(rand(0,360),100,50) will be changing color at each redraw, making the map look like a disco party (not saying it's not nice ;).</p> <p>Why not add another random function where one could specify a seed, so that the random number is always the same. Typically, one would use the feature's ID as the seed. color_hsl(rand_seed(\$id,0,360),100,50) This way, the random color would always be the same, hopefully even across different setups.</p> <p>Thanks !</p> <p>Olivier</p>	

History

#1 - 2015-04-02 05:26 PM - Nyal Dawson

fYI the expressions+ plugin has a quasirand function which allows this.

#2 - 2015-04-07 02:59 AM - Olivier Dalang

Oh that's very cool, didn't know about this. So it's about moving this to core ;)

#3 - 2017-05-01 12:47 AM - Giovanni Manghi

- Easy fix? set to No