

QGIS Application - Feature request #8547

Unique value renderer needs improvement to make it as nice as it was in old symbology

2013-09-01 11:01 AM - Gavin Fleming

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:		
Pull Request or Patch supplied:	No	Resolution: duplicate
Easy fix?:	No	Copied to github as #: 17298
Description		
<p>It's nice having a unique value renderer available in master but it's still lots of clicks away and not intuitive to find or use.</p> <p>Firstly, along with other 'categorised' classes, the term 'color ramp' is misleading and implies a continuous colour transition, not multiple discrete classes.</p> <p>Secondly, it's counter-productive to have to define the number of classes up front. The old symbology behaviour of identifying the number of unique classes and assigning symbols randomly among them automatically is what I think most users are familiar with. Also, you don't necessarily want to save that as a named 'color ramp'.</p> <p>Thirdly, if you assign too few classes (and this goes for 'non-random' 'color ramps' as well), then colours are repeated rather than being cycled or scattered among the classes.</p>		

History

#1 - 2013-09-01 11:05 AM - Giovanni Manghi

- Resolution set to duplicate
- Status changed from Open to Closed

duplicate of #4419

see also

https://issues.qgis.org/wiki/quantum-gis/Switching_from_Old_to_New_Symbology_and_Labeling