

GDCM  
2.2.0

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## Chapter 1

# GDCM Documentation

This is the developers documentation.

A PDF version of this doxygen documentation can be found here:

<http://gdcm.sourceforge.net/2.2/gdcm-2.2.0.pdf>

A tarball version of this HTML doxygen documentation can be found here:

<http://gdcm.sourceforge.net/2.2/gdcm-2.2.0-doc.tar.gz>

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## Chapter 2

# gdcm2pnm

### 2.1 SYNOPSIS

```
gdcm2pnm [options] file-in bitmap-out
```

### 2.2 DESCRIPTION

The **gdcm2pnm** command line program takes as input a DICOM file and produces a rendered bitmap file.

### 2.3 PARAMETERS

file-in    DICOM input filename

bitmap-out    Bitmap output filename

### 2.4 options

#### 2.4.1 options

#### 2.4.2 general options

```
-h    --help  
      print this help text and exit  
  
-v    --version  
      print version information and exit  
  
-V    --verbose  
      verbose mode (warning+error).  
  
-W    --warning  
      warning mode, print warning information
```

```
-E  --error  
    error mode, print error information  
  
-D  --debug  
    debug mode, print debug information
```

## 2.5 Simple usage

**gdcm2pnm** will take as input DICOM and render it into a bitmap file using the window/level attributes value.

```
$ gdcm2pnm input.dcm output.png
```

It is much different from the **gdcmraw** or **gdcmimg** command line tool as it will render a DICOM image. This means that the output will be rendered in 8bits ready for display.

## 2.6 SEE ALSO

**gdcm2vtk(1)**, **gdcmimg(1)**

## 2.7 COPYRIGHT

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## Chapter 3

# Convert a file supported by VTK into DICOM.

### 3.1 SYNOPSIS

```
gdcm2vtk [options] file-in file-out
```

### 3.2 DESCRIPTION

The **gdcm2vtk** takes as input any file supported by VTK (including DICOM file) and will generate as output a DICOM file.

### 3.3 PARAMETERS

file-in    input filename (DICOM or VTK supported)

file-out   DICOM output filename

### 3.4 options

#### 3.4.1 options

--force-rescale	force rescale.
--force-spacing	force spacing.
--palette-color	when supported generate a PALETTE COLOR file.
--argb	when supported generate a ARGB file.
--compress	when supported generate a compressed file.
--use-vtkdicom	Use vtkDICOMImageReader (instead of GDCM).
--modality	set Modality.
--lower-left	set lower left.
--shift	set shift.
--scale	set scale.
--compress	set compression (MetaIO).
-T --study-uid	Study UID.
-S --series-uid	Series UID.
--root-uid	Root UID.

### 3.4.2 compression options

```
-J --jpeg          Compress image in jpeg.
-K --j2k          Compress image in j2k.
-L --jpegls       Compress image in jpeg-ls.
-R --rle          Compress image in rle (lossless only).
```

### 3.4.3 general options

```
-h  --help
    print this help text and exit

-v  --version
    print version information and exit

-V  --verbose
    verbose mode (warning+error).

-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

### 3.4.4 environment variable

```
GDCM_ROOT_UID Root UID
```

## 3.5 DESCRIPTION

Convert a file supported by VTK into DICOM.

Typical usage is:

```
$ gdcmm2vtk inputfile output.dcm
```

It uses the internal factory mechanism of VTK to recognize a file (CanRead function). See VTK supported file here:

What image file formats can VTK read and write? [http://www.vtk.org/Wiki/VTK\\_FAQ#What\\_image\\_file\\_formats\\_can\\_VTK](http://www.vtk.org/Wiki/VTK_FAQ#What_image_file_formats_can_VTK)

If your input file has 4 components, the 4th comp (alpha) will be removed from the output file as DICOM does not support alpha component anymore (see `--argb` option).

Special care was taken for the following file format:

1. DICOM: Direction Cosines and `vtkMedicalImageInformation` are passed to the output
2. BMP: The file can be saved with a Lookup Table (see `--palette-color`)
3. GE Signa: `vtkMedicalImageProperties` is passed to the output
4. MINC: Direction Cosines is passed to the output
5. TIFF: `vtkTIFFReader` is currently in bad shape in VTK (different behavior in VTK 5.2 and CVS). Only use it,

### 3.5.1 CONVERT MetaImage (mhd, mha)

```
$ gdcmm2vtk inputfile output.mha
```

This command will convert the input DICOM file: inputfile into a MetaImage .mha file. Same goes for .mhd file.

### 3.5.2 CONVERT MHA/MHD

```
$ gdc2vtk inputfile output.mha
```

or

```
$ gdc2vtk inputfile output.mhd
```

This command will convert the input DICOM file: inputfile into a MetaImageData .mha/.mhd file.

### 3.5.3 CONVERT VTI

```
$ gdc2vtk inputfile output.vti
```

This command will convert the input DICOM file: inputfile into a XML VTK ImageData .vti file.

### 3.5.4 CONVERT VTK

```
$ gdc2vtk inputfile output.vtk
```

This command will convert the input DICOM file: inputfile into an old VTK Structured PointSets .vtk file.

## 3.6 CONVERT DICOM

```
$ gdc2vtk input.dcm output.dcm
```

vtkGDCMImageReader will be used to read in a DICOM file, not the default vtkDICOMImageReader. See option `--use-vtkdicom` to use vtkDICOMImageReader.

## 3.7 RoundTrip DICOM to MHD to DICOM

```
$ gdc2vtk input_ybr.dcm output.mhd  
$ gdc2vtk --modality US --imageformat 7 output.mhd output.dcm
```

The above section shows how to convert a DICOM using the Photometric Interpretation of YBR\_FULL (or even YBR\_FULL\_422 is lossy) into another file format: MetaImage (mhd). Since this file format does not handle color space, we have to explicitly set it using the `--imageformat` command line option. The `--modality` command line option is required in this case since the default Secondary Capture Image Storage Class family does not allow for YBR Photometric Interpretation.

## 3.8 gdc2vtk notes

**IMPORTANT NOTE:** The internal VTK structured will be filled from the input DICOM, and then pass to the output DICOM writer. Some information might be lost during the conversion DICOM to VTK to DICOM. This option is mostly used to test the vtkGDCMImageReader/vtkGDCMImageWriter combination.

IMPORTANT NOTE: When converting from a lossy format such as JPEG, the information of lossiness is important. The output DICOM will contains the required Lossy Image Compression attribute that indicates that image was lossy-compressed somewhere along the pipeline. See also `gdcmimg` (better handling of JPEG in general).

IMPORTANT NOTE: When using `-use-vtkdicom` the output DICOM file will always be written as MR Image Storage as this information is not available from the reader itself. This allow setting the Image Orientation (Patient) properly.

### 3.9 SEE ALSO

`gdcmdump(1)`, `gdcmviewer(1)`, `gdcmimg(1)`

### 3.10 COPYRIGHT

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## Chapter 4

# Tool to anonymize a DICOM file.

### 4.1 SYNOPSIS

```
gdcmanon [options] file-in file-out  
gdcmanon [options] dir-in  dir-out
```

### 4.2 DESCRIPTION

The **gdcmanon** tool is an implementation of PS 3.15 / E.1 / Basic Application Level Confidentiality Profile (Implementation of E.1.1 De-identify & E.1.2 Re-identify)

This tool is split into two very different operating mode:

- An implementation of PS 3.15, see `-e` and `-d` flags
- A dumb mode, see `-dumb`

Dumb mode and PS 3.15 do not work well together, you should really only use one type of anonymization. In case of doubt, avoid using `-dumb`.

In order to use the PS 3.15 implementation (`-d` & `-e` flag), you'll need a certificate to do de-identification operations, and the associated private key to do the re-identification operation. If you are only doing a one-shot anonymization and do not need to properly re-identify the DICOM file, you can safely discard the private key and only keep the certificate. See OpenSSL section below for an example on how to generate the private key/certificate pair.

`gdcmanon` will exit early if OpenSSL was not configured/build properly into the library (see `GDCM_USE_SYSTEM_OPENSSL` in `CMake`).

### 4.3 PARAMETERS

```
file-in  DICOM input filename
```

```
file-out DICOM output filename
```

or

```
file-in  DICOM input directory
```

```
file-out DICOM output directory
```

## 4.4 options

You need to specify at least one operating mode, from the following list (and only one):

### 4.4.1 Required parameters

-e --de-identify	De-identify DICOM (default)
-d --re-identify	Re-identify DICOM
--dumb	Dumb mode anonymizer

Warning when operating in dumb mode, you need to also specify an operation to do, such as 'remove' or 'empty' a tag, see below the dumb mode options.

### 4.4.2 options

-i --input	DICOM filename / directory
-o --output	DICOM filename / directory
-r --recursive	recursively process (sub-)directories.
--continue	Do not stop when file found is not DICOM.
--root-uid	Root UID.
--resources-path	Resources path.
-k --key	Path to RSA Private Key.
-c --certificate	Path to Certificate.

### 4.4.3 encryption options

--des	DES.
--des3	Triple DES.
--aes128	AES 128.
--aes192	AES 192.
--aes256	AES 256.

### 4.4.4 dumb mode options

--empty %d,%d	DICOM tag(s) to empty
--remove %d,%d	DICOM tag(s) to remove
--replace %d,%d,%s	DICOM tag(s) to replace

### 4.4.5 general options

-h --help	print this help text and exit
-v --version	print version information and exit
-V --verbose	verbose mode (warning+error).
-W --warning	warning mode, print warning information
-E --error	error mode, print error information
-D --debug	debug mode, print debug information



#### 4.4.6 environment variable

```
GDCM_ROOT_UID Root UID
GDCM_RESOURCES_PATH path pointing to resources files (Part3.xml, ...)
```

### 4.5 Typical usage

#### 4.5.1 De-identification (anonymization, encrypt)

The only thing required for this operation is a certificate file (in PEM format).

```
$ gdcmanon --certificate certificate.pem -e original.dcm original_anonymized.dcm
```

#### 4.5.2 Re-identification (de-anonymization, decrypt)

The only thing required for this operation is a private key (in PEM format). It is required that the private key used for the re-identification process, was the actual private key used to generate the certificate file (certificate.pem) used during the de-identification step.

```
$ gdcmanon --key privatekey.pem -d original_anonymized.dcm original_copy.dcm
```

You can then check that original.dcm and original\_copy.dcm are identical.

#### 4.5.3 Multiple files caveat

It is very important to understand the following section, when anonymizing more than one single file. When anonymizing multiple DICOM files, you are required to use the directory input. You cannot call multiple time the gdcmanon command line tool. Indeed the tool stores in memory during the process only a hash table of conversion so that each time a particular value is found it get always replaced by the same de-identified value (think: consistent Series Instance UID).

#### 4.5.4 Dumb mode

This functionality is not described in the DICOM standard. Users are advised that improper use of that mode is not recommended, meaning that important tag can be empty/remove/replace resulting in illegal/invalid DICOM file. Only use when you know what you are doing. If you delete a Type 1 attribute, chance is that your DICOM file will be not accepted in most DICOM third party viewer. Unfortunately this is often this mode that is implemented in popular DICOM Viewer, always prefer what the DICOM standard describes, and avoid the dumb mode.

The following example shows how to use dumb mode and achieve 5 operations at the same time:

- Empty the tag (0010,0010) Patient's Name,
- Empty the tag (0010,0020) Patient ID,
- Remove the tag (0010,0040) Patient's Sex
- Remove the tag (0010,1010) Patient's Age
- Replace the tag (0010,1030) Patient's Weight with the value '10'

You are required to check which DICOM attribute is Type 1 and Type 1C, before trying to **'Empty'** or **'Remove'** a particular DICOM attribute. For the same reason, you are required to check what are valid value in a replace operation.

```
$ gdcmanon --dumb --empty 10,10 --empty 10,20 --remove 10,40 --remove 10,1010 --replace 10,1030,10 012345.002.050
```

Multiple operation of `--dumb` mode can take place, just reuse the output of the previous operation. Always use `gdcmdump` on the input and output file to check what was actually achieved. You can use a diff program to check only what changed (see `diff(1)` for example).

#### 4.5.4.1 Irreversible Anonymization

In some very case, one would want to anonymize using the PS 3.15 mode so as to take benefit of the automatic conversion of all content that could contain Patient related information.

In the end all Patient related information has been removed and has been secretly stored in the 0400,0500 DICOM attribute. However to make sure that no-one ever try to break that security using brute-force algorithm, one want want to remove completely this DICOM attribute. This will make the DICOM:

- Completely free of any Patient related information (as per PS 3.15 specification)
- Remove any mean of people to brute force attack the file to find out the identity of the Patient

In this case one could simply do, as a first step execute the reversible anonymizer:

```
$ gdcmanon -c certificate.pem input.dcm anonymized_reversible.dcm
```

and now completely remove the DICOM attribute containing the secretly encrypted Patient related information:

```
$ gdcmanon --dumb --remove 400,500 --remove 12,62 --remove 12,63 anonymized_reversible.dcm anonymized_irreversible.dcm
```

## 4.6 OpenSSL

On most system you can have access to OpenSSL to generate the Private Key/Certificate pair.

### 4.6.1 Generating a Private Key

Command line to generate a rsa key (512bit)

```
$ openssl genrsa -out CA_key.pem
```

Command line to generate a rsa key (2048bit)

```
$ openssl genrsa -out CA_key.pem 2048
```

Command line to generate a rsa key (2048bit) + passphrase

```
$ openssl genrsa -des3 -out CA_key.pem 2048
```

### 4.6.2 Generating a Certificate

From your previously generated Private Key, you can now generate a certificate in PEM (DER format is currently not supported).

```
$ openssl req -new -key CA_key.pem -x509 -days 365 -out CA_cert.cer
```

## 4.7 DICOM Standard:

Page to the DICOM Standard:

<http://dicom.nema.org/>

The DICOM Standard at the time of releasing gdcmanon is:

<ftp://medical.nema.org/medical/dicom/2008/>

Direct link to PS 3.15-2008:

[ftp://medical.nema.org/medical/dicom/2008/08\\_15pu.pdf](ftp://medical.nema.org/medical/dicom/2008/08_15pu.pdf)

## 4.8 Warnings

Certain attributes may still contain Protected Health Information (PHI) after an anonymization step. This is typically the case for Patient's Address (0010,1040). The reason is that this particular attribute is not supposed to be in the composite IODs in the first place. DICOM Supp 142 includes it (however gdcmanon does not implement it).

## 4.9 SEE ALSO

**gdcconv(1)**, **gdcmdump(1)**, **gdcminfo(1)**, **openssl(1)**

## 4.10 COPYRIGHT

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## Chapter 5

# Tool to convert DICOM to DICOM.

### 5.1 SYNOPSIS

```
gdcmconv [options] file-in file-out
```

### 5.2 DESCRIPTION

The **gdcmconv** command line program takes as input a DICOM file (file-in) and process it to generate an output DICOM file (file-out). The command line option dictate the type of operation(s) gdcmconv will use to generate the output file.

### 5.3 PARAMETERS

```
file-in    DICOM input filename
```

```
file-out   DICOM output filename
```

### 5.4 options

#### 5.4.1 PARAMETERS

```
-i --input      DICOM filename
-o --output     DICOM filename
```

#### 5.4.2 options

```
-X --explicit    Change Transfer Syntax to explicit.
-M --implicit    Change Transfer Syntax to implicit.
-U --use-dict     Use dict for VR (only public by default).
  --with-private-dict Use private dict for VR (advanced user only).
-C --check-meta  Check File Meta Information (advanced user only).
  --root-uid      Root UID.
  --remove-gl     Remove group length (deprecated in DICOM 2008).
  --remove-private-tags Remove private tags.
  --remove-retired Remove retired tags.
```

### 5.4.3 image options

```
-l --apply-lut           Apply LUT (non-standard, advanced user only).
-P --photometric-interpretation %s  Change Photometric Interpretation (when possible).
-w --raw                Decompress image.
-d --deflated            Compress using deflated (gzip).
-J --jpeg               Compress image in jpeg.
-K --j2k                Compress image in j2k.
-L --jpegls             Compress image in jpeg-ls.
-R --rle                Compress image in rle (lossless only).
-F --force              Force decompression/merging before recompression/splitting.
  --compress-icon       Decide whether icon follows main TransferSyntax or remains uncompressed.
  --planar-configuration [01]  Change planar configuration.
-Y --lossy              Use the lossy (if possible) compressor.
-S --split %d           Write 2D image with multiple fragments (using max size)
```

### 5.4.4 JPEG options

```
-q --quality %*f        set quality.
```

### 5.4.5 JPEG-LS options

```
-e --lossy-error %*i    set error.
```

### 5.4.6 J2K options

```
-r --rate %*f           set rate.
-q --quality %*f        set quality.
-t --tile %d,%d         set tile size.
-n --number-resolution %d  set number of resolution.
  --irreversible        set irreversible.
```

### 5.4.7 general options

```
-h  --help              print this help text and exit
-v  --version            print version information and exit
-V  --verbose           verbose mode (warning+error).
-W  --warning           warning mode, print warning information
-E  --error             error mode, print error information
-D  --debug            debug mode, print debug information
```

### 5.4.8 special options

```
-I --ignore-errors      convert even if file is corrupted (advanced users only, see disclaimers).
```

### 5.4.9 environment variable

```
GDCM_ROOT_UID Root UID
```

## 5.5 Simple usage

**gdcmmconv** is a great tool to convert broken DICOM implementation into properly parsable DICOM file. Usage is simply:

```
$ gdcmmconv input.dcm output.dcm
```

or if you prefer being explicit:

```
$ gdcmmconv -i input.dcm -o output.dcm
```

Even though **gdcmmconv** can overwrite directly on the same file (`input.dcm = output.dcm`), it is recommended that user should first convert into a different file to make sure the bug is properly handled by GDCM.

Typical cases where you would want to use **gdcmmconv** in its simple form:

- convert non-cp246 conforming file into conforming cp246,
- convert implicit little endian transfer syntax file meta header into proper explicit little endian transfer syntax,
- convert the GE-13 bytes bug,
- convert dual syntax file: implicit/explicit,
- convert Philips dual Little Endian/Big Endian file,
- convert GDCM 1.2.0 broken UN-2-bytes fields,
- &...
- All other broken files listed in the supported section.

When no option other is used, only the dataset is inspected. So encapsulated Pixel Data, for instance, is not inspected for well known bugs.

When doing this kind of work, this is usually a good idea to perform some kind of quality control, see **gdcmmconv** Quality Control section (down below).

## 5.6 Typical usage

### 5.6.1 File Meta Header

Running

```
$ gdcmmconv input.dcm output.dcm
```

Is not enough to recompute file meta header, when input file is buggy. You may want to use: `--check-meta`

```
$ gdcmmconv --check-meta input.dcm output.dcm
```

See typical cases such as: `GE_DLX-8-MONO2-PrivateSyntax.dcm` or `PICKER-16-MONO2-No_DicomV3_Preamble.dcm` from `gdcmmData`.

### 5.6.2 Conversion to Explicit Transfer Syntax

To convert a file that was written using Implicit Transfer Syntax into Explicit Transfer Syntax simply use:

```
$ gdcconv --explicit uncompressed.dcm compressed.dcm
```

### 5.6.3 Compressing to lossless JPEG

To compress an uncompressed DICOM file to a JPEG Lossless encapsulated format:

```
$ gdcconv --jpeg uncompressed.dcm compressed.dcm
```

### 5.6.4 Compressing to lossy JPEG

To compress an uncompressed DICOM file to a JPEG Lossy encapsulated format:

```
$ gdcconv --lossy --jpeg -q 90 uncompressed.dcm compressed.dcm
```

Note:

`-q` is just one of the many way to specify lossy quality, you need to inspect the other cmd line flag to specify

### 5.6.5 Compressing to lossless JPEG-LS

To compress an uncompressed DICOM file to a JPEG-LS Lossless encapsulated format:

```
$ gdcconv --jpeglS uncompressed.dcm compressed.dcm
```

### 5.6.6 Compressing to lossy JPEG-LS

To compress an uncompressed DICOM file to a JPEG-LS Lossy encapsulated format:

```
$ gdcconv --lossy --jpeglS -e 2 uncompressed.dcm lossy_compressed.dcm
```

Note:

`-e` (or `-lossy-error`) means that the maximum tolerate error is 2 for each pixel value

### 5.6.7 Compressing to lossless J2K

To compress an uncompressed DICOM file to a JPEG-2000 Lossless encapsulated format:

```
$ gdcconv --j2k uncompressed.dcm compressed.dcm
```

### 5.6.8 Compressing to lossy J2K

To compress an uncompressed DICOM file to a JPEG-2000 Lossy encapsulated format:

```
$ gdcconv --lossy -q 55,50,45 --j2k uncompressed.dcm lossy_compressed.dcm
```

Note:

`-q` is just one of the many way to specify lossy quality, you need to inspect the other cmd line flag to specify



### 5.6.9 Compressing to lossless RLE

To compress an uncompressed DICOM file to a RLE Lossless encapsulated format:

```
$ gdcconv --rle uncompressed.dcm compressed.dcm
```

There is no such thing as lossy RLE compression.

### 5.6.10 Forcing (re)compression

Sometime it is necessary to use the `--force` option. By default when user specify `--j2k` and input file is already in JPEG 2000 encapsulated DICOM format then no operation takes places. By using `--force` you make sure that (re)compression operation takes places.

Real life example of why you would use `--force`:

- When Pixel Data is missing data / is padded with junk
- When you would like to make sure GDCM can handle decompression & recompression cycle

### 5.6.11 Decompressing a Compressed DICOM

```
$ gdcconv --raw compressed.dcm uncompressed.dcm
```

### 5.6.12 Compressing an uncompressed Icon

By default when compressing a DICOM Image file, `gdcconv` will not compress the icon. A user option needs to be turned on to explicitly force the compression of the Icon Image Sequence Pixel Data

For example, by default we will not compress the Icon Image Sequence Pixel Data attribute:

```
$ gdcconv --jpeg gdcData/simpleImageWithIcon.dcm uncompressed_icon.dcm
```

In the following example we will explicitly compress the Icon Image Sequence Pixel Data attribute. In that case the same Transfer Syntax is being used for both the main Pixel Data and the Pixel Data from the Icon Image Sequence:

```
$ gdcconv --jpeg --compress-icon gdcData/simpleImageWithIcon.dcm compressed_icon.dcm
```

### 5.6.13 Generating an Icon

For some application it might be necessary to produce a small preview of the main image to be able to quickly load that short preview instead of the main image. In that case:

```
gdcconv --raw --generate-icon gdcData/test.acr test_icon.dcm
```

In some cases the main Pixel Data element is expressed as pixel defined on 16bits. Since Icon can only store at most pixel of size 8bits, a rescale operation needs to take place. In order to properly select a better interval for doing the rescale operation user can specify the min max used for the rescale operation:

```
gdcconv --raw --generate-icon --icon-minmax 0,192 gdcData/012345.002.050.dcm icon_minmax.dcm
```

### 5.6.14 Changing the planar Configuration

Often RLE files are compressed using a different Planar Configuration (RRR ... GGG... BBB...) instead of the usual triplet (RGB ... RGB ... RGB ). So upon decompression the Planar Configuration is 1. This is perfectly legal in DICOM, however this is unconventional, and thus it may be a good idea to also change the planar configuration and set it to the default :

```
$ gdcmmconv --raw --planar-configuration 0 compressed.dcm uncompressed1.dcm
```

To reinvert the planar configuration of file 'uncompressed1.dcm', simply do:

```
$ gdcmmconv --raw --planar-configuration 1 uncompressed1.dcm uncompressed2.dcm
```

## 5.7 Lossless Conversion

When talking about lossless conversion, there is an ambiguity that need to be understood. To achieve higher compression ratio, the RGB color space is usually not used, in favor of a YBR one. Changing from one color space to the other is (bit level) not lossless.

For more detail, see what are the true lossless transformations as described:

[http://sourceforge.net/apps/mediawiki/gdcm/index.php?title=Color\\_Space\\_Transformations](http://sourceforge.net/apps/mediawiki/gdcm/index.php?title=Color_Space_Transformations)

## 5.8 Quality Control

One important part when using gdcmmconv it to have a way to quality control the output.

You can use 3rd party tool to check the output of gdcmmconv is correct.

### 5.8.1 DCMTK / dicom3tools

Using another DICOM implementation such as the one from DCMTK or dicom3tools can be a good process to check the output of gdcmmconv.

- For DCMTK use: dcmdump
- For dicom3tools use: dcdump

For reference, gdcmmconv --raw will act as dcmdjpeg +cn +px, since it never tries to convert color space.

### 5.8.2 VIM: vimdiff

You can setup your favorite editor to compare the output, for instance in vim:

```
autocmd BufReadPre *.dcm set ro
autocmd BufReadPost *.dcm silent %!dcmdump -M +uc "%"
```

then simply do:

```
$ vimdiff input.dcm output.dcm
```

### 5.8.3 vbindiff

On UNIX you can visually compare binary file using the vbindiff command:

```
$ vbindiff input.dcm output.dcm
```

## 5.9 SEE ALSO

**gdcmdump(1)**, **gdcmrw(1)**, **gdcminfo(1)**

## 5.10 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 6

# gdcmdiff

### 6.1 SYNOPSIS

```
gdcmdiff [options] file1 file2
```

### 6.2 DESCRIPTION

The **gdcmdiff** command line program takes as input two DICOM file: file1 and file2.

### 6.3 PARAMETERS

file1 DICOM input filename

file2 DICOM output filename

### 6.4 options

#### 6.4.1 options

```
-m      --meta          Compare metainformation. Default is off.  
-t <n>  --truncate <n> String values trimmed to n characters.
```

#### 6.4.2 general options

```
-h      --help          print this help text and exit  
  
-v      --version       print version information and exit  
  
-V      --verbose       verbose mode (warning+error).  
  
-W      --warning       warning mode, print warning information
```

```
-E  --error  
    error mode, print error information  
  
-D  --debug  
    debug mode, print debug information
```

## 6.5 Simple usage

**gdcmdiff** is a great tool to diff DICOM files. Usage is simply:

```
$ gdcmdiff input1.dcm input2.dcm
```

## 6.6 SEE ALSO

**gdcmdump(1)**, **gdcminfo(1)**

## 6.7 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre

## Chapter 7

**dumps a DICOM file, it will display the structure and values contained in the specified DICOM file.**

### 7.1 SYNOPSIS

```
gdcmdump [options] dcm_file
gdcmdump [options] dcm_directory
```

### 7.2 DESCRIPTION

The **gdcmdump** command line program dumps a DICOM file to the console. For those familiar with dcmdump (DCMTK) output, gdcmdump has some minor differences. Namely:

- For Implicit Transfer Syntax gdcmdump will print ?? instead of the dictionary VR

gdcmdump has a limited private dictionary that is used to lookup private element whenever possible.

### 7.3 PARAMETERS

```
dcm_file      DICOM input filename
dcm_directory  DICOM input directory
```

### 7.4 options

#### 7.4.1 options

```
-x --xml-dict  generate the XML dict (only private elements for now).
-r --recursive recursive (input is a directory)
-d --dump      dump value (limited use).
-p --print     print value instead of simply dumping (default).
-c --color     print in color.
-C --csa       print SIEMENS CSA Header (0029,[12]0,SIEMENS CSA HEADER).
-P --pdb       print GEMS Protocol Data Block (0025,1b,GEMS_SERS_01).
  --elscint    print ELSCINT Protocol Information (01f7,26,ELSCINT1).
  --vepro      print VEPRO Protocol Information (0055,20,VEPRO VIF 3.0 DATA).
```

```

                or VEPRO Protocol Information (0055,20,VEPRO VIM 5.0 DATA).
-A --asn1      print encapsulated ASN1 structure >(0400,0520).

```

## 7.4.2 general options

```

-h  --help
    print this help text and exit

-v  --version
    print version information and exit

-V  --verbose
    verbose mode (warning+error).

-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information

```

## 7.4.3 special options

```

-I --ignore-errors  dumps even if file is corrupted (advanced users only, see disclaimers).

```

## 7.5 Typical usage

### 7.5.1 Printing Implicit Transfer Syntax

The VR are not found in the file, thus are presented with a "(??)", and right next to it (if found) the correct VR.

Eg.:

```
$ gdcmdump GE_DLX-8-MONO2-PrivateSyntax.dcm
```

```

# Dicom-File-Format
\&...
(0008,0000) ?? (UL) 434                                # 4,1 Generic Group Length
(0008,0005) ?? (CS) [ISO_IR 100]                        # 10,1-n Specific Character Set
(0008,0008) ?? (CS) [ORIGINAL\\PRIMARY\\SINGLE PLANE ]   # 30,2-n Image Type
(0008,0016) ?? (UI) [1.2.840.10008.5.1.4.1.1.12.1]      # 28,1 SOP Class UID
(0008,0018) ?? (UI) [1.2.840.113619.2.16.1.0.906539207.1.24207] # 42,1 SOP Instance UID
(0008,0020) ?? (DA) [19980923]                          # 8,1 Study Date
(0008,0021) ?? (DA) [19980923]                          # 8,1 Series Date
(0008,0022) ?? (DA) [19980923]                          # 8,1 Acquisition Date
(0008,0023) ?? (DA) [19980923]                          # 8,1 Content Date
(0008,0030) ?? (TM) [101229.000]                        # 10,1 Study Time
(0008,0031) ?? (TM) [101229.000]                        # 10,1 Series Time
(0008,0032) ?? (TM) [102653.000]                        # 10,1 Acquisition Time
(0008,0033) ?? (TM) [102653.000]                        # 10,1 Content Time
\&...

```

### 7.5.2 Print Private Attributes

GDCM has a limited private dictionary. Whenever possible, it will try to lookup the private data element.



```
$ qdcmdump 012345.002.050.dcm
```

```

\&...
(0009,0010) LO [GEMS_IDEN_01] # 12,1 Private Creator
(0009,1001) LO [GE_GENESIS_FF ] # 14,1 Full fidelity
(0009,1002) SH [MRCV] # 4,1 Suite id
(0009,1004) SH [SIGNA ] # 6,1 Product id
(0009,1027) SL 985968524 # 4,1 Image actual date
(0009,1030) SH [19356UMR2 ] # 10,1 Service id
(0009,1031) SH [999 ] # 4,1 Mobile location number
(0009,10e3) UI [1.2.840.113619.1.1.4.1762386977] # 32,1 Equipment UID
(0009,10e6) SH [08] # 2,1 Genesis Version - now
(0009,10e7) UL 2757786872 # 4,1 Exam Record checksum
(0009,10e9) SL 985968523 # 4,1 Actual series data time stamp
\&...
(0019,0000) UL 1208 # 4,1 Generic Group Length
(0019,0010) LO [GEMS_ACQU_01] # 12,1 Private Creator
(0019,100f) DS [424.399994] # 10,1 Horiz. Frame of ref.
(0019,1011) SS 0 # 2,1 Series contrast
\&...
(0019,10e0) DS [0.000000] # 8,1 User data 24 {# DTI Diffusion Dir., relea
(0019,10e2) DS [0.000000] # 8,1 Velocity Encode Scale
(0019,10f2) SS 0 # 2,1 Fast phases
(0019,10f9) DS [98] # 2,1 Transmit gain
\&...
(0021,0000) UL 372 # 4,1 Generic Group Length
(0021,0010) LO [GEMS_RELA_01] # 12,1 Private Creator
(0021,1003) SS 0 # 2,1 Series from which Prescribed
\&...

```

### 7.5.3 SIEMENS CSA Header

Using this option it is possible to dump as a readable text what is contained in the private attribute as found in typical SIEMENS MR DICOM file.

Eg.:

```
$ gdcmdump --csa MR_SIEMENS_forceLoad29-1010_29-1020.dcm
```

```
(0029,0010)siemens csa header
Image shadow data (0029,xx10)

0 - 'EchoLinePosition' VM 1, VR IS, SyngoDT 6, NoOfItems 6, Data '64      '
1 - 'EchoColumnPosition' VM 1, VR IS, SyngoDT 6, NoOfItems 6, Data '64      '
2 - 'EchoPartitionPosition' VM 1, VR IS, SyngoDT 6, NoOfItems 6, Data '32      '
3 - 'UsedChannelMask' VM 1, VR UL, SyngoDT 9, NoOfItems 6, Data '255      '
4 - 'Actual3DImaPartNumber' VM 1, VR IS, SyngoDT 6, NoOfItems 0, Data
5 - 'ICE_Dims' VM 1, VR LO, SyngoDT 19, NoOfItems 6, Data 'X_1_1_1_1_1_1_1_31_1_1_1_19'
6 - 'B_value' VM 1, VR IS, SyngoDT 6, NoOfItems 6, Data '0      '
7 - 'Filter1' VM 1, VR IS, SyngoDT 6, NoOfItems 0, Data
8 - 'Filter2' VM 1, VR IS, SyngoDT 6, NoOfItems 0, Data
\&...
```

#### 7.5.4 GEMS Protocol Data Block

Using this option it is possible to dump as a readable text what is contained in the private attribute as found in typical GEMS MR DICOM file.

Protocol Data Block : 0025,xx1b,GEMS SERS 01

```
$ gdcmdump --pdb GE_MR_0025xx1bProtocolDataBlock.dcm
```

```
ENTRY "Head First"
POSITION "Supine"
ANREF "NA"
COIL "HEAD"
PLANE "OBLIQUE"
SEDESCFLAG "1"
SEDESC "AX FSE T2"
IMODE "2D"
PSEQ "FSE-XL"
IOPT "FC, EDR, TRF, Fast"
PLUG "22"
FILTCHOICE "None"
BWRT "-1"
TRICKSIMG "1"
TAG_SPACE "7"
TAG_TYPE "None"
\&...
```

### 7.5.5 ELSCINT Protocol Information

Using this option it is possible to dump as a readable text what is contained in the private attribute as found in typical ELSCINT CT DICOM file.

ELSCINT Protocol Information: (01f7,26,ELSCINT1)

```
$ gdcmdump --elscint ELSCINT1_ProtocolInformation.dcm
```

```
ELSCINT1 Dumping info from tag (01f7,26,elscint1)
ELSCINT1/Item name: []
  ApprovedStep [yes]
  RefSurview [1\0]
  STD-first-img-pos [11.5]
  current-step [yes]
  ntimed-steps [0]
  orig-n-slices [390]
  protocol-file [Head_Multi_1032_usr.proc]
  protocol-name [FACE-TRAUMA/Head/Hx]
  protocol-path [/usr/diamond.root/spr/]
  protocol-step [1]
  protocol-version [2.51]
```

```
ELSCINT1/Item name: [doseright]
  ACS [n/a]
  ACS-bed-position [0]
  ACS-calc-mas [0]
  ACS-iq-parameter [0]
  ACS-learn-allowed [no]
  ACS-water-radius [-1.000000]
  ACS-water-radius-scan [-1]
\&...
```

### 7.5.6 VEPRO Protocol Information

Using this option it is possible to dump as a readable text what is contained in the private attribute as found in typical VEPRO CT DICOM file.

ELSCINT Protocol Information: (0055,20,VEPRO VIM 5.0 DATA)

```
$ gdcmdump --vepro VEPRO_ProtocolInformation.dcm
```

```
VIMDATA2: (0055,20,VEPRO VIM 5.0 DATA)
```

```

ID: VIM
Version: 5.0
UserName:
UserAdress1: Name of Institution
UserAdress2: Street of Institution
UserAdress3: City of Institution
UserAdress4:
UserAdress5:
RecDate: 20101001
RecTime: 211321
RecPlace:
RecSource: DICOM Distributor
DF1: P-09/10-41808
DF2: Sultana Razia
DF3: 19411001
DF4: F
DF5:
DF6:
DF7:
DF8: CT Scan Brain without Contrast
DF9: 10/10-0034873
DF10: 10/10-00348
DF11:
DF12:
DF13:
DF14: Head 0.5
DF15: 4
DF16:
DF17:
DF18:
DF19:
DF20:
StudyUID: 1.2.392.200036.9116.2.6.1.48.1214228007.1285934880.206831
SeriesUID: 1.2.392.200036.9116.2.6.1.48.1214228007.1285935201.938653
Modality: CT

```

### 7.5.7 Philips Private MR Series Data Storage (1.3.46.670589.11.0.0.12.2)

Using this option it is possible to dump as a readable text what is contained in the private attribute as found in typical Philips Private MR Series Data Storage file.

PMS Series Data Storage (2005,32,Philips MR Imaging DD 002)

```
$ gdcmdump --sds PMS_SeriesDataStorage.dcm
```

```

\&...
PMS/Item name: [PDF_CONTROL_GEN_PARS/IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_CONTROL_PREP_PARS /IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_CONTROL_RECON_PARS/IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_CONTROL_SCAN_PARS /IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_EXAM_PARS /IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_HARDWARE_PARS /IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_PREP_PARS /IEEE_PDF/Y ]
\&...
PMS/Item name: [PDF_SPT_PARS/IEEE_PDF/Y ]
  SP_scan_resol [256\256] # 2
  SP_pda_profiles [0\0] # 2
  SP_filter [324074] # 1
  SP_analyse_with_iqt [0] # 1

```

```

SP_main_system_type [3] # 1
SP_gradient_system [6] # 1
SP_coil_type [2\2\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_coil_id [2\34\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_coil_part [0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_act_q [0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_act_coil_freq [0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_coil_m_pos [255\255\255\0\0\0\0\0\0\0\0\0\0\0\0\255] # 16
SP_coil_t_pos [255\128\255\0\0\0\0\0\0\0\0\0\0\0\0\255] # 16
SP_surface_coil_con [0\1\0\0\0\0\0\0\0\0\0\0\0\0\0\0] # 16
SP_proton_freq [127801349] # 1
SP_tm_result [2\2\2\2\2\2\2\2\2\2\2\2\2\2\2\2] # 16
SP_f0_result [0] # 1
SP_as_result [0] # 1
SP_po_result [0] # 1
SP_rg_result [0] # 1
SP_dc_result [0] # 1
SP_ph_result [0] # 1
\&...

```

## 7.5.8 Encapsulated ASN1 Structure

This option is mainly used for dumping the ASN1 structure of the encrypted Attribute (0040,0520)

```
$ gdcmdump encrypted.dcm
```

```

\&...
(0040,0500) SQ # u/1,1 Encrypted Attributes Sequence
  (fffe,e000) na (Item with undefined length)
    (0040,0510) UI [1.2.840.10008.1.2] # 18,1 Encrypted Content Transfer Syntax UID
    (0040,0520) OB 30\82\03\ba\06\09\2a\86\48\55\04\08\13 # 958,1 Encrypted Content
  (fffe,e00d)
(fffe,e0dd)
\&...

```

```
$ gdcmdump --asn1 encrypted.dcm
```

```

0:d=0 hl=4 l= 954 cons: SEQUENCE
4:d=1 hl=2 l=   9 prim: OBJECT :pkcs7-envelopedData
15:d=1 hl=4 l= 939 cons: cont [ 0 ]
19:d=2 hl=4 l= 935 cons: SEQUENCE
23:d=3 hl=2 l=   1 prim: INTEGER :00
26:d=3 hl=4 l= 366 cons: SET
30:d=4 hl=4 l= 362 cons: SEQUENCE
34:d=5 hl=2 l=   1 prim: INTEGER :00
37:d=5 hl=2 l=  82 cons: SEQUENCE
39:d=6 hl=2 l=  69 cons: SEQUENCE
41:d=7 hl=2 l=  11 cons: SET
43:d=8 hl=2 l=   9 cons: SEQUENCE
45:d=9 hl=2 l=   3 prim: OBJECT :countryName
50:d=9 hl=2 l=   2 prim: PRINTABLESTRING :AU
54:d=7 hl=2 l=  19 cons: SET
56:d=8 hl=2 l=  17 cons: SEQUENCE
58:d=9 hl=2 l=   3 prim: OBJECT :stateOrProvinceName
63:d=9 hl=2 l=  10 prim: PRINTABLESTRING :Some-State
75:d=7 hl=2 l=  33 cons: SET
77:d=8 hl=2 l=  31 cons: SEQUENCE
79:d=9 hl=2 l=   3 prim: OBJECT :organizationName
84:d=9 hl=2 l=  24 prim: PRINTABLESTRING :Internet Widgits Pty Ltd
110:d=6 hl=2 l=   9 prim: INTEGER :AC966D88787A51B4
121:d=5 hl=2 l=  13 cons: SEQUENCE
123:d=6 hl=2 l=   9 prim: OBJECT :rsaEncryption
134:d=6 hl=2 l=   0 prim: NULL
136:d=5 hl=4 l= 256 prim: OCTET STRING [HEX DUMP]:822368070285AD756C962ECB973514B291F946...

```

```
396:d=3  hl=4 l= 558 cons: SEQUENCE
400:d=4  hl=2 l=   9 prim: OBJECT          :pkcs7-data
411:d=4  hl=2 l=  29 cons: SEQUENCE
413:d=5  hl=2 l=   9 prim: OBJECT          :aes-256-cbc
424:d=5  hl=2 l=  16 prim: OCTET STRING    [HEX DUMP]:3B49AFE71749F2BFF1519EBAEA95A393
442:d=4  hl=4 l= 512 prim: cont [ 0 ]
```

## 7.6 SEE ALSO

**gdcmdump(1)**, **gdcmrw(1)**, **gdcmanon(1)**

## 7.7 COPYRIGHT

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## Chapter 8

# Tool to generate a DICOMDIR file from a File-Set.

### 8.1 SYNOPSIS

```
gdcmgendir [options] file-in file-out
```

### 8.2 DESCRIPTION

### 8.3 PARAMETERS

file-in    DICOM input filename

file-out   DICOM output filename

### 8.4 options

#### 8.4.1 Parameters

#### 8.4.2 options

-i --input	DICOM filename or directory
-o --output	DICOM filename or directory
-r --recursive	recursive.
--descriptor	descriptor.
--root-uid	Root UID.

#### 8.4.3 general options

-h    --help	print this help text and exit
-v    --version	print version information and exit

```
-V  --verbose
    verbose mode (warning+error).

-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

#### 8.4.4 environment variable

```
GDCM_ROOT_UID Root UID
```

### 8.5 Typical usage

### 8.6 NOTE

One may have to run some preliminary steps in order to get gdcmgendir to generate the DICOMDIR file. Namely two steps:

- Batch renaming of the DICOM filename into something compatible with ISO 9660 filename convention
- Convert all DICOM file into the Explicit VR Little Endian Uncompressed (1.2.840.10008.1.2.1)

Step 1. can be solved in a numerous way. Eg. on UNIX environment this could either be solved using the `mkisofs` command line tool. filename should not contains any extension since the VR CS does not allow for the '.' character. Only upper case, digit 0-9, the space ' ' and the underscore '\_' character are valid in VR CS, with a maximum of 8 bytes. Another simple tool that can be handy is 'rename' in conjunction with 'basename'.

Step 2. can simply be achieved using the `gdcconv` command line tool:

```
$ for i in `ls IMG*`; do gdcconv --raw --force $i /tmp/out/$i; done
```

### 8.7 SEE ALSO

**gdcconv(1)**, **gdcmanon(1)**, **rename(1)**

### 8.8 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 9

# Manipulate DICOM image file.

### 9.1 SYNOPSIS

```
gdcmimg [options] file-in file-out
```

### 9.2 DESCRIPTION

The **gdcmimg** command line tool can be used in two fashions:

- 1. Converting a recognized file format into its encapsulated DICOM counterpart,
- 2. Anonymizing a rectangular portion of a DICOM file.

### 9.3 PARAMETERS

```
file-in    input filename
```

```
file-out    output filename
```

### 9.4 options

#### 9.4.1 PARAMETERS

```
-i --input      Input filename
-o --output     Output filename
```

#### 9.4.2 options

```
--endian %s      Endianness (LSB/MSB).
-d --depth %d     Depth (8/16/32).
--sign %s         Pixel sign (0/1).
-s --size %d,%d   Size.
-C --sop-class-uid SOP Class UID (name or value).
-T --study-uid    Study UID.
-S --series-uid   Series UID.
--root-uid        Root UID.
```

### 9.4.3 fill options

```
-R --region %d,%d    Region.
-F --fill %d         Fill with pixel value specified.
```

### 9.4.4 general options

```
-h  --help
    print this help text and exit

-v  --version
    print version information and exit

-V  --verbose
    verbose mode (warning+error).

-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

### 9.4.5 environment variable

```
GDCM_ROOT_UID Root UID
```

## 9.5 Supported File Format (appropriate file extension)

gdcmmim will base it's conversion process based on the file extension. Follows the list of recognized file extension. When no extension is found, DICOM file is assumed.

input format

```
* RAW      (raw, gray, rgb)
* RLE      (rle)
* PNM      (pgm, pnm, ppm)
* JPEG-LS  (jls)
* JPEG 2000 (jp2, j2k, j2c, jpc)
* JPEG     (jpg, jpeg, ljpg, ljpeg)
* DICOM    ()
```

output format:

```
* PGM      (pgm, pnm, ppm)
* DICOM    ()
```

For RAW file format, you should take special care of the `--endian` option. For the (old) JPEG file format, both the lossy and lossless format are supported, user should pay attention to the `--sign` option. For file format such as RLE or RAW, user is expected to fill in information required to find the dimension and type of input data as there is no other way to find this information. For all other file format, the properties are derived from the file format itself. PNM file are supposed to be big endian.

## 9.6 Typical usage

### 9.6.1 Remove a rectangular part of the image

To fill the region [0,100]x[0,100] of a DICOM image simply do:

```
$ gdcimg --fill 0 --region 0,100,0,100 -i input.dcm -o output_black.dcm
```

Warning: if the Pixel Data is compressed, the image is first decompressed so that pixel can be set to 0, but it is not recompressed.

### 9.6.2 Convert RAW to DICOM

Recognized extension is .raw, .gray or .rgb (case insensitive)

```
$ gdcimg --size 512,512 --depth 16 -i input.raw -o output.dcm
```

the image will be a Secondary Capture

When the input is 3 component, one need to specify explicetly the Samples Per Pixel:

```
$ gdcimg --size 512,512 --spp 3 input_rgb.raw output_rgb.dcm
```

When the filename contains .rgb as file extension output is automatically recognized as RGB no need to specify --spp

```
$ gdcimg --size 512,512 input.rgb output_rgb.dcm
```

You can use the **dd** cmd line to skip any header you would like to discard, for instance, if you would like to skip the first 108 bytes, simply do:

```
$ dd skip=108 bs=1 if=input.raw of=output.raw
```

### 9.6.3 Convert PGM/PNM/PPM to DICOM

Recognized extensions are .pgm, .pnm, .ppm (case insensitive)

```
$ gdcimg -i input.pgm -o output.dcm
```

the image will be a Secondary Capture

### 9.6.4 Convert RLE to DICOM

Recognized extension is .rle (case insensitive)

```
$ gdcimg --size 512,512 --depth 16 -i input.rle -o output.dcm
```

the image will be a Secondary Capture

### 9.6.5 Convert JPEG to DICOM

Recognized extensions are .jpg, .jpeg, .ljpg, .ljpeg (case insensitive)

```
$ gdcming -i input.ljpeg -o output.dcm
```

the image will be a Secondary Capture

### 9.6.6 Convert J2K to DICOM

Recognized extensions are .j2k, .jp2, .jpc (case insensitive)

```
$ gdcming -i input.j2k -o output.dcm
```

the image will be a Secondary Capture

### 9.6.7 Specifying a SOP Class UID

Instead of the default Secondary Capture Image Storage, one may want to specify, say VL Photographic Image Storage.

```
$ gdcming --sop-class-uid 1.2.840.10008.5.1.4.1.1.77.1.4 input.jpg output.dcm
```

## 9.7 Multiple Files

gdcming handle nicely a set of files (for instance jpeg):

```
$ gdcming 1.jpg 2.jpg 3.jpg 4.jpg output.dcm
```

## 9.8 Warning

There are a couple of issues with gdcming implementation: For JFIF file and JP2 file (with header) the header is copied into the Pixel Data element which is illegal for JP2. Use gdcconv to properly re-encode a JP2/JFIF file into J2K/JPG.

```
$ gdcming input.jp2 output_jp2.dcm  
$ gdcconv --j2k --force output_jp2.dcm output_j2k.dcm
```

For RLE file, no check is done for crossing the row boundary. It is recommended to use gdcconv -rle to re-encode into a proper RLE file in case of doubt.

Of course if the compression is not ok with your setup, you can always de-encapsulated the DICOM file (typically JPEG) to a non-encapsulated form, using gdcconv:

```
$ gdcconv --raw input_jpeg.dcm output_raw.dcm
```

## 9.9 SEE ALSO

**gdcmdump(1), gdcmdump(1), gdcmraw(1), convert(1), dd(1)**

## 9.10 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 10

# Display meta info about the input DICOM file.

### 10.1 SYNOPSIS

```
gdcminfo [options] file-in
```

### 10.2 DESCRIPTION

The **gdcminfo** command line program takes as input a DICOM file, or a directory and process it to extract meta-information about the DICOM file processed.

### 10.3 PARAMETERS

```
file-in    DICOM input filename
```

### 10.4 options

#### 10.4.1 options

<code>-r --recursive</code>	recursive.
<code>-d --check-deflated</code>	check if file is proper deflated syntax.
<code>--resources-path</code>	Resources path.
<code>--md5sum</code>	Compute md5sum of Pixel Data attribute value.
<code>--check-compression</code>	check the encapsulated stream compression (lossless/lossy).

#### 10.4.2 general options

<code>-h --help</code>	print this help text and exit
<code>-v --version</code>	print version information and exit
<code>-V --verbose</code>	verbose mode (warning+error).

```
-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

### 10.4.3 environment variable

GDCM\_RESOURCES\_PATH path pointing to resources files (Part3.xml, ...)

## 10.5 Simple usage

### 10.5.1 gdcmdata

Using data from gdcmdata:

```
$ gdcminfo gdcmdata/012345.002.050.dcm
```

```
MediaStorage is 1.2.840.10008.5.1.4.1.1.4 [MR Image Storage]
NumberOfDimensions: 2
Dimensions: (256,256)
Origin: (-85,21.6,108.7)
Spacing: (0.664062,0.664062,1.5)
DirectionCosines: (1,0,0,0,0,-1)
Rescale Intercept/Slope: (0,1)
SamplesPerPixel      :1
BitsAllocated        :16
BitsStored           :16
HighBit              :15
PixelRepresentation:1
Orientation Label: CORONAL
```

### 10.5.2 Davie Clunie datasets:

Using data from David Clunie datasets:

```
$ gdcminfo BRTUM001.dcm
```

```
MediaStorage is 1.2.840.10008.5.1.4.1.1.4.1 [Enhanced MR Image Storage]
NumberOfDimensions: 3
Dimensions: (256,256,15)
Origin: (40,-105,105)
Spacing: (0.820312,0.820312,6)
DirectionCosines: (0,1,0,0,0,-1)
Rescale Intercept/Slope: (0,1)
SamplesPerPixel      :1
BitsAllocated        :16
BitsStored           :16
HighBit              :15
PixelRepresentation:1
Orientation Label: SAGITTAL
```



### 10.5.3 Checking the md5sum of the Pixel Data

After compressing a DICOM file (see `gdcmconv`) using a lossless compression algorithm, it is fairly easy to compare the two files for differences at DICOM attribute level. However one operation is slightly easier to do: how to make sure the compression was actually lossless ? In this case one could use the `--md5sum` operation.

Take an uncompressed DICOM image file:

```
$ gdcminfo --md5sum SIEMENS_ImageLocationUN.dcm
```

The tool return: 0621954acd5815e0b4f7b65fcc6506b1

Now compress this file:

```
$ gdcmmconv --jpegls SIEMENS_ImageLocationUN.dcm lossless_compressed.dcm
```

and then check again the md5sum:

```
$ gdcminfo --md5sum lossless_compressed.dcm
```

The tool return: 0621954acd5815e0b4f7b65fcc6506b1

### 10.5.4 Checking if Pixel Data is lossless

In some environment one wish to check whether or not the DICOM file is lossless or not. It is fairly easy to do that in most cases. Only in two occasion this is not clear from the sole DICOM Attribute. When the Transfer Syntax is JPEG 2000 Image Compression (1.2.840.10008.1.2.4.91) and when the Transfer Syntax is JPEG-LS Lossy (Near-Lossless) Image Compression (1.2.840.10008.1.2.4.81).

In this case, the only solution is to open the Pixel Data element, read the specific JPEG header and check whether or not the JPEG transformation was lossless or not:

```
$ gdcminfo --check-compression gdcmmData/MAROTECH_CT_JP2Lossy.dcm
```

The tool returns: "Encapsulated Stream was found to be: lossy"

## 10.6 SEE ALSO

`gdcmmdump(1)`, `gdcmmraw(1)`, `gdcmmconv(1)`

## 10.7 COPYRIGHT

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## Chapter 11

# Tool to convert PDF to PDF/DICOM.

### 11.1 SYNOPSIS

```
gdcmpdf [options] file-in file-out
```

### 11.2 DESCRIPTION

The **gdcmpdf** tool convert a PDF file (any PDF version) into an encapsulated PDF/DICOM file. By default it will try to read the PDF meta information stored in the PDF and convert this information to some specific DICOM fields (see below). However it may fails (eg. wrong password on encrypted PDF file) in which case empty value are used.

### 11.3 PARAMETERS

file-in    PDF input filename

file-out   DICOM output filename

### 11.4 options

#### 11.4.1 general options

```
-h    --help  
      print this help text and exit  
  
-v    --version  
      print version information and exit  
  
-V    --verbose  
      verbose mode (warning+error).  
  
-W    --warning  
      warning mode, print warning information  
  
-E    --error  
      error mode, print error information  
  
-D    --debug
```

```
debug mode, print debug information
```

## 11.5 Usage Example

```
$ wget http://gdcm.sourceforge.net/gdcm.pdf
$ gdcmpdf gdcm.pdf gdcm.dcm
```

To re-extract the encapsulated pdf file:

```
$ gdcmrw -i gdcm.dcm -t 42,11 -o gdcm.dcm.pdf
$ diff gdcm.pdf gdcm.dcm.pdf
```

## 11.6 PDF Info Mapping

Here is how the PDF info is mapped to DICOM information (typical pdftinfo output):

```
Title:      GDCM Reference Manual
Subject:    Grassroots DICOM API reference
Keywords:   GDCM,DICOM,JPEG, Lossless JPEG,JPEG-LS,J2K, JPEG 2000,RLE
Author:     Mathieu Malaterre and co.
Creator:    LaTeX with hyperref package
Producer:   pdfTeX-1.21a
CreationDate: Tue Apr 28 15:34:26 2009
Tagged:     no
Pages:      1188
Encrypted:  no
Page size:  612 x 792 pts (letter)
File size:  13756841 bytes
Optimized:  yes
PDF version: 1.4
```

Converted to DICOM this leads to:

```
# Dicom-Data-Set
# Used TransferSyntax: Little Endian Explicit
(0008,0005) CS [ISO_IR 100] # 10, 1 SpecificCharacterSet
(0008,0012) DA [20090428] # 8, 1 InstanceCreationDate
(0008,0013) TM [182550.302631] # 14, 1 InstanceCreationTime
(0008,0016) UI =EncapsulatedPDFStorage # 30, 1 SOPClassUID
(0008,0018) UI [1.2.826.0.1.3680043.2.1143.776842935192792959289022034349197114] # 64, 1 SOPInstanceUID
(0008,0020) DA [20090428] # 8, 1 StudyDate
(0008,0023) DA [20090428] # 8, 1 ContentDate
(0008,002a) DT [20090428153437.000000] # 22, 1 AcquisitionDateTime
(0008,0030) TM [182550.302160] # 14, 1 StudyTime
(0008,0033) TM [153426.000000] # 14, 1 ContentTime
(0008,0050) SH (no value available) # 0, 0 AccessionNumber
(0008,0060) CS [OT] # 2, 1 Modality
(0008,0064) CS [WSD] # 4, 1 ConversionType
(0008,0070) LO [LaTeX with hyperref package] # 28, 1 Manufacturer
(0008,0090) PN (no value available) # 0, 0 ReferringPhysiciansName
(0010,0010) PN [Mathieu Malaterre and co.] # 26, 1 PatientsName
(0010,0020) LO (no value available) # 0, 0 PatientID
(0010,0030) DA (no value available) # 0, 0 PatientsBirthDate
(0010,0040) CS (no value available) # 0, 0 PatientsSex
(0018,1020) LO [pdfTeX-1.21a] # 14, 1 SoftwareVersions
(0020,000d) UI [1.2.826.0.1.3680043.2.1143.1868121832223417351654232480755123133] # 64, 1 StudyInstanceUID
(0020,000e) UI [1.2.826.0.1.3680043.2.1143.1330099150825746617507846107663964311] # 64, 1 SeriesInstanceUID
(0020,0010) SH (no value available) # 0, 0 StudyID
(0020,0011) IS [1] # 2, 1 SeriesNumber
```

```

(0020,0013) IS [1] # 2, 1 InstanceNumber
(0028,0301) CS [YES] # 4, 1 BurnedInAnnotation
(0040,a043) SQ (Sequence with explicit length #=0) # 0, 1 ConceptNameCodeSequence
(ffff,e0dd) na (SequenceDelimitationItem for re-encod.) # 0, 0 SequenceDelimitationItem
(0042,0010) ST [GDCM Reference Manual] # 22, 1 DocumentTitle
(0042,0011) OB 25\\50\\44\\46\\2d\\31\\2e\\34\\0a\\25\\e7\\f3\\cf\\d3\\0a\\33\\32\\30\\37\\37\\20\\30... # 137568
(0042,0012) LO [application/pdf] # 16, 1 MIMETimeTypeOfEncapsulatedDocument

```

```

$ stat gdc.m.pdf
  File: 'gdc.m.pdf'
  Size: 13756841      Blocks: 26912      IO Block: 4096   regular file
Device: fe01h/65025d Inode: 2675750      Links: 1
Access: (0644/-rw-r--r--)  Uid: ( 1002/mmalaterre)   Gid: ( 1002/mmalaterre)
Access: 2009-04-28 16:05:00.000000000 +0200
Modify: 2009-04-28 15:34:37.000000000 +0200
Change: 2009-04-28 16:05:00.000000000 +0200

```

Explanation for the different Date/Time mappings:

- Study Date/Time, Instance Creation Date/Time are both equal to the current time gdc.mpdf tool was run,
- Acquisition Date Time is set to the Modify Time of the actual pdf file,
- Content Date/Time are set from the actual PDF header info: CreationDate.

## 11.7 SEE ALSO

**gdc.mconv(1)**, **gdc.mraw(1)**, **pdfinfo(1)**

## 11.8 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 12

# Extract Data Element Value Field.

### 12.1 SYNOPSIS

```
gdcmmraw [options] file-in file-out
```

### 12.2 DESCRIPTION

The **gdcmmraw** tool is mostly used for development purpose. It is used to extract a specific binary field from a DICOM DataSet.

### 12.3 PARAMETERS

```
file-in    DICOM input filename
```

```
file-out    output filename
```

### 12.4 options

#### 12.4.1 PARAMETERS

```
-i --input      Input filename
-o --output      Output filename
-t --tag        Specify tag to extract value from.
```

#### 12.4.2 options

```
-S --split-frags Split fragments into multiple files.
-p --pattern      Specify trailing file pattern (see split-frags).
-P --pixel-data   Pixel Data trailing 0.
```

#### 12.4.3 general options

```
-h    --help
```







```
-rw-r--r-- 1 mathieu mathieu 81512 2008-08-08 22:10 jpeg03.ljpeg  
-rw-r--r-- 1 mathieu mathieu 81694 2008-08-08 22:10 jpeg02.ljpeg  
-rw-r--r-- 1 mathieu mathieu 81564 2008-08-08 22:10 jpeg01.ljpeg  
-rw-r--r-- 1 mathieu mathieu 79970 2008-08-08 22:10 jpeg00.ljpeg
```

## 12.6 Footnote about JPEG files

It is a common misunderstanding to interchange 'JPEG 8bits lossy' with simply JPEG file. The JPEG specification is much broader than simply the common lossy 8bits file (as found on internet).

You can have

- JPEG Lossy 8bits
- JPEG Lossy 12bits
- JPEG Lossless 2-16bits

Those are what is defined in ITU-T T.81, ISO/IEC IS 10918-1.

## 12.7 SEE ALSO

**gdcmdump(1)**, **gdcmrw(1)**

## 12.8 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre

## Chapter 13

# Scan a directory containing DICOM files.

### 13.1 SYNOPSIS

```
gdcmscanner [options] directory
```

### 13.2 DESCRIPTION

The **gdcmscanner** is a command line tool to quickly extract value from a set of DICOM attribute in a DICOM File-Set.

#### 13.2.1 PARAMETERS

```
-d --dir          DICOM directory
-t --tag %d,%d    DICOM tag(s) to look for
```

#### 13.2.2 options

```
-p --print        Print output.
-r --recursive    Recusively descend directory.
```

#### 13.2.3 general options

```
-h --help
    print this help text and exit

-v --version
    print version information and exit

-V --verbose
    verbose mode (warning+error).

-W --warning
    warning mode, print warning information

-E --error
    error mode, print error information

-D --debug
    debug mode, print debug information
```

### 13.3 Typical usage

### 13.4 Simple usage

In order to display all the value for Patient Name (0010,0010) in the directory name **gdcmlData**, simply do:

```
$ gdcmscanner -t 10,10 -d gdcmlData -p
```

### 13.5 Complex usage

Because gdcmscanner does not support progress, you have to wait until all files are traversed to see any results. This is quite cumbersome, on UNIX this can be worked around with the following trick:

```
$ find gdcmlData -type d -exec gdcmscanner -t 10,10 -d {} -p \;
```

So all directory are locally traversed (no child directory are recursively traversed), which means results comes out much faster.

### 13.6 SEE ALSO

**gdcmdump(1)**, **gdcmlraw(1)**

### 13.7 COPYRIGHT

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## Chapter 14

# Tool to execute a DICOM Query/Retrieve operation

### 14.1 SYNOPSIS

```
gdcmscu [OPTION]...[OPERATION]...HOSTNAME...[PORT]...
```

Execute a DICOM Q/R operation to HOSTNAME, using port PORT (104 when not specified)

### 14.2 DESCRIPTION

The **gdcmscu** command line program is the tool to execute DICOM Query/Retrieve operation. It supports:

- C-ECHO (SCU)
- C-FIND (SCU)
- C-STORE (SCU)
- C-MOVE (SCU/SCP) C-MOVE operation are executed using two different ports (one for the SCU and one for the SCP).

### 14.3 PARAMETERS

### 14.4 options

#### 14.4.1 options

-H --hostname	Hostname.
-p --port	Port number.
--aetitle	Set calling AE Title.
--call	Set called AE Title.

#### 14.4.2 mode options

--echo	C-ECHO (default when none).
--store	C-STORE.

```
--find      C-FIND.
--move      C-MOVE.
```

#### 14.4.3 C-STORE options

```
-i --input      DICOM filename
-r --recursive  recursively process (sub-)directories
--store-query   Store constructed query in file
```

#### 14.4.4 C-FIND/C-MOVE options

```
--patientroot  C-FIND Patient Root Model.
--studyroot     C-FIND Study Root Model.

--patient       C-FIND Query on Patient Info (cannot be used with --studyroot).
--study         C-FIND Query on Study Info.
--series        C-FIND Query on Series Info.
--image         C-FIND Query on Image Info.
--key           0123,4567=VALUE for specifying search criteria (wildcard allowed)
                With --key, leave blank (ie, --key 10,10="") to retrieve values
```

#### 14.4.5 C-MOVE options

```
-o --output      DICOM filename / directory
--port-scp       Port for incoming associations
--key           0123,4567=VALUE for specifying search criteria (wildcard not allowed)
                Note that C-MOVE supports the same queries as C-FIND, but no wildcards are allowed
```

#### 14.4.6 general options

```
-h --help        print this help text and exit

-v --version      print version information and exit

-V --verbose      verbose mode (warning+error).

-W --warning      warning mode, print warning information

-E --error        error mode, print error information

-D --debug        debug mode, print debug information

--queryhelp       print query help
```

#### 14.4.7 environment variable

```
GDCM_ROOT_UID Root UID
```

## 14.5 C-ECHO usage

**gdcmscu** is a great tool to test if a DICOM server is up. For example to send a C-ECHO to server dicom.example.com using port 104, use:

```
$ gdcmscu dicom.example.com
```

or if you prefer being explicit:

```
$ gdcmscu --echo dicom.example.com 104
```

Using basic security your DICOM server might require that you set the appropriate called AE-TITLE

```
$ gdcmscu --echo dicom.example.com 11112 --call SERVSCP
```

If you want to specify your own AE-TITLE (default is GDCMSCU), simply use:

```
$ gdcmscu --echo dicom.example.com 11112 --call SERVSCP --aetitle MYSCU
```

For example you could test on the DICOM server provided by DICOMObject team:

```
$ gdcmscu www.dicomserver.co.uk 11112
```

## 14.6 C-STORE usage

C-STORE is the operation that allow sending a DICOM file to a remote DICOM server. For instance to send a file called myfile.dcm

```
$ gdcmscu --store dicom.example.com 104 myfile.dcm
```

or if you prefer being explicit:

```
$ gdcmscu --store dicom.example.com 104 -i myfile.dcm
```

You can even send multiple files using the same association:

```
$ gdcmscu --store dicom.example.com 104 myfile1.dcm myfile2.dcm myfile3.dcm ...
```

## 14.7 C-FIND usage

**gdcmscu** also allow querying a DICOM server. This is the C-FIND operation, for example to find all DICOM Instance where PatientsName match a particular pattern, usage is simply:

```
$ gdcmscu --find --patient dicom.example.com 11112 --patientroot --key 10,10,"A*"
```

We also support a DCMTK compatible convention:

```
$ gdcmscu --find --patient dicom.example.com 11112 --patientroot --key 10,10="A*"
```

When an attribute is set without a value it will be part of the output result:

```
$ gdcmscu --find --patient dicom.example.com 11112 --call MI2B2 --patientroot -k 10,10="A*" -k 10,20
```

## 14.8 C-MOVE usage

C-MOVE is the operation to retrieve a DICOM instance from a remote DICOM server. Most of the time, it is a subsequent operation after a C-FIND query. To retrieve a DICOM instance where PatientID is ABCD1234, simply execute:

```
$ gdcmscu --move --patient --aetitle ACME1 --call ACME_STORE dicom.example.com 5678 --patientroot -k 10,20="ABCD1234"
```

**WARNING** For this operation to work you need information from the DICOM server you are communicating with. Only the DICOM server you are sending a C-MOVE query will be responsible for sending back incoming associations (the actual C-STORE SCP). Therefore you need to make sure that your mapping of (AE-TITLE,PortNumber) is properly set on the DICOM server side as well as the port for incoming association (`--port-scp`).

**gdcmscu** does not currently support external C-STORE association (C-STORE request sent to an external SCP application).

## 14.9 patientroot notes

The flag `--patientroot` is just simply a wrapper around the syntax `--key 8,52=PATIENT`. For instance one would write using DCMTK syntax:

```
findscu --patient dicom.example.com 11112 --key 8,52=PATIENT --key 10,10="F*"
```

This would become using GDCM syntax:

```
$ gdcmscu --find --patient dicom.example.com 11112 --patientroot --key 10,10="F*"
```

## 14.10 Debugging

This is sometime difficult to investigate why a connection to a remote DICOM server cannot be done. Some recommendations follow:

Always try to do a simple C-ECHO at first. If you cannot get the C-ECHO to work none of the other operations will work. Before trying to a C-MOVE operation, make sure you can execute the C-FIND equivalent query first.

When doing a C-MOVE operation you really need to communicate with the PACS admin as the C-MOVE operation is different from the other lower level operation such as HTTP/GET. When doing a C-MOVE, the server will communicate back using another channel (could be different port) using its internal database to map an AE-TITLE back to the destination IP. Indeed the C-MOVE operation by design does not always use your incoming IP address to send back the resulting dataset. Instead it uses a mapping of AE-TITLE to IP address to send back any results. So pay particular attention to the spelling of your AE-TITLE and your incoming port (which may be different from the port to connect to the server).

## 14.11 Port Warning

Watch out that port ranging [1-1024] are reserved for admin and not easily accessible unless granted special privileges. Therefore the default 104 DICOM port might be accessible to all your users.



## 14.12 C-STORE Warnings

When constructing a C-STORE operation, `gdcm SCU` will always use the Media Storage as found in the file to be sent. For encapsulated DICOM file (eg. RLE Lossless) the receiving SCP server might not support this compression and will legitimately refuse the C-STORE operation. In this case users have to manually convert to a non-compressed form this particular file:

```
$ gdcmconv --raw compressed.dcm non_compressed.dcm
```

## 14.13 C-MOVE Warnings

At the moment `gdcm SCU` only supports non-compressed transfer syntax. It will always request DataSet using Implicit VR Little Endian Transfer Syntax during a C-MOVE operation.

## 14.14 C-FIND IMAGE level (Composite Object Instance)

One should pay attention that `gdcm SCU -find` and `find SCU` are not completely equivalent. Using `gdcm SCU -find`, all Unique Keys will be added automatically. One can therefore execute something like this:

```
$ gdcm SCU --find --patientroot --image --key 8,18=1.2.3.4.5.6 dicom.example.com 11112
```

instead of the more explicit form

```
$ gdcm SCU --find --patientroot --image --key 8,18=1.2.3.4.5.6 dicom.example.com 11112 --key 10,20 --key 20,d --key
```

This would also be equivalent to:

```
$ find SCU --patient --key 8,52=IMAGE --key 8,18=1.2.3.4.5.6 dicom.example.com 11112 --key 10,20 --key 20,d --key
```

## 14.15 Storing the Query

It is also possible to store the query:

```
gdcm SCU --find --patient --patientroot dicom.example.com 11112 --key 10,20="*" --key 10,10 --store-query query.dcm
```

One can then check the DataSet values send for the query:

```
$ gdcmdump query.dcm
# Dicom-File-Format

# Dicom-Meta-Information-Header
# Used TransferSyntax:

# Dicom-Data-Set
# Used TransferSyntax: 1.2.840.10008.1.2
(0008,0005) ?? (CS) [ISO_IR 192] # 10,1-n Specific Character Set
(0008,0052) ?? (CS) [PATIENT ] # 8,1 Query/Retrieve Level
(0010,0010) ?? (PN) (no value) # 0,1 Patient's Name
(0010,0020) ?? (LO) [* ] # 2,1 Patient ID
```

The Specific Character Set was set to "ISO\_IR 192" as the locale encoding of the system was found automatically by `gdcm SCU` to be UTF-8.

This means that the following command line will properly setup the Query with the appropriate Charset to be executed correctly:

```
$ gdcm SCU --find --patient --patientroot dicom.example.com 11112 --key 10,10="*Jérôme"
```

the query is always executed on the server side (SCP), some implementations does not support string matching with different Character Set.

## 14.16 SEE ALSO

**`gdcmconv(1)`**

## 14.17 COPYRIGHT

Copyright Insight Software Consortium

## Chapter 15

# Concatenate/Extract DICOM files.

### 15.1 SYNOPSIS

```
gdcmtar [options] file-in file-out
```

### 15.2 DESCRIPTION

The **gdcmtar** is a command line tool used to tar/untar multi-frames images (including SIEMENS MOSAIC file)

### 15.3 PARAMETERS

file-in DICOM input filename

file-out DICOM output filename

### 15.4 options

#### 15.4.1 options

```
--enhance      enhance (default)
-U --unenhance  unenhance
-M --mosaic     Split SIEMENS Mosaic image into multiple frames.
-p --pattern    Specify trailing file pattern.
--root-uid      Root UID.
```

#### 15.4.2 general options

```
-h --help      print this help text and exit
-v --version    print version information and exit
-V --verbose    verbose mode (warning+error).
```

```
-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

### 15.4.3 environment variable

GDCM\_ROOT\_UID Root UID

## 15.5 Typical usage

### 15.5.1 SIEMENS Mosaic

```
$ gdcminfo MR-sonata-3D-as-Tile.dcm
```

```
MediaStorage is 1.2.840.10008.5.1.4.1.1.4 [MR Image Storage]
TransferSyntax is 1.2.840.10008.1.2.1 [Explicit VR Little Endian]
NumberOfDimensions: 2
Dimensions: (384,384,1)
\&...
```

```
$ gdcmtar --mosaic -i MR-sonata-3D-as-Tile.dcm -o mosaic --pattern %03d.dcm
```

Will output:

```
-rw-r--r-- 1 mathieu mathieu 72882 2009-08-10 11:14 mosaic000.dcm
-rw-r--r-- 1 mathieu mathieu 72886 2009-08-10 11:14 mosaic001.dcm
-rw-r--r-- 1 mathieu mathieu 72886 2009-08-10 11:14 mosaic002.dcm
-rw-r--r-- 1 mathieu mathieu 72886 2009-08-10 11:14 mosaic003.dcm
-rw-r--r-- 1 mathieu mathieu 72886 2009-08-10 11:14 mosaic004.dcm
-rw-r--r-- 1 mathieu mathieu 72886 2009-08-10 11:14 mosaic005.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic006.dcm
-rw-r--r-- 1 mathieu mathieu 72882 2009-08-10 11:14 mosaic007.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic008.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic009.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic010.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic011.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic012.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic013.dcm
-rw-r--r-- 1 mathieu mathieu 72882 2009-08-10 11:14 mosaic014.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic015.dcm
-rw-r--r-- 1 mathieu mathieu 72882 2009-08-10 11:14 mosaic016.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic017.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic018.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic019.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic020.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic021.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic022.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic023.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic024.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic025.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic026.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic027.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic028.dcm
-rw-r--r-- 1 mathieu mathieu 72884 2009-08-10 11:14 mosaic029.dcm
-rw-r--r-- 1 mathieu mathieu 72882 2009-08-10 11:14 mosaic030.dcm
```

```
$ gdcminfo mosaic000.dcm
```

```
MediaStorage is 1.2.840.10008.5.1.4.1.1.4 [MR Image Storage]  
TransferSyntax is 1.2.840.10008.1.2.1 [Explicit VR Little Endian]  
NumberOfDimensions: 2  
Dimensions: (64,64,1)  
\&...
```

## 15.6 SEE ALSO

**gdcmdump(1)**, **gdcmrw(1)**, **gdcminfo(1)**

## 15.7 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 16

# Simple DICOM viewer.

### 16.1 SYNOPSIS

```
gdcviewer [options] file-in
```

### 16.2 DESCRIPTION

The **gdcviewer** is a simple tool that show how to use `vtkGDCMImageReader`. The class that use `gdc` to make a layer to VTK. **gdcviewer** is basically only just a wrapper around VTK/GDCM.

This tool is meant for testing integration of GDCM in VTK. You should see it as a demo tool. It does compile with VTK ranging from 4.2 to 5.8, but only with VTK 5.2 (or above) can only play with the widgets (as described below).

### 16.3 PARAMETERS

```
file-in    DICOM input filename
```

### 16.4 options

#### 16.4.1 options

```
--force-rescale    force rescale (advanced users)
--force-spacing    force spacing (advanced users)
-r --recursive     Recursively descend directory
```

#### 16.4.2 general options

```
-h    --help
      print this help text and exit

-v    --version
      print version information and exit

-V    --verbose
      verbose mode (warning+error).
```

```
-W  --warning
    warning mode, print warning information

-E  --error
    error mode, print error information

-D  --debug
    debug mode, print debug information
```

## 16.5 Typical usage

## 16.6 Simple usage

For now `gdcmviewer` should be started from a command line prompt. The next argument should be the name of the DICOM file you wish to read. For instance:

```
$ gdcmviewer -V 012345.002.050.dcm
```

`gdcmviewer` will try to read your file, and then print the `vtk` information associated with this file. Basically what kind of image you are looking at.

- `ScalarType` is the DICOM Real World Value type
- `Dimensions` is the dimension of the image
- `Spacing` is the spacing of the image
- `NumberOfScalarComponents` should be 1 for grayscale & `PALETTE COLOR` and 3 for `RGB`, `YBR` data.

## 16.7 Wiki Link

The wiki page, with color pictures can be found at: <http://sourceforge.net/apps/mediawiki/gdcm/index.php?title=Gdcmviewer>

## 16.8 SEE ALSO

`gdcmdump(1)`, `gdcm2vtk(1)`

## 16.9 COPYRIGHT

Copyright (c) 2006-2011 Mathieu Malaterre



## Chapter 17

# Todo List

### **Class gdcm::CSAHeader**

MrEvaProtocol in 29,1020 contains ^M that would be nice to get rid of on UNIX system...

### **Class gdcm::Overlay**

Is there actually any way to recognize an overlay ? On images with multiple overlay I do not see any way to differentiate them (other than the group tag).

### **Class gdcm::SequenceOfFragments**

I do not enforce that Sequence of Fragments ends with a SQ end del

### **Class gdcm::TransferSyntax**

: The implementation is completely retarded -> see gdcm::UIDs for a replacement We need: IsSupported We need preprocess of raw/xml file We need GetFullName()

### **Member gdcm::UIDGenerator::IsValid (const char \*uid)**

: Move that in DataStructureAndEncoding (see FileMetaInformation::CheckFileMetaInformation)



## Chapter 18

# Deprecated List

**Member `gdcm::CompositeNetworkFunctions::ConstructQuery (ERootType inRootType, EQueryLevel inQueryLevel, const KeyValuePairArrayType &keys, bool inMove=false)`**

**Member `gdcm::DataElement::GetSequenceOfItems () const`**

Replaced by `DataElement::GetValueAsSQ()` as of GDCM 2.2.

**Member `gdcm::FileSet::AddFile (File const &)`**

. Does nothing

**Member `gdcm::TransferSyntax::GetSwapCode () const`**

Return the `SwapCode` associated with the Transfer Syntax. Be careful with the special GE private syntax the `DataSet` is written in little endian but the Pixel Data is in Big Endian.



## Chapter 19

# Bug List

### **Class gdcM::DICOMDIRGenerator**

: There is a current limitation of not handling Referenced SOP Class UID / Referenced SOP Instance UID simply because the gdcM::Scanner does not allow us See PS 3.11 / Table D.3-2 STD-GEN Additional DICOMDIR Keys

### **Class gdcM::IPPSorter**

There currently a couple of bug in this implementation:



## Chapter 20

# Namespace Index

### 20.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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## Chapter 21

# Class Index

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Rescale class This class is meant to apply the linear transform of Stored Pixel Value to Real World Value. This is mostly found in CT or PET dataset, where the value are stored using one type, but need to be converted to another scale using a linear transform. There are basically two cases: In CT: the linear transform is generally integer based. E.g. the Stored Pixel Type is unsigned short 12bits, but to get Hounsfield unit, one need to apply the linear transform:

$$RWV = 1.*SV - 1024$$

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## Chapter 23

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## Chapter 24

# Namespace Documentation

### 24.1 gdcm Namespace Reference

#### Namespaces

- namespace network
- namespace SegmentHelper
- namespace terminal

*Class for Terminal Allow one to print in color in a shell.*

#### Classes

- class AbortEvent
- class AnonymizeEvent

*AnonymizeEvent Special type of event triggered during the Anonymization process.*

- class Anonymizer

*Anonymizer This class is a multi purpose anonymizer. It can work in 2 mode:*

- class AnyEvent
- class ApplicationEntity

*ApplicationEntity.*

- class ASN1

*Class for ASN1.*

- class Attribute

*Attribute class This class use template metaprograming tricks to let the user know when the template instanciation does not match the public dictionary.*

- class Attribute< Group, Element, TVR, VM::VM1 >
- class Attribute< Group, Element, TVR, VM::VM1\_3 >
- class Attribute< Group, Element, TVR, VM::VM1\_8 >
- class Attribute< Group, Element, TVR, VM::VM1\_n >
- class Attribute< Group, Element, TVR, VM::VM2\_2n >
- class Attribute< Group, Element, TVR, VM::VM2\_n >
- class Attribute< Group, Element, TVR, VM::VM3\_3n >
- class Attribute< Group, Element, TVR, VM::VM3\_n >
- class AudioCodec

- AudioCodec.*
- class Base64
  - Class for Base64.*
- class BaseRootQuery
- class BasicOffsetTable
  - Class to represent a BasicOffsetTable.*
- class Bitmap
  - Bitmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)*
- class BitmapToBitmapFilter
  - BitmapToBitmapFilter class Super class for all filter taking an image and producing an output image.*
- class ByteBuffer
  - ByteBuffer.*
- class ByteSwap
  - ByteSwap.*
- class ByteSwapFilter
  - ByteSwapFilter In place byte-swapping of a dataset FIXME: FL status ??*
- class ByteValue
  - Class to represent binary value (array of bytes)*
- class Codec
  - Codec class.*
- class Coder
  - Coder.*
- class CodeString
  - CodeString This is an implementation of DICOM VR: CS The ctor will properly Trim so that operator== is correct.*
- class Command
  - Command superclass for callback/observer methods.*
- class CommandDataSet
  - Class to represent a Command DataSet.*
- class CompositeNetworkFunctions
  - Composite Network Functions These functions provide a generic API to the DICOM functions implemented in GDCM. Advanced users can use this code as a template for building their own versions of these functions (for instance, to provide progress bars or some other way of handling returned query information), but for most users, these functions should be sufficient to interface with a PACS to a local machine. Note that these functions are not contained within a static class or some other class-style interface, because multiple connections can be instantiated in the same program. The DICOM standard is much more function oriented rather than class oriented in this instance, so the design of this API reflects that functional approach. These functions implements the following SCU operations:*
- class ConstCharWrapper
  - Do not use me.*
- class CP246ExplicitDataElement
  - Class to read/write a DataElement as CP246Explicit Data Element.*
- class CryptographicMessageSyntax
  - Class for CryptographicMessageSyntax encryption. This is just a simple wrapper around openssl PKCS7\_encrypt functionalities.*
- class CSAElement
  - Class to represent a CSA Element.*
- class CSAHeader
  - Class for CSAHeader.*
- class CSAHeaderDict

- Class to represent a map of CSAHeaderDictEntry.*
- class CSAHeaderDictEntry
  - Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcm::Tag to the needed information.*
- class CSAHeaderDictException
- class Curve
  - Curve class to handle element 50xx,3000 Curve Data WARNING: This is deprecated and lastly defined in PS 3.3 - 2004.*
- class DataElement
  - Class to represent a Data Element either Implicit or Explicit.*
- class DataElementException
- class DataEvent
  - DataEvent.*
- class DataSet
  - Class to represent a Data Set (which contains Data Elements) A Data Set represents an instance of a real world Information Object.*
- class DataSetEvent
  - DataSetEvent Special type of event triggered during the DataSet store/move process.*
- class DataSetHelper
  - DataSetHelper (internal class, not intended for user level)*
- class Decoder
  - Decoder.*
- class DefinedTerms
  - Defined Terms are used when the specified explicit Values may be extended by implementors to include additional new Values. These new Values shall be specified in the Conformance Statement (see PS 3.2) and shall not have the same meaning as currently defined Values in this standard. A Data Element with Defined Terms that does not contain a Value equivalent to one of the Values currently specified in this standard shall not be considered to have an invalid value. Note: Interpretation Type ID (4008,0210) is an example of a Data Element having Defined Terms. It is defined to have a Value that may be one of the set of standard Values; REPORT or AMENDMENT (see PS 3.3). Because this Data Element has Defined Terms other Interpretation Type IDs may be defined by the implementor.*
- class Defs
  - FIXME I do not like the name 'Defs'.*
- class DeltaEncodingCodec
  - DeltaEncodingCodec compression used by some private vendor.*
- class DICOMDIR
  - DICOMDIR class.*
- class DICOMDIRGenerator
  - DICOMDIRGenerator class This is a STD-GEN-CD DICOMDIR generator. ref: PS 3.11-2008 Annex D (Normative) - General Purpose CD-R and DVD Interchange Profiles.*
- class Dict
  - Class to represent a map of DictEntry.*
- class DictConverter
  - Class to convert a .dic file into something else:*
- class DictEntry
  - Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcm::Tag to the needed information.*
- class DictPrinter
  - DictPrinter class.*
- class Dicts
  - Class to manipulate the sum of knowledge (all the dict user load)*

- class DirectionCosines  
*class to handle DirectionCosines*
- class Directory  
*Class for manipulation directories.*
- class DirectoryHelper
- class DummyValueGenerator  
*Class for generating dummy value.*
- class Dumper  
*Codec class.*
- class Element  
*Element class.*
- class Element< TVR, VM::VM1\_2 >
- class Element< TVR, VM::VM1\_n >
- class Element< TVR, VM::VM2\_2n >
- class Element< TVR, VM::VM2\_n >
- class Element< TVR, VM::VM3\_3n >
- class Element< TVR, VM::VM3\_n >
- class Element< VR::AS, VM::VM5 >
- class Element< VR::OB, VM::VM1 >
- class Element< VR::OW, VM::VM1 >
- class EncapsulatedDocument  
*EncapsulatedDocument.*
- class EncodingImplementation< VR::VRASCII >
- class EncodingImplementation< VR::VRBINARY >
- class EndEvent
- class EnumeratedValues  
*Element. A Data Element with Enumerated Values that does not have a Value equivalent to one of the Values specified in this standard has an invalid value within the scope of a specific Information Object/SOP Class definition. Note:*
- class Event  
*superclass for callback/observer methods*
- class Exception  
*Exception.*
- class ExitEvent
- class ExplicitDataElement  
*Class to read/write a DataElement as Explicit Data Element.*
- class ExplicitImplicitDataElement  
*Class to read/write a DataElement as ExplicitImplicit Data Element.*
- class Fiducials  
*Fiducials.*
- class File  
*a DICOM File See PS 3.10 File: A File is an ordered string of zero or more bytes, where the first byte is at the beginning of the file and the last byte at the end of the File. Files are identified by a unique File ID and may be written, read and/or deleted.*
- class FileDerivation  
*FileDerivation class See PS 3.16 - 2008 For the list of Code Value that can be used for in Derivation Code Sequence.*
- class FileExplicitFilter  
*FileExplicitFilter class After changing a file from Implicit to Explicit representation (see ImageChangeTransferSyntax) one operation is to make sure the VR of each DICOM attribute are accurate and do match the one from PS 3.6. Indeed when a file is written in Implicit representation, the VR is not stored directly in the file.*



- class FileMetaInformation  
*Class to represent a File Meta Information.*
- class Filename  
*Class to manipulate file name's.*
- class FilenameGenerator  
*FilenameGenerator.*
- class FileSet  
*File-set: A File-set is a collection of DICOM Files (and possibly non-DICOM Files) that share a common naming space within which File IDs are unique.*
- class FileWithName  
*FileWithName.*
- class FindPatientRootQuery  
*PatientRootQuery contains: the class which will produce a dataset for c-find with patient root.*
- class FindStudyRootQuery  
*FindStudyRootQuery contains: the class which will produce a dataset for C-FIND with study root.*
- class Fragment  
*Class to represent a Fragment.*
- class Global  
*Global.*
- class GroupDict  
*Class to represent the mapping from group number to its abbreviation and name.*
- class IconImageFilter  
*IconImageFilter This filter will extract icons from a gdcm::File This filter will loop over all known sequence (public and private) that may contains an IconImage and retrieve them. The filter will fails with a value of false if no icon can be found Since it handle both public and private icon type, one should not assume the icon is in uncompress form, some private vendor store private icon in JPEG8/JPEG12.*
- class IconImageGenerator  
*IconImageGenerator This filter will generate a valid Icon from the Pixel Data element (an instance of gdcm::Pixmap). To generate a valid Icon, one is only allowed the following Photometric Interpretation:*
- struct ignore\_char
- class Image  
*Image.*
- class ImageApplyLookupTable  
*ImageApplyLookupTable class It applies the LUT the PixelData (only PALETTE\_COLOR images) Output will be a PhotometricInterpretation=RGB image.*
- class ImageChangePhotometricInterpretation  
*ImageChangePhotometricInterpretation class Class to change the Photometric Interpretation of an input DICOM.*
- class ImageChangePlanarConfiguration  
*ImageChangePlanarConfiguration class Class to change the Planar configuration of an input DICOM By default it will change into the more usual representation: PlanarConfiguration = 0.*
- class ImageChangeTransferSyntax  
*ImageChangeTransferSyntax class Class to change the transfer syntax of an input DICOM.*
- class ImageCodec  
*ImageCodec.*
- class ImageConverter  
*Image Converter.*
- class ImageFragmentSplitter  
*ImageFragmentSplitter class For single frame image, DICOM standard allow splitting the frame into multiple fragments.*

- class ImageHelper  
*ImageHelper (internal class, not intended for user level)*
- class ImageReader  
*ImageReader.*
- class ImageToImageFilter  
*ImageToImageFilter class Super class for all filter taking an image and producing an output image.*
- class ImageWriter  
*ImageWriter.*
- class ImplicitDataElement  
*Class to represent an Implicit VR Data Element.*
- class InitializeEvent
- class IOD  
*Class for representing a IOD.*
- class IODEntry  
*Class for representing a IODEntry.*
- class IODs  
*Class for representing a IODs.*
- class IPPSorter  
*IPPSorter Implement a simple Image Position (Patient) sorter, along the Image Orientation (Patient) direction. This algorithm does NOT support duplicate and will FAIL in case of duplicate IPP.*
- class Item  
*Class to represent an Item A component of the value of a Data Element that is of Value Representation Sequence of Items. An Item contains a Data Set . See PS 3.5 7.5.1 Item Encoding Rules Each Item of a Data Element of VR SQ shall be encoded as a DICOM Standart Data Element with a specific Data Element Tag of Value (FFFE,E000). The Item Tag is followed by a 4 byte Item Length field encoded in one of the following two ways Explicit/ Implicit.*
- class IterationEvent
- class JPEG12Codec  
*Class to do JPEG 12bits (lossy & lossless)*
- class JPEG16Codec  
*Class to do JPEG 16bits (lossless)*
- class JPEG2000Codec  
*Class to do JPEG 2000.*
- class JPEG8Codec  
*Class to do JPEG 8bits (lossy & lossless)*
- class JPEGCodec  
*JPEG codec Class to do JPEG (8bits, 12bits, 16bits lossy & lossless). It redispach in between the different codec implementation: gdcmm::JPEG8Codec, gdcmm::JPEG12Codec & gdcmm::JPEG16Codec It also support inconsistency in between DICOM header and JPEG compressed stream ImageCodec implementation for the JPEG case.*
- class JPEGLSCCodec  
*JPEG-LS.*
- class KAKADUCodec  
*KAKADUCodec.*
- class LO  
*LO.*
- class LookupTable  
*LookupTable class.*
- class Macro  
*Class for representing a Macro.*

- class Macros  
*Class for representing a Modules.*
- class MD5  
*Class for MD5.*
- class MediaStorage  
*MediaStorage.*
- class MemberCommand  
*Command subclass that calls a pointer to a member function.*
- class MeshPrimitive  
*This class defines surface mesh primitives. It is designed from surface mesh primitives macro.*
- class ModifiedEvent
- class Module  
*Class for representing a Module.*
- class ModuleEntry  
*Class for representing a ModuleEntry.*
- class Modules  
*Class for representing a Modules.*
- class MovePatientRootQuery  
*MovePatientRootQuery contains: the class which will produce a dataset for c-move with patient root.*
- class MoveStudyRootQuery  
*MoveStudyRootQuery contains: the class which will produce a dataset for C-MOVE with study root.*
- class NestedModuleEntries  
*Class for representing a NestedModuleEntries.*
- class NoEvent
- class Object  
*Object.*
- struct OneShotReadBuf
- class Orientation  
*class to handle Orientation*
- class Overlay  
*Overlay class.*
- class ParseException  
*ParseException Standard exception handling object.*
- class Parser  
*Parser ala XML\_Parser from expat (SAX)*
- class Patient  
*See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.*
- class PDBelement  
*Class to represent a PDB Element.*
- class PDBHeader  
*Class for PDBHeader.*
- class PDFCodec  
*PDFCodec class.*
- class PersonName  
*PersonName class.*
- class PhotometricInterpretation  
*Class to represent an PhotometricInterpretation.*

- class PixelFormat  
*PixelFormat.*
- class Pixmap  
*Pixmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)*
- class PixmapReader  
*PixmapReader.*
- class PixmapToPixmapFilter  
*PixmapToPixmapFilter class Super class for all filter taking an image and producing an output image.*
- class PixmapWriter  
*PixmapWriter This class will takes two inputs:*
- class PNMCodec  
*Class to do PNM PNM is the Portable anymap file format. The main web page can be found at: <http://netpbm.sourceforge.net/>.*
- class Preamble  
*DICOM Preamble (Part 10)*
- class PresentationContext  
*PresentationContext.*
- class PresentationContextGenerator  
*PresentationContextGenerator This class is responsible for generating the proper PresentationContext that will be used in subsequent operation during a DICOM Query/Retrieve association. The step of the association is very sensible as special care need to be taken to explicitly define what instance are going to be send and how they are encoded.*
- class Printer  
*Printer class.*
- class PrivateDict  
*Private Dict.*
- class PrivateTag  
*Class to represent a Private DICOM Data Element (Attribute) Tag (Group, Element, Owner)*
- class ProgressEvent  
*ProgressEvent Special type of event triggered during.*
- class PVRGCodec  
*PVRGCodec.*
- class PythonFilter  
*PythonFilter PythonFilter is the class that make gdcmm2.x looks more like gdcmm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language.*
- class QueryBase  
*QueryBase contains: the base class for constructing a query dataset for a C-FIND and a C-MOVE.*
- class QueryFactory  
*QueryFactory.h.*
- class QueryImage  
*QueryImage contains: class to construct an image-based query for C-FIND and C-MOVE.*
- class QueryPatient  
*QueryPatient contains: class to construct a patient-based query for c-find and c-move.*
- class QuerySeries  
*QuerySeries contains: class to construct a series-based query for c-find and c-move.*
- class QueryStudy  
*QueryStudy.h contains: class to construct a study-based query for C-FIND and C-MOVE.*
- class RAWCodec

*RAWCodec class.*

- class Reader

*Reader ala DOM (Document Object Model)*

- class Rescaler

*Rescale class This class is meant to apply the linear transform of Stored Pixel Value to Real World Value. This is mostly found in CT or PET dataset, where the value are stored using one type, but need to be converted to another scale using a linear transform. There are basically two cases: In CT: the linear transform is generally integer based. E.g. the Stored Pixel Type is unsigned short 12bits, but to get Hounsfield unit, one need to apply the linear transform:*

$$RWV = 1. * SV - 1024$$

*So the best scalar to store the Real World Value will be 16 bits signed type.*

- class RLECodec

*Class to do RLE.*

- class Scanner

*Scanner This filter is meant for quickly browsing a FileSet (a set of files on disk). Special consideration are taken so as to read the minimum amount of information in each file in order to retrieve the user specified set of DICOM Attribute.*

- class Segment

*This class defines a segment. It mainly contains attributes of group 0x0062. In addition, it can be associated with surface.*

- class SegmentedPaletteColorLookupTable

*SegmentedPaletteColorLookupTable class.*

- class SegmentReader

*This class defines a segment reader. It reads attributes of group 0x0062.*

- class SegmentWriter

*This class defines a segment writer. It writes attributes of group 0x0062.*

- class SequenceOfFragments

*Class to represent a Sequence Of Fragments.*

- class SequenceOfItems

*Class to represent a Sequence Of Items (value representation : SQ)*

- class SerieHelper

- class Series

*Series.*

- class ServiceClassUser

*ServiceClassUser.*

- class SHA1

*Class for SHA1.*

- class SimpleMemberCommand

*Command subclass that calls a pointer to a member function.*

- class SimpleSubjectWatcher

*SimpleSubjectWatcher This is a typical Subject Watcher class. It will observe all events.*

- class SmartPointer

*Class for Smart Pointer.*

- class SOPClassUIDToIOD

*Class convert a class SOP Class UID into IOD.*

- class Sorter

*Sorter General class to do sorting using a custom function You simply need to provide a function of type: Sorter::Sort-Function.*

- class Spacing

*Class for Spacing.*

- class Spectroscopy  
*Spectroscopy class.*
- class SplitMosaicFilter  
*SplitMosaicFilter class Class to reshuffle bytes for a SIEMENS Mosaic image Siemens CSA Image Header CSA:= Common Siemens Architecture, sometimes also known as Common syngo Architecture.*
- class StartEvent
- struct static\_assert\_test
- struct STATIC\_ASSERTION\_FAILURE< true >
- class StreamImageReader  
*StreamImageReader.*
- class StreamImageWriter  
*StreamImageReader.*
- class String  
*String.*
- class StringFilter  
*StringFilter StringFilter is the class that make gdcm2.x looks more like gdcm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language.*
- class Study  
*Study.*
- class Subject  
*Subject.*
- class Surface  
*This class defines a SURFACE IE. This members are taken from required surface mesh module attributes.*
- class SurfaceHelper
- class SurfaceReader  
*This class defines a SURFACE IE reader. It reads surface mesh module attributes.*
- class SurfaceWriter  
*This class defines a SURFACE IE writer. It writes surface mesh module attributes.*
- class SwapCode  
*SwapCode representation.*
- class SwapperDoOp
- class SwapperNoOp
- class System  
*Class to do system operation.*
- class Table  
*Table.*
- class TableEntry  
*TableEntry.*
- class TableReader  
*Class for representing a TableReader.*
- class Tag  
*Class to represent a DICOM Data Element (Attribute) Tag (Group, Element). Basically an uint32\_t which can also be expressed as two uint16\_t (group and element)*
- class TagPath  
*class to handle a path of tag.*
- class Testing  
*class for testing*
- class Trace

- Trace.*
- class TransferSyntax
  - Class to manipulate Transfer Syntax.*
- class Type
  - Type.*
- struct UI
- class UIDGenerator
  - Class for generating unique UID.*
- class UIDs
  - all known uids*
- class UNExplicitDataElement
  - Class to read/write a DataElement as UNExplicit Data Element.*
- class UNExplicitImplicitDataElement
  - Class to read/write a DataElement as ExplicitImplicit Data Element This class gather two known bugs:*
- class Unpacker12Bits
  - Pack/Unpack 12 bits pixel into 16bits.*
- class Usage
  - Usage.*
- class UserEvent
- class Validate
  - Validate class.*
- class Value
  - Class to represent the value of a Data Element.*
- class ValueIO
  - Class to dispatch template calls.*
- class Version
  - major/minor and build version*
- class VL
  - Value Length.*
- class VM
  - Value Multiplicity Looking at the DICOMV3 dict only there is very few cases: 1 2 3 4 5 6 8 16 24 1-2 1-3 1-8 1-32 1-99 1-n 2-2n 2-n 3-3n 3-n.*
- class VR
  - VR class This is adapted from DICOM standard The biggest difference is the INVALID VR and the composite one that differ from standard (more like an addition) This allow us to represent all the possible case express in the DICOMV3 dict.*
- class VR16ExplicitDataElement
  - Class to read/write a DataElement as Explicit Data Element.*
- class VRVLSize< 0 >
- class VRVLSize< 1 >
- class Waveform
  - Waveform class.*
- class Writer
  - Writer ala DOM (Document Object Model) This class is a non-validating writer, it will only performs well- formedness check only.*
- class XMLDictReader
  - Class for representing a XMLDictReader.*
- class XMLPrivateDictReader
  - Class for representing a XMLPrivateDictReader.*

## Typedefs

- typedef String<'\', 16 > AECComp
- typedef String<'\', 64 > ASComp
- typedef bool(\* BOOL\_FUNCTION\_PFILE\_PFILE\_POINTER )(File \*, File \*)
- typedef String<'\', 16 > CSCComp
- typedef String<'\', 64 > DACComp
- typedef String<'\', 64 > DTComp
- typedef std::vector  
    < SmartPointer< FileWithName > > FileList
- typedef Bitmap IconImage
- typedef String<'\', 64 > LOComp
- typedef String<'\', 64 > LTComp
- typedef ModuleEntry MacroEntry
- typedef NestedModuleEntries NestedMacroEntries
- typedef String<'\', 64 > PNComp
- typedef String<'\', 64 > SHComp
- typedef String<'\', 64 > STComp
- typedef String<'\', 16 > TMComp
- typedef String<'\', 64, 0 > UIComp
- typedef String<'\', 64 > UTComp

## Enumerations

- enum CompOperators {  
    GDCM\_EQUAL = 0,  
    GDCM\_DIFFERENT,  
    GDCM\_GREATER,  
    GDCM\_GREATEROREQUAL,  
    GDCM\_LESS,  
    GDCM\_LESSCOREQUAL }
- enum ECharSet {  
    eLatin1 = 0,  
    eLatin2,  
    eLatin3,  
    eLatin4,  
    eCyrillic,  
    eArabic,  
    eGreek,  
    eHebrew,  
    eLatin5,  
    eJapanese,  
    eThai,  
    eJapaneseKanjiMultibyte,  
    eJapaneseSupplementaryKanjiMultibyte,  
    eKoreanHangulHanjaMultibyte,  
    eUTF8,  
    eGB18030 }
- enum EQueryLevel {  
    ePatient,  
    eStudy,  
    eSeries,  
    eImageOrFrame }



*BaseRootQuery contains: a baseclass which will produce a dataset for c-find and c-move with patient/study root name and date: 18 oct 2010 mmr.*

- enum EQueryType {  
  eFind,  
  eMove }
- enum ERootType {  
  ePatientRootType,  
  eStudyRootType }
- enum LodModeType {  
  LD\_ALL = 0x00000000,  
  LD\_NOSEQ = 0x00000001,  
  LD\_NOSHADOW = 0x00000002,  
  LD\_NOSHADOWSEQ = 0x00000004 }

## Functions

- ignore\_char const backslash ("\\")
- VR::VRType GetVRFromTag (Tag const &tag)
- bool operator!= (const CodeString &ref, const CodeString &cs)
- bool operator!= (const DataElement &lhs, const DataElement &rhs)
- std::ostream & operator<< (std::ostream &os, const Version &v)
- std::ostream & operator<< (std::ostream &\_os, const NestedModuleEntries &\_val)
- std::ostream & operator<< (std::ostream &os, const SwapCode &sc)
- std::ostream & operator<< (std::ostream &os, const FileSet &f)
- std::ostream & operator<< (std::ostream &os, Event &e)

*Generic inserter operator for Event and its subclasses.*

- std::ostream & operator<< (std::ostream &os, const PDBElement &val)
- std::ostream & operator<< (std::ostream &os, const CommandDataSet &val)
- std::ostream & operator<< (std::ostream &os, const Orientation &o)
- std::ostream & operator<< (std::ostream &\_os, const IODs &\_val)
- std::ostream & operator<< (std::ostream &\_os, const Macros &\_val)
- std::ostream & operator<< (std::ostream &\_os, const Modules &\_val)
- std::ostream & operator<< (std::ostream &\_os, const Type &val)
- std::ostream & operator<< (std::ostream &\_os, const ModuleEntry &\_val)
- std::ostream & operator<< (std::ostream &\_os, const GroupDict &\_val)
- std::ostream & operator<< (std::ostream &\_os, const IOD &\_val)
- std::ostream & operator<< (std::ostream &os, const File &val)
- std::ostream & operator<< (std::ostream &\_os, const Usage &val)
- std::ostream & operator<< (std::ostream &os, const Sorter &s)
- std::ostream & operator<< (std::ostream &os, const CSAHeaderDictEntry &val)
- std::ostream & operator<< (std::ostream &os, const Preamble &val)
- std::ostream & operator<< (std::ostream &os, const Dicts &d)
- std::ostream & operator<< (std::ostream &\_os, const IODEntry &\_val)
- std::ostream & operator<< (std::ostream &\_os, const Macro &\_val)
- std::ostream & operator<< (std::ostream &os, const CSAHeaderDict &val)
- std::ostream & operator<< (std::ostream &os, const PDBHeader &d)
- std::ostream & operator<< (std::ostream &os, const CodeString &str)
- std::ostream & operator<< (std::ostream &os, const PrivateTag &val)
- std::ostream & operator<< (std::ostream &\_os, const Module &\_val)
- std::ostream & operator<< (std::ostream &os, const PhotometricInterpretation &val)
- std::ostream & operator<< (std::ostream &os, const Directory &d)

- `std::ostream & operator<< (std::ostream &os, const Global &g)`
- `std::ostream & operator<< (std::ostream &os, const Object &obj)`
- `std::ostream & operator<< (std::ostream &os, const BasicOffsetTable &val)`
- `std::ostream & operator<< (std::ostream &os, const DictEntry &val)`
- `std::ostream & operator<< (std::ostream &os, const CSAElement &val)`
- `std::ostream & operator<< (std::ostream &os, const CSAHeader &d)`
- `std::ostream & operator<< (std::ostream &os, const VL &val)`
- `std::ostream & operator<< (std::ostream &_os, const TransferSyntax &ts)`
- `std::ostream & operator<< (std::ostream &os, const FileMetaInformation &val)`
- `std::ostream & operator<< (std::ostream &_os, const VM &_val)`
- `std::ostream & operator<< (std::ostream &os, const Fragment &val)`
- `std::ostream & operator<< (std::ostream &os, const Scanner &s)`
- `std::ostream & operator<< (std::ostream &_os, const MediaStorage &ms)`
- `std::ostream & operator<< (std::ostream &os, const Dict &val)`
- `std::ostream & operator<< (std::ostream &os, const PixelFormat &pf)`
- `std::ostream & operator<< (std::ostream &_os, const VR &val)`
- `std::ostream & operator<< (std::ostream &_os, const UI &_val)`
- `std::ostream & operator<< (std::ostream &os, const DataElement &val)`
- `std::ostream & operator<< (std::ostream &_os, const Tag &_val)`
- `std::ostream & operator<< (std::ostream &os, const DataSet &val)`
- `std::ostream & operator<< (std::ostream &os, const Item &val)`
- `std::ostream & operator<< (std::ostream &os, const PrivateDict &val)`
- `std::ostream & operator<< (std::ostream &_os, const UIDs &uid)`
- `bool operator== (const CodeString &ref, const CodeString &cs)`
- `template<char TDelimiter, unsigned int TMaxLength, char TPadChar>  
std::istream & operator>> (std::istream &is, String< TDelimiter, TMaxLength, TPadChar > &ms)`
- `std::istream & operator>> (std::istream &in, ignore_char const &ic)`
- `std::istream & operator>> (std::istream &_is, Tag &_val)`
- `template<typename Float >  
std::string to_string (Float data)`
- `TYPETOENCODING (SQ, VRBINARY, unsigned char) TYPETOENCODING(UN`

## Variables

- `static Global GlobalInstance`
- `VRBINARY`

### 24.1.1 Detailed Description

This header defines the classes for the AA Actions, Association Abort Related Actions (Table 9-9 of ps 3.8-2009).

Since each class is essentially a placeholder for a function pointer, I'm breaking with having each class have its own file for the sake of brevity of the number of files.

This header defines the classes for the AE Actions, Association Establishment Related Actions (Table 9-6 of ps 3.8-2009).

Since each class is essentially a placeholder for a function pointer, I'm breaking with having each class have its own file for the sake of brevity of the number of files.

This header defines the classes for the AR Actions, Association Release Related Actions (Table 9-8 of ps 3.8-2009).

Since each class is essentially a placeholder for a function pointer, I'm breaking with having each class have its own file for the sake of brevity of the number of files.

This header defines the classes for the DT Actions, Data Transfer Related Actions (Table 9-8 of ps 3.8-2009).

Since each class is essentially a placeholder for a function pointer, I'm breaking with having each class have its own file for the sake of brevity of the number of files.

### 24.1.2 Typedef Documentation

24.1.2.1 `typedef String<'\\',16> gdcm::AECComp`

24.1.2.2 `typedef String<'\\',64> gdcm::ASComp`

24.1.2.3 `typedef bool(* gdcm::BOOL_FUNCTION_PFILE_PFILE_POINTER)(File *, File *)`

24.1.2.4 `typedef String<'\\',16> gdcm::CSComp`

24.1.2.5 `typedef String<'\\',64> gdcm::DAComp`

24.1.2.6 `typedef String<'\\',64> gdcm::DTComp`

24.1.2.7 `typedef std::vector<SmartPointer<FileWithName> > gdcm::FileList`

24.1.2.8 `typedef Bitmap gdcm::IconImage`

24.1.2.9 `typedef String<'\\',64> gdcm::LOComp`

24.1.2.10 `typedef String<'\\',64> gdcm::LTComp`

24.1.2.11 `typedef ModuleEntry gdcm::MacroEntry`

24.1.2.12 `typedef NestedModuleEntries gdcm::NestedMacroEntries`

24.1.2.13 `typedef String<'\\',64> gdcm::PNComp`

24.1.2.14 `typedef String<'\\',64> gdcm::SHComp`

24.1.2.15 `typedef String<'\\',64> gdcm::STComp`

24.1.2.16 `typedef String<'\\',16> gdcm::TMComp`

24.1.2.17 `typedef String<'\\',64,0> gdcm::UIComp`

24.1.2.18 `typedef String<'\\',64> gdcm::UTComp`

### 24.1.3 Enumeration Type Documentation

24.1.3.1 `enum gdcm::CompOperators`

Enumerator:

***GDCM\_EQUAL***

***GDCM\_DIFFERENT***  
***GDCM\_GREATER***  
***GDCM\_GREATEROREQUAL***  
***GDCM\_LESS***  
***GDCM\_LESSCOREQUAL***

#### 24.1.3.2 enum `gdcm::ECharSet`

The character sets enumerated in PS 3.3 2009 Annex C, section C.12.1.1.2 The resulting character set is stored in 0008,0005 The conversion to the data element is performed by the QueryFactory itself

Enumerator:

***eLatin1***  
***eLatin2***  
***eLatin3***  
***eLatin4***  
***eCyrillic***  
***eArabic***  
***eGreek***  
***eHebrew***  
***eLatin5***  
***eJapanese***  
***eThai***  
***eJapaneseKanjiMultibyte***  
***eJapaneseSupplementaryKanjiMultibyte***  
***eKoreanHangulHanjaMultibyte***  
***eUTF8***  
***eGB18030***

#### 24.1.3.3 enum `gdcm::EQueryLevel`

BaseRootQuery contains: a baseclass which will produce a dataset for c-find and c-move with patient/study root name and date: 18 oct 2010 mmr.

This class contains the functionality used in patient c-find and c-move queries. PatientRootQuery and StudyRootQuery derive from this class.

Namely: 1) list all tags associated with a particular query type 2) produce a query dataset via tag association

Eventually, it can be used to validate a particular dataset type.

The dataset held by this object (or, really, one of its derivatives) should be passed to a c-find or c-move query.

Enumerator:

***ePatient***  
***eStudy***  
***eSeries***  
***eImageOrFrame***

## 24.1.3.4 enum gdcm::EQueryType

Enumerator:

***eFind***  
***eMove***

## 24.1.3.5 enum gdcm::ERootType

Enumerator:

***ePatientRootType***  
***eStudyRootType***

## 24.1.3.6 enum gdcm::LodModeType

Enumerator:

***LD\_ALL***  
***LD\_NOSEQ***  
***LD\_NOSHADOW***  
***LD\_NOSHADOWSEQ***

## 24.1.4 Function Documentation

## 24.1.4.1 ignore\_char const gdcm::backslash ( '\\ ' )

Referenced by gdcm::EncodingImplementation< VR::VRASCII >::ReadComputeLength().

## 24.1.4.2 VR::VRType gdcm::GetVRFromTag ( Tag const &amp; tag )

## 24.1.4.3 bool gdcm::operator!= ( const CodeString &amp; ref, const CodeString &amp; cs ) [inline]

## 24.1.4.4 bool gdcm::operator!= ( const DataElement &amp; lhs, const DataElement &amp; rhs ) [inline]

## 24.1.4.5 std::ostream&amp; gdcm::operator&lt;&lt; ( std::ostream &amp; os, const Version &amp; v ) [inline]

References gdcm::Version::Print().

## 24.1.4.6 std::ostream&amp; gdcm::operator&lt;&lt; ( std::ostream &amp; \_os, const NestedModuleEntries &amp; \_val ) [inline]

References gdcm::ModuleEntry::DataElementType, gdcm::ModuleEntry::DescriptionField, and gdcm::ModuleEntry::Name.

## 24.1.4.7 std::ostream&amp; gdcm::operator&lt;&lt; ( std::ostream &amp; os, const SwapCode &amp; sc ) [inline]

References gdcm::SwapCode::GetSwapCodeString().

24.1.4.8 `std::ostream& gdcmm::operator<< ( std::ostream & os, const FileSet & f )` [inline]

24.1.4.9 `std::ostream& gdcmm::operator<< ( std::ostream & os, Event & e )` [inline]

Generic inserter operator for Event and its subclasses.

References `gdcmm::Event::Print()`.

24.1.4.10 `std::ostream& gdcmm::operator<< ( std::ostream & os, const PDBelement & val )` [inline]

References `gdcmm::PDBelement::NameField`, and `gdcmm::PDBelement::ValueField`.

24.1.4.11 `std::ostream& gdcmm::operator<< ( std::ostream & os, const CommandDataSet & val )` [inline]

References `gdcmm::DataSet::Print()`.

24.1.4.12 `std::ostream& gdcmm::operator<< ( std::ostream & os, const Orientation & o )` [inline]

References `gdcmm::Orientation::Print()`.

24.1.4.13 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const IODs & _val )` [inline]

24.1.4.14 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const Macros & _val )` [inline]

24.1.4.15 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const Modules & _val )` [inline]

24.1.4.16 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const Type & val )` [inline]

References `gdcmm::Type::GetTypeString()`.

24.1.4.17 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const ModuleEntry & _val )` [inline]

References `gdcmm::ModuleEntry::DataElementType`, `gdcmm::ModuleEntry::DescriptionField`, and `gdcmm::ModuleEntry::Name`.

24.1.4.18 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const GroupDict & _val )` [inline]

References `gdcmm::GroupDict::GetAbbreviation()`, `gdcmm::GroupDict::GetName()`, and `gdcmm::GroupDict::Size()`.

24.1.4.19 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const IOD & _val )` [inline]

24.1.4.20 `std::ostream& gdcmm::operator<< ( std::ostream & os, const File & val )` [inline]

References `gdcmm::File::GetHeader()`.

24.1.4.21 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const Usage & val )` [inline]

References `gdcmm::Usage::GetUsageString()`.

24.1.4.22 `std::ostream& gdcm::operator<< ( std::ostream & os, const Sorter & s )` `[inline]`

References `gdcm::Sorter::Print()`.

24.1.4.23 `std::ostream& gdcm::operator<< ( std::ostream & os, const CSAHeaderDictEntry & val )` `[inline]`

24.1.4.24 `std::ostream& gdcm::operator<< ( std::ostream & os, const Preamble & val )` `[inline]`

24.1.4.25 `std::ostream& gdcm::operator<< ( std::ostream & os, const Dicts & d )` `[inline]`

24.1.4.26 `std::ostream& gdcm::operator<< ( std::ostream & _os, const IODEntry & _val )` `[inline]`

24.1.4.27 `std::ostream& gdcm::operator<< ( std::ostream & _os, const Macro & _val )` `[inline]`

24.1.4.28 `std::ostream& gdcm::operator<< ( std::ostream & os, const CSAHeaderDict & val )` `[inline]`

24.1.4.29 `std::ostream& gdcm::operator<< ( std::ostream & os, const PDBHeader & d )` `[inline]`

References `gdcm::PDBHeader::Print()`.

24.1.4.30 `std::ostream& gdcm::operator<< ( std::ostream & os, const CodeString & str )` `[inline]`

24.1.4.31 `std::ostream& gdcm::operator<< ( std::ostream & os, const PrivateTag & val )` `[inline]`

24.1.4.32 `std::ostream& gdcm::operator<< ( std::ostream & _os, const Module & _val )` `[inline]`

24.1.4.33 `std::ostream& gdcm::operator<< ( std::ostream & os, const PhotometricInterpretation & val )` `[inline]`

References `gdcm::PhotometricInterpretation::GetPIString()`.

24.1.4.34 `std::ostream& gdcm::operator<< ( std::ostream & os, const Directory & d )` `[inline]`

References `gdcm::Directory::Print()`.

24.1.4.35 `std::ostream& gdcm::operator<< ( std::ostream & os, const Global & g )` `[inline]`

24.1.4.36 `std::ostream& gdcm::operator<< ( std::ostream & os, const Object & obj )` `[inline]`

References `gdcm::Object::Print()`.

24.1.4.37 `std::ostream& gdcm::operator<< ( std::ostream & os, const BasicOffsetTable & val )` `[inline]`

References `gdcm::DataElement::GetByteValue()`, `gdcm::DataElement::ValueField`, and `gdcm::DataElement::ValueLengthField`.

24.1.4.38 `std::ostream& gdcm::operator<< ( std::ostream & os, const DictEntry & val )` `[inline]`

24.1.4.39 `std::ostream& gdcmm::operator<< ( std::ostream & os, const CSAElement & val )` `[inline]`

References `gdcmm::CSAElement::DataField`, `gdcmm::ByteValue::GetLength()`, `gdcmm::ByteValue::GetPointer()`, `gdcmm::CSAElement::KeyField`, `gdcmm::CSAElement::NameField`, `gdcmm::CSAElement::NoOfItemsField`, `gdcmm::CSAElement::SyngoDTField`, `gdcmm::CSAElement::ValueMultiplicityField`, `gdcmm::VM::VM1`, and `gdcmm::CSAElement::VRField`.

24.1.4.40 `std::ostream& gdcmm::operator<< ( std::ostream & os, const CSAHeader & d )` `[inline]`

References `gdcmm::CSAHeader::Print()`.

24.1.4.41 `std::ostream& gdcmm::operator<< ( std::ostream & os, const VL & val )` `[inline]`

24.1.4.42 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const TransferSyntax & ts )` `[inline]`

References `gdcmm::TransferSyntax::GetTSString()`.

24.1.4.43 `std::ostream& gdcmm::operator<< ( std::ostream & os, const FileMetaInformation & val )` `[inline]`

References `gdcmm::FileMetaInformation::GetPreamble()`, and `gdcmm::DataSet::Print()`.

24.1.4.44 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const VM & _val )` `[inline]`

References `gdcmm::VM::GetVMString()`.

24.1.4.45 `std::ostream& gdcmm::operator<< ( std::ostream & os, const Fragment & val )` `[inline]`

References `gdcmm::DataElement::TagField`, `gdcmm::DataElement::ValueField`, and `gdcmm::DataElement::ValueLengthField`.

24.1.4.46 `std::ostream& gdcmm::operator<< ( std::ostream & os, const Scanner & s )` `[inline]`

References `gdcmm::Scanner::Print()`.

24.1.4.47 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const MediaStorage & ms )` `[inline]`

References `gdcmm::MediaStorage::GetMSString()`.

24.1.4.48 `std::ostream& gdcmm::operator<< ( std::ostream & os, const Dict & val )` `[inline]`

24.1.4.49 `std::ostream& gdcmm::operator<< ( std::ostream & os, const PixelFormat & pf )` `[inline]`

References `gdcmm::PixelFormat::Print()`.

24.1.4.50 `std::ostream& gdcmm::operator<< ( std::ostream & _os, const VR & val )` `[inline]`

References `gdcmm::VR::GetVRString()`.



24.1.4.51 `std::ostream& gdcm::operator<< ( std::ostream & _os, const UI & _val )` `[inline]`

References `gdcm::UI::Internal`.

24.1.4.52 `std::ostream& gdcm::operator<< ( std::ostream & os, const DataElement & val )` `[inline]`

References `gdcm::Object::Print()`, `gdcm::DataElement::TagField`, `gdcm::DataElement::ValueField`, `gdcm::DataElement::ValueLengthField`, and `gdcm::DataElement::VRField`.

24.1.4.53 `std::ostream& gdcm::operator<< ( std::ostream & _os, const Tag & _val )` `[inline]`

24.1.4.54 `std::ostream& gdcm::operator<< ( std::ostream & os, const DataSet & val )` `[inline]`

References `gdcm::DataSet::Print()`.

24.1.4.55 `std::ostream& gdcm::operator<< ( std::ostream & os, const Item & val )` `[inline]`

References `gdcm::DataSet::Print()`, `gdcm::DataElement::TagField`, and `gdcm::DataElement::ValueLengthField`.

24.1.4.56 `std::ostream& gdcm::operator<< ( std::ostream & os, const PrivateDict & val )` `[inline]`

24.1.4.57 `std::ostream& gdcm::operator<< ( std::ostream & _os, const UIDs & uid )` `[inline]`

References `gdcm::UIDs::GetName()`, and `gdcm::UIDs::GetString()`.

24.1.4.58 `bool gdcm::operator== ( const CodeString & ref, const CodeString & cs )` `[inline]`

24.1.4.59 `template<char TDelimiter, unsigned int TMaxLength, char TPadChar> std::istream& gdcm::operator>> ( std::istream & is, String< TDelimiter, TMaxLength, TPadChar > & ms )` `[inline]`

24.1.4.60 `std::istream& gdcm::operator>> ( std::istream & in, ignore_char const & ic )` `[inline]`

References `gdcm::ignore_char::m_char`.

24.1.4.61 `std::istream& gdcm::operator>> ( std::istream & _is, Tag & _val )` `[inline]`

References `gdcm::Tag::SetElement()`, and `gdcm::Tag::SetGroup()`.

24.1.4.62 `template<typename Float > std::string gdcm::to_string ( Float data )`

Referenced by `gdcm::EncodingImplementation< VR::VRASCII >::Write()`.

24.1.4.63 `gdcm::TYPETOENCODING ( SQ , VRBINARY , unsigned char )`

## 24.1.5 Variable Documentation

24.1.5.1 `Global gdcm::GlobalInstance` `[static]`

## 24.1.5.2 gdcm::VRBINARY

## 24.2 gdcm::network Namespace Reference

## Classes

- class `AAabortPDU`  
*AAabortPDU Table 9-26 A-ABORT PDU FIELDS.*
- class `AAAssociateACPDU`  
*AAAssociateACPDU Table 9-17 ASSOCIATE-AC PDU fields.*
- class `AAAssociateRJPDU`  
*AAAssociateRJPDU Table 9-21 ASSOCIATE-RJ PDU FIELDS.*
- class `AAAssociateRQPDU`  
*AAAssociateRQPDU Table 9-11 ASSOCIATE-RQ PDU fields.*
- class `AbstractSyntax`  
*AbstractSyntax Table 9-14 ABSTRACT SYNTAX SUB-ITEM FIELDS.*
- class `ApplicationContext`  
*ApplicationContext Table 9-12 APPLICATION CONTEXT ITEM FIELDS Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )*
- class `AReleaseRPPDU`  
*AReleaseRPPDU Table 9-25 A-RELEASE-RP PDU fields.*
- class `AReleaseRQPDU`  
*AReleaseRQPDU Table 9-24 A-RELEASE-RQ PDU FIELDS.*
- class `ARTIMTimer`  
*ARTIMTimer This file contains the code for the ARTIM timer.*
- class `AsynchronousOperationsWindowSub`  
*AsynchronousOperationsWindowSub PS 3.7 Table D.3-7 ASYNCHRONOUS OPERATIONS WINDOW SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*
- class `BaseCompositeMessage`  
*BaseCompositeMessage The Composite events described in section 3.7-2009 of the DICOM standard all use their own messages. These messages are constructed using Presentation Data Values, from section 3.8-2009 of the standard, and then fill in appropriate values in their datasets.*
- class `BasePDU`  
*BasePDU base class for PDUs.*
- class `CEchoRQ`  
*CEchoRQ this file defines the messages for the cecho action.*
- class `CEchoRSP`
- class `CFind`
- class `CFindCancelRQ`
- class `CFindRQ`
- class `CFindRSP`
- class `CMoveCancelRq`
- class `CMoveRQ`  
*CMoveRQ this file defines the messages for the cmove action.*
- class `CMoveRSP`  
*CMoveRSP this file defines the messages for the cmove action.*
- class `CompositeMessageFactory`

*CompositeMessageFactory* This class constructs PDataPDUs, but that have been specifically constructed for the composite DICOM services (C-Echo, C-Find, C-Get, C-Move, and C-Store). It will also handle parsing the incoming data to determine which of the CompositePDUs the incoming data is, and so therefore allowing the scu to determine what to do with incoming data (if acting as a storescp server, for instance).

- class CStoreRQ

*CStoreRQ* this file defines the messages for the echo action.

- class CStoreRSP
- class DIMSE

*DIMSE PS 3.7 - 2009 Annex E Command Dictionary (Normative) E.1 REGISTRY OF DICOM COMMAND ELEMENTS Table E.1-1 COMMAND FIELDS (PART 1)*

- class ImplementationClassUIDSub

*ImplementationClassUIDSub PS 3.7 Table D.3-1 IMPLEMENTATION CLASS UID SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

- class ImplementationUIDSub

*ImplementationUIDSub Table D.3-2 IMPLEMENTATION UID SUB-ITEM FIELDS (A-ASSOCIATE-AC)*

- class ImplementationVersionNameSub

*ImplementationVersionNameSub Table D.3-3 IMPLEMENTATION VERSION NAME SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

- class MaximumLengthSub

*MaximumLengthSub Annex D Table D.1-1 MAXIMUM LENGTH SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

- class PDataTFPDU

*PDataTFPDU Table 9-22 P-DATA-TF PDU FIELDS.*

- class PDUFactory

*PDUFactory* basically, given an initial byte, construct the appropriate PDU. This way, the event loop doesn't have to know about all the different PDU types.

- class PresentationContextAC

*PresentationContextAC Table 9-18 PRESENTATION CONTEXT ITEM FIELDS.*

- class PresentationContextRQ

*PresentationContextRQ Table 9-13 PRESENTATION CONTEXT ITEM FIELDS.*

- class PresentationDataValue

*PresentationDataValue Table 9-23 PRESENTATION-DATA-VALUE ITEM FIELDS.*

- class TableRow

- class TransferSyntaxSub

*TransferSyntaxSub Table 9-15 TRANSFER SYNTAX SUB-ITEM FIELDS.*

- struct Transition

- class ULAction

*ULAction* A ULConnection in a given ULState can perform certain ULActions. This base class provides the interface for running those ULActions on a given ULConnection.

- class ULActionAA1
- class ULActionAA2
- class ULActionAA3
- class ULActionAA4
- class ULActionAA5
- class ULActionAA6
- class ULActionAA7
- class ULActionAA8
- class ULActionAE1
- class ULActionAE2
- class ULActionAE3
- class ULActionAE4

- class UActionAE5
- class UActionAE6
- class UActionAE7
- class UActionAE8
- class UActionAR1
- class UActionAR10
- class UActionAR2
- class UActionAR3
- class UActionAR4
- class UActionAR5
- class UActionAR6
- class UActionAR7
- class UActionAR8
- class UActionAR9
- class UActionDT1
- class UActionDT2
- class ULBasicCallback
- class ULConnection

*ULConnection* This is the class that contains the socket to another machine, and passes data through itself, as well as maintaining a sense of state.

- class ULConnectionCallback
- class ULConnectionInfo

*ULConnectionInfo* this class contains all the information about a particular connection as established by the user. That is, it's: User Information Calling AE Title Called AE Title IP address/computer name IP Port A connection must be established with this information, that's subsequently placed into various primitives for actual communication.

- class ULConnectionManager

*ULConnectionManager* The *ULConnectionManager* performs actions on the *ULConnection* given inputs from the user and from the state of what's going on around the connection (ie, timeouts of the ARTIM timer, responses from the peer across the connection, etc).

- class ULEvent

*ULEvent* base class for network events.

- class ULTransitionTable

*ULTransitionTable* The transition table of all the *ULEvents*, new *ULActions*, and *ULStates*.

- class ULWritingCallback
- class UserInformation

*UserInformation* Table 9-16 USER INFORMATION ITEM FIELDS.

## Enumerations

- enum EEventID {  
  eAASSOCIATERequestLocalUser = 0,  
  eTransportConnConfirmLocal,  
  eASSOCIATE\_ACPDUreceived,  
  eASSOCIATE\_RJPDUreceived,  
  eTransportConnIndicLocal,  
  eAASSOCIATE\_RQPDUreceived,  
  eAASSOCIATEResponseAccept,  
  eAASSOCIATEResponseReject,  
  ePDATArequest,  
  ePDATATFPDU,  
  eARELEASERequest,  
  eARELEASE\_RQPDUReceivedOpen,  
  eARELEASE\_RPPDUReceived,  
  eARELEASEResponse,  
  eAABORTRequest,  
  eAABORTPDUReceivedOpen,  
  eTransportConnectionClosed,  
  eARTIMTimerExpired,  
  eUnrecognizedPDUReceived,  
  eEventDoesNotExist }  
• enum EStateID {  
  eStaDoesNotExist = 0,  
  eSta1Idle = 1,  
  eSta2Open = 2,  
  eSta3WaitLocalAssoc = 4,  
  eSta4LocalAssocDone = 8,  
  eSta5WaitRemoteAssoc = 16,  
  eSta6TransferReady = 32,  
  eSta7WaitRelease = 64,  
  eSta8WaitLocalRelease = 128,  
  eSta9ReleaseCollisionRqLocal = 256,  
  eSta10ReleaseCollisionAc = 512,  
  eSta11ReleaseCollisionRq = 1024,  
  eSta12ReleaseCollisionAcLocal = 2048,  
  eSta13AwaitingClose = 4096 }

## Functions

- int GetStateIndex (EStateID inState)

## Variables

- const int cMaxEventID = eEventDoesNotExist
- const int cMaxStateID = 13

### 24.2.1 Enumeration Type Documentation

## 24.2.1.1 enum gdcmm::network::EEventID

Enumerator:

***eAASSOCIATERequestLocalUser***  
***eTransportConnConfirmLocal***  
***eASSOCIATE\_ACPDUreceived***  
***eASSOCIATE\_RJPDUreceived***  
***eTransportConnIndicLocal***  
***eAASSOCIATE\_RQPDUreceived***  
***eAASSOCIATEResponseAccept***  
***eAASSOCIATEResponseReject***  
***ePDATArequest***  
***ePDATATFPDU***  
***eARELEASERequest***  
***eARELEASE\_RQPDUReceivedOpen***  
***eARELEASE\_RPPDUReceived***  
***eARELEASEResponse***  
***eAABORTRequest***  
***eAABORTPDUReceivedOpen***  
***eTransportConnectionClosed***  
***eARTIMTimerExpired***  
***eUnrecognizedPDUReceived***  
***eEventDoesNotExist***

## 24.2.1.2 enum gdcmm::network::EStateID

Each network connection will be in a particular state at any given time. Those states have IDs as described in the standard ps3.8-2009, roughly 1-13. This enumeration lists those states. The actual ULState class will contain more information about transitions to other states.

name and date: 16 sept 2010 mmr

Enumerator:

***eStaDoesNotExist***  
***eSta1Idle***  
***eSta2Open***  
***eSta3WaitLocalAssoc***  
***eSta4LocalAssocDone***  
***eSta5WaitRemoteAssoc***  
***eSta6TransferReady***  
***eSta7WaitRelease***  
***eSta8WaitLocalRelease***  
***eSta9ReleaseCollisionRqLocal***  
***eSta10ReleaseCollisionAc***  
***eSta11ReleaseCollisionRq***  
***eSta12ReleaseCollisionAcLocal***  
***eSta13AwaitingClose***

### 24.2.2 Function Documentation

24.2.2.1 `int gdcmm::network::GetStateIndex ( EStateID inState ) [inline]`

References eSta10ReleaseCollisionAc, eSta11ReleaseCollisionRq, eSta12ReleaseCollisionAcLocal, eSta13Awaiting-Close, eSta1Idle, eSta2Open, eSta3WaitLocalAssoc, eSta4LocalAssocDone, eSta5WaitRemoteAssoc, eSta6Transfer-Ready, eSta7WaitRelease, eSta8WaitLocalRelease, eSta9ReleaseCollisionRqLocal, and eStaDoesNotExist.

### 24.2.3 Variable Documentation

24.2.3.1 `const int gdcmm::network::cMaxEventID = eEventDoesNotExist`

24.2.3.2 `const int gdcmm::network::cMaxStateID = 13`

## 24.3 gdcmm::SegmentHelper Namespace Reference

### Classes

- struct BasicCodedEntry

*This structure defines a basic coded entry with all of its attributes.*

## 24.4 gdcmm::terminal Namespace Reference

Class for Terminal Allow one to print in color in a shell.

### Enumerations

- enum Attribute {  
reset = 0,  
bright = 1,  
dim = 2,  
underline = 3,  
blink = 5,  
reverse = 7,  
hidden = 8 }
- enum Color {  
black = 0,  
red,  
green,  
yellow,  
blue,  
magenta,  
cyan,  
white }
- enum Mode {  
CONSOLE = 0,  
VT100 }

## Functions

- GDCM\_EXPORT std::string setattribute (Attribute att)
- GDCM\_EXPORT std::string setbgcolor (Color c)
- GDCM\_EXPORT std::string setfgcolor (Color c)
- GDCM\_EXPORT void setmode (Mode m)

### 24.4.1 Detailed Description

Class for Terminal Allow one to print in color in a shell.

- support VT100 compatible shell
- win32 console

### 24.4.2 Enumeration Type Documentation

#### 24.4.2.1 enum gdcmm::terminal::Attribute

Enumerator:

***reset***  
***bright***  
***dim***  
***underline***  
***blink***  
***reverse***  
***hidden***

#### 24.4.2.2 enum gdcmm::terminal::Color

Enumerator:

***black***  
***red***  
***green***  
***yellow***  
***blue***  
***magenta***  
***cyan***  
***white***

#### 24.4.2.3 enum gdcmm::terminal::Mode

Enumerator:

***CONSOLE***  
***VT100***



### 24.4.3 Function Documentation

24.4.3.1 `GDCM_EXPORT std::string gdc::terminal::setattribute ( Attribute att )`

24.4.3.2 `GDCM_EXPORT std::string gdc::terminal::setbgcolor ( Color c )`

24.4.3.3 `GDCM_EXPORT std::string gdc::terminal::setfgcolor ( Color c )`

24.4.3.4 `GDCM_EXPORT void gdc::terminal::setmode ( Mode m )`

## 24.5 itk Namespace Reference

### Classes

- class `GDCMImageIO2`

*ImageIO class for reading and writing DICOM V3.0 and ACR/NEMA (V1.0 & V2.0) images This class is only an adaptor to the gdc library (currently gdc 2.0 is used):*



## Chapter 25

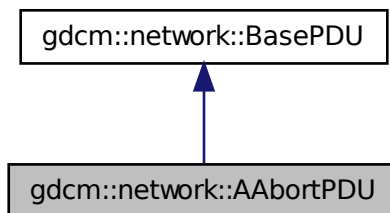
# Class Documentation

### 25.1 gdcmm::network::AAabortPDU Class Reference

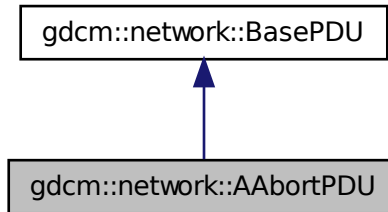
AAabortPDU Table 9-26 A-ABORT PDU FIELDS.

```
#include <gdcmmAAabortPDU.h>
```

Inheritance diagram for gdcmm::network::AAabortPDU:



Collaboration diagram for `gdcn::network::AAabortPDU`:



## Public Member Functions

- `AAabortPDU ()`
- `bool IsLastFragment () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.1.1 Detailed Description

`AAabortPDU` Table 9-26 A-ABORT PDU FIELDS.

### 25.1.2 Constructor & Destructor Documentation

25.1.2.1 `gdcn::network::AAabortPDU::AAabortPDU ( )`

### 25.1.3 Member Function Documentation

25.1.3.1 `bool gdcn::network::AAabortPDU::IsLastFragment ( ) const` `[inline]`, `[virtual]`

Implements `gdcn::network::BasePDU`.

25.1.3.2 `void gdcn::network::AAabortPDU::Print ( std::ostream & os ) const` `[virtual]`

Implements `gdcn::network::BasePDU`.

25.1.3.3 `std::istream& gdcn::network::AAabortPDU::Read ( std::istream & is )` `[virtual]`

Implements `gdcn::network::BasePDU`.

25.1.3.4 `size_t gdcm::network::AAbortPDU::Size ( ) const` [virtual]

Implements `gdcm::network::BasePDU`.

25.1.3.5 `const std::ostream& gdcm::network::AAbortPDU::Write ( std::ostream & os ) const` [virtual]

Implements `gdcm::network::BasePDU`.

The documentation for this class was generated from the following file:

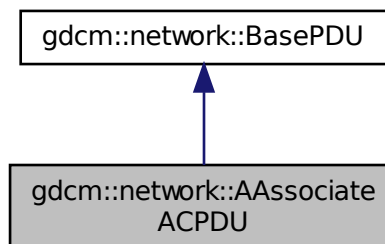
- `gdcmAAbortPDU.h`

## 25.2 gdcm::network::AAssociateACPDU Class Reference

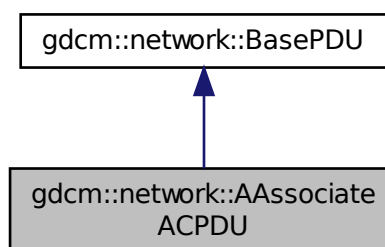
AAssociateACPDU Table 9-17 ASSOCIATE-AC PDU fields.

```
#include <gdcmAAssociateACPDU.h>
```

Inheritance diagram for `gdcm::network::AAssociateACPDU`:



Collaboration diagram for `gdcm::network::AAssociateACPDU`:



## Public Types

- typedef std::vector  
    < PresentationContextAC >  
    ::size\_type SizeType

## Public Member Functions

- AAssociateACPDU ()
- void AddPresentationContextAC (PresentationContextAC const &pcac)
- SizeType GetNumberOfPresentationContextAC () const
- const PresentationContextAC & GetPresentationContextAC (SizeType i)
- const UserInformation & GetUserInformation () const
- void InitFromRQ (AAssociateRQPDU const &rqpdu)
- bool IsLastFragment () const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- SizeType Size () const
- const std::ostream & Write (std::ostream &os) const

## Protected Member Functions

- void SetCalledAETitle (const char calledaetitle[16])
- void SetCallingAETitle (const char callingaetitle[16])

## Friends

- class AAssociateRQPDU

### 25.2.1 Detailed Description

AAssociateACPDU Table 9-17 ASSOCIATE-AC PDU fields.

### 25.2.2 Member Typedef Documentation

25.2.2.1 typedef std::vector<PresentationContextAC>::size\_type gdcn::network::AAssociateACPDU::SizeType

### 25.2.3 Constructor & Destructor Documentation

25.2.3.1 gdcn::network::AAssociateACPDU::AAssociateACPDU ( )

### 25.2.4 Member Function Documentation

25.2.4.1 void gdcn::network::AAssociateACPDU::AddPresentationContextAC ( PresentationContextAC const & pcac )

25.2.4.2 SizeType gdcn::network::AAssociateACPDU::GetNumberOfPresentationContextAC ( ) const [inline]

25.2.4.3 `const PresentationContextAC& gdcm::network::AAssociateACPDU::GetPresentationContextAC ( SizeType i )`  
`[inline]`

25.2.4.4 `const UserInformation& gdcm::network::AAssociateACPDU::GetUserInformation ( ) const` `[inline]`

25.2.4.5 `void gdcm::network::AAssociateACPDU::InitFromRQ ( AAssociateRQPDU const & rqpdu )`

25.2.4.6 `bool gdcm::network::AAssociateACPDU::IsLastFragment ( ) const` `[inline],[virtual]`

Implements `gdcm::network::BasePDU`.

25.2.4.7 `void gdcm::network::AAssociateACPDU::Print ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.2.4.8 `std::istream& gdcm::network::AAssociateACPDU::Read ( std::istream & is )` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.2.4.9 `void gdcm::network::AAssociateACPDU::SetCalledAETitle ( const char calledaetitle[16] )` `[protected]`

25.2.4.10 `void gdcm::network::AAssociateACPDU::SetCallingAETitle ( const char callingaetitle[16] )` `[protected]`

25.2.4.11 `SizeType gdcm::network::AAssociateACPDU::Size ( ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.2.4.12 `const std::ostream& gdcm::network::AAssociateACPDU::Write ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

## 25.2.5 Friends And Related Function Documentation

25.2.5.1 `friend class AAssociateRQPDU` `[friend]`

The documentation for this class was generated from the following file:

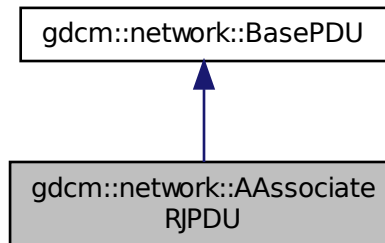
- `gdcmAAssociateACPDU.h`

## 25.3 gdcm::network::AAssociateRJPDU Class Reference

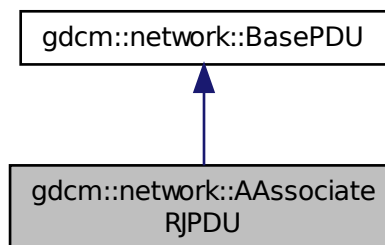
AAssociateRJPDU Table 9-21 ASSOCIATE-RJ PDU FIELDS.

```
#include <gdcmAAssociateRJPDU.h>
```

Inheritance diagram for `gdcm::network::AAssociateRJPDU`:



Collaboration diagram for `gdcm::network::AAssociateRJPDU`:



## Public Member Functions

- `AAssociateRJPDU ()`
- `bool IsLastFragment () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.3.1 Detailed Description

`AAssociateRJPDU` Table 9-21 ASSOCIATE-RJ PDU FIELDS.



### 25.3.2 Constructor & Destructor Documentation

25.3.2.1 `gdcm::network::AAssociateRJPDU::AAssociateRJPDU ( )`

### 25.3.3 Member Function Documentation

25.3.3.1 `bool gdcm::network::AAssociateRJPDU::IsLastFragment ( ) const` `[inline]`, `[virtual]`

Implements `gdcm::network::BasePDU`.

25.3.3.2 `void gdcm::network::AAssociateRJPDU::Print ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.3.3.3 `std::istream& gdcm::network::AAssociateRJPDU::Read ( std::istream & is )` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.3.3.4 `size_t gdcm::network::AAssociateRJPDU::Size ( ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.3.3.5 `const std::ostream& gdcm::network::AAssociateRJPDU::Write ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

The documentation for this class was generated from the following file:

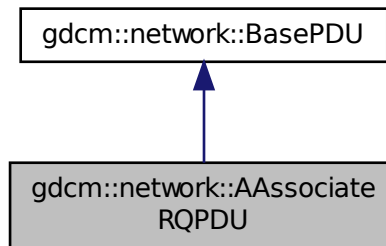
- `gdcmAAssociateRJPDU.h`

## 25.4 gdcm::network::AAssociateRQPDU Class Reference

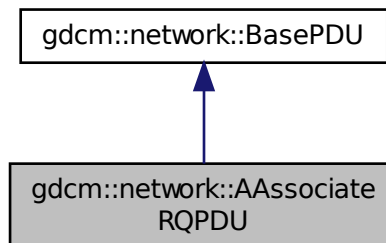
AAssociateRQPDU Table 9-11 ASSOCIATE-RQ PDU fields.

```
#include <gdcmAAssociateRQPDU.h>
```

Inheritance diagram for `gdcm::network::AAssociateRQPDU`:



Collaboration diagram for `gdcm::network::AAssociateRQPDU`:



## Public Types

- `typedef std::vector< PresentationContextRQ > PresentationContextArrayType`
- `typedef std::vector< PresentationContextRQ >::size_type SizeType`

## Public Member Functions

- `AAssociateRQPDU ()`
- `AAssociateRQPDU (const AAssociateRQPDU &)`
- `void AddPresentationContext (PresentationContextRQ const &pc)`
- `std::string GetCalledAETitle () const`
- `std::string GetCallingAETitle () const`

- SizeType GetNumberOfPresentationContext () const
- PresentationContextRQ const & GetPresentationContext (SizeType i) const
- const PresentationContextRQ \* GetPresentationContextByAbstractSyntax (AbstractSyntax const &as) const
- const PresentationContextRQ \* GetPresentationContextByID (uint8\_t i) const
- PresentationContextArrayType  
const & GetPresentationContexts ()
- bool IsLastFragment () const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- void SetCalledAETitle (const char calledaetitle[16])  
*Set the Called AE Title.*
- void SetCallingAETitle (const char callingaetitle[16])  
*Set the Calling AE Title.*
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### Static Public Member Functions

- static bool IsAETitleValid (const char title[16])  
*Check whether or not the title is a valid AE title.*

#### 25.4.1 Detailed Description

AAssociateRQPDU Table 9-11 ASSOCIATE-RQ PDU fields.

#### 25.4.2 Member Typedef Documentation

- 25.4.2.1 `typedef std::vector<PresentationContextRQ> gdcmm::network::AAssociateRQPDU::PresentationContext-Array`  
`Array`
- 25.4.2.2 `typedef std::vector<PresentationContextRQ>::size_type gdcmm::network::AAssociateRQPDU::SizeType`

#### 25.4.3 Constructor & Destructor Documentation

- 25.4.3.1 `gdcmm::network::AAssociateRQPDU::AAssociateRQPDU ( )`
- 25.4.3.2 `gdcmm::network::AAssociateRQPDU::AAssociateRQPDU ( const AAssociateRQPDU & )` `[inline]`

#### 25.4.4 Member Function Documentation

- 25.4.4.1 `void gdcmm::network::AAssociateRQPDU::AddPresentationContext ( PresentationContextRQ const & pc )`
- 25.4.4.2 `std::string gdcmm::network::AAssociateRQPDU::GetCalledAETitle ( )` `const` `[inline]`
- 25.4.4.3 `std::string gdcmm::network::AAssociateRQPDU::GetCallingAETitle ( )` `const` `[inline]`
- 25.4.4.4 `SizeType gdcmm::network::AAssociateRQPDU::GetNumberOfPresentationContext ( )` `const` `[inline]`

25.4.4.5 **PresentationContextRQ** const& gdcm::network::AAssociateRQPDU::GetPresentationContext ( **SizeType** *i* ) const  
[inline]

25.4.4.6 **const PresentationContextRQ\*** gdcm::network::AAssociateRQPDU::GetPresentationContextByAbstractSyntax ( **AbstractSyntax** const & *as* ) const

25.4.4.7 **const PresentationContextRQ\*** gdcm::network::AAssociateRQPDU::GetPresentationContextByID ( **uint8\_t** *i* ) const

25.4.4.8 **PresentationContextArrayType** const& gdcm::network::AAssociateRQPDU::GetPresentationContexts ( )  
[inline]

25.4.4.9 **static bool** gdcm::network::AAssociateRQPDU::IsAETitleValid ( **const char** *title*[16] ) [static]

Check whether or not the title is a valid AE title.

25.4.4.10 **bool** gdcm::network::AAssociateRQPDU::IsLastFragment ( ) const [inline],[virtual]

Implements gdcm::network::BasePDU.

25.4.4.11 **void** gdcm::network::AAssociateRQPDU::Print ( **std::ostream** & *os* ) const [virtual]

This function will initialize an AAssociateACPDU from the fields in the AAssociateRQPDU structure

Implements gdcm::network::BasePDU.

25.4.4.12 **std::istream&** gdcm::network::AAssociateRQPDU::Read ( **std::istream** & *is* ) [virtual]

Implements gdcm::network::BasePDU.

25.4.4.13 **void** gdcm::network::AAssociateRQPDU::SetCalledAETitle ( **const char** *calledaetitle*[16] )

Set the Called AE Title.

25.4.4.14 **void** gdcm::network::AAssociateRQPDU::SetCallingAETitle ( **const char** *callingaetitle*[16] )

Set the Calling AE Title.

25.4.4.15 **size\_t** gdcm::network::AAssociateRQPDU::Size ( ) const [virtual]

Implements gdcm::network::BasePDU.

25.4.4.16 **const std::ostream&** gdcm::network::AAssociateRQPDU::Write ( **std::ostream** & *os* ) const [virtual]

Implements gdcm::network::BasePDU.

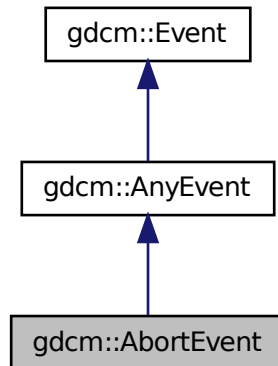
The documentation for this class was generated from the following file:

- gdcmAAssociateRQPDU.h

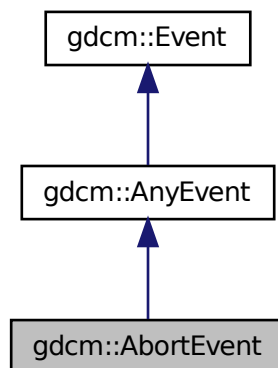
## 25.5 gdcm::AbortEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for gdcm::AbortEvent:



Collaboration diagram for gdcm::AbortEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- gdcmEvent.h

## 25.6 gdcmm::network::AbstractSyntax Class Reference

AbstractSyntax Table 9-14 ABSTRACT SYNTAX SUB-ITEM FIELDS.

```
#include <gdcmmAbstractSyntax.h>
```

### Public Member Functions

- AbstractSyntax ()
- DataElement GetAsDataElement () const
- const char \* GetName () const
- bool operator== (const AbstractSyntax &as) const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- void SetName (const char \*name)
- void SetNameFromUID (UIDs::TSName tsname)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### 25.6.1 Detailed Description

AbstractSyntax Table 9-14 ABSTRACT SYNTAX SUB-ITEM FIELDS.

### 25.6.2 Constructor & Destructor Documentation

25.6.2.1 gdcmm::network::AbstractSyntax::AbstractSyntax ( )

### 25.6.3 Member Function Documentation

25.6.3.1 DataElement gdcmm::network::AbstractSyntax::GetAsDataElement ( ) const

25.6.3.2 const char\* gdcmm::network::AbstractSyntax::GetName ( ) const [inline]

25.6.3.3 bool gdcmm::network::AbstractSyntax::operator== ( const AbstractSyntax & as ) const [inline]

25.6.3.4 void gdcmm::network::AbstractSyntax::Print ( std::ostream & os ) const

25.6.3.5 std::istream& gdcmm::network::AbstractSyntax::Read ( std::istream & is )

25.6.3.6 void gdcmm::network::AbstractSyntax::SetName ( const char \* name ) [inline]

25.6.3.7 void gdcmm::network::AbstractSyntax::SetNameFromUID ( UIDs::TSName tsname )

25.6.3.8 size\_t gdcmm::network::AbstractSyntax::Size ( ) const

25.6.3.9 const std::ostream& gdcmm::network::AbstractSyntax::Write ( std::ostream & os ) const

The documentation for this class was generated from the following file:

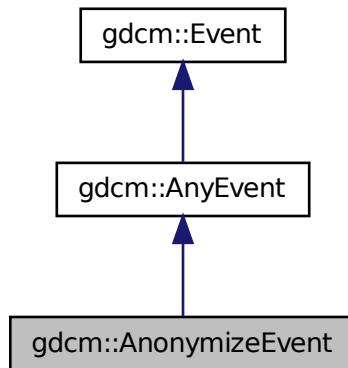
- gdcmmAbstractSyntax.h

## 25.7 gdcm::AnonymizeEvent Class Reference

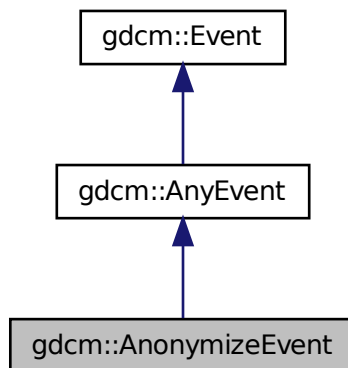
AnonymizeEvent Special type of event triggered during the Anonymization process.

```
#include <gdcmAnonymizeEvent.h>
```

Inheritance diagram for gdcm::AnonymizeEvent:



Collaboration diagram for gdcm::AnonymizeEvent:



### Public Types

- typedef AnonymizeEvent Self

- typedef AnyEvent Superclass

## Public Member Functions

- AnonymizeEvent (Tag const &tag=0)
- AnonymizeEvent (const Self &s)
- virtual ~AnonymizeEvent ()
- virtual bool CheckEvent (const ::gdcmm::Event \*e) const
- virtual const char \* GetEventName () const
- Tag const & GetTag () const
- virtual ::gdcmm::Event \* MakeObject () const
- void SetTag (const Tag &t)

### 25.7.1 Detailed Description

AnonymizeEvent Special type of event triggered during the Anonymization process.

#### See Also

Anonymizer

### 25.7.2 Member Typedef Documentation

25.7.2.1 typedef AnonymizeEvent gdcmm::AnonymizeEvent::Self

25.7.2.2 typedef AnyEvent gdcmm::AnonymizeEvent::Superclass

### 25.7.3 Constructor & Destructor Documentation

25.7.3.1 gdcmm::AnonymizeEvent::AnonymizeEvent ( Tag const & tag = 0 ) [inline]

25.7.3.2 virtual gdcmm::AnonymizeEvent::~~AnonymizeEvent ( ) [inline],[virtual]

25.7.3.3 gdcmm::AnonymizeEvent::AnonymizeEvent ( const Self & s ) [inline]

### 25.7.4 Member Function Documentation

25.7.4.1 virtual bool gdcmm::AnonymizeEvent::CheckEvent ( const ::gdcmm::Event \* e ) const [inline],[virtual]

25.7.4.2 virtual const char\* gdcmm::AnonymizeEvent::GetEventName ( ) const [inline],[virtual]

Return the StringName associated with the event.

Implements gdcmm::Event.

25.7.4.3 Tag const& gdcmm::AnonymizeEvent::GetTag ( ) const [inline]

25.7.4.4 virtual ::gdcmm::Event\* gdcmm::AnonymizeEvent::MakeObject ( ) const [inline],[virtual]

Create an Event of this type This method work as a Factory for creating events of each particular type.

Implements gdcmm::Event.



25.7.4.5 void gdcm::AnonymizeEvent::SetTag ( const Tag & t ) [inline]

The documentation for this class was generated from the following file:

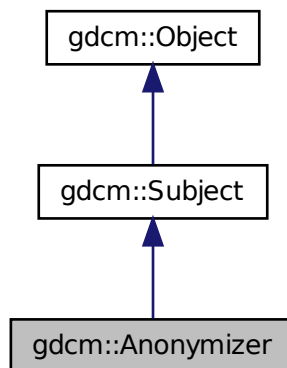
- gdcmAnonymizeEvent.h

## 25.8 gdcm::Anonymizer Class Reference

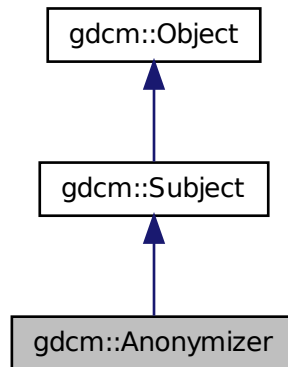
Anonymizer This class is a multi purpose anonymizer. It can work in 2 mode:

```
#include <gdcmAnonymizer.h>
```

Inheritance diagram for gdcm::Anonymizer:



Collaboration diagram for gdcm::Anonymizer:



## Public Member Functions

- Anonymizer ()
- ~Anonymizer ()
- bool BasicApplicationLevelConfidentialityProfile (bool deidentify=true)
- bool Empty (Tag const &t)
- const CryptographicMessageSyntax \* GetCryptographicMessageSyntax () const
- File & GetFile ()
- bool Remove (Tag const &t)  
*remove a tag (even a SQ can be removed)*
- bool RemoveGroupLength ()  
*Main function that loop over all elements and remove group length.*
- bool RemovePrivateTags ()  
*Main function that loop over all elements and remove private tags.*
- bool RemoveRetired ()  
*Main function that loop over all elements and remove retired element.*
- bool Replace (Tag const &t, const char \*value)
- bool Replace (Tag const &t, const char \*value, VL const &vl)
- void SetCryptographicMessageSyntax (CryptographicMessageSyntax \*cms)  
*Set/Get CMS key that will be used to encrypt the dataset within BasicApplicationLevelConfidentialityProfile.*
- void SetFile (const File &f)  
*Set/Get File.*

## Static Public Member Functions

- static std::vector< Tag > GetBasicApplicationLevelConfidentialityProfileAttributes ()  
*Return the list of Tag that will be considered when anonymizing a DICOM file.*
- static SmartPointer< Anonymizer > New ()  
*for wrapped language: instantiate a reference counted object*

## Protected Member Functions

- bool BALCPPProtect (DataSet &ds, Tag const &tag, const IOD &iod)
- bool CanEmptyTag (Tag const &tag, const IOD &iod) const
- void RecurseDataSet (DataSet &ds)

### 25.8.1 Detailed Description

Anonymizer This class is a multi purpose anonymizer. It can work in 2 mode:

- Full (irreversible) anonymizer (aka dumb mode)
- reversible de-identifier/re-identifier (aka smart mode). This implements the Basic Application Level Confidentiality Profile, DICOM PS 3.15-2009

1. dumb mode This is a dumb anonymizer implementation. All it allows user is simple operation such as:

Tag based functions:

- complete removal of DICOM attribute (Remove)
- make a tag empty, ie make it's length 0 (Empty)
- replace with another string-based value (Replace)

DataSet based functions:

- Remove all group length attribute from a DICOM dataset (Group Length element are deprecated, DICOM 2008)
- Remove all private attributes
- Remove all retired attributes

All function calls actually execute the user specified request. Previous implementation were calling a general Anonymize function but traversing a std::set is  $O(n)$  operation, while a simple user specified request is  $O(\log(n))$  operation. So 'm' user interaction is  $O(m*\log(n))$  which is  $< O(n)$  complexity.

1. smart mode this mode implements the Basic Application Level Confidentiality Profile (DICOM PS 3.15-2008) In this case, it is extremely important to use the same gdcm::Anonymizer class when anonymizing a FileSet. Once the gdcm::Anonymizer is destroyed its memory of known (already processed) UIDs will be lost. which will make the anonymizer behaves incorrectly for attributes such as Series UID Study UID where user want some consistency. When attribute is Type 1 / Type 1C, a dummy generator will take in the existing value and produce a dummy value (a sha1 representation). sha1 algorithm is considered to be cryptographically strong (compared to md5sum) so that we meet the following two conditions:

- Produce the same dummy value for the same input value
- do not provide an easy way to retrieve the original value from the sha1 generated value

This class implement the Subject/Observer pattern trigger the following event:

- AnonymizeEvent
- IterationEvent
- StartEvent
- EndEvent

## See Also

CryptographicMessageSyntax

## Examples:

ClinicalTrialAnnotate.cxx, CreateJPIPDataSet.cxx, and EncapsulateFileInRawData.cxx.

## 25.8.2 Constructor & Destructor Documentation

25.8.2.1 `gdcm::Anonymizer::Anonymizer ( )` `[inline]`

25.8.2.2 `gdcm::Anonymizer::~~Anonymizer ( )`

## 25.8.3 Member Function Documentation

25.8.3.1 `bool gdcm::Anonymizer::BALCPPProtect ( DataSet & ds, Tag const & tag, const IOD & iod )` `[protected]`

25.8.3.2 `bool gdcm::Anonymizer::BasicApplicationLevelConfidentialityProfile ( bool deidentify = true )`

PS 3.15 / E.1.1 De-Identifier An Application may claim conformance to the Basic Application Level Confidentiality Profile as a deidentifier if it protects all Attributes that might be used by unauthorized entities to identify the patient. NOT THREAD SAFE

25.8.3.3 `bool gdcm::Anonymizer::CanEmptyTag ( Tag const & tag, const IOD & iod ) const` `[protected]`

25.8.3.4 `bool gdcm::Anonymizer::Empty ( Tag const & t )`

Make Tag t empty (if not found tag will be created) Warning: does not handle SQ element

## Examples:

CreateJPIPDataSet.cxx.

25.8.3.5 `static std::vector<Tag> gdcm::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes ( )` `[static]`

Return the list of Tag that will be considered when anonymizing a DICOM file.

## Examples:

GenFakelIdentifyFile.cxx, and TraverseModules.cxx.

25.8.3.6 `const CryptographicMessageSyntax* gdcm::Anonymizer::GetCryptographicMessageSyntax ( ) const`

25.8.3.7 `File& gdcm::Anonymizer::GetFile ( )` `[inline]`

25.8.3.8 `static SmartPointer<Anonymizer> gdcm::Anonymizer::New ( )` `[inline],[static]`

for wrapped language: instantiate a reference counted object

25.8.3.9 void gdcmm::Anonymizer::RecurseDataSet ( DataSet & ds ) [protected]

25.8.3.10 bool gdcmm::Anonymizer::Remove ( Tag const & t )

remove a tag (even a SQ can be removed)

25.8.3.11 bool gdcmm::Anonymizer::RemoveGroupLength ( )

Main function that loop over all elements and remove group length.

Examples:

ClinicalTrialAnnotate.cxx.

25.8.3.12 bool gdcmm::Anonymizer::RemovePrivateTags ( )

Main function that loop over all elements and remove private tags.

Examples:

ClinicalTrialAnnotate.cxx.

25.8.3.13 bool gdcmm::Anonymizer::RemoveRetired ( )

Main function that loop over all elements and remove retired element.

25.8.3.14 bool gdcmm::Anonymizer::Replace ( Tag const & t, const char \* value )

Replace tag with another value, if tag is not found it will be created: WARNING: this function can only execute if tag is a VRASCII

Examples:

ClinicalTrialAnnotate.cxx, CreateJPIPDataSet.cxx, and EncapsulateFileInRawData.cxx.

25.8.3.15 bool gdcmm::Anonymizer::Replace ( Tag const & t, const char \* value, VL const & vl )

when the value contains \0, it is a good idea to specify the length. This function is required when dealing with VRBINARY tag

25.8.3.16 void gdcmm::Anonymizer::SetCryptographicMessageSyntax ( CryptographicMessageSyntax \* cms )

Set/Get CMS key that will be used to encrypt the dataset within BasicApplicationLevelConfidentialityProfile.

25.8.3.17 void gdcM::Anonymizer::SetFile ( const File & f ) [inline]

Set/Get File.

Examples:

ClinicalTrialAnnotate.cxx, CreateJPIPDataSet.cxx, and EncapsulateFileInRawData.cxx.

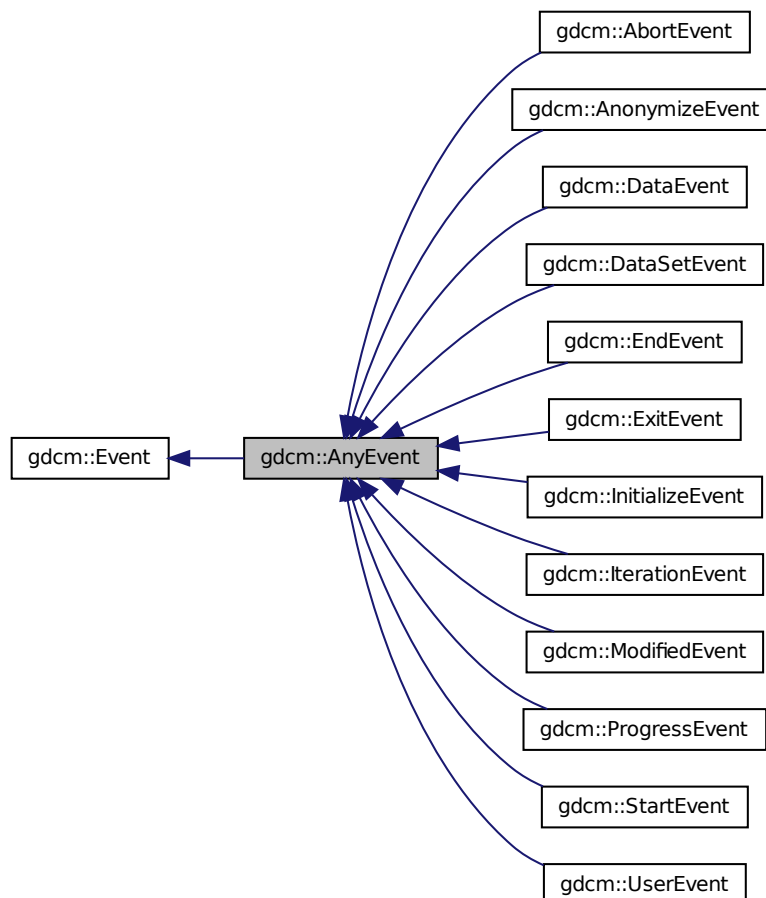
The documentation for this class was generated from the following file:

- gdcMAnonymizer.h

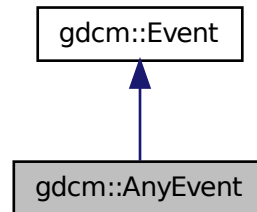
## 25.9 gdcM::AnyEvent Class Reference

```
#include <gdcMEvent.h>
```

Inheritance diagram for gdcM::AnyEvent:



Collaboration diagram for gdcm::AnyEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- `gdcmEvent.h`

## 25.10 gdcm::network::ApplicationContext Class Reference

ApplicationContext Table 9-12 APPLICATION CONTEXT ITEM FIELDS Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )

```
#include <gdcmApplicationContext.h>
```

### Public Member Functions

- `ApplicationContext ()`
- `const char * GetName () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `void SetName (const char *name)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.10.1 Detailed Description

ApplicationContext Table 9-12 APPLICATION CONTEXT ITEM FIELDS Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )

### 25.10.2 Constructor & Destructor Documentation

#### 25.10.2.1 gdcm::network::ApplicationContext::ApplicationContext ( )

### 25.10.3 Member Function Documentation

25.10.3.1 `const char* gdcm::network::ApplicationContext::GetName ( ) const` `[inline]`

25.10.3.2 `void gdcm::network::ApplicationContext::Print ( std::ostream & os ) const`

25.10.3.3 `std::istream& gdcm::network::ApplicationContext::Read ( std::istream & is )`

25.10.3.4 `void gdcm::network::ApplicationContext::SetName ( const char * name )` `[inline]`

25.10.3.5 `size_t gdcm::network::ApplicationContext::Size ( ) const`

25.10.3.6 `const std::ostream& gdcm::network::ApplicationContext::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

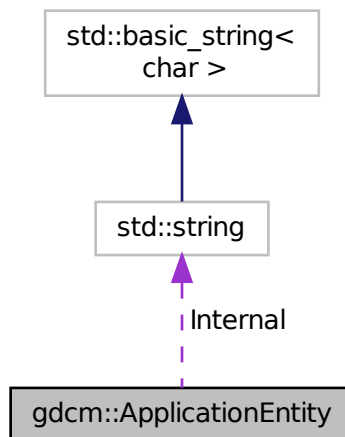
- `gdcmApplicationContext.h`

## 25.11 gdcm::ApplicationEntity Class Reference

ApplicationEntity.

```
#include <gdcmApplicationEntity.h>
```

Collaboration diagram for `gdcm::ApplicationEntity`:



### Public Member Functions

- `bool IsValid () const`
- `void Print (std::ostream &os) const`



- void SetBlob (const std::vector< char > &v)
- void Squeeze ()

### Public Attributes

- std::string Internal

### Static Public Attributes

- static const unsigned int MaxLength = 16
- static const unsigned int MaxNumberOfComponents = 1
- static const char Padding = ' '
- static const char Separator = ' '

#### 25.11.1 Detailed Description

ApplicationEntity.

- AE Application Entity
- A string of characters that identifies an Application Entity with leading and trailing spaces (20H) being non-significant. A value consisting solely of spaces shall not be used.
- Default Character Repertoire excluding character code 5CH (the BACKSLASH \ in ISO-IR 6), and control characters LF, FF, CR and ESC.
- 16 bytes maximum

#### 25.11.2 Member Function Documentation

25.11.2.1 bool gdcm::ApplicationEntity::IsValid ( ) const [inline]

25.11.2.2 void gdcm::ApplicationEntity::Print ( std::ostream & os ) const [inline]

25.11.2.3 void gdcm::ApplicationEntity::SetBlob ( const std::vector< char > & v ) [inline]

25.11.2.4 void gdcm::ApplicationEntity::Squeeze ( ) [inline]

#### 25.11.3 Member Data Documentation

25.11.3.1 std::string gdcm::ApplicationEntity::Internal

25.11.3.2 const unsigned int gdcm::ApplicationEntity::MaxLength = 16 [static]

25.11.3.3 const unsigned int gdcm::ApplicationEntity::MaxNumberOfComponents = 1 [static]

25.11.3.4 const char gdcm::ApplicationEntity::Padding = ' ' [static]

25.11.3.5 const char gdcm::ApplicationEntity::Separator = ' ' [static]

The documentation for this class was generated from the following file:

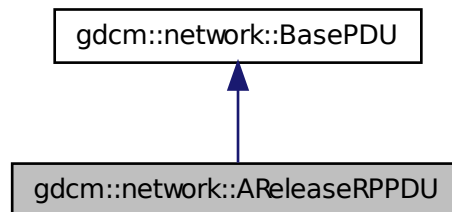
- `gdcApplicationEntity.h`

## 25.12 `gdc::network::AReleaseRPPDU` Class Reference

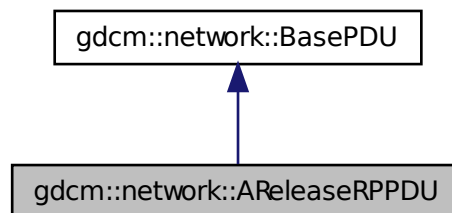
AReleaseRPPDU Table 9-25 A-RELEASE-RP PDU fields.

```
#include <gdcAReleaseRPPDU.h>
```

Inheritance diagram for `gdc::network::AReleaseRPPDU`:



Collaboration diagram for `gdc::network::AReleaseRPPDU`:



### Public Member Functions

- `AReleaseRPPDU ()`
- `bool IsLastFragment () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.12.1 Detailed Description

AReleaseRPPDU Table 9-25 A-RELEASE-RP PDU fields.

### 25.12.2 Constructor & Destructor Documentation

25.12.2.1 `gdcm::network::AReleaseRPPDU::AReleaseRPPDU ( )`

### 25.12.3 Member Function Documentation

25.12.3.1 `bool gdcm::network::AReleaseRPPDU::IsLastFragment ( ) const` `[inline],[virtual]`

Implements `gdcm::network::BasePDU`.

25.12.3.2 `void gdcm::network::AReleaseRPPDU::Print ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.12.3.3 `std::istream& gdcm::network::AReleaseRPPDU::Read ( std::istream & is )` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.12.3.4 `size_t gdcm::network::AReleaseRPPDU::Size ( ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

25.12.3.5 `const std::ostream& gdcm::network::AReleaseRPPDU::Write ( std::ostream & os ) const` `[virtual]`

Implements `gdcm::network::BasePDU`.

The documentation for this class was generated from the following file:

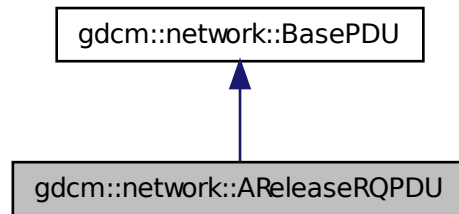
- `gdcmAReleaseRPPDU.h`

## 25.13 gdcm::network::AReleaseRQPDU Class Reference

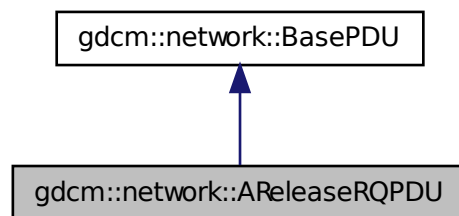
AReleaseRQPDU Table 9-24 A-RELEASE-RQ PDU FIELDS.

```
#include <gdcmAReleaseRQPDU.h>
```

Inheritance diagram for `gdc::network::AReleaseRQPDU`:



Collaboration diagram for `gdc::network::AReleaseRQPDU`:



### Public Member Functions

- `AReleaseRQPDU ()`
- `bool IsLastFragment () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

#### 25.13.1 Detailed Description

`AReleaseRQPDU` Table 9-24 A-RELEASE-RQ PDU FIELDS.

#### 25.13.2 Constructor & Destructor Documentation

25.13.2.1 gdcmm::network::AReleaseRQPDU::AReleaseRQPDU ( )

### 25.13.3 Member Function Documentation

25.13.3.1 bool gdcmm::network::AReleaseRQPDU::IsLastFragment ( ) const [inline],[virtual]

Implements gdcmm::network::BasePDU.

25.13.3.2 void gdcmm::network::AReleaseRQPDU::Print ( std::ostream & os ) const [virtual]

Implements gdcmm::network::BasePDU.

25.13.3.3 std::istream& gdcmm::network::AReleaseRQPDU::Read ( std::istream & is ) [virtual]

Implements gdcmm::network::BasePDU.

25.13.3.4 size\_t gdcmm::network::AReleaseRQPDU::Size ( ) const [virtual]

Implements gdcmm::network::BasePDU.

25.13.3.5 const std::ostream& gdcmm::network::AReleaseRQPDU::Write ( std::ostream & os ) const [virtual]

Implements gdcmm::network::BasePDU.

The documentation for this class was generated from the following file:

- gdcmmAReleaseRQPDU.h

## 25.14 gdcmm::network::ARTIMTimer Class Reference

ARTIMTimer This file contains the code for the ARTIM timer.

```
#include <gdcmmARTIMTimer.h>
```

### Public Member Functions

- ARTIMTimer ()
- double GetElapsedTime () const
- bool GetHasExpired () const
- double GetTimeout () const
- void SetTimeout (double inTimeout)
- void Start ()
- void Stop ()

### 25.14.1 Detailed Description

ARTIMTimer This file contains the code for the ARTIM timer.

Basically, the ARTIM timer will just get the wall time when it's started, and then can be queried for the current time, and then can be stopped (ie, the start time reset).

Because we're trying to do this without threading, we should be able to 'start' the ARTIM timer by this mechanism, and then when waiting for a particular response, tight loop that with sleep calls and determinations of when the ARTIM timer has reached its peak. As such, this isn't a strict 'timer' in the traditional sense of the word, but more of a time keeper.

There can be only one ARTIM timer per connection.

### 25.14.2 Constructor & Destructor Documentation

25.14.2.1 `gdcm::network::ARTIMTimer::ARTIMTimer ( )`

### 25.14.3 Member Function Documentation

25.14.3.1 `double gdcm::network::ARTIMTimer::GetElapsedTime ( ) const`

25.14.3.2 `bool gdcm::network::ARTIMTimer::GetHasExpired ( ) const`

25.14.3.3 `double gdcm::network::ARTIMTimer::GetTimeout ( ) const`

25.14.3.4 `void gdcm::network::ARTIMTimer::SetTimeout ( double inTimeout )`

25.14.3.5 `void gdcm::network::ARTIMTimer::Start ( )`

25.14.3.6 `void gdcm::network::ARTIMTimer::Stop ( )`

The documentation for this class was generated from the following file:

- `gdcmARTIMTimer.h`

## 25.15 gdcm::ASN1 Class Reference

Class for ASN1.

```
#include <gdcmASN1.h>
```

### Public Member Functions

- `ASN1 ( )`
- `~ASN1 ( )`

### Static Public Member Functions

- `static bool ParseDump (const char *array, size_t length)`
- `static bool ParseDumpFile (const char *filename)`

## Protected Member Functions

- int TestPBKDF2 ()

### 25.15.1 Detailed Description

Class for ASN1.

### 25.15.2 Constructor & Destructor Documentation

25.15.2.1 gdcM::ASN1::ASN1 ( )

25.15.2.2 gdcM::ASN1::~~ASN1 ( )

### 25.15.3 Member Function Documentation

25.15.3.1 static bool gdcM::ASN1::ParseDump ( const char \* *array*, size\_t *length* ) [static]

25.15.3.2 static bool gdcM::ASN1::ParseDumpFile ( const char \* *filename* ) [static]

25.15.3.3 int gdcM::ASN1::TestPBKDF2 ( ) [protected]

The documentation for this class was generated from the following file:

- gdcMASN1.h

## 25.16 gdcM::network::AsynchronousOperationsWindowSub Class Reference

AsynchronousOperationsWindowSub PS 3.7 Table D.3-7 ASYNCHRONOUS OPERATIONS WINDOW SUB-ITEM FIELD (A-ASSOCIATE-RQ)

```
#include <gdcMAsynchronousOperationsWindowSub.h>
```

## Public Member Functions

- AsynchronousOperationsWindowSub ()
- std::istream & Read (std::istream &is)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### 25.16.1 Detailed Description

AsynchronousOperationsWindowSub PS 3.7 Table D.3-7 ASYNCHRONOUS OPERATIONS WINDOW SUB-ITEM FIELD (A-ASSOCIATE-RQ)

## 25.16.2 Constructor & Destructor Documentation

25.16.2.1 `gdcm::network::AsynchronousOperationsWindowSub::AsynchronousOperationsWindowSub ( )`

## 25.16.3 Member Function Documentation

25.16.3.1 `std::istream& gdcm::network::AsynchronousOperationsWindowSub::Read ( std::istream & is )`

25.16.3.2 `size_t gdcm::network::AsynchronousOperationsWindowSub::Size ( ) const`

25.16.3.3 `const std::ostream& gdcm::network::AsynchronousOperationsWindowSub::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

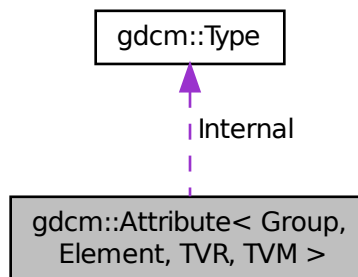
- `gdcmAsynchronousOperationsWindowSub.h`

## 25.17 `gdcm::Attribute< Group, Element, TVR, TVM >` Class Template Reference

**Attribute class** This class use template metaprograming tricks to let the user know when the template instantiation does not match the public dictionary.

```
#include <gdcmAttribute.h>
```

Collaboration diagram for `gdcm::Attribute< Group, Element, TVR, TVM >`:



### Public Types

- `enum { VMType = VMToLength<TVM>::Length }`
- `typedef VRToType< TVR >::Type ArrayType`

### Public Member Functions

- `GDCM_STATIC_ASSERT (((VR::VRType) TVR & (VR::VRType)(TagToType< Group, Element >::VRType)))`
- `GDCM_STATIC_ASSERT (((VM::VMType) TVM & (VM::VMType)(TagToType< Group, Element >::VMType)))`



- GDCM\_STATIC\_ASSERT (((((VR::VRType) TVR & VR::VR\_VM1)&&((VM::VMType) TVM==VM::VM1))||!((VR::VRType) TVR & VR::VR\_VM1))))
- DataElement GetAsDataElement () const
- unsigned int GetNumberOfValues () const
- ArrayType & GetValue (unsigned int idx=0)
- ArrayType const & GetValue (unsigned int idx=0) const
- const ArrayType \* GetValues () const
- bool operator!= (const Attribute &att) const
- bool operator< (const Attribute &att) const
- bool operator== (const Attribute &att) const
- ArrayType & operator[] (unsigned int idx)
- ArrayType const & operator[] (unsigned int idx) const
- void Print (std::ostream &os) const
- void Set (DataSet const &ds)
- void SetFromDataElement (DataElement const &de)
- void SetFromDataSet (DataSet const &ds)
- void SetValue (ArrayType v, unsigned int idx=0)
- void SetValues (const ArrayType \*array, unsigned int numel=VMType)

### Static Public Member Functions

- static VM GetDictVM ()
- static VR GetDictVR ()
- static Tag GetTag ()
- static VM GetVM ()
- static VR GetVR ()

### Public Attributes

- ArrayType Internal [VMToLength< TVM >::Length]

### Protected Member Functions

- void SetByteValue (const ByteValue \*bv)
- void SetByteValueNoSwap (const ByteValue \*bv)

## 25.17.1 Detailed Description

```
template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType>class gdcm::Attribute< Group, Element, TVR, TVM >
```

Attribute class This class use template metaprograming tricks to let the user know when the template instantiation does not match the public dictionary.

Typical example that compile is: Attribute<0x0008,0x9007> a = {"ORIGINAL","PRIMARY","T1","NONE"};

Examples that will NOT compile are:

```
Attribute<0x0018,0x1182, VR::IS, VM::VM1> fd1 = {}; // not enough parameters
Attribute<0x0018,0x1182, VR::IS, VM::VM2> fd2 = {0,1,2}; // too many initializers
Attribute<0x0018,0x1182, VR::IS, VM::VM3> fd3 = {0,1,2}; // VM3 is not valid
Attribute<0x0018,0x1182, VR::UL, VM::VM2> fd3 = {0,1}; // UL is not valid VR
```

## Examples:

CreateJIPIDataSet.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, gdcmrtionplan.cxx, gdcmrtplan.cxx, GenFakeIdentifyFile.cxx, GetSequenceUltrasound.cxx, HelloWorld.cxx, LargeVRDSEExplicit.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadAndPrintAttributes.cxx, SortImage.cxx, StreamImageReaderTest.cxx, and VolumeSorter.cxx.

## 25.17.2 Member Typedef Documentation

25.17.2.1 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> typedef VRToType<TVR>::Type gdcm::Attribute< Group, Element, TVR, TVM >::ArrayType`

## 25.17.3 Member Enumeration Documentation

25.17.3.1 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> anonymous enum`

## Enumerator:

***VMType***

## 25.17.4 Member Function Documentation

25.17.4.1 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> gdcm::Attribute< Group, Element, TVR, TVM >::GDCM_STATIC_ASSERT ( ((VR::VRType) TVR &(VR::VRType)(TagToType< Group, Element >::VRType)) )`

25.17.4.2 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> gdcm::Attribute< Group, Element, TVR, TVM >::GDCM_STATIC_ASSERT ( ((VM::VMType) TVM &(VM::VMType)(TagToType< Group, Element >::VMType)) )`

25.17.4.3 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> gdcm::Attribute< Group, Element, TVR, TVM >::GDCM_STATIC_ASSERT ( (((VR::VRType) TVR &VR::VR_VM1)&&((VM::VMType) TVM==VM::VM1))||!((VR::VRType) TVR &VR::VR_VM1)) )`

25.17.4.4 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> DataElement gdcm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement ( ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::DataElement::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`, `gdcm::DataElement::SetByteValue()`, `gdcm::DataElement::SetVR()`, `gdcm::VR::SQ`, `gdcm::VR::UI`, and `gdcm::VR::VRASCII`.

25.17.4.5 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> static VM gdcm::Attribute< Group, Element, TVR, TVM >::GetDictVM ( ) [inline], [static]`

25.17.4.6 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> static VR gdcmm::Attribute< Group, Element, TVR, TVM >::GetDictVR ( ) [inline], [static]`

25.17.4.7 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> unsigned int gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues ( ) const [inline]`

Referenced by `gdcmm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::GetValue()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::operator!=()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator!=()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::operator<()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator<()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::operator==()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator==()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::Print()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::Print()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetByteValue()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetValue()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValue()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetValues()`, and `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValues()`.

25.17.4.8 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> static Tag gdcmm::Attribute< Group, Element, TVR, TVM >::GetTag ( ) [inline], [static]`

Referenced by `gdcmm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::Print()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::Print()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::Print()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::Set()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::Set()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet()`, and `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet()`.

25.17.4.9 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> ArrayType& gdcmm::Attribute< Group, Element, TVR, TVM >::GetValue ( unsigned int idx = 0 ) [inline]`

References `gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcmm::Attribute< Group, Element, TVR, TVM >::Internal`.

Referenced by `gdcmm::Attribute< Group, Element, TVR, TVM >::operator[]()`, and `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::operator[]()`.

25.17.4.10 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> ArrayType const& gdcmm::Attribute< Group, Element, TVR, TVM >::GetValue ( unsigned int idx = 0 ) const [inline]`

References `gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcmm::Attribute< Group, Element, TVR, TVM >::Internal`.

```
25.17.4.11 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> const ArrayType* gdcmm::Attribute< Group, Element, TVR, TVM
    >::GetValues ( ) const [inline]
```

References gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

Referenced by gdcmm::Attribute< Group, Element, TVR, TVM >::operator!=(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator!=(), gdcmm::Attribute< Group, Element, TVR, TVM >::operator<(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator<(), gdcmm::Attribute< Group, Element, TVR, TVM >::operator==(), and gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator==().

```
25.17.4.12 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> static VM gdcmm::Attribute< Group, Element, TVR, TVM >::GetVM ( )
    [inline], [static]
```

Referenced by gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::GetDictVM(), and gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::Print().

```
25.17.4.13 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> static VR gdcmm::Attribute< Group, Element, TVR, TVM >::GetVR ( )
    [inline], [static]
```

Referenced by gdcmm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::GetAsDataElement(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::Print(), gdcmm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement(), and gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::SetFromDataElement().

```
25.17.4.14 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> bool gdcmm::Attribute< Group, Element, TVR, TVM >::operator!= ( const
    Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

```
25.17.4.15 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> bool gdcmm::Attribute< Group, Element, TVR, TVM >::operator< ( const
    Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

```
25.17.4.16 template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM =
    TagToType<Group, Element>::VMType> bool gdcmm::Attribute< Group, Element, TVR, TVM >::operator== ( const
    Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

25.17.4.17 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> ArrayType& gdcm::Attribute< Group, Element, TVR, TVM >::operator[] ( unsigned int idx ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetValue()`.

25.17.4.18 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> ArrayType const& gdcm::Attribute< Group, Element, TVR, TVM >::operator[] ( unsigned int idx ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetValue()`.

25.17.4.19 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcm::Attribute< Group, Element, TVR, TVM >::Print ( std::ostream & os ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

25.17.4.20 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcm::Attribute< Group, Element, TVR, TVM >::Set ( DataSet const & ds ) [inline]`

References `gdcm::DataSet::GetDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`.

25.17.4.21 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValue ( const ByteValue * bv ) [inline], [protected]`

References `gdcm::ByteValue::GetLength()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::ByteValue::GetPointer()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

Referenced by `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`.

25.17.4.22 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap ( const ByteValue * bv ) [inline], [protected]`

References `gdcm::ByteValue::GetLength()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::ByteValue::GetPointer()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

Referenced by `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`.

25.17.4.23 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcM::Attribute< Group, Element, TVR, TVM >::SetFromDataElement ( DataElement const & de ) [inline]`

References `gdcM::DataElement::GetByteValue()`, `gdcM::Tag::GetGroup()`, `gdcM::DataElement::GetTag()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcM::DataElement::GetVR()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcM::VR::INVALID`, `gdcM::DataElement::IsEmpty()`, `gdcM::Attribute< Group, Element, TVR, TVM >::SetByteValue()`, `gdcM::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap()`, and `gdcM::VR::UN`.

Referenced by `gdcM::Attribute< Group, Element, TVR, TVM >::Set()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1 >::Set()`, `gdcM::Attribute< Group, Element, TVR, TVM >::SetFromDataSet()`, and `gdcM::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet()`.

25.17.4.24 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcM::Attribute< Group, Element, TVR, TVM >::SetFromDataSet ( DataSet const & ds ) [inline]`

References `gdcM::DataSet::FindDataElement()`, `gdcM::DataSet::GetDataElement()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcM::DataElement::IsEmpty()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`.

25.17.4.25 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcM::Attribute< Group, Element, TVR, TVM >::SetValue ( ArrayType v, unsigned int idx = 0 ) [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

25.17.4.26 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> void gdcM::Attribute< Group, Element, TVR, TVM >::SetValues ( const ArrayType * array, unsigned int numel = VMType ) [inline]`

#### Examples:

LargeVRDSExplicit.cxx.

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

Referenced by `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::SetByteValue()`, and `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::SetNumberOfValues()`.

## 25.17.5 Member Data Documentation

25.17.5.1 `template<uint16_t Group, uint16_t Element, int TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType> ArrayType gdcM::Attribute< Group, Element, TVR, TVM >::Internal[VMToLength< TVM >::Length]`

Referenced by `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::Attribute()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetAsDataElement()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetValue()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetValue()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetValues()`, `gdcM::Attribute<`

Group, Element, TVR, VM::VM1 >::GetValues(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::GetValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::operator!=(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator!=(), gdcmm::Attribute< Group, Element, TVR, TVM >::operator<(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator<(), gdcmm::Attribute< Group, Element, TVR, TVM >::operator==(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator==(), gdcmm::Attribute< Group, Element, TVR, TVM >::Print(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::Print(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::Print(), gdcmm::Attribute< Group, Element, TVR, TVM >::SetByteValue(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue(), gdcmm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap(), gdcmm::Attribute< Group, Element, TVR, TVM >::SetValue(), gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetValue(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::SetValue(), gdcmm::Attribute< Group, Element, TVR, TVM >::SetValues(), gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::SetValues(), and gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >::~~Attribute().

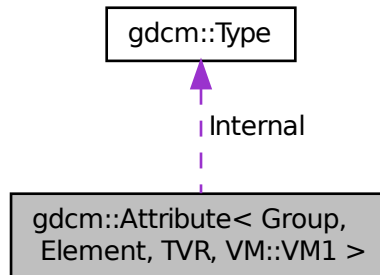
The documentation for this class was generated from the following file:

- gdcmmAttribute.h

## 25.18 gdcmm::Attribute< Group, Element, TVR, VM::VM1 > Class Template Reference

```
#include <gdcmmAttribute.h>
```

Collaboration diagram for gdcmm::Attribute< Group, Element, TVR, VM::VM1 >:



### Public Types

- enum { VMType = VMToLength<VM::VM1>::Length }
- typedef VRToType< TVR >::Type ArrayType

### Public Member Functions

- GDCM\_STATIC\_ASSERT (VMToLength< VM::VM1 >::Length==1)
- GDCM\_STATIC\_ASSERT (((VR::VRType) TVR &(VR::VRType)(TagToType< Group, Element >::VRType)))
- GDCM\_STATIC\_ASSERT (((VM::VMType) VM::VM1 &(VM::VMType)(TagToType< Group, Element >::VMType)))

- `GDCM_STATIC_ASSERT((((VR::VRType) TVR & VR::VR_VM1)&&((VM::VMType) VM::VM1==VM::VM1))||!((VR::VRType) TVR & VR::VR_VM1)))`
- `DataElement GetAsDataElement () const`
- `unsigned int GetNumberOfValues () const`
- `ArrayType & GetValue ()`
- `ArrayType const & GetValue () const`
- `const ArrayType * GetValues () const`
- `bool operator!= (const Attribute &att) const`
- `bool operator< (const Attribute &att) const`
- `bool operator== (const Attribute &att) const`
- `void Print (std::ostream &os) const`
- `void Set (DataSet const &ds)`
- `void SetFromDataElement (DataElement const &de)`
- `void SetFromDataSet (DataSet const &ds)`
- `void SetValue (ArrayType v)`

### Static Public Member Functions

- `static VM GetDictVM ()`
- `static VR GetDictVR ()`
- `static Tag GetTag ()`
- `static VM GetVM ()`
- `static VR GetVR ()`

### Public Attributes

- `ArrayType Internal`

### Protected Member Functions

- `void SetByteValue (const ByteValue *bv)`
- `void SetByteValueNoSwap (const ByteValue *bv)`

## 25.18.1 Member Typedef Documentation

- 25.18.1.1 `template<uint16_t Group, uint16_t Element, int TVR> typedef VRToType<TVR>::Type gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::ArrayType`

## 25.18.2 Member Enumeration Documentation

- 25.18.2.1 `template<uint16_t Group, uint16_t Element, int TVR> anonymous enum`

Enumerator:

***VMType***



### 25.18.3 Member Function Documentation

25.18.3.1 `template<uint16_t Group, uint16_t Element, int TVR> gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT ( VMToLength< VM::VM1 >::Length ==1 )`

25.18.3.2 `template<uint16_t Group, uint16_t Element, int TVR> gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT ( ((VR::VRType) TVR &(VR::VRType)(TagToType< Group, Element >::VRType)) )`

25.18.3.3 `template<uint16_t Group, uint16_t Element, int TVR> gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT ( ((VM::VMType) VM::VM1 &(VM::VMType)(TagToType< Group, Element >::VMType)) )`

25.18.3.4 `template<uint16_t Group, uint16_t Element, int TVR> gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT ( (((VR::VRType) TVR &VR::VR_VM1)&&((VM::VMType) VM::VM1==VM::VM1))||!((VR::VRType) TVR &VR::VR_VM1)) )`

25.18.3.5 `template<uint16_t Group, uint16_t Element, int TVR> DataElement gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement ( ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::DataElement::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`, `gdcm::DataElement::SetByteValue()`, `gdcm::DataElement::SetVR()`, `gdcm::VR::SQ`, `gdcm::VR::UI`, and `gdcm::VR::VRASCII`.

25.18.3.6 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetDictVM ( ) [inline],[static]`

25.18.3.7 `template<uint16_t Group, uint16_t Element, int TVR> static VR gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetDictVR ( ) [inline],[static]`

25.18.3.8 `template<uint16_t Group, uint16_t Element, int TVR> unsigned int gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetNumberOfValues ( ) const [inline]`

25.18.3.9 `template<uint16_t Group, uint16_t Element, int TVR> static Tag gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetTag ( ) [inline],[static]`

25.18.3.10 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType& gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetValue ( ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

25.18.3.11 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType const& gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetValue ( ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

25.18.3.12 `template<uint16_t Group, uint16_t Element, int TVR> const ArrayType* gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetValues ( ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

**25.18.3.13** `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GetVM ( ) [inline], [static]`

References gdcmm::VM::VM1.

**25.18.3.14** `template<uint16_t Group, uint16_t Element, int TVR> static VR gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GetVR ( ) [inline], [static]`

**25.18.3.15** `template<uint16_t Group, uint16_t Element, int TVR> bool gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator!= ( const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

**25.18.3.16** `template<uint16_t Group, uint16_t Element, int TVR> bool gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator< ( const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

**25.18.3.17** `template<uint16_t Group, uint16_t Element, int TVR> bool gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator== ( const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

**25.18.3.18** `template<uint16_t Group, uint16_t Element, int TVR> void gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::Print ( std::ostream & os ) const [inline]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::GetTag(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

**25.18.3.19** `template<uint16_t Group, uint16_t Element, int TVR> void gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::Set ( DataSet const & ds ) [inline]`

References gdcmm::DataSet::GetDataElement(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetTag(), and gdcmm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement().

**25.18.3.20** `template<uint16_t Group, uint16_t Element, int TVR> void gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue ( const ByteValue * bv ) [inline], [protected]`

References gdcmm::ByteValue::GetLength(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::ByteValue::GetPointer(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

**25.18.3.21** `template<uint16_t Group, uint16_t Element, int TVR> void gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap ( const ByteValue * bv ) [inline], [protected]`

References gdcmm::ByteValue::GetLength(), gdcmm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues(), gdcmm::ByteValue::GetPointer(), and gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

25.18.3.22 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement ( DataElement const & de ) [inline]`

References `gdcm::DataElement::GetByteValue()`, `gdcm::Tag::GetGroup()`, `gdcm::DataElement::GetTag()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::DataElement::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcm::VR::INVALID`, `gdcm::DataElement::IsEmpty()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap()`, and `gdcm::VR::UN`.

25.18.3.23 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet ( DataSet const & ds ) [inline]`

References `gdcm::DataSet::FindDataElement()`, `gdcm::DataSet::GetDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::DataElement::IsEmpty()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`.

25.18.3.24 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetValue ( ArrayType v ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

## 25.18.4 Member Data Documentation

25.18.4.1 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType gdcm::Attribute< Group, Element, TVR, VM::VM1 >::Internal`

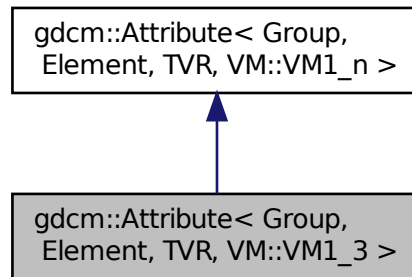
The documentation for this class was generated from the following file:

- `gdcmAttribute.h`

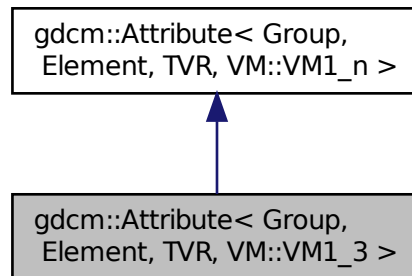
## 25.19 gdcm::Attribute< Group, Element, TVR, VM::VM1\_3 > Class Template Reference

```
#include <gdcmAttribute.h>
```

Inheritance diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM1_3 >`:



Collaboration diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM1_3 >`:



## Public Member Functions

- `VM GetVM () const`

## Additional Inherited Members

### 25.19.1 Member Function Documentation

25.19.1.1 `template<uint16_t Group, uint16_t Element, int TVR> VM gdcM::Attribute< Group, Element, TVR, VM::VM1_3 >::GetVM ( ) const [inline]`

References `gdcM::VM::VM1_3`.

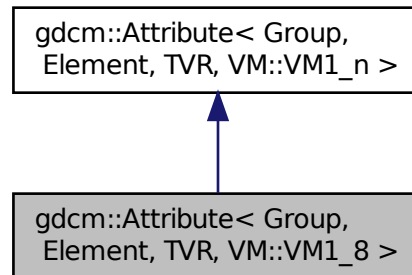
The documentation for this class was generated from the following file:

- gdcMAttribute.h

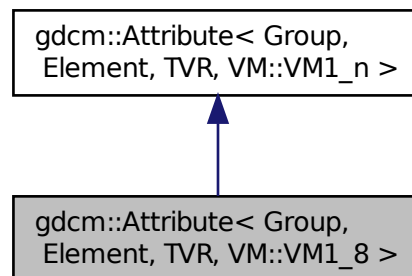
## 25.20 gdcM::Attribute< Group, Element, TVR, VM::VM1\_8 > Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for gdcM::Attribute< Group, Element, TVR, VM::VM1\_8 >:



Collaboration diagram for gdcM::Attribute< Group, Element, TVR, VM::VM1\_8 >:



### Public Member Functions

- VM GetVM () const

### Additional Inherited Members

## 25.20.1 Member Function Documentation

25.20.1.1 `template<uint16_t Group, uint16_t Element, int TVR> VM gdcM::Attribute< Group, Element, TVR, VM::VM1_8 >::GetVM ( ) const [inline]`

References `gdcM::VM::VM1_8`.

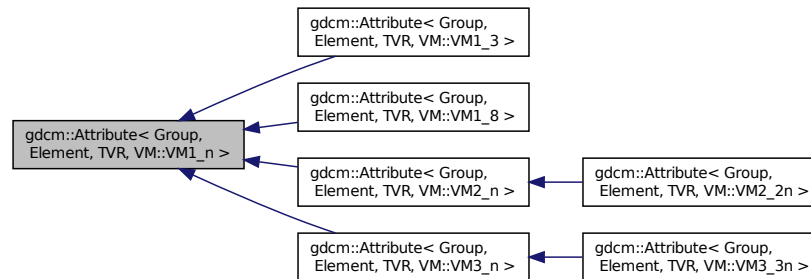
The documentation for this class was generated from the following file:

- `gdcMAttribute.h`

## 25.21 `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >` Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >`:



## Public Types

- `typedef VRToType< TVR >::Type ArrayType`

## Public Member Functions

- `Attribute ()`
- `~Attribute ()`
- `GDCM_STATIC_ASSERT (((VR::VRType) TVR & (VR::VRType) (TagToType< Group, Element >::VRType)))`
- `GDCM_STATIC_ASSERT ((VM::VM1_n & (VM::VMType) (TagToType< Group, Element >::VMType)))`
- `GDCM_STATIC_ASSERT (((((VR::VRType) TVR & VR::VR_VM1) && ((VM::VMType) TagToType< Group, Element >::VMType == VM::VM1)) || ((VR::VRType) TVR & VR::VR_VM1)))`
- `DataElement GetAsDataElement () const`
- `unsigned int GetNumberOfValues () const`
- `ArrayType & GetValue (unsigned int idx=0)`
- `ArrayType const & GetValue (unsigned int idx=0) const`
- `const ArrayType * GetValues () const`
- `ArrayType & operator[] (unsigned int idx)`
- `ArrayType const & operator[] (unsigned int idx) const`

- void Print (std::ostream &os) const
- void SetFromDataElement (DataElement const &de)
- void SetNumberOfValues (unsigned int numel)
- void SetValue (unsigned int idx, ArrayType v)
- void SetValue (ArrayType v)
- void SetValues (const ArrayType \*array, unsigned int numel, bool own=false)

### Static Public Member Functions

- static VM GetDictVM ()
- static VR GetDictVR ()
- static Tag GetTag ()
- static VM GetVM ()
- static VR GetVR ()

### Protected Member Functions

- void SetByteValue (const ByteValue \*bv)

### 25.21.1 Member Typedef Documentation

25.21.1.1 `template<uint16_t Group, uint16_t Element, int TVR> typedef VRToType<TVR>::Type gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::ArrayType`

### 25.21.2 Constructor & Destructor Documentation

25.21.2.1 `template<uint16_t Group, uint16_t Element, int TVR> gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::Attribute ( ) [inline],[explicit]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

25.21.2.2 `template<uint16_t Group, uint16_t Element, int TVR> gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::~~Attribute ( ) [inline]`

References gdcmm::Attribute< Group, Element, TVR, TVM >::Internal.

### 25.21.3 Member Function Documentation

25.21.3.1 `template<uint16_t Group, uint16_t Element, int TVR> gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT ( ((VR::VRType) TVR &(VR::VRType)(TagToType< Group, Element >::VRType)) )`

25.21.3.2 `template<uint16_t Group, uint16_t Element, int TVR> gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT ( (VM::VM1_n &(VM::VMType)(TagToType< Group, Element >::VMType)) )`

25.21.3.3 `template<uint16_t Group, uint16_t Element, int TVR> gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT ( (((VR::VRType) TVR &VR::VR_VM1)&&((VM::VMType) TagToType< Group, Element >::VMType==VM::VM1))||!((VR::VRType) TVR &VR::VR_VM1)) )`

25.21.3.4 `template<uint16_t Group, uint16_t Element, int TVR> DataElement gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement ( ) const [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcM::DataElement::GetVR()`, `gdcM::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`, `gdcM::DataElement::SetByteValue()`, `gdcM::DataElement::SetVR()`, `gdcM::VR::SQ`, `gdcM::VR::UI`, and `gdcM::VR::VRASCII`.

25.21.3.5 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetDictVM ( ) [inline], [static]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetVM()`.

25.21.3.6 `template<uint16_t Group, uint16_t Element, int TVR> static VR gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetDictVR ( ) [inline], [static]`

25.21.3.7 `template<uint16_t Group, uint16_t Element, int TVR> unsigned int gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetNumberOfValues ( ) const [inline]`

25.21.3.8 `template<uint16_t Group, uint16_t Element, int TVR> static Tag gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetTag ( ) [inline], [static]`

25.21.3.9 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType& gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue ( unsigned int idx = 0 ) [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

25.21.3.10 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType const& gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue ( unsigned int idx = 0 ) const [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

25.21.3.11 `template<uint16_t Group, uint16_t Element, int TVR> const ArrayType* gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetValues ( ) const [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

25.21.3.12 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetVM ( ) [inline], [static]`

Reimplemented in `gdcM::Attribute< Group, Element, TVR, VM::VM3_3n >`, `gdcM::Attribute< Group, Element, TVR, VM::VM3_n >`, and `gdcM::Attribute< Group, Element, TVR, VM::VM2_2n >`.

References `gdcM::VM::VM1_n`.

25.21.3.13 `template<uint16_t Group, uint16_t Element, int TVR> static VR gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetVR ( ) [inline], [static]`



25.21.3.14 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType& gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::operator[] ( unsigned int idx ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetValue()`.

25.21.3.15 `template<uint16_t Group, uint16_t Element, int TVR> ArrayType const& gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::operator[] ( unsigned int idx ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetValue()`.

25.21.3.16 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::Print ( std::ostream & os ) const [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVM()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVR()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

25.21.3.17 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetByteValue ( const ByteValue * bv ) [inline], [protected]`

References `gdcm::ByteValue::GetLength()`, `gdcm::ByteValue::GetPointer()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::SetValues()`.

25.21.3.18 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement ( DataElement const & de ) [inline]`

References `gdcm::DataElement::GetByteValue()`, `gdcm::Tag::GetGroup()`, `gdcm::DataElement::GetTag()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetTag()`, `gdcm::DataElement::GetVR()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetVR()`, `gdcm::DataElement::IsEmpty()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValue()`.

25.21.3.19 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetNumberOfValues ( unsigned int numel ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::SetValues()`.

25.21.3.20 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValue ( unsigned int idx, ArrayType v ) [inline]`

References `gdcm::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcm::Attribute< Group, Element, TVR, TVM >::Internal`.

25.21.3.21 `template<uint16_t Group, uint16_t Element, int TVR> void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValue ( ArrayType v ) [inline]`

References `SetValue()`.

Referenced by `SetValue()`.

25.21.3.22 `template<uint16_t Group, uint16_t Element, int TVR> void gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::SetValues ( const ArrayType * array, unsigned int numel, bool own = false ) [inline]`

References `gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues()`, and `gdcM::Attribute< Group, Element, TVR, TVM >::Internal`.

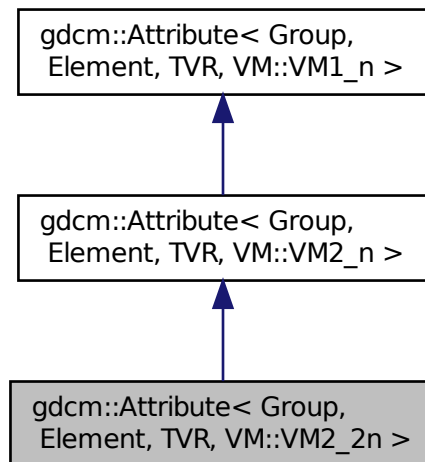
The documentation for this class was generated from the following file:

- `gdcMAttribute.h`

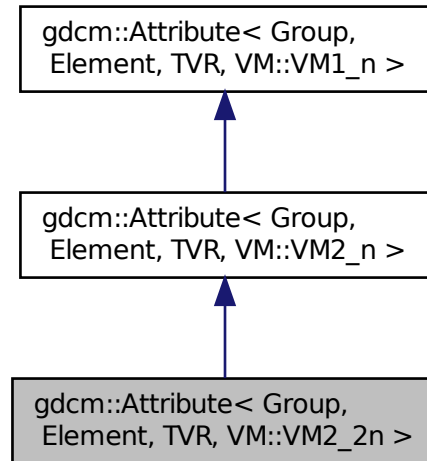
## 25.22 `gdcM::Attribute< Group, Element, TVR, VM::VM2_2n >` Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM2_2n >`:



Collaboration diagram for gdcM::Attribute< Group, Element, TVR, VM::VM2\_n >:



### Static Public Member Functions

- static VM GetVM ()

### Additional Inherited Members

#### 25.22.1 Member Function Documentation

25.22.1.1 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcM::Attribute< Group, Element, TVR, VM::VM2_2n >::GetVM ( ) [inline], [static]`

Reimplemented from `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >`.

References `gdcM::VM::VM2_2n`.

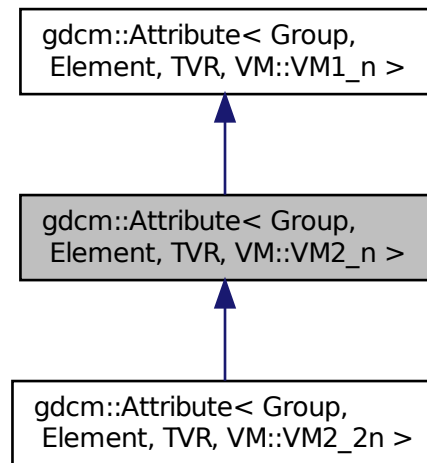
The documentation for this class was generated from the following file:

- `gdcMAttribute.h`

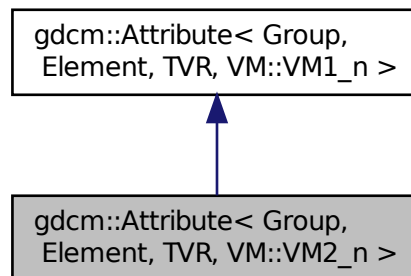
## 25.23 gdcM::Attribute< Group, Element, TVR, VM::VM2\_n > Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM2_n >`:



Collaboration diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM2_n >`:



## Public Member Functions

- `VM GetVM () const`

## Additional Inherited Members

### 25.23.1 Member Function Documentation

```
25.23.1.1  template<uint16_t Group, uint16_t Element, int TVR> VM gdcM::Attribute< Group, Element, TVR, VM::VM2_n
>::GetVM( ) const  [inline]
```

References gdcM::VM::VM2\_n.

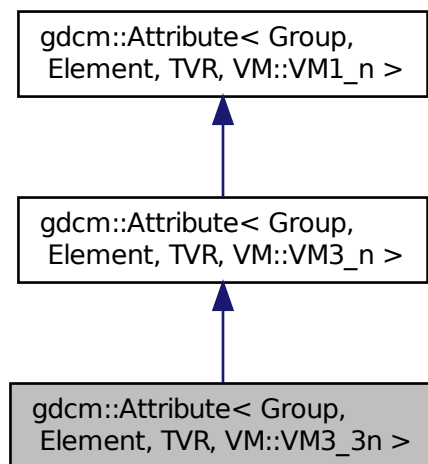
The documentation for this class was generated from the following file:

- gdcMAttribute.h

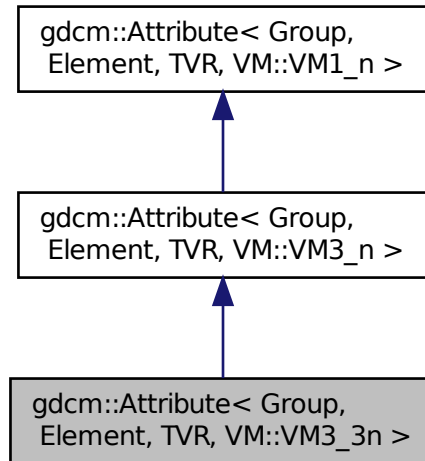
## 25.24 gdcM::Attribute< Group, Element, TVR, VM::VM3\_3n > Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for gdcM::Attribute< Group, Element, TVR, VM::VM3\_3n >:



Collaboration diagram for `gdcM::Attribute< Group, Element, TVR, VM::VM3_3n >`:



### Static Public Member Functions

- static VM `GetVM ()`

### Additional Inherited Members

#### 25.24.1 Member Function Documentation

25.24.1.1 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcM::Attribute< Group, Element, TVR, VM::VM3_3n >::GetVM ( ) [inline], [static]`

Reimplemented from `gdcM::Attribute< Group, Element, TVR, VM::VM3_n >`.

References `gdcM::VM::VM3_3n`.

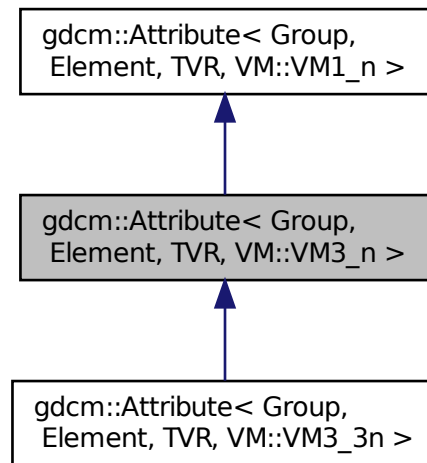
The documentation for this class was generated from the following file:

- `gdcMAttribute.h`

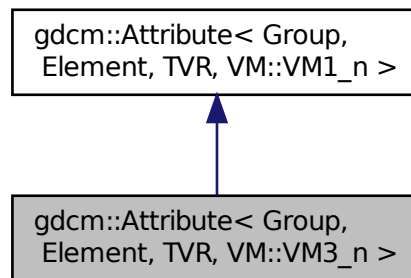
## 25.25 `gdcM::Attribute< Group, Element, TVR, VM::VM3_n >` Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for gdcm::Attribute< Group, Element, TVR, VM::VM3\_n >:



Collaboration diagram for gdcm::Attribute< Group, Element, TVR, VM::VM3\_n >:



### Static Public Member Functions

- static VM GetVM ()

### Additional Inherited Members

#### 25.25.1 Member Function Documentation

25.25.1.1 `template<uint16_t Group, uint16_t Element, int TVR> static VM gdcM::Attribute< Group, Element, TVR, VM::VM3_n >::GetVM( ) [inline],[static]`

Reimplemented from `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >`.

Reimplemented in `gdcM::Attribute< Group, Element, TVR, VM::VM3_3n >`.

References `gdcM::VM::VM3_n`.

The documentation for this class was generated from the following file:

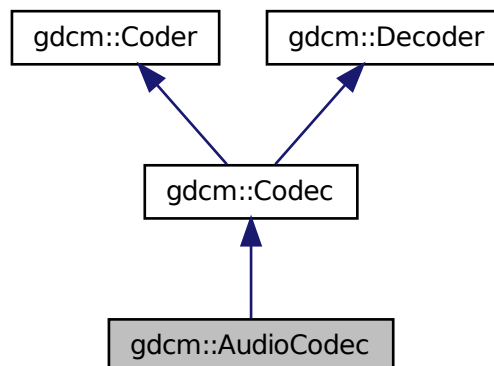
- `gdcMAttribute.h`

## 25.26 gdcM::AudioCodec Class Reference

AudioCodec.

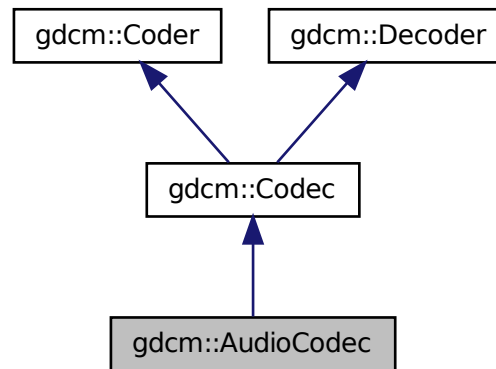
```
#include <gdcMAudioCodec.h>
```

Inheritance diagram for `gdcM::AudioCodec`:





Collaboration diagram for gdcm::AudioCodec:



### Public Member Functions

- `AudioCodec ()`
- `~AudioCodec ()`
- `bool CanCode (TransferSyntax const &) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

### Additional Inherited Members

#### 25.26.1 Detailed Description

`AudioCodec`.

#### 25.26.2 Constructor & Destructor Documentation

25.26.2.1 `gdcm::AudioCodec::AudioCodec ( )`

25.26.2.2 `gdcm::AudioCodec::~~AudioCodec ( )`

#### 25.26.3 Member Function Documentation

25.26.3.1 `bool gdcm::AudioCodec::CanCode ( TransferSyntax const & ) const` `[inline], [virtual]`

Return whether this coder support this transfer syntax (can code it)

Implements `gdcm::Coder`.

**25.26.3.2** `bool gdcm::AudioCodec::CanDecode ( TransferSyntax const & ) const` `[inline], [virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Implements `gdcm::Decoder`.

**25.26.3.3** `bool gdcm::AudioCodec::Decode ( DataElement const & is_, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::Decoder`.

The documentation for this class was generated from the following file:

- `gdcmAudioCodec.h`

## 25.27 gdcm::Base64 Class Reference

Class for Base64.

```
#include <gdcmBase64.h>
```

### Public Member Functions

- `Base64 ()`
- `~Base64 ()`

### Static Public Member Functions

- `static int Decode (char *dst, int dlen, const char *src, int slen)`  
*Decode a base64-formatted buffer.*
- `static int Encode (char *dst, int dlen, const char *src, int slen)`  
*Encode a buffer into base64 format.*
- `static int GetDecodeLength (const char *src, int slen)`
- `static int GetEncodeLength (const char *src, int slen)`

#### 25.27.1 Detailed Description

Class for Base64.

#### 25.27.2 Constructor & Destructor Documentation

**25.27.2.1** `gdcm::Base64::Base64 ( )`

**25.27.2.2** `gdcm::Base64::~~Base64 ( )`

### 25.27.3 Member Function Documentation

25.27.3.1 `static int gdcm::Base64::Decode ( char * dst, int dlen, const char * src, int slen ) [static]`

Decode a base64-formatted buffer.

#### Parameters

<i>dst</i>	destination buffer
<i>dlen</i>	size of the buffer
<i>src</i>	source buffer
<i>slen</i>	amount of data to be decoded

#### Returns

0 if successful

25.27.3.2 `static int gdcm::Base64::Encode ( char * dst, int dlen, const char * src, int slen ) [static]`

Encode a buffer into base64 format.

#### Parameters

<i>dst</i>	destination buffer
<i>dlen</i>	size of the buffer
<i>src</i>	source buffer
<i>slen</i>	amount of data to be encoded

#### Returns

0 if successful

25.27.3.3 `static int gdcm::Base64::GetDecodeLength ( const char * src, int slen ) [static]`

Call this function with \*dlen = 0 to obtain the required buffer size in \*dlen

25.27.3.4 `static int gdcm::Base64::GetEncodeLength ( const char * src, int slen ) [static]`

Call this function with dlen = 0 to obtain the required buffer size in dlen

The documentation for this class was generated from the following file:

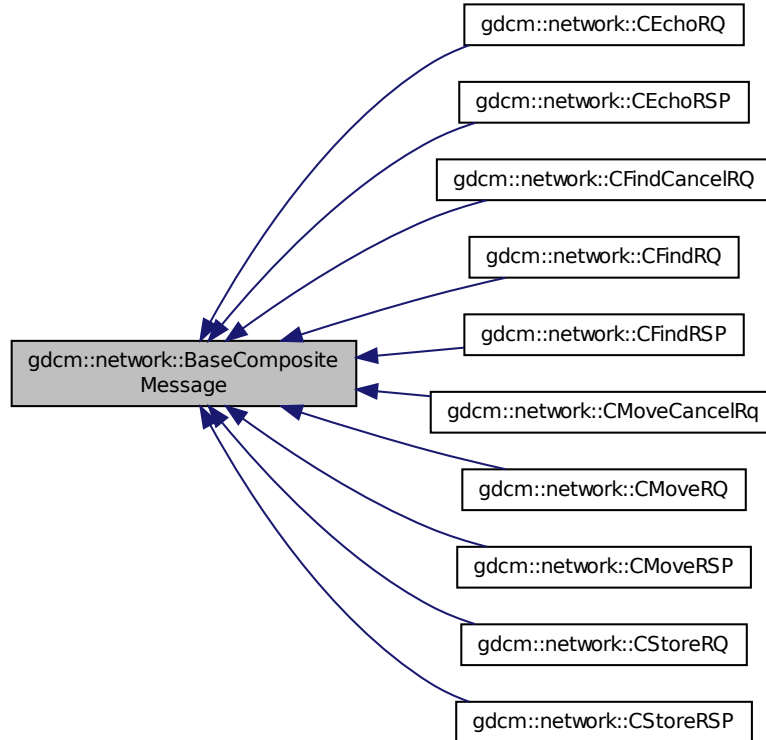
- gdcmBase64.h

## 25.28 gdcm::network::BaseCompositeMessage Class Reference

**BaseCompositeMessage** The Composite events described in section 3.7-2009 of the DICOM standard all use their own messages. These messages are constructed using Presentation Data Values, from section 3.8-2009 of the standard, and then fill in appropriate values in their datasets.

```
#include <gdcmBaseCompositeMessage.h>
```

Inheritance diagram for `gdcm::network::BaseCompositeMessage`:



## Public Member Functions

- `virtual std::vector< PresentationDataValue > ConstructPDV (const ULConnection &inConnection, const BaseRootQuery *inRootQuery)=0`

### 25.28.1 Detailed Description

**BaseCompositeMessage** The Composite events described in section 3.7-2009 of the DICOM standard all use their own messages. These messages are constructed using Presentation Data Values, from section 3.8-2009 of the standard, and then fill in appropriate values in their datasets.

So, for the five composites:

- C-ECHO
- C-FIND
- C-MOVE

- C-GET
- C-STORE there are a series of messages. However, all of these messages are obtained as part of a PDataPDU, and all have to be placed there. Therefore, since they all have shared functionality and construction tropes, that will be put into a base class. Further, the base class will be then returned by the factory class, gdcmmCompositePDUFactory.

This is an abstract class. It cannot be instantiated on its own.

## 25.28.2 Member Function Documentation

25.28.2.1 `virtual std::vector<PresentationDataValue> gdcmm::network::BaseCompositeMessage::ConstructPDV ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery ) [pure virtual]`

Implemented in gdcmm::network::CMoveRQ, gdcmm::network::CFindRQ, and gdcmm::network::CEchoRQ.

The documentation for this class was generated from the following file:

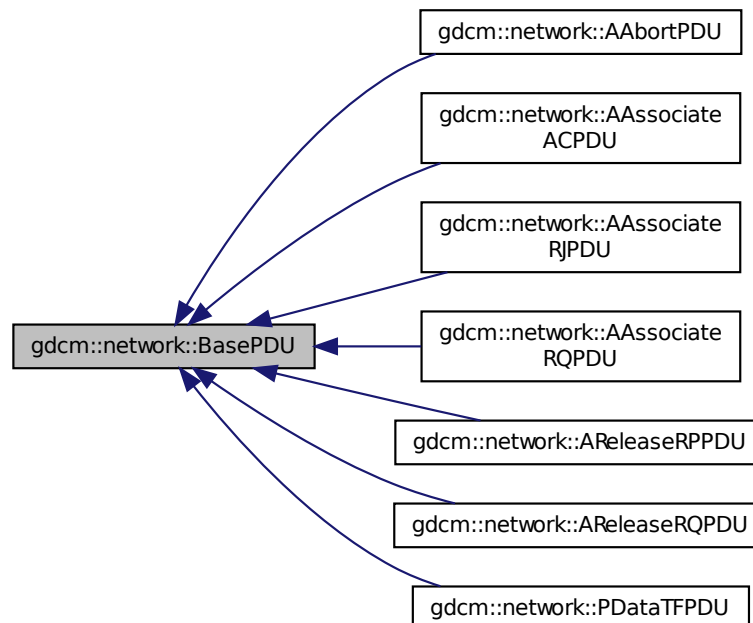
- gdcmmBaseCompositeMessage.h

## 25.29 gdcmm::network::BasePDU Class Reference

BasePDU base class for PDUs.

```
#include <gdcmmBasePDU.h>
```

Inheritance diagram for gdcmm::network::BasePDU:



## Public Member Functions

- virtual `~BasePDU ()`
- virtual `bool IsLastFragment () const =0`
- virtual `void Print (std::ostream &os) const =0`
- virtual `std::istream & Read (std::istream &is)=0`
- virtual `size_t Size () const =0`
- virtual `const std::ostream & Write (std::ostream &os) const =0`

### 25.29.1 Detailed Description

BasePDU base class for PDUs.

all PDUs start with the first ten bytes as specified: 01 PDU type 02 reserved 3-6 PDU Length (unsigned) 7-10 variable on some, 7-10 are split (7-8 as protocol version in Associate-RQ, for instance, while associate-rj splits those four bytes differently).

Also common to all the PDUs is their ability to read and write to a stream.

So, let's just get them all bunched together into one (abstract) class, shall we?

Why? 1) so that the ULEvent can have the PDU stored in it, since the event takes PDUs and not other class structures (other class structures get converted into PDUs) 2) to make reading PDUs in the event loop cleaner

but! leave Mathieu's original classes untouched at this point (except for inheriting from this class) because those work, at least with c-echo.

### 25.29.2 Constructor & Destructor Documentation

**25.29.2.1** `virtual gdcn::network::BasePDU::~~BasePDU ( ) [inline], [virtual]`

### 25.29.3 Member Function Documentation

**25.29.3.1** `virtual bool gdcn::network::BasePDU::IsLastFragment ( ) const [pure virtual]`

Implemented in `gdcn::network::AAssociateRQPDU`, `gdcn::network::AAssociateACPDU`, `gdcn::network::PDataTFPDU`, `gdcn::network::AAabortPDU`, `gdcn::network::AAssociateRJPDU`, `gdcn::network::AReleaseRPPDU`, and `gdcn::network::AReleaseRQPDU`.

**25.29.3.2** `virtual void gdcn::network::BasePDU::Print ( std::ostream & os ) const [pure virtual]`

Implemented in `gdcn::network::AAssociateRQPDU`, `gdcn::network::AAssociateACPDU`, `gdcn::network::PDataTFPDU`, `gdcn::network::AAabortPDU`, `gdcn::network::AReleaseRPPDU`, `gdcn::network::AReleaseRQPDU`, and `gdcn::network::AAssociateRJPDU`.

**25.29.3.3** `virtual std::istream& gdcn::network::BasePDU::Read ( std::istream & is ) [pure virtual]`

Implemented in `gdcn::network::AAssociateACPDU`, `gdcn::network::AAssociateRQPDU`, `gdcn::network::PDataTFPDU`, `gdcn::network::AAssociateRJPDU`, `gdcn::network::AReleaseRPPDU`, `gdcn::network::AReleaseRQPDU`, and `gdcn::network::AAabortPDU`.

25.29.3.4 `virtual size_t gdcmm::network::BasePDU::Size ( ) const` [pure virtual]

Implemented in `gdcmm::network::AAssociateACPDU`, `gdcmm::network::AAssociateRQPDU`, `gdcmm::network::PDataTFPDU`, `gdcmm::network::AAAbortPDU`, `gdcmm::network::AAssociateRJPDU`, `gdcmm::network::AReleaseRPPDU`, and `gdcmm::network::AReleaseRQPDU`.

25.29.3.5 `virtual const std::ostream& gdcmm::network::BasePDU::Write ( std::ostream & os ) const` [pure virtual]

Implemented in `gdcmm::network::AAssociateACPDU`, `gdcmm::network::AAssociateRQPDU`, `gdcmm::network::PDataTFPDU`, `gdcmm::network::AAssociateRJPDU`, `gdcmm::network::AReleaseRPPDU`, `gdcmm::network::AReleaseRQPDU`, and `gdcmm::network::AAAbortPDU`.

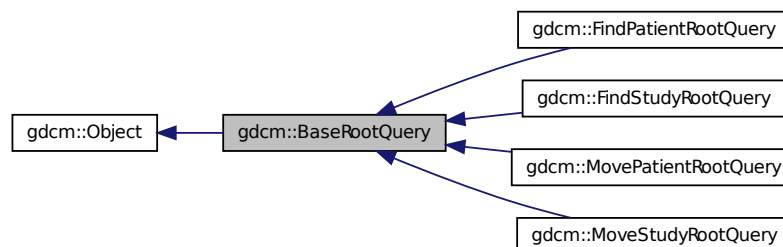
The documentation for this class was generated from the following file:

- `gdcmmBasePDU.h`

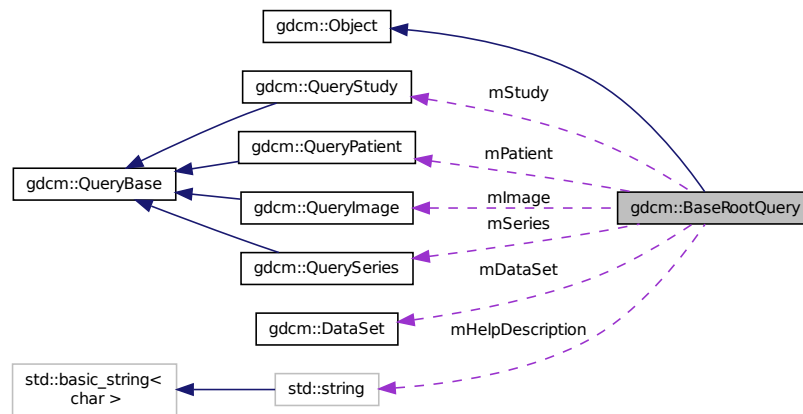
## 25.30 gdcmm::BaseRootQuery Class Reference

```
#include <gdcmmBaseRootQuery.h>
```

Inheritance diagram for `gdcmm::BaseRootQuery`:



Collaboration diagram for `gdcm::BaseRootQuery`:



## Public Member Functions

- `virtual ~BaseRootQuery ()`
- `void AddQueryDataSet (const DataSet &ds)`
- `virtual UIDs::TSName GetAbstractSyntaxUID () const =0`
- `DataSet const & GetQueryDataSet () const`  
*Set/Get the internal representation of the query as a DataSet.*
- `DataSet & GetQueryDataSet ()`
- `virtual std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)=0`
- `virtual void InitializeDataSet (const EQueryLevel &inQueryLevel)=0`
- `void SetSearchParameter (const Tag &inTag, const std::string &inValue)`
- `void SetSearchParameter (const std::string &inKeyword, const std::string &inValue)`
- `virtual bool ValidateQuery (bool inStrict=true) const =0`
- `virtual const std::ostream & WriteHelpFile (std::ostream &os)`
- `virtual bool WriteQuery (const std::string &inFileName)`

## Protected Member Functions

- `BaseRootQuery ()`
- `void SetSearchParameter (const Tag &inTag, const DictEntry &inDictEntry, const std::string &inValue)`

## Protected Attributes

- `DataSet mDataSet`
- `std::string mHelpDescription`
- `QueryImage mImage`
- `QueryPatient mPatient`
- `ERootType mRootType`
- `QuerySeries mSeries`
- `QueryStudy mStudy`



## Friends

- class QueryFactory

## 25.30.1 Constructor & Destructor Documentation

25.30.1.1 `gdcm::BaseRootQuery::BaseRootQuery ( )` [protected]

25.30.1.2 `virtual gdcm::BaseRootQuery::~~BaseRootQuery ( )` [virtual]

## 25.30.2 Member Function Documentation

25.30.2.1 `void gdcm::BaseRootQuery::AddQueryDataSet ( const DataSet & ds )`

25.30.2.2 `virtual UIDs::TSName gdcm::BaseRootQuery::GetAbstractSyntaxUID ( ) const` [pure virtual]

Implemented in `gdcm::FindStudyRootQuery`, `gdcm::MovePatientRootQuery`, `gdcm::MoveStudyRootQuery`, and `gdcm::FindPatientRootQuery`.

25.30.2.3 `DataSet const& gdcm::BaseRootQuery::GetQueryDataSet ( ) const`

Set/Get the internal representation of the query as a DataSet.

25.30.2.4 `DataSet& gdcm::BaseRootQuery::GetQueryDataSet ( )`

25.30.2.5 `virtual std::vector<Tag> gdcm::BaseRootQuery::GetTagListByLevel ( const EQueryLevel & inQueryLevel )` [pure virtual]

this function will return all tags at a given query level, so that they maybe selected for searching. The boolean `forFind` is true if the query is a find query, or false for a move query.

Implemented in `gdcm::FindPatientRootQuery`, `gdcm::FindStudyRootQuery`, `gdcm::MovePatientRootQuery`, and `gdcm::MoveStudyRootQuery`.

25.30.2.6 `virtual void gdcm::BaseRootQuery::InitializeDataSet ( const EQueryLevel & inQueryLevel )` [pure virtual]

this function sets tag 8,52 to the appropriate value based on query level also fills in the right unique tags, as per the standard's requirements should allow for connection with dcmTk

Implemented in `gdcm::FindPatientRootQuery`, `gdcm::FindStudyRootQuery`, `gdcm::MovePatientRootQuery`, and `gdcm::MoveStudyRootQuery`.

25.30.2.7 `void gdcm::BaseRootQuery::SetSearchParameter ( const Tag & inTag, const DictEntry & inDictEntry, const std::string & inValue )` [protected]

25.30.2.8 `void gdcm::BaseRootQuery::SetSearchParameter ( const Tag & inTag, const std::string & inValue )`

25.30.2.9 `void gdcm::BaseRootQuery::SetSearchParameter ( const std::string & inKeyword, const std::string & inValue )`

**25.30.2.10** `virtual bool gdcm::BaseRootQuery::ValidateQuery ( bool inStrict = true ) const` `[pure virtual]`

have to be able to ensure that 0x8,0x52 is set (which will be true if InitializeDataSet is called...) that the level is appropriate (ie, not setting PATIENT for a study query that the tags in the query match the right level (either required, unique, optional) by default, this function checks to see if the query is for finding, which is more permissive than for moving. For moving, only the unique tags are allowed. 10 Jan 2011: adding in the 'strict' mode. according to the standard (at least, how I've read it), only tags for a particular level should be allowed in a particular query (ie, just series level tags in a series level query). However, it seems that dcm4chee doesn't share that interpretation. So, if 'inStrict' is false, then tags from the current level and all higher levels are now considered valid. So, if you're doing a non-strict series-level query, tags from the patient and study level can be passed along as well.

Implemented in `gdcm::FindStudyRootQuery`, `gdcm::MovePatientRootQuery`, `gdcm::MoveStudyRootQuery`, and `gdcm::FindPatientRootQuery`.

**25.30.2.11** `virtual const std::ostream& gdcm::BaseRootQuery::WriteHelpFile ( std::ostream & os )` `[virtual]`

**25.30.2.12** `virtual bool gdcm::BaseRootQuery::WriteQuery ( const std::string & inFileName )` `[virtual]`

### 25.30.3 Friends And Related Function Documentation

**25.30.3.1** `friend class QueryFactory` `[friend]`

### 25.30.4 Member Data Documentation

**25.30.4.1** `DataSet gdcm::BaseRootQuery::mDataSet` `[protected]`

**25.30.4.2** `std::string gdcm::BaseRootQuery::mHelpDescription` `[protected]`

**25.30.4.3** `QueryImage gdcm::BaseRootQuery::mImage` `[protected]`

**25.30.4.4** `QueryPatient gdcm::BaseRootQuery::mPatient` `[protected]`

**25.30.4.5** `ERootType gdcm::BaseRootQuery::mRootType` `[protected]`

**25.30.4.6** `QuerySeries gdcm::BaseRootQuery::mSeries` `[protected]`

**25.30.4.7** `QueryStudy gdcm::BaseRootQuery::mStudy` `[protected]`

The documentation for this class was generated from the following file:

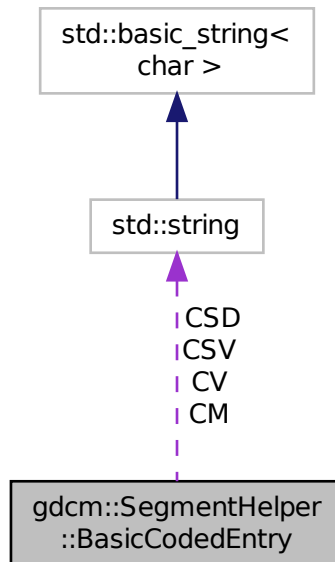
- `gdcmBaseRootQuery.h`

## 25.31 gdcm::SegmentHelper::BasicCodedEntry Struct Reference

This structure defines a basic coded entry with all of its attributes.

```
#include <gdcmSegmentHelper.h>
```

Collaboration diagram for gdcm::SegmentHelper::BasicCodedEntry:



## Public Member Functions

- `BasicCodedEntry ()`  
*Constructor.*
- `BasicCodedEntry (const char *a_CV, const char *a_CSD, const char *a_CM)`  
*constructor which defines type 1 attributes.*
- `BasicCodedEntry (const char *a_CV, const char *a_CSD, const char *a_CSV, const char *a_CM)`  
*constructor which defines attributes.*
- `bool IsEmpty (const bool checkOptionalAttributes=false) const`  
*Check if each attributes of the basic coded entry is defined.*

## Public Attributes

- `std::string CM`  
*Coding Scheme Version attribute.*
- `std::string CSD`  
*Code Value attribute.*
- `std::string CSV`  
*Coding Scheme Designator attribute.*
- `std::string CV`

### 25.31.1 Detailed Description

This structure defines a basic coded entry with all of its attributes.

#### See Also

PS 3.3 section 8.8.

### 25.31.2 Constructor & Destructor Documentation

25.31.2.1 `gdcm::SegmentHelper::BasicCodedEntry::BasicCodedEntry ( ) [inline]`

Constructor.

25.31.2.2 `gdcm::SegmentHelper::BasicCodedEntry::BasicCodedEntry ( const char * a_CV, const char * a_CSD, const char * a_CM ) [inline]`

constructor which defines type 1 attributes.

25.31.2.3 `gdcm::SegmentHelper::BasicCodedEntry::BasicCodedEntry ( const char * a_CV, const char * a_CSD, const char * a_CSV, const char * a_CM ) [inline]`

constructor which defines attributes.

### 25.31.3 Member Function Documentation

25.31.3.1 `bool gdcm::SegmentHelper::BasicCodedEntry::IsEmpty ( const bool checkOptionalAttributes = false ) const`

Check if each attributes of the basic coded entry is defined.

#### Parameters

<i>checkOptional-Attributes</i>	Check also type 1C attributes.
---------------------------------	--------------------------------

### 25.31.4 Member Data Documentation

25.31.4.1 `std::string gdcm::SegmentHelper::BasicCodedEntry::CM`

Coding Scheme Version attribute.

25.31.4.2 `std::string gdcm::SegmentHelper::BasicCodedEntry::CSD`

Code Value attribute.

25.31.4.3 `std::string gdcm::SegmentHelper::BasicCodedEntry::CSV`

Coding Scheme Designator attribute.

#### 25.31.4.4 std::string gdcm::SegmentHelper::BasicCodedEntry::CV

The documentation for this struct was generated from the following file:

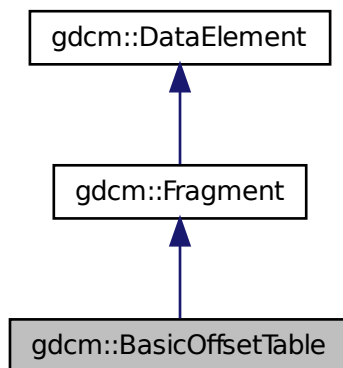
- gdcmSegmentHelper.h

## 25.32 gdcm::BasicOffsetTable Class Reference

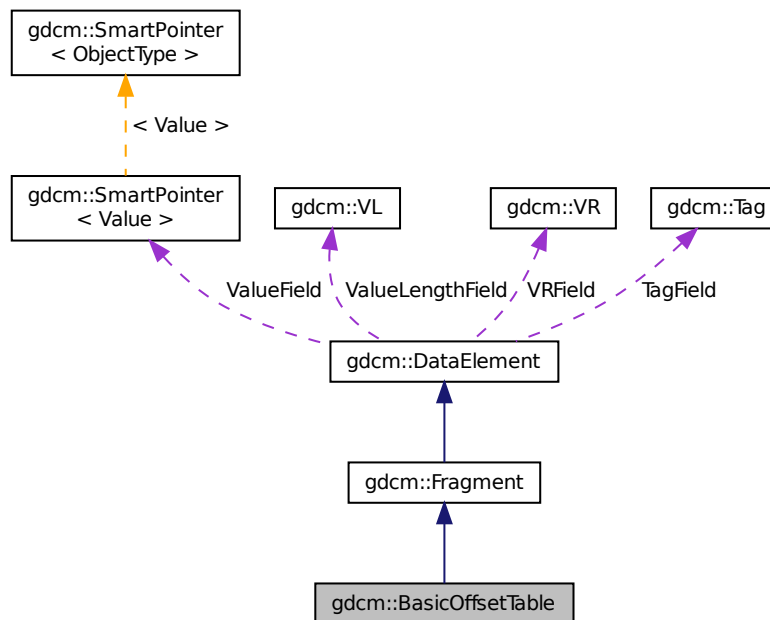
Class to represent a BasicOffsetTable.

```
#include <gdcmBasicOffsetTable.h>
```

Inheritance diagram for gdcm::BasicOffsetTable:



Collaboration diagram for `gdcM::BasicOffsetTable`:



## Public Member Functions

- `BasicOffsetTable ()`
- `template<typename TSwap > std::istream & Read (std::istream &is)`

## Friends

- `std::ostream & operator<< (std::ostream &os, const BasicOffsetTable &val)`

## Additional Inherited Members

### 25.32.1 Detailed Description

Class to represent a `BasicOffsetTable`.

### 25.32.2 Constructor & Destructor Documentation

25.32.2.1 `gdcM::BasicOffsetTable::BasicOffsetTable ( ) [inline]`

### 25.32.3 Member Function Documentation

25.32.3.1 `template<typename TSwap> std::istream& gdcm::BasicOffsetTable::Read ( std::istream & is ) [inline]`

Reimplemented from `gdcm::Fragment`.

## 25.32.4 Friends And Related Function Documentation

25.32.4.1 `std::ostream& operator<< ( std::ostream & os, const BasicOffsetTable & val ) [friend]`

The documentation for this class was generated from the following file:

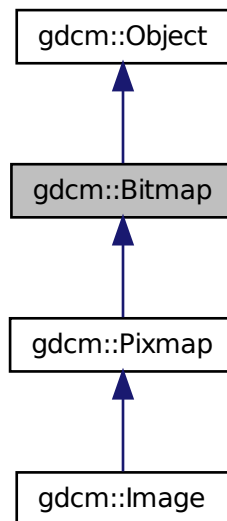
- `gdcmBasicOffsetTable.h`

## 25.33 gdcm::Bitmap Class Reference

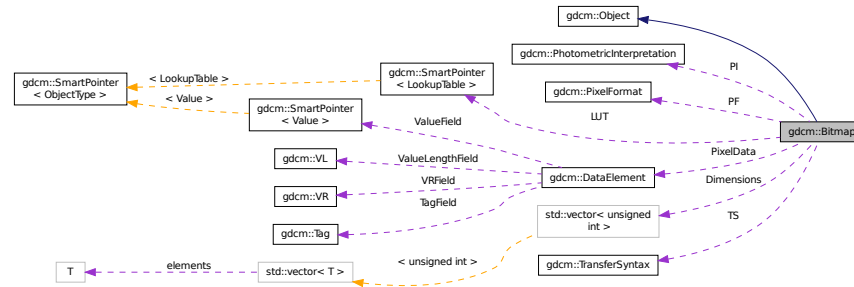
Bitmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)

```
#include <gdcmBitmap.h>
```

Inheritance diagram for `gdcm::Bitmap`:



Collaboration diagram for `gdcm::Bitmap`:



## Public Member Functions

- `Bitmap ()`
- `~Bitmap ()`
- `virtual bool AreOverlaysInPixelData () const`
- `void Clear ()`
- `bool GetBuffer (char *buffer) const`  
*Acces the raw data.*
- `unsigned long GetBufferLength () const`
- `unsigned int GetColumns () const`
- `const DataElement & GetDataElement () const`
- `DataElement & GetDataElement ()`
- `unsigned int GetDimension (unsigned int idx) const`
- `const unsigned int * GetDimensions () const`  
*Return the dimension of the pixel data, first dimension (x), then 2nd (y), then 3rd (z)...*
- `const LookupTable & GetLUT () const`
- `LookupTable & GetLUT ()`
- `bool GetNeedByteSwap () const`
- `unsigned int GetNumberOfDimensions () const`  
*Return the number of dimension of the pixel data bytes; for example 2 for a 2D matrices of values.*
- `const PhotometricInterpretation & GetPhotometricInterpretation () const`  
*return the photometric interpretation*
- `const PixelFormat & GetPixelFormat () const`  
*Get/Set PixelFormat.*
- `PixelFormat & GetPixelFormat ()`
- `unsigned int GetPlanarConfiguration () const`  
*return the planar configuration*
- `unsigned int GetRows () const`
- `const TransferSyntax & GetTransferSyntax () const`
- `bool IsEmpty () const`
- `bool IsLossy () const`  
*Return whether or not the image was compressed using a lossy compressor or not.*
- `bool IsTransferSyntaxCompatible (TransferSyntax const &ts) const`
- `void Print (std::ostream &) const`
- `void SetColumns (unsigned int col)`



- void SetDataElement (DataElement const &de)
- void SetDimension (unsigned int idx, unsigned int dim)
- void SetDimensions (const unsigned int dims[3])
- void SetLossyFlag (bool f)  
*Specifically set that the image was compressed using a lossy compression mechanism.*
- void SetLUT (LookupTable const &lut)  
*Set/Get LUT.*
- void SetNeedByteSwap (bool b)
- void SetNumberOfDimensions (unsigned int dim)
- void SetPhotometricInterpretation (PhotometricInterpretation const &pi)
- void SetPixelFormat (PixelFormat const &pf)
- void SetPlanarConfiguration (unsigned int pc)
- void SetRows (unsigned int rows)
- void SetTransferSyntax (TransferSyntax const &ts)  
*Transfer syntax.*

## Protected Types

- typedef SmartPointer< LookupTable > LUTPtr

## Protected Member Functions

- bool ComputeLossyFlag ()
- bool GetBuffer2 (std::ostream &os) const
- bool TryJPEG2000Codec (char \*buffer, bool &lossyflag) const
- bool TryJPEG2000Codec2 (std::ostream &os) const
- bool TryJPEGCodec (char \*buffer, bool &lossyflag) const
- bool TryJPEGCodec2 (std::ostream &os) const
- bool TryJPEGLSCodec (char \*buffer, bool &lossyflag) const
- bool TryKAKADUCodec (char \*buffer, bool &lossyflag) const
- bool TryPVRGCodec (char \*buffer, bool &lossyflag) const
- bool TryRAWCodec (char \*buffer, bool &lossyflag) const
- bool TryRLECodec (char \*buffer, bool &lossyflag) const

## Protected Attributes

- std::vector< unsigned int > Dimensions
- bool LossyFlag
- LUTPtr LUT
- bool NeedByteSwap
- unsigned int NumberOfDimensions
- PixelFormat PF
- PhotometricInterpretation PI
- DataElement PixelData
- unsigned int PlanarConfiguration
- TransferSyntax TS

## Friends

- class ImageChangeTransferSyntax
- class PixmapReader

### 25.33.1 Detailed Description

Bitmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)

#### Examples:

ExtractIconFromFile.cxx.

### 25.33.2 Member Typedef Documentation

25.33.2.1 `typedef SmartPointer<LookupTable> gdcm::Bitmap::LUTPtr` [protected]

### 25.33.3 Constructor & Destructor Documentation

25.33.3.1 `gdcm::Bitmap::Bitmap ( )`

25.33.3.2 `gdcm::Bitmap::~~Bitmap ( )`

### 25.33.4 Member Function Documentation

25.33.4.1 `virtual bool gdcm::Bitmap::AreOverlaysInPixelData ( ) const` [inline],[virtual]

Reimplemented in `gdcm::Pixmap`.

25.33.4.2 `void gdcm::Bitmap::Clear ( )`

25.33.4.3 `bool gdcm::Bitmap::ComputeLossyFlag ( )` [protected]

25.33.4.4 `bool gdcm::Bitmap::GetBuffer ( char * buffer ) const`

Acces the raw data.

#### Examples:

ConvertToQImage.cxx, ReadMultiTimesException.cxx, and threadgdcm.cxx.

25.33.4.5 `bool gdcm::Bitmap::GetBuffer2 ( std::ostream & os ) const` [protected]

25.33.4.6 `unsigned long gdcm::Bitmap::GetBufferLength ( ) const`

Return the length of the image after decompression WARNING for palette color: It will NOT take into account the Palette Color thus you need to multiply this length by 3 if computing the size of equivalent RGB image

**Examples:**

ConvertToQImage.cxx, GenFakelImage.cxx, PatchFile.cxx, ReadMultiTimesException.cxx, and threadgdcm.cxx.

25.33.4.7 `unsigned int gdcm::Bitmap::GetColumns ( ) const [inline]`

25.33.4.8 `const DataElement& gdcm::Bitmap::GetDataElement ( ) const [inline]`

**Examples:**

ExtractIconFromFile.cxx.

25.33.4.9 `DataElement& gdcm::Bitmap::GetDataElement ( ) [inline]`

25.33.4.10 `unsigned int gdcm::Bitmap::GetDimension ( unsigned int idx ) const`

25.33.4.11 `const unsigned int* gdcm::Bitmap::GetDimensions ( ) const`

Return the dimension of the pixel data, first dimension (x), then 2nd (y), then 3rd (z)...

**Examples:**

ConvertToQImage.cxx, ExtractIconFromFile.cxx, FixJAIBugJPEGLS.cxx, HelloVizWorld.cxx, and threadgdcm.cxx.

25.33.4.12 `const LookupTable& gdcm::Bitmap::GetLUT ( ) const [inline]`

**Examples:**

ExtractIconFromFile.cxx.

25.33.4.13 `LookupTable& gdcm::Bitmap::GetLUT ( ) [inline]`

25.33.4.14 `bool gdcm::Bitmap::GetNeedByteSwap ( ) const [inline]`

25.33.4.15 `unsigned int gdcm::Bitmap::GetNumberOfDimensions ( ) const`

Return the number of dimension of the pixel data bytes; for example 2 for a 2D matrices of values.

**Examples:**

HelloVizWorld.cxx, and threadgdcm.cxx.

25.33.4.16 `const PhotometricInterpretation& gdcm::Bitmap::GetPhotometricInterpretation ( ) const`

return the photometric interpretation

**Examples:**

ConvertToQImage.cxx, ExtractIconFromFile.cxx, and HelloVizWorld.cxx.

25.33.4.17 `const PixelFormat& gdcm::Bitmap::GetPixelFormat ( ) const` `[inline]`

Get/Set PixelFormat.

Examples:

ConvertToQImage.cxx, ExtractIconFromFile.cxx, FixJAI BugJPEGLS.cxx, GenFakeImage.cxx, GetJPEGSamplePrecision.cxx, and threadgdcm.cxx.

25.33.4.18 `PixelFormat& gdcm::Bitmap::GetPixelFormat ( )` `[inline]`

25.33.4.19 `unsigned int gdcm::Bitmap::GetPlanarConfiguration ( ) const`

return the planar configuration

25.33.4.20 `unsigned int gdcm::Bitmap::GetRows ( ) const` `[inline]`

25.33.4.21 `const TransferSyntax& gdcm::Bitmap::GetTransferSyntax ( ) const` `[inline]`

Examples:

ExtractIconFromFile.cxx.

25.33.4.22 `bool gdcm::Bitmap::IsEmpty ( ) const` `[inline]`

25.33.4.23 `bool gdcm::Bitmap::IsLossy ( ) const`

Return whether or not the image was compressed using a lossy compressor or not.

25.33.4.24 `bool gdcm::Bitmap::IsTransferSyntaxCompatible ( TransferSyntax const & ts ) const`

25.33.4.25 `void gdcm::Bitmap::Print ( std::ostream & ) const` `[virtual]`

Reimplemented from `gdcm::Object`.

Reimplemented in `gdcm::Image`, and `gdcm::Pixmap`.

Examples:

ExtractIconFromFile.cxx.

25.33.4.26 `void gdcm::Bitmap::SetColumns ( unsigned int col )` `[inline]`

25.33.4.27 `void gdcm::Bitmap::SetDataElement ( DataElement const & de )` `[inline]`

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, GenFakeImage.cxx, and iU22tomultisc.cxx.

25.33.4.28 void gdcm::Bitmap::SetDimension ( unsigned int *idx*, unsigned int *dim* )

Examples:

csa2img.cxx, GenFakelImage.cxx, and iU22tomultisc.cxx.

25.33.4.29 void gdcm::Bitmap::SetDimensions ( const unsigned int *dims*[3] )

Examples:

CreateARGBImage.cxx, and CreateCMYKImage.cxx.

25.33.4.30 void gdcm::Bitmap::SetLossyFlag ( bool *f* ) [inline]

Specifically set that the image was compressed using a lossy compression mechanism.

25.33.4.31 void gdcm::Bitmap::SetLUT ( LookupTable const & *lut* ) [inline]

Set/Get LUT.

25.33.4.32 void gdcm::Bitmap::SetNeedByteSwap ( bool *b* ) [inline]

25.33.4.33 void gdcm::Bitmap::SetNumberOfDimensions ( unsigned int *dim* )

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, GenFakelImage.cxx, GetSubSequenceData.cxx, and iU22tomultisc.cxx.

25.33.4.34 void gdcm::Bitmap::SetPhotometricInterpretation ( PhotometricInterpretation const & *pi* )

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, GenFakelImage.cxx, and iU22tomultisc.cxx.

25.33.4.35 void gdcm::Bitmap::SetPixelFormat ( PixelFormat const & *pf* ) [inline]

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, and iU22tomultisc.cxx.

References gdcm::PixelFormat::Validate().

25.33.4.36 void gdcm::Bitmap::SetPlanarConfiguration ( unsigned int *pc* )

Warning

you need to call SetPixelFormat first (before SetPlanarConfiguration) for consistency checking

25.33.4.37 void gdcmm::Bitmap::SetRows ( unsigned int *rows* ) [inline]

25.33.4.38 void gdcmm::Bitmap::SetTransferSyntax ( TransferSyntax const & *ts* ) [inline]

Transfer syntax.

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, and MergeTwoFiles.cxx.

25.33.4.39 bool gdcmm::Bitmap::TryJPEG2000Codec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.40 bool gdcmm::Bitmap::TryJPEG2000Codec2 ( std::ostream & *os* ) const [protected]

25.33.4.41 bool gdcmm::Bitmap::TryJPEGCodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.42 bool gdcmm::Bitmap::TryJPEGCodec2 ( std::ostream & *os* ) const [protected]

25.33.4.43 bool gdcmm::Bitmap::TryJPEGLSCodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.44 bool gdcmm::Bitmap::TryKAKADUCodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.45 bool gdcmm::Bitmap::TryPVRGCodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.46 bool gdcmm::Bitmap::TryRAWCodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

25.33.4.47 bool gdcmm::Bitmap::TryRLECodec ( char \* *buffer*, bool & *lossyflag* ) const [protected]

## 25.33.5 Friends And Related Function Documentation

25.33.5.1 friend class ImageChangeTransferSyntax [friend]

25.33.5.2 friend class PixmapReader [friend]

## 25.33.6 Member Data Documentation

25.33.6.1 std::vector<unsigned int> gdcmm::Bitmap::Dimensions [protected]

25.33.6.2 bool gdcmm::Bitmap::LossyFlag [protected]

25.33.6.3 LUTPtr gdcmm::Bitmap::LUT [protected]

25.33.6.4 bool gdcmm::Bitmap::NeedByteSwap [protected]

25.33.6.5 unsigned int gdcmm::Bitmap::NumberOfDimensions [protected]

25.33.6.6 PixelFormat gdcmm::Bitmap::PF [protected]

25.33.6.7 PhotometricInterpretation gdcmm::Bitmap::PI [protected]

25.33.6.8 DataElement gdcmm::Bitmap::PixelData [protected]

25.33.6.9 unsigned int gdcm::Bitmap::PlanarConfiguration [protected]

25.33.6.10 TransferSyntax gdcm::Bitmap::TS [protected]

The documentation for this class was generated from the following file:

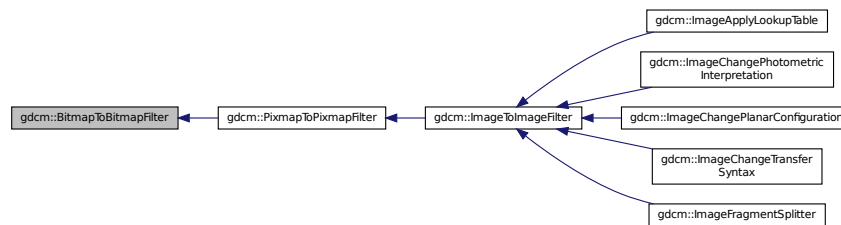
- gdcmBitmap.h

## 25.34 gdcm::BitmapToBitmapFilter Class Reference

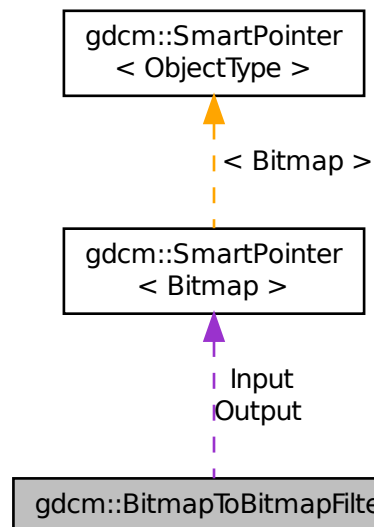
BitmapToBitmapFilter class Super class for all filter taking an image and producing an output image.

```
#include <gdcmBitmapToBitmapFilter.h>
```

Inheritance diagram for gdcm::BitmapToBitmapFilter:



Collaboration diagram for gdcm::BitmapToBitmapFilter:



## Public Member Functions

- `BitmapToBitmapFilter ()`
- `~BitmapToBitmapFilter ()`
- `const Bitmap & GetOutput () const`  
*Get Output image.*
- `void SetInput (const Bitmap &image)`  
*Set input image.*

## Protected Attributes

- `SmartPointer< Bitmap > Input`
- `SmartPointer< Bitmap > Output`

### 25.34.1 Detailed Description

`BitmapToBitmapFilter` class Super class for all filter taking an image and producing an output image.

### 25.34.2 Constructor & Destructor Documentation

25.34.2.1 `gdcm::BitmapToBitmapFilter::BitmapToBitmapFilter ( )`

25.34.2.2 `gdcm::BitmapToBitmapFilter::~~BitmapToBitmapFilter ( )` `[inline]`

### 25.34.3 Member Function Documentation

25.34.3.1 `const Bitmap& gdcm::BitmapToBitmapFilter::GetOutput ( ) const` `[inline]`

Get Output image.

Reimplemented in `gdcm::ImageToImageFilter`, and `gdcm::PixmapToPixmapFilter`.

25.34.3.2 `void gdcm::BitmapToBitmapFilter::SetInput ( const Bitmap & image )`

Set input image.

Examples:

`CompressImage.cxx`.

### 25.34.4 Member Data Documentation

25.34.4.1 `SmartPointer<Bitmap> gdcm::BitmapToBitmapFilter::Input` `[protected]`

25.34.4.2 `SmartPointer<Bitmap> gdcm::BitmapToBitmapFilter::Output` `[protected]`

The documentation for this class was generated from the following file:

- `gdcmBitmapToBitmapFilter.h`



## 25.35 gdcm::ByteBuffer Class Reference

ByteBuffer.

```
#include <gdcmByteBuffer.h>
```

### Public Member Functions

- `ByteBuffer ()`
- `char * Get (int len)`
- `const char * GetStart () const`
- `void ShiftEnd (int len)`
- `void UpdatePosition ()`

### 25.35.1 Detailed Description

ByteBuffer.

Detailed description here

#### Note

looks like a `std::streambuf` or `std::filebuf` class with the get and peek pointer

### 25.35.2 Constructor & Destructor Documentation

25.35.2.1 `gdcm::ByteBuffer::ByteBuffer ( )` `[inline]`

### 25.35.3 Member Function Documentation

25.35.3.1 `char* gdcm::ByteBuffer::Get ( int len )` `[inline]`

25.35.3.2 `const char* gdcm::ByteBuffer::GetStart ( ) const` `[inline]`

25.35.3.3 `void gdcm::ByteBuffer::ShiftEnd ( int len )` `[inline]`

25.35.3.4 `void gdcm::ByteBuffer::UpdatePosition ( )` `[inline]`

The documentation for this class was generated from the following file:

- `gdcmByteBuffer.h`

## 25.36 gdcm::ByteSwap< T > Class Template Reference

ByteSwap.

```
#include <gdcmByteSwap.h>
```

## Static Public Member Functions

- static void Swap (T &p)
- static void SwapFromSwapCodeIntoSystem (T &p, SwapCode const &sc)
- static void SwapRange (T \*p, unsigned int num)
- static void SwapRangeFromSwapCodeIntoSystem (T \*p, SwapCode const &sc, std::streamoff num)
- static bool SystemIsBigEndian ()
- static bool SystemIsLittleEndian ()

### 25.36.1 Detailed Description

template<class T>class gdcm::ByteSwap< T >

ByteSwap.

Perform machine dependent byte swaping (Little Endian, Big Endian, Bad Little Endian, Bad Big Endian). TODO: bswap\_32 / bswap\_64 ...

Examples:

TestByteSwap.cxx.

### 25.36.2 Member Function Documentation

25.36.2.1 template<class T> static void gdcm::ByteSwap< T >::Swap ( T & p ) [static]

25.36.2.2 template<class T> static void gdcm::ByteSwap< T >::SwapFromSwapCodeIntoSystem ( T & p, SwapCode const & sc ) [static]

Examples:

TestByteSwap.cxx.

25.36.2.3 template<class T> static void gdcm::ByteSwap< T >::SwapRange ( T \* p, unsigned int num ) [static]

25.36.2.4 template<class T> static void gdcm::ByteSwap< T >::SwapRangeFromSwapCodeIntoSystem ( T \* p, SwapCode const & sc, std::streamoff num ) [static]

Examples:

TestByteSwap.cxx.

25.36.2.5 template<class T> static bool gdcm::ByteSwap< T >::SystemIsBigEndian ( ) [static]

Query the machine Endian-ness.

25.36.2.6 template<class T> static bool gdcm::ByteSwap< T >::SystemIsLittleEndian ( ) [static]

The documentation for this class was generated from the following file:

- gdcmByteSwap.h

## 25.37 gdcm::ByteSwapFilter Class Reference

ByteSwapFilter In place byte-swapping of a dataset FIXME: FL status ??

```
#include <gdcmByteSwapFilter.h>
```

### Public Member Functions

- ByteSwapFilter (DataSet &ds)
- ~ByteSwapFilter ()
- bool ByteSwap ()
- void SetByteSwapTag (bool b)

#### 25.37.1 Detailed Description

ByteSwapFilter In place byte-swapping of a dataset FIXME: FL status ??

#### 25.37.2 Constructor & Destructor Documentation

25.37.2.1 `gdcm::ByteSwapFilter::ByteSwapFilter ( DataSet & ds )` `[inline]`

25.37.2.2 `gdcm::ByteSwapFilter::~~ByteSwapFilter ( )`

#### 25.37.3 Member Function Documentation

25.37.3.1 `bool gdcm::ByteSwapFilter::ByteSwap ( )`

25.37.3.2 `void gdcm::ByteSwapFilter::SetByteSwapTag ( bool b )` `[inline]`

The documentation for this class was generated from the following file:

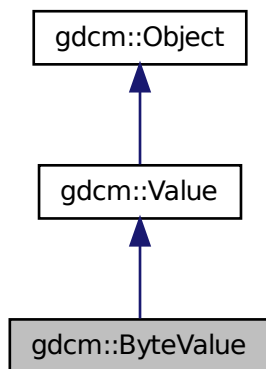
- gdcmByteSwapFilter.h

## 25.38 gdcm::ByteValue Class Reference

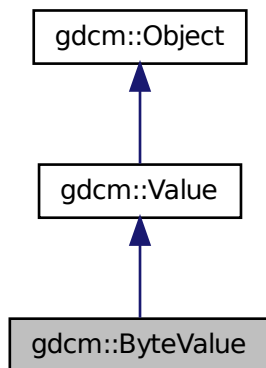
Class to represent binary value (array of bytes)

```
#include <gdcmByteValue.h>
```

Inheritance diagram for `gdcm::ByteValue`:



Collaboration diagram for `gdcm::ByteValue`:



### Public Member Functions

- `ByteValue (const char *array=0, VL const &vl=0)`
- `ByteValue (std::vector< char > &v)`
- `~ByteValue ()`
- `void Clear ()`
- `void Fill (char c)`
- `bool GetBuffer (char *buffer, unsigned long length) const`

- VL GetLength () const
- const char \* GetPointer () const
- bool IsEmpty () const
- bool IsPrintable (VL length) const

*Checks whether a 'ByteValue' is printable or not (in order to avoid corrupting the terminal of invocation when printing) / dont think this function is working since it does not handle UNICODE or character set...*

- operator const std::vector< char > & () const
- ByteValue & operator= (const ByteValue &val)
- bool operator== (const ByteValue &val) const
- bool operator== (const Value &val) const
- void PrintASCII (std::ostream &os, VL maxlength) const
- void PrintGroupLength (std::ostream &os)
- void PrintHex (std::ostream &os, VL maxlength) const
- template<typename TSwap , typename TType >  
std::istream & Read (std::istream &is)
- template<typename TSwap >  
std::istream & Read (std::istream &is)
- void SetLength (VL vl)
- template<typename TSwap , typename TType >  
std::ostream const & Write (std::ostream &os) const
- template<typename TSwap >  
std::ostream const & Write (std::ostream &os) const
- bool WriteBuffer (std::ostream &os) const

## Protected Member Functions

- void Print (std::ostream &os) const

### 25.38.1 Detailed Description

Class to represent binary value (array of bytes)

Note

Examples:

DumpADAC.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, ExtractIconFrom-File.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GetSubSequenceData.cxx, MrProtocol.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadExplicitLengthSQIVR.cxx, and rle2img.cxx.

### 25.38.2 Constructor & Destructor Documentation

25.38.2.1 gdcmm::ByteValue::ByteValue ( const char \* array = 0, VL const & vl = 0 ) [inline]

References gdcmmDebugMacro.

25.38.2.2 `gdcm::ByteValue::ByteValue ( std::vector< char > & v ) [inline]`

#### Warning

casting to `uint32_t`

25.38.2.3 `gdcm::ByteValue::~~ByteValue ( ) [inline]`

### 25.38.3 Member Function Documentation

25.38.3.1 `void gdcm::ByteValue::Clear ( ) [inline],[virtual]`

Implements `gdcm::Value`.

25.38.3.2 `void gdcm::ByteValue::Fill ( char c ) [inline]`

#### Examples:

DuplicatePCDE.cxx.

25.38.3.3 `bool gdcm::ByteValue::GetBuffer ( char * buffer, unsigned long length ) const`

#### Examples:

FixJAIBugJPEGLS.cxx.

25.38.3.4 `VL gdcm::ByteValue::GetLength ( ) const [inline],[virtual]`

Implements `gdcm::Value`.

#### Examples:

DumpADAC.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, ExtractIconFromFile.cxx, FixBroken-J2K.cxx, FixJAIBugJPEGLS.cxx, GetSubSequenceData.cxx, MrProtocol.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, and rle2img.cxx.

Referenced by `gdcm::operator<<()`, `gdcm::Element< VR::OB, VM::VM1_n >::Set()`, `gdcm::Element< TVR, VM::VM1_n >::Set()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetNoSwap()`, `gdcm::Element< TVR, VM::VM1_n >::SetNoSwap()`, and `gdcm::Fragment::Write()`.

25.38.3.5 `const char* gdcm::ByteValue::GetPointer ( ) const [inline]`

#### Examples:

DumpADAC.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, ExtractIconFromFile.cxx, FixBroken-J2K.cxx, GetSubSequenceData.cxx, MrProtocol.cxx, pmsct\_rgb1.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, and rle2img.cxx.

Referenced by `gdcm::operator<<()`, `gdcm::Element< VR::OB, VM::VM1_n >::Set()`, `gdcm::Element< TVR, VM::VM1_n >::Set()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetByteValue()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetByteValueNoSwap()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetNoSwap()`, and `gdcm::Element< TVR, VM::VM1_n >::SetNoSwap()`.

**25.38.3.6** `bool gdcm::ByteValue::IsEmpty ( ) const [inline]`

**25.38.3.7** `bool gdcm::ByteValue::IsPrintable ( VL length ) const [inline]`

Checks whether a 'ByteValue' is printable or not (in order to avoid corrupting the terminal of invocation when printing) I dont think this function is working since it does not handle UNICODE or character set...

**25.38.3.8** `gdcm::ByteValue::operator const std::vector< char > & ( ) const [inline]`

**25.38.3.9** `ByteValue& gdcm::ByteValue::operator= ( const ByteValue & val ) [inline]`

**25.38.3.10** `bool gdcm::ByteValue::operator== ( const ByteValue & val ) const [inline]`

**25.38.3.11** `bool gdcm::ByteValue::operator== ( const Value & val ) const [inline], [virtual]`

Implements `gdcm::Value`.

**25.38.3.12** `void gdcm::ByteValue::Print ( std::ostream & os ) const [inline], [protected], [virtual]`

Reimplemented from `gdcm::Object`.

**25.38.3.13** `void gdcm::ByteValue::PrintASCII ( std::ostream & os, VL maxlength ) const`

**25.38.3.14** `void gdcm::ByteValue::PrintGroupLength ( std::ostream & os ) [inline]`

**25.38.3.15** `void gdcm::ByteValue::PrintHex ( std::ostream & os, VL maxlength ) const`

**25.38.3.16** `template<typename TSwap, typename TType > std::istream& gdcm::ByteValue::Read ( std::istream & is ) [inline]`

**25.38.3.17** `template<typename TSwap > std::istream& gdcm::ByteValue::Read ( std::istream & is ) [inline]`

**25.38.3.18** `void gdcm::ByteValue::SetLength ( VL vl ) [inline], [virtual]`

Implements `gdcm::Value`.

References `gdcmDebugMacro`, `gdcm::VL::IsOdd()`, and `gdcm::VL::IsUndefined()`.

**25.38.3.19** `template<typename TSwap, typename TType > std::ostream const& gdcm::ByteValue::Write ( std::ostream & os ) const [inline]`

Referenced by `gdcm::Fragment::Write()`.

25.38.3.20 `template<typename TSwap > std::ostream const& gdcM::ByteValue::Write ( std::ostream & os ) const` `[inline]`

25.38.3.21 `bool gdcM::ByteValue::WriteBuffer ( std::ostream & os ) const` `[inline]`

The documentation for this class was generated from the following file:

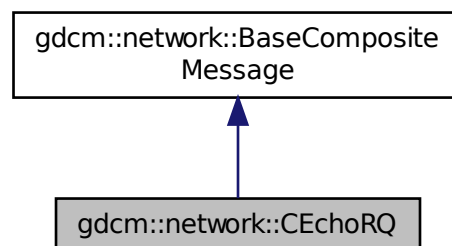
- `gdcMByteValue.h`

## 25.39 gdcM::network::CEchoRQ Class Reference

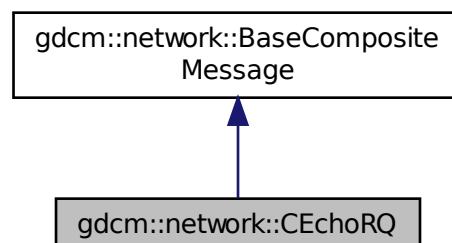
CEchoRQ this file defines the messages for the cecho action.

```
#include <gdcMCEchoMessages.h>
```

Inheritance diagram for gdcM::network::CEchoRQ:



Collaboration diagram for gdcM::network::CEchoRQ:





## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const ULConnection &inConnection, const BaseRootQuery *inRootQuery)`

## Public Attributes

- `UIComp AffectedSOPClassUID`
- `uint16_t MessageID`

### 25.39.1 Detailed Description

CEchoRQ this file defines the messages for the cecho action.

### 25.39.2 Member Function Documentation

**25.39.2.1** `std::vector<PresentationDataValue> gdcmm::network::CEchoRQ::ConstructPDV ( const ULConnection &inConnection, const BaseRootQuery * inRootQuery )` [virtual]

Implements `gdcmm::network::BaseCompositeMessage`.

### 25.39.3 Member Data Documentation

**25.39.3.1** `UIComp gdcmm::network::CEchoRQ::AffectedSOPClassUID`

**25.39.3.2** `uint16_t gdcmm::network::CEchoRQ::MessageID`

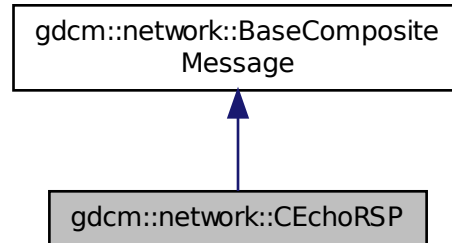
The documentation for this class was generated from the following files:

- `gdcmmCEchoMessages.h`
- `gdcmmDIMSE.h`

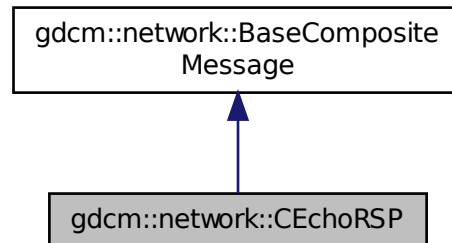
## 25.40 gdcmm::network::CEchoRSP Class Reference

```
#include <gdcmmCEchoMessages.h>
```

Inheritance diagram for `gdcm::network::CEchoRSP`:



Collaboration diagram for `gdcm::network::CEchoRSP`:



## Public Member Functions

- `std::vector`  
    `< PresentationDataValue > ConstructPDV (const DataSet *inDataSet)`

### 25.40.1 Member Function Documentation

25.40.1.1 `std::vector<PresentationDataValue> gdcm::network::CEchoRSP::ConstructPDV ( const DataSet * inDataSet )`

The documentation for this class was generated from the following file:

- `gdcmCEchoMessages.h`

## 25.41 gdcm::network::CFind Class Reference

```
#include <gdcmDIMSE.h>
```

### 25.41.1 Detailed Description

PS 3.4 - 2009 Table B.2-1 C-STORE STATUS

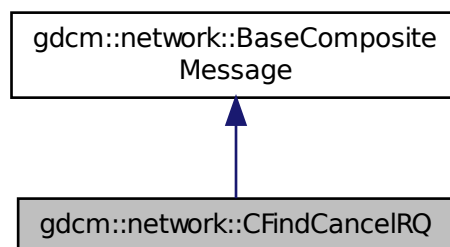
The documentation for this class was generated from the following file:

- gdcmDIMSE.h

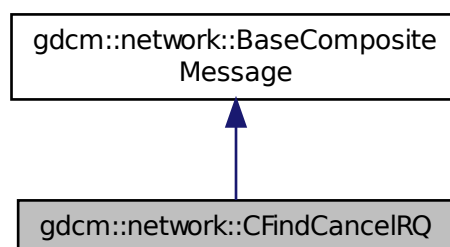
## 25.42 gdcm::network::CFindCancelRQ Class Reference

```
#include <gdcmCFindMessages.h>
```

Inheritance diagram for gdcm::network::CFindCancelRQ:



Collaboration diagram for gdcm::network::CFindCancelRQ:



## Public Member Functions

- `std::vector`  
    `< PresentationDataValue > ConstructPDV (const DataSet *inDataSet)`

### 25.42.1 Member Function Documentation

25.42.1.1 `std::vector<PresentationDataValue> gdcmm::network::CFindCancelRQ::ConstructPDV ( const DataSet * inDataSet )`

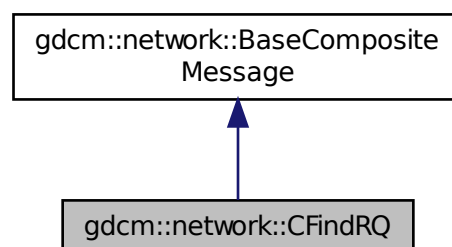
The documentation for this class was generated from the following file:

- `gdcmmCFindMessages.h`

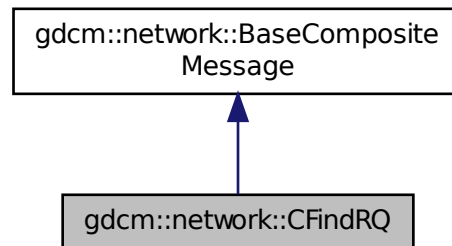
## 25.43 gdcmm::network::CFindRQ Class Reference

```
#include <gdcmmCFindMessages.h>
```

Inheritance diagram for `gdcmm::network::CFindRQ`:



Collaboration diagram for gdcm::network::CFindRQ:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const ULConnection &inConnection, const BaseRootQuery *inRootQuery)`

### 25.43.1 Member Function Documentation

**25.43.1.1** `std::vector<PresentationDataValue> gdcm::network::CFindRQ::ConstructPDV ( const ULConnection &inConnection, const BaseRootQuery *inRootQuery ) [virtual]`

Implements `gdcm::network::BaseCompositeMessage`.

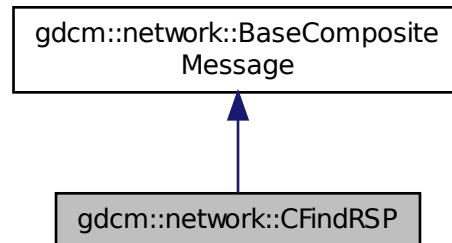
The documentation for this class was generated from the following file:

- `gdcmCFindMessages.h`

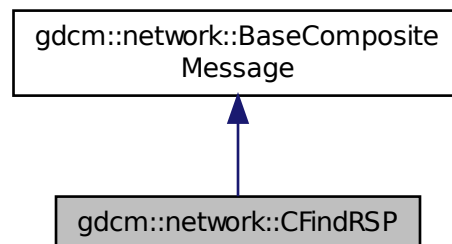
## 25.44 gdcm::network::CFindRSP Class Reference

```
#include <gdcmCFindMessages.h>
```

Inheritance diagram for `gdcm::network::CFindRSP`:



Collaboration diagram for `gdcm::network::CFindRSP`:



## Public Member Functions

- `std::vector`  
    `< PresentationDataValue > ConstructPDV (const DataSet *inDataSet)`

### 25.44.1 Member Function Documentation

25.44.1.1 `std::vector<PresentationDataValue> gdcm::network::CFindRSP::ConstructPDV ( const DataSet * inDataSet )`

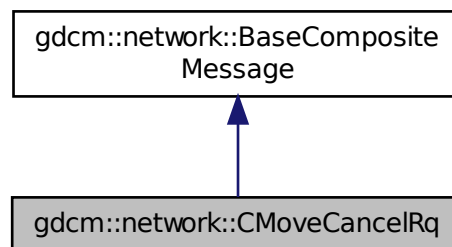
The documentation for this class was generated from the following file:

- `gdcmCFindMessages.h`

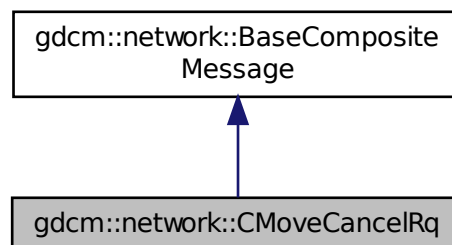
## 25.45 gdcm::network::CMoveCancelRq Class Reference

```
#include <gdcmCMoveMessages.h>
```

Inheritance diagram for gdcm::network::CMoveCancelRq:



Collaboration diagram for gdcm::network::CMoveCancelRq:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const DataSet *inDataSet)`

### 25.45.1 Member Function Documentation

25.45.1.1 `std::vector<PresentationDataValue> gdcm::network::CMoveCancelRq::ConstructPDV ( const DataSet * inDataSet )`

The documentation for this class was generated from the following file:

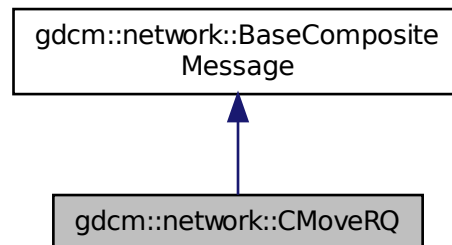
- gdcmCMoveMessages.h

## 25.46 gdcm::network::CMoveRQ Class Reference

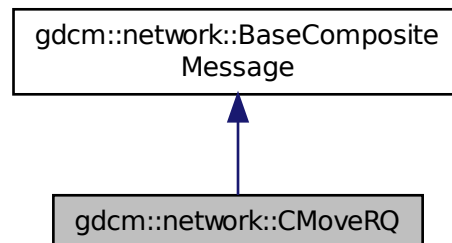
CMoveRQ this file defines the messages for the cmove action.

```
#include <gdcmCMoveMessages.h>
```

Inheritance diagram for gdcm::network::CMoveRQ:



Collaboration diagram for gdcm::network::CMoveRQ:



### Public Member Functions

- std::vector  
< PresentationDataValue > ConstructPDV (const ULConnection &inConnection, const BaseRootQuery \*inRootQuery)



### 25.46.1 Detailed Description

CMoveRQ this file defines the messages for the cmove action.

### 25.46.2 Member Function Documentation

25.46.2.1 `std::vector<PresentationDataValue> gdcm::network::CMoveRQ::ConstructPDV ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery ) [virtual]`

Implements `gdcm::network::BaseCompositeMessage`.

The documentation for this class was generated from the following file:

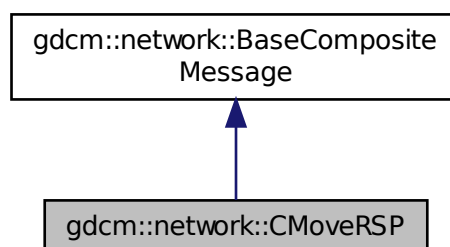
- `gdcmCMoveMessages.h`

## 25.47 gdcm::network::CMoveRSP Class Reference

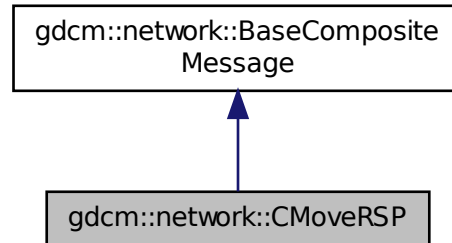
CMoveRSP this file defines the messages for the cmove action.

```
#include <gdcmCMoveMessages.h>
```

Inheritance diagram for `gdcm::network::CMoveRSP`:



Collaboration diagram for `gdcm::network::CMoveRSP`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const DataSet *inDataSet)`

### 25.47.1 Detailed Description

`CMoveRSP` this file defines the messages for the `cmove` action.

### 25.47.2 Member Function Documentation

25.47.2.1 `std::vector<PresentationDataValue> gdcm::network::CMoveRSP::ConstructPDV ( const DataSet * inDataSet )`

The documentation for this class was generated from the following file:

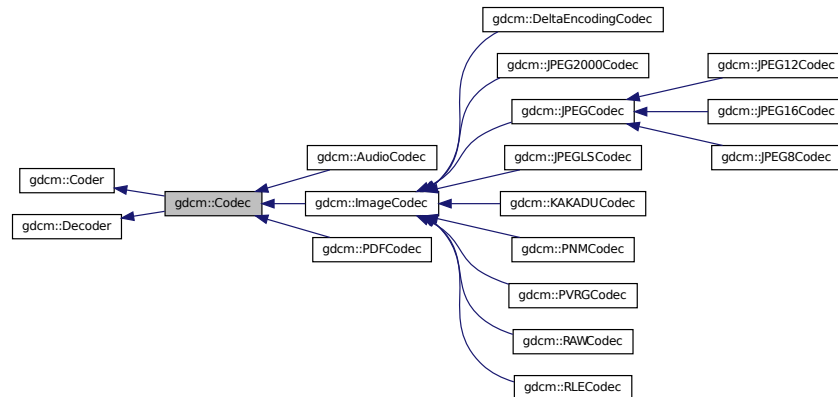
- `gdcmCMoveMessages.h`

## 25.48 gdcm::Codec Class Reference

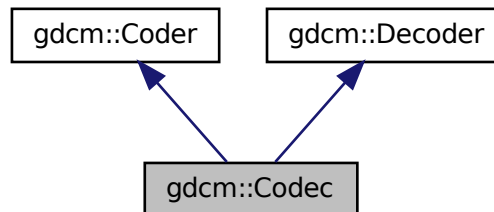
Codec class.

```
#include <gdcmCodec.h>
```

Inheritance diagram for gdcm::Codec:



Collaboration diagram for gdcm::Codec:



## Additional Inherited Members

### 25.48.1 Detailed Description

Codec class.

The documentation for this class was generated from the following file:

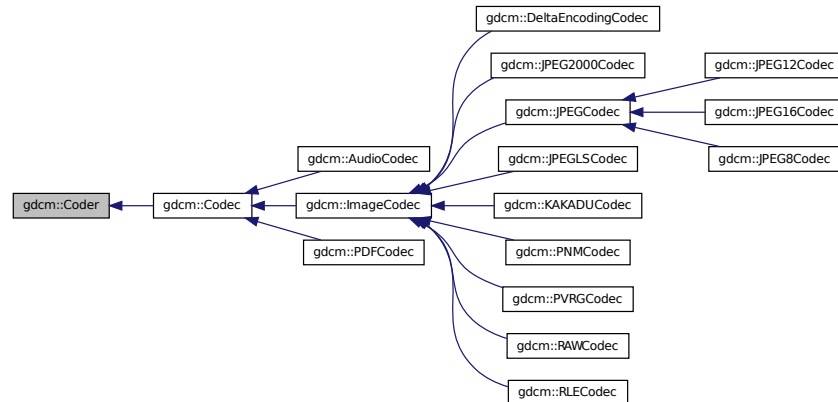
- gdcmCodec.h

## 25.49 gdcm::Coder Class Reference

Coder.

```
#include <gdcmCoder.h>
```

Inheritance diagram for `gdcm::Coder`:



## Public Member Functions

- virtual `~Coder()`
- virtual `bool CanCode (TransferSyntax const &) const =0`  
*Return whether this coder support this transfer syntax (can code it)*
- virtual `bool Code (DataElement const &in_, DataElement &out_)`  
*Code.*

## Protected Member Functions

- virtual `bool InternalCode (const char *bv, unsigned long len, std::ostream &os)`

## 25.49.1 Detailed Description

Coder.

## 25.49.2 Constructor & Destructor Documentation

25.49.2.1 virtual `gdcm::Coder::~Coder()` `[inline]`, `[virtual]`

## 25.49.3 Member Function Documentation

25.49.3.1 virtual `bool gdcm::Coder::CanCode ( TransferSyntax const & ) const` `[pure virtual]`

Return whether this coder support this transfer syntax (can code it)

Implemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::JPEG2000Codec`, `gdcm::RLECodec`, `gdcm::ImageCodec`, `gdcm::JPEGLSCodec`, `gdcm::PNMCodec`, `gdcm::KAKADUCodec`, `gdcm::RAWCodec`, `gdcm::AudioCodec`, and `gdcm::PDFCodec`.

25.49.3.2 `virtual bool gdcm::Coder::Code ( DataElement const & in_, DataElement & out_ ) [inline],[virtual]`

Code.

Reimplemented in `gdcm::JPEGCodec`, `gdcm::JPEGLSCodec`, `gdcm::RLECodec`, `gdcm::PVRGCodec`, `gdcm::JPE-G2000Codec`, `gdcm::KAKADUCodec`, and `gdcm::RAWCodec`.

25.49.3.3 `virtual bool gdcm::Coder::InternalCode ( const char * bv, unsigned long len, std::ostream & os ) [inline],[protected],[virtual]`

Reimplemented in `gdcm::JPEG12Codec`, `gdcm::JPEG16Codec`, and `gdcm::JPEG8Codec`.

The documentation for this class was generated from the following file:

- `gdcmCoder.h`

## 25.50 gdcm::CodeString Class Reference

`CodeString` This is an implementation of DICOM VR: CS The ctor will properly Trim so that operator== is correct.

```
#include <gdcmCodeString.h>
```

### Public Types

- typedef  
InternalClass::const\_iterator const\_iterator
- typedef  
InternalClass::const\_reference const\_reference
- typedef  
InternalClass::const\_reverse\_iterator const\_reverse\_iterator
- typedef  
InternalClass::difference\_type difference\_type
- typedef InternalClass::iterator iterator
- typedef InternalClass::pointer pointer
- typedef InternalClass::reference reference
- typedef  
InternalClass::reverse\_iterator reverse\_iterator
- typedef InternalClass::size\_type size\_type
- typedef InternalClass::value\_type value\_type

### Public Member Functions

- `CodeString ()`  
*CodeString constructors.*
- `CodeString (const value_type *s)`
- `CodeString (const value_type *s, size_type n)`
- `CodeString (const InternalClass &s, size_type pos=0, size_type n=InternalClass::npos)`
- `std::string GetAsString () const`  
*Return the full code string as std::string.*
- `bool IsValid () const`

*Check if CodeString obj is correct..*

- `size_type Size () const`

*Return the size of the string.*

## Protected Member Functions

- `std::string TrimInternal () const`

## Friends

- `bool operator!= (const CodeString &ref, const CodeString &cs)`
- `std::ostream & operator<< (std::ostream &os, const CodeString &str)`
- `bool operator== (const CodeString &ref, const CodeString &cs)`

### 25.50.1 Detailed Description

CodeString This is an implementation of DICOM VR: CS The ctor will properly Trim so that operator== is correct.

#### Note

the ctor of CodeString will Trim the string on the fly so as to remove the extra leading and ending spaces. However it will not perform validation on the fly (CodeString obj can contains invalid char such as lower cases). This design was chosen to be a little tolerant to broken DICOM implementation, and thus allow user to compare lower case CS from there input file without the need to first rewrite them to get rid of invalid character (validation is a different operation from searching, querying).

#### Warning

when writing out DICOM file it is highly recommended to perform the IsValid() call, at least to check that the length of the string match the definition in the standard.

### 25.50.2 Member Typedef Documentation

25.50.2.1 `typedef InternalClass::const_iterator gdcm::CodeString::const_iterator`

25.50.2.2 `typedef InternalClass::const_reference gdcm::CodeString::const_reference`

25.50.2.3 `typedef InternalClass::const_reverse_iterator gdcm::CodeString::const_reverse_iterator`

25.50.2.4 `typedef InternalClass::difference_type gdcm::CodeString::difference_type`

25.50.2.5 `typedef InternalClass::iterator gdcm::CodeString::iterator`

25.50.2.6 `typedef InternalClass::pointer gdcm::CodeString::pointer`

25.50.2.7 `typedef InternalClass::reference gdcm::CodeString::reference`

25.50.2.8 `typedef InternalClass::reverse_iterator gdcm::CodeString::reverse_iterator`

25.50.2.9 `typedef InternalClass::size_type gdcm::CodeString::size_type`

25.50.2.10 `typedef InternalClass::value_type gdcm::CodeString::value_type`

### 25.50.3 Constructor & Destructor Documentation

25.50.3.1 `gdcm::CodeString::CodeString ( ) [inline]`

CodeString constructors.

25.50.3.2 `gdcm::CodeString::CodeString ( const value_type * s ) [inline]`

25.50.3.3 `gdcm::CodeString::CodeString ( const value_type * s, size_type n ) [inline]`

25.50.3.4 `gdcm::CodeString::CodeString ( const InternalClass & s, size_type pos = 0, size_type n = InternalClass::npos ) [inline]`

### 25.50.4 Member Function Documentation

25.50.4.1 `std::string gdcm::CodeString::GetAsString ( ) const [inline]`

Return the full code string as std::string.

25.50.4.2 `bool gdcm::CodeString::IsValid ( ) const`

Check if CodeString obj is correct..

25.50.4.3 `size_type gdcm::CodeString::Size ( ) const [inline]`

Return the size of the string.

25.50.4.4 `std::string gdcm::CodeString::TrimInternal ( ) const [inline],[protected]`

### 25.50.5 Friends And Related Function Documentation

25.50.5.1 `bool operator!= ( const CodeString & ref, const CodeString & cs ) [friend]`

25.50.5.2 `std::ostream& operator<< ( std::ostream & os, const CodeString & str ) [friend]`

25.50.5.3 `bool operator== ( const CodeString & ref, const CodeString & cs ) [friend]`

The documentation for this class was generated from the following file:

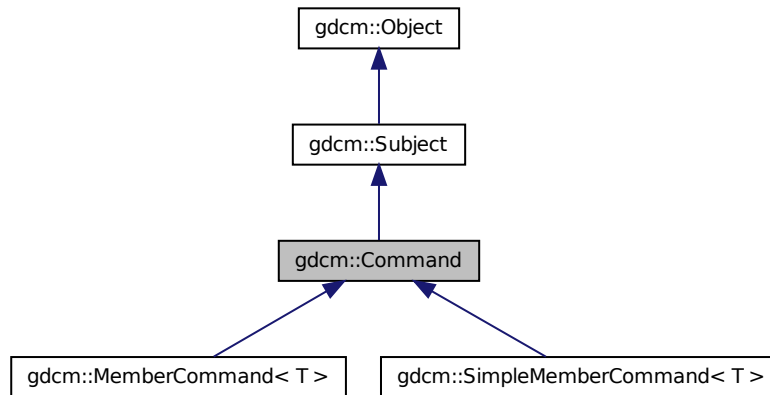
- `gdcmCodeString.h`

## 25.51 gdcm::Command Class Reference

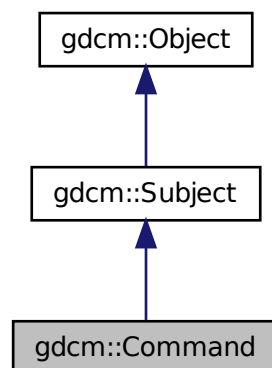
Command superclass for callback/observer methods.

```
#include <gdcCommand.h>
```

Inheritance diagram for gdc::Command:



Collaboration diagram for gdc::Command:



## Public Member Functions

- virtual void Execute (Subject \*caller, const Event &event)=0  
*Abstract method that defines the action to be taken by the command.*
- virtual void Execute (const Subject \*caller, const Event &event)=0



## Protected Member Functions

- Command ()
- ~Command ()

### 25.51.1 Detailed Description

Command superclass for callback/observer methods.

#### See Also

Subject

### 25.51.2 Constructor & Destructor Documentation

25.51.2.1 gdcm::Command::Command ( ) [protected]

25.51.2.2 gdcm::Command::~~Command ( ) [protected]

### 25.51.3 Member Function Documentation

25.51.3.1 virtual void gdcm::Command::Execute ( Subject \* caller, const Event & event ) [pure virtual]

Abstract method that defines the action to be taken by the command.

Implemented in gdcm::SimpleMemberCommand< T >, and gdcm::MemberCommand< T >.

25.51.3.2 virtual void gdcm::Command::Execute ( const Subject \* caller, const Event & event ) [pure virtual]

Abstract method that defines the action to be taken by the command. This variant is expected to be used when requests comes from a const Object

Implemented in gdcm::SimpleMemberCommand< T >, and gdcm::MemberCommand< T >.

The documentation for this class was generated from the following file:

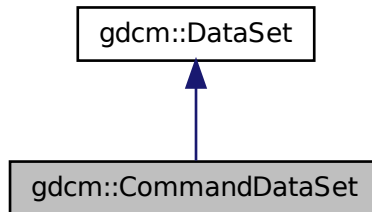
- gdcmCommand.h

## 25.52 gdcm::CommandDataSet Class Reference

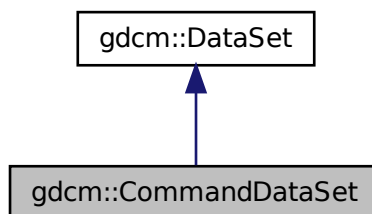
Class to represent a Command DataSet.

```
#include <gdcmCommandDataSet.h>
```

Inheritance diagram for `gdcm::CommandDataSet`:



Collaboration diagram for `gdcm::CommandDataSet`:



## Public Member Functions

- `CommandDataSet ()`
- `~CommandDataSet ()`
- `void Insert (const DataElement &de)`
- `std::istream & Read (std::istream &is)`  
*Read.*
- `void Replace (const DataElement &de)`  
*Replace a dataelement with another one.*
- `std::ostream & Write (std::ostream &os) const`  
*Write.*

## Friends

- `std::ostream & operator<< (std::ostream &_os, const CommandDataSet &_val)`

## Additional Inherited Members

### 25.52.1 Detailed Description

Class to represent a Command DataSet.

#### See Also

DataSet

### 25.52.2 Constructor & Destructor Documentation

25.52.2.1 `gdcm::CommandDataSet::CommandDataSet ( )` [inline]

25.52.2.2 `gdcm::CommandDataSet::~~CommandDataSet ( )` [inline]

### 25.52.3 Member Function Documentation

25.52.3.1 `void gdcm::CommandDataSet::Insert ( const DataElement & de )` [inline]

Insert a DataElement in the DataSet.

#### Warning

: Tag need to be  $\geq 0x8$  to be considered valid data element

Reimplemented from `gdcm::DataSet`.

References `gdcmErrorMacro`, `gdcm::Tag::GetGroup()`, and `gdcm::DataElement::GetTag()`.

25.52.3.2 `std::istream& gdcm::CommandDataSet::Read ( std::istream & is )`

Read.

Reimplemented from `gdcm::DataSet`.

25.52.3.3 `void gdcm::CommandDataSet::Replace ( const DataElement & de )` [inline]

Replace a dataelement with another one.

Reimplemented from `gdcm::DataSet`.

References `gdcm::DataElement::GetTag()`.

25.52.3.4 `std::ostream& gdcm::CommandDataSet::Write ( std::ostream & os ) const`

Write.

Reimplemented from `gdcm::DataSet`.

### 25.52.4 Friends And Related Function Documentation

25.52.4.1 `std::ostream& operator<< ( std::ostream & _os, const CommandDataSet & _val ) [friend]`

The documentation for this class was generated from the following file:

- `gdcmCommandDataSet.h`

## 25.53 gdcm::network::CompositeMessageFactory Class Reference

**CompositeMessageFactory** This class constructs PDataPDUs, but that have been specifically constructed for the composite DICOM services (C-Echo, C-Find, C-Get, C-Move, and C-Store). It will also handle parsing the incoming data to determine which of the CompositePDUs the incoming data is, and so therefore allowing the scu to determine what to do with incoming data (if acting as a storescp server, for instance).

```
#include <gdcmCompositeMessageFactory.h>
```

### Static Public Member Functions

- `static std::vector< PresentationDataValue > ConstructCEchoRQ (const ULConnection &inConnection)`
- `static std::vector< PresentationDataValue > ConstructCFindRQ (const ULConnection &inConnection, const BaseRootQuery *inRootQuery)`
- `static std::vector< PresentationDataValue > ConstructCMoveRQ (const ULConnection &inConnection, const BaseRootQuery *inRootQuery)`
- `static std::vector< PresentationDataValue > ConstructCStoreRQ (const ULConnection &inConnection, const File &file)`
- `static std::vector< PresentationDataValue > ConstructCStoreRSP (const DataSet *inDataSet, const BasePDU *inPC)`

### 25.53.1 Detailed Description

**CompositeMessageFactory** This class constructs PDataPDUs, but that have been specifically constructed for the composite DICOM services (C-Echo, C-Find, C-Get, C-Move, and C-Store). It will also handle parsing the incoming data to determine which of the CompositePDUs the incoming data is, and so therefore allowing the scu to determine what to do with incoming data (if acting as a storescp server, for instance).

### 25.53.2 Member Function Documentation

25.53.2.1 `static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCEchoRQ ( const ULConnection & inConnection ) [static]`

25.53.2.2 `static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCFindRQ ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery ) [static]`

25.53.2.3 `static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCMoveRQ ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery ) [static]`

25.53.2.4 `static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCStoreRQ ( const ULConnection & inConnection, const File & file ) [static]`

25.53.2.5 `static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCStoreRSP ( const DataSet * inDataSet, const BasePDU * inPC ) [static]`

The documentation for this class was generated from the following file:

- `gdcmCompositeMessageFactory.h`

## 25.54 gdcm::CompositeNetworkFunctions Class Reference

Composite Network Functions These functions provide a generic API to the DICOM functions implemented in GDCM. Advanced users can use this code as a template for building their own versions of these functions (for instance, to provide progress bars or some other way of handling returned query information), but for most users, these functions should be sufficient to interface with a PACS to a local machine. Note that these functions are not contained within a static class or some other class-style interface, because multiple connections can be instantiated in the same program. The DICOM standard is much more function oriented rather than class oriented in this instance, so the design of this API reflects that functional approach. These functions implements the following SCU operations:

```
#include <gdcmCompositeNetworkFunctions.h>
```

### Public Types

- `typedef std::vector< KeyValuePairType > KeyValuePairArrayType`
- `typedef std::pair< Tag, std::string > KeyValuePairType`

### Static Public Member Functions

- `static bool CEcho (const char *remote, uint16_t portno, const char *aetitle=NULL, const char *call=NULL)`
- `static bool CFind (const char *remote, uint16_t portno, const BaseRootQuery *query, std::vector< DataSet > &retDataSets, const char *aetitle=NULL, const char *call=NULL)`
- `static bool CMove (const char *remote, uint16_t portno, const BaseRootQuery *query, uint16_t portscp, const char *aetitle=NULL, const char *call=NULL, const char *outputdir=NULL)`
- `static BaseRootQuery * ConstructQuery (ERootType inRootType, EQueryLevel inQueryLevel, const DataSet &queryds, bool inMove=false)`
- `static BaseRootQuery * ConstructQuery (ERootType inRootType, EQueryLevel inQueryLevel, const KeyValuePairArrayType &keys, bool inMove=false)`
- `static bool CStore (const char *remote, uint16_t portno, const Directory::FileNamesType &filenames, const char *aetitle=NULL, const char *call=NULL)`

#### 25.54.1 Detailed Description

Composite Network Functions These functions provide a generic API to the DICOM functions implemented in GDCM. Advanced users can use this code as a template for building their own versions of these functions (for instance, to provide progress bars or some other way of handling returned query information), but for most users, these functions should be sufficient to interface with a PACS to a local machine. Note that these functions are not contained within a static class or some other class-style interface, because multiple connections can be instantiated in the same program.

The DICOM standard is much more function oriented rather than class oriented in this instance, so the design of this API reflects that functional approach. These functions implements the following SCU operations:

- C-ECHO SCU
- C-FIND SCU
- C-STORE SCU
- C-MOVE SCU (+internal C-STORE SCP)

## 25.54.2 Member Typedef Documentation

25.54.2.1 `typedef std::vector< KeyValuePairType > gdcmm::CompositeNetworkFunctions::KeyValuePairArrayType`

25.54.2.2 `typedef std::pair<Tag, std::string> gdcmm::CompositeNetworkFunctions::KeyValuePairType`

## 25.54.3 Member Function Documentation

25.54.3.1 `static bool gdcmm::CompositeNetworkFunctions::CEcho ( const char * remote, uint16_t portno, const char * aetitle = NULL, const char * call = NULL ) [static]`

The most basic network function. Use this function to ensure that the remote server is responding on the given IP and port number as expected.

### Parameters

<i>aetitle</i>	when not set will default to 'GDCMSCU'
<i>call</i>	when not set will default to 'ANY-SCP' This is an error to set remote to NULL or portno to 0

### Returns

true if it worked.

25.54.3.2 `static bool gdcmm::CompositeNetworkFunctions::CFind ( const char * remote, uint16_t portno, const BaseRootQuery * query, std::vector< DataSet > & retDataSets, const char * aetitle = NULL, const char * call = NULL ) [static]`

This function will use the provided query to determine what files a remote server contains that match the query strings. The return is a vector of datasets that contain tags as reported by the server. If the dataset is empty, then it is possible that an error condition was encountered; in which case, the user should monitor the error and warning streams.

### Parameters

<i>aetitle</i>	when not set will default to 'GDCMSCU'
<i>call</i>	when not set will default to 'ANY-SCP' This is an error to set remote to NULL or portno to 0

### Returns

true if it worked.

25.54.3.3 **static bool** gdcmm::CompositeNetworkFunctions::CMove ( const char \* *remote*, uint16\_t *portno*, const BaseRootQuery \* *query*, uint16\_t *portscp*, const char \* *aetitle* = NULL, const char \* *call* = NULL, const char \* *outputdir* = NULL ) [static]

This function will use the provided query to get files from a remote server. NOTE that this functionality is essentially equivalent to C-GET in the DICOM standard; however, C-GET has been deprecated, so this function allows for the user to ask a remote server for files matching a query and return them to the local machine. Files will be written to the given output directory. If the operation succeeds, the function returns true. This function is a prime candidate for being overwritten by expert users; if the datasets should remain in memory, for instance, that behavior can be changed by creating a user-level version of this function.

#### Parameters

<i>aetitle</i>	when not set will default to 'GDCMSCU'
<i>call</i>	when not set will default to 'ANY-SCP' This is an error to set remote to NULL or portno to 0 when
<i>outputdir</i>	is not set default to current dir ('.')

#### Returns

true if it worked.

25.54.3.4 **static BaseRootQuery\*** gdcmm::CompositeNetworkFunctions::ConstructQuery ( ERootType *inRootType*, EQueryLevel *inQueryLevel*, const DataSet & *queryds*, bool *inMove* = false ) [static]

This function will take a list of strings and tags and fill in a query that can be used for either CFind or CMove (depending on the input boolean

#### Parameters

<i>inMove</i> ).	Note that the caller is responsible for deleting the constructed query. This function is used to build both a move and a find query (true for inMove if it's move, false if it's find)
------------------	--

25.54.3.5 **static BaseRootQuery\*** gdcmm::CompositeNetworkFunctions::ConstructQuery ( ERootType *inRootType*, EQueryLevel *inQueryLevel*, const KeyValuePairArrayType & *keys*, bool *inMove* = false ) [static]

#### Deprecated

25.54.3.6 **static bool** gdcmm::CompositeNetworkFunctions::CStore ( const char \* *remote*, uint16\_t *portno*, const Directory::FileNamesType & *filenames*, const char \* *aetitle* = NULL, const char \* *call* = NULL ) [static]

This function will place the provided files into the remote server. The function returns true if it worked for all files.

#### Warning

the server side can refuse an association on a given file

#### Parameters

<i>aetitle</i>	when not set will default to 'GDCMSCU'
<i>call</i>	when not set will default to 'ANY-SCP' This is an error to set remote to NULL or portno to 0

**Returns**

true if it worked for all files

The documentation for this class was generated from the following file:

- gdcmCompositeNetworkFunctions.h

## 25.55 gdcm::ConstCharWrapper Class Reference

Do not use me.

```
#include <gdcmConstCharWrapper.h>
```

**Public Member Functions**

- ConstCharWrapper (const char \*i=0)
- operator const char \* ( ) const

### 25.55.1 Detailed Description

Do not use me.

### 25.55.2 Constructor & Destructor Documentation

25.55.2.1 gdcm::ConstCharWrapper::ConstCharWrapper ( const char \* i = 0 ) [inline]

### 25.55.3 Member Function Documentation

25.55.3.1 gdcm::ConstCharWrapper::operator const char \* ( ) const [inline]

The documentation for this class was generated from the following file:

- gdcmConstCharWrapper.h

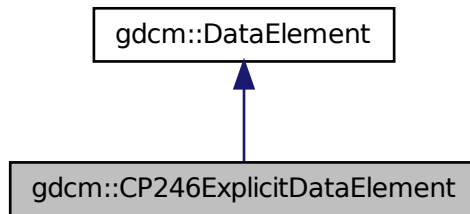
## 25.56 gdcm::CP246ExplicitDataElement Class Reference

Class to read/write a DataElement as CP246Explicit Data Element.

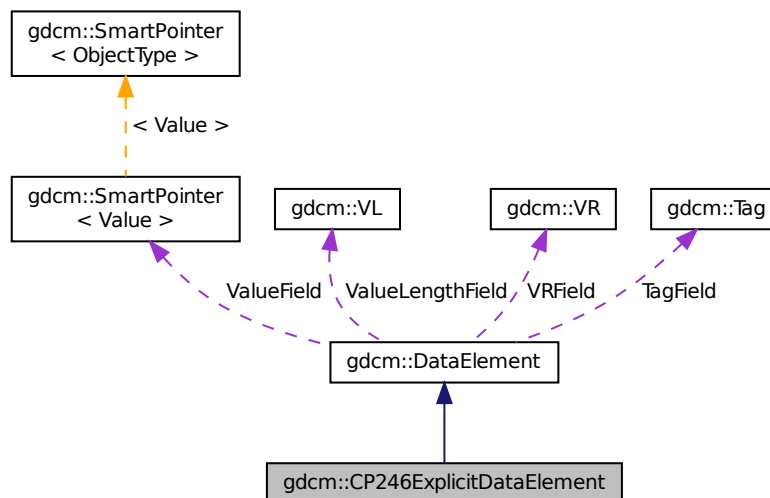
```
#include <gdcmCP246ExplicitDataElement.h>
```



Inheritance diagram for gdcm::CP246ExplicitDataElement:



Collaboration diagram for gdcm::CP246ExplicitDataElement:



## Public Member Functions

- VL GetLength () const
- template<typename TSwap >  
std::istream & Read (std::istream &is)
- template<typename TSwap >  
std::istream & ReadPreValue (std::istream &is)
- template<typename TSwap >  
std::istream & ReadValue (std::istream &is)
- template<typename TSwap >  
std::istream & ReadWithLength (std::istream &is, VL &length)

## Additional Inherited Members

### 25.56.1 Detailed Description

Class to read/write a DataElement as CP246Explicit Data Element.

#### Note

Some system are producing SQ, declare them as UN, but encode the SQ as 'Explicit' instead of Implicit

### 25.56.2 Member Function Documentation

#### 25.56.2.1 VL gdcM::CP246ExplicitDataElement::GetLength ( ) const

Reimplemented from gdcM::DataElement.

#### 25.56.2.2 template<typename TSwap > std::istream& gdcM::CP246ExplicitDataElement::Read ( std::istream & is )

Reimplemented from gdcM::DataElement.

#### 25.56.2.3 template<typename TSwap > std::istream& gdcM::CP246ExplicitDataElement::ReadPreValue ( std::istream & is )

#### 25.56.2.4 template<typename TSwap > std::istream& gdcM::CP246ExplicitDataElement::ReadValue ( std::istream & is )

#### 25.56.2.5 template<typename TSwap > std::istream& gdcM::CP246ExplicitDataElement::ReadWithLength ( std::istream & is, VL & length )

Reimplemented from gdcM::DataElement.

The documentation for this class was generated from the following file:

- gdcMCP246ExplicitDataElement.h

## 25.57 gdcM::CryptographicMessageSyntax Class Reference

Class for CryptographicMessageSyntax encryption. This is just a simple wrapper around openssl PKCS7\_encrypt functionalities.

```
#include <gdcMCryptographicMessageSyntax.h>
```

### Public Types

- enum CipherTypes {  
DES\_CIPHER,  
DES3\_CIPHER,  
AES128\_CIPHER,  
AES192\_CIPHER,  
AES256\_CIPHER }

## Public Member Functions

- CryptographicMessageSyntax ()
- ~CryptographicMessageSyntax ()
- bool Decrypt (char \*output, size\_t &outlen, const char \*array, size\_t len) const  
*decrypt content from a PKCS#7 envelopedData structure*
- bool Encrypt (char \*output, size\_t &outlen, const char \*array, size\_t len) const  
*create a PKCS#7 envelopedData structure*
- CipherTypes GetCipherType () const
- bool ParseCertificateFile (const char \*filename)
- bool ParseKeyFile (const char \*filename)
- void SetCipherType (CipherTypes type)

### 25.57.1 Detailed Description

Class for CryptographicMessageSyntax encryption. This is just a simple wrapper around openssl PKCS7\_encrypt functionalities.

See online documentation [http://www.openssl.org/docs/crypto/PKCS7\\_encrypt.html](http://www.openssl.org/docs/crypto/PKCS7_encrypt.html)

### 25.57.2 Member Enumeration Documentation

#### 25.57.2.1 enum gdcmm::CryptographicMessageSyntax::CipherTypes

Enumerator:

***DES\_CIPHER***  
***DES3\_CIPHER***  
***AES128\_CIPHER***  
***AES192\_CIPHER***  
***AES256\_CIPHER***

### 25.57.3 Constructor & Destructor Documentation

#### 25.57.3.1 gdcmm::CryptographicMessageSyntax::CryptographicMessageSyntax ( )

#### 25.57.3.2 gdcmm::CryptographicMessageSyntax::~~CryptographicMessageSyntax ( )

### 25.57.4 Member Function Documentation

#### 25.57.4.1 bool gdcmm::CryptographicMessageSyntax::Decrypt ( char \* output, size\_t & outlen, const char \* array, size\_t len ) const

decrypt content from a PKCS#7 envelopedData structure

#### 25.57.4.2 bool gdcmm::CryptographicMessageSyntax::Encrypt ( char \* output, size\_t & outlen, const char \* array, size\_t len ) const

create a PKCS#7 envelopedData structure

25.57.4.3 **CipherTypes** gdcmm::CryptographicMessageSyntax::GetCipherType ( ) const

25.57.4.4 bool gdcmm::CryptographicMessageSyntax::ParseCertificateFile ( const char \* *filename* )

25.57.4.5 bool gdcmm::CryptographicMessageSyntax::ParseKeyFile ( const char \* *filename* )

25.57.4.6 void gdcmm::CryptographicMessageSyntax::SetCipherType ( CipherTypes *type* )

Set Cipher Type. Default is: AES256\_CIPHER

The documentation for this class was generated from the following file:

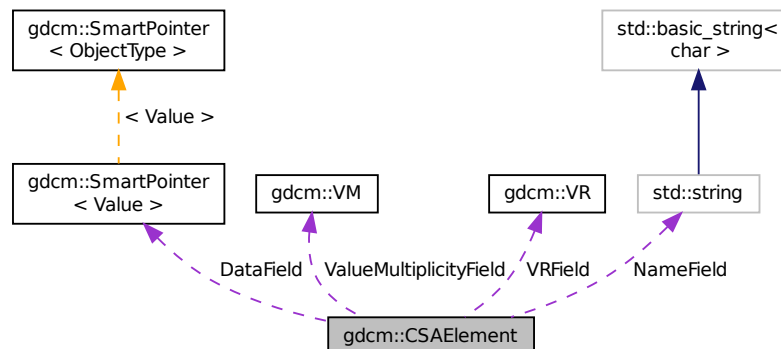
- gdcmmCryptographicMessageSyntax.h

## 25.58 gdcmm::CSAElement Class Reference

Class to represent a CSA Element.

```
#include <gdcmmCSAElement.h>
```

Collaboration diagram for gdcmm::CSAElement:



### Public Member Functions

- CSAElement (unsigned int kf=0)
- CSAElement (const CSAElement &\_val)
- const ByteValue \* GetByteValue () const
- unsigned int GetKey () const  
*Set/Get Key.*
- const char \* GetName () const  
*Set/Get Name.*
- unsigned int GetNoOfItems () const  
*Set/Get NoOfItems.*
- unsigned int GetSyngoDT () const

- *Set/Get SyngoDT.*
- Value const & GetValue () const
  - *Set/Get Value (bytes array, SQ of items, SQ of fragments):*
- Value & GetValue ()
- const VM & GetVM () const
  - *Set/Get VM.*
- VR const & GetVR () const
  - *Set/Get VR.*
- bool IsEmpty () const
  - *Check if CSA Element is empty.*
- bool operator< (const CSAElement &de) const
- CSAElement & operator= (const CSAElement &de)
- bool operator== (const CSAElement &de) const
- void SetByteValue (const char \*array, VL length)
  - *Set.*
- void SetKey (unsigned int key)
- void SetName (const char \*name)
- void SetNoOfItems (unsigned int items)
- void SetSyngoDT (unsigned int syngodt)
- void SetValue (Value const &vl)
- void SetVM (const VM &vm)
- void SetVR (VR const &vr)

## Protected Types

- typedef SmartPointer< Value > DataPtr

## Protected Attributes

- DataPtr DataField
- unsigned int KeyField
- std::string NameField
- unsigned int NoOfItemsField
- unsigned int SyngoDTField
- VM ValueMultiplicityField
- VR VRField

## Friends

- std::ostream & operator<< (std::ostream &os, const CSAElement &val)

### 25.58.1 Detailed Description

Class to represent a CSA Element.

#### See Also

CSAHeader

#### Examples:

csa2img.cxx, and MrProtocol.cxx.

## 25.58.2 Member Typedef Documentation

25.58.2.1 `typedef SmartPointer<Value> gdcm::CSAElement::DataPtr` `[protected]`

## 25.58.3 Constructor & Destructor Documentation

25.58.3.1 `gdcm::CSAElement::CSAElement ( unsigned int kf = 0 )` `[inline]`

25.58.3.2 `gdcm::CSAElement::CSAElement ( const CSAElement & _val )` `[inline]`

## 25.58.4 Member Function Documentation

25.58.4.1 `const ByteValue* gdcm::CSAElement::GetByteValue ( ) const` `[inline]`

Return the Value of CSAElement as a ByteValue (if possible)

### Warning

: You need to check for NULL return value

### Examples:

MrProtocol.cxx.

25.58.4.2 `unsigned int gdcm::CSAElement::GetKey ( ) const` `[inline]`

Set/Get Key.

Referenced by operator<().

25.58.4.3 `const char* gdcm::CSAElement::GetName ( ) const` `[inline]`

Set/Get Name.

25.58.4.4 `unsigned int gdcm::CSAElement::GetNoOfItems ( ) const` `[inline]`

Set/Get NoOfItems.

25.58.4.5 `unsigned int gdcm::CSAElement::GetSyngoDT ( ) const` `[inline]`

Set/Get SyngoDT.

25.58.4.6 `Value const& gdcm::CSAElement::GetValue ( ) const` `[inline]`

Set/Get Value (bytes array, SQ of items, SQ of fragments):

### Examples:

csa2img.cxx.

25.58.4.7 **Value& gdcm::CSAElement::GetValue ( )** [inline]

25.58.4.8 **const VM& gdcm::CSAElement::GetVM ( ) const** [inline]

Set/Get VM.

25.58.4.9 **VR const& gdcm::CSAElement::GetVR ( ) const** [inline]

Set/Get VR.

25.58.4.10 **bool gdcm::CSAElement::IsEmpty ( ) const** [inline]

Check if CSA Element is empty.

Examples:

csa2img.cxx.

25.58.4.11 **bool gdcm::CSAElement::operator< ( const CSAElement & de ) const** [inline]

References GetKey().

25.58.4.12 **CSAElement& gdcm::CSAElement::operator= ( const CSAElement & de )** [inline]

References DataField, KeyField, NameField, NoOfItemsField, SyngoDTField, ValueMultiplicityField, and VRField.

25.58.4.13 **bool gdcm::CSAElement::operator== ( const CSAElement & de ) const** [inline]

References KeyField, NameField, SyngoDTField, ValueMultiplicityField, and VRField.

25.58.4.14 **void gdcm::CSAElement::SetByteValue ( const char \* array, VL length )** [inline]

Set.

25.58.4.15 **void gdcm::CSAElement::SetKey ( unsigned int key )** [inline]

25.58.4.16 **void gdcm::CSAElement::SetName ( const char \* name )** [inline]

25.58.4.17 **void gdcm::CSAElement::SetNoOfItems ( unsigned int items )** [inline]

25.58.4.18 **void gdcm::CSAElement::SetSyngoDT ( unsigned int syngodt )** [inline]

25.58.4.19 **void gdcm::CSAElement::SetValue ( Value const & vl )** [inline]

25.58.4.20 **void gdcm::CSAElement::SetVM ( const VM & vm )** [inline]

25.58.4.21 **void gdcm::CSAElement::SetVR ( VR const & vr )** [inline]

### 25.58.5 Friends And Related Function Documentation

25.58.5.1 `std::ostream& operator<< ( std::ostream & os, const CSAElement & val )` [friend]

### 25.58.6 Member Data Documentation

25.58.6.1 `DataPtr gdcm::CSAElement::DataField` [protected]

Referenced by `gdcm::operator<<()`, and `operator=()`.

25.58.6.2 `unsigned int gdcm::CSAElement::KeyField` [protected]

Referenced by `gdcm::operator<<()`, `operator=()`, and `operator==()`.

25.58.6.3 `std::string gdcm::CSAElement::NameField` [protected]

Referenced by `gdcm::operator<<()`, `operator=()`, and `operator==()`.

25.58.6.4 `unsigned int gdcm::CSAElement::NoOfItemsField` [protected]

Referenced by `gdcm::operator<<()`, and `operator=()`.

25.58.6.5 `unsigned int gdcm::CSAElement::SyngoDTField` [protected]

Referenced by `gdcm::operator<<()`, `operator=()`, and `operator==()`.

25.58.6.6 `VM gdcm::CSAElement::ValueMultiplicityField` [protected]

Referenced by `gdcm::operator<<()`, `operator=()`, and `operator==()`.

25.58.6.7 `VR gdcm::CSAElement::VRField` [protected]

Referenced by `gdcm::operator<<()`, `operator=()`, and `operator==()`.

The documentation for this class was generated from the following file:

- `gdcmCSAElement.h`

## 25.59 gdcm::CSAHeader Class Reference

Class for CSAHeader.

```
#include <gdcmCSAHeader.h>
```



## Public Types

- enum CSAHeaderType {  
UNKNOWN = 0,  
SV10,  
NOMAGIC,  
DATASET\_FORMAT,  
INTERFILE,  
ZEROED\_OUT }

*Divers format of CSAHeader as found 'in the wild'.*

## Public Member Functions

- CSAHeader ()
- ~CSAHeader ()
- bool FindCSAELEMENTByName (const char \*name)
- const CSAElement & GetCSAELEMENTByName (const char \*name)
- const DataSet & GetDataSet () const  
*Return the DataSet output (use only if Format == DATASET\_FORMAT)*
- CSAHeaderType GetFormat () const
- const char \* GetInterfile () const  
*Return the string output (use only if Format == Interfile)*
- bool LoadFromDataElement (DataElement const &de)  
*Decode the CSAHeader from element 'de'.*
- void Print (std::ostream &os) const  
*Print the CSAHeader (use only if Format == SV10 or NOMAGIC)*
- template<typename TSwap >  
std::istream & Read (std::istream &is)
- template<typename TSwap >  
const std::ostream & Write (std::ostream &os) const

## Static Public Member Functions

- static const PrivateTag & GetCSADataInfo ()
- static const PrivateTag & GetCSAImageHeaderInfoTag ()
- static const PrivateTag & GetCSASeriesHeaderInfoTag ()

## Protected Member Functions

- const CSAElement & GetCSAEEnd () const

## Friends

- std::ostream & operator<< (std::ostream &\_os, const CSAHeader &d)

### 25.59.1 Detailed Description

Class for CSAHeader.

SIEMENS store private information in tag (0x0029,0x10,"SIEMENS CSA HEADER") this class is meant for user wishing to access values stored within this private attribute. There are basically two main 'format' for this attribute : SV10/NO-MAGIC and DATASET\_FORMAT SV10 and NOMAGIC are from a user prospective identical, see CSAHeader.xml for possible name / value stored in this format. DATASET\_FORMAT is in fact simply just another DICOM dataset (implicit) with -currently unknown- value. This can be only be printed for now.

#### Warning

Everything you do with this code is at your own risk, since decoding process was not written from specification documents.

the API of this class might change.

**Todo** MrEvaProtocol in 29,1020 contains ^M that would be nice to get rid of on UNIX system...

#### See Also

PDBHeader

External references: 5.1.3.2.4.1 MEDCOM History Information and 5.1.4.3 CSA Non-Image Module in [http://tamsinfo.toshiba.com/docrequest/pdf/E.Soft\\_v2.0.pdf](http://tamsinfo.toshiba.com/docrequest/pdf/E.Soft_v2.0.pdf)

#### Examples:

csa2img.cxx, and MrProtocol.cxx.

### 25.59.2 Member Enumeration Documentation

#### 25.59.2.1 enum gdcm::CSAHeader::CSAHeaderType

Divers format of CSAHeader as found 'in the wild'.

Enumerator:

**UNKNOWN**

**SV10**

**NOMAGIC**

**DATASET\_FORMAT**

**INTERFILE**

**ZEROED\_OUT**

### 25.59.3 Constructor & Destructor Documentation

25.59.3.1 gdcm::CSAHeader::CSAHeader ( ) [inline]

25.59.3.2 gdcm::CSAHeader::~~CSAHeader ( ) [inline]

### 25.59.4 Member Function Documentation

#### 25.59.4.1 bool gdcm::CSAHeader::FindCSAElementByName ( const char \* *name* )

Return true if the CSA element matching 'name' is found or not

##### Warning

Case Sensitive

##### Examples:

csa2img.cxx, and MrProtocol.cxx.

#### 25.59.4.2 static const PrivateTag& gdcm::CSAHeader::GetCSADataInfo ( ) [static]

Return the private tag used by SIEMENS to store the CSA Data Info This is: PrivateTag(0x0029,0x0010,"SIEMENS CSA NON-IMAGE");

#### 25.59.4.3 const CSAElement& gdcm::CSAHeader::GetCSAEnd ( ) const [protected]

#### 25.59.4.4 const CSAElement& gdcm::CSAHeader::GetCSAElementByName ( const char \* *name* )

Return the CSAElement corresponding to name 'name'

##### Warning

Case Sensitive

##### Examples:

csa2img.cxx, and MrProtocol.cxx.

#### 25.59.4.5 static const PrivateTag& gdcm::CSAHeader::GetCSAImageHeaderInfoTag ( ) [static]

Return the private tag used by SIEMENS to store the CSA Image Header This is: PrivateTag(0x0029,0x0010,"SIEMENS CSA HEADER");

##### Examples:

csa2img.cxx, and PublicDict.cxx.

#### 25.59.4.6 static const PrivateTag& gdcm::CSAHeader::GetCSASeriesHeaderInfoTag ( ) [static]

Return the private tag used by SIEMENS to store the CSA Series Header This is: PrivateTag(0x0029,0x0020,"SIEMENS CSA HEADER");

##### Examples:

MrProtocol.cxx.

25.59.4.7 `const DataSet& gdcm::CSAHeader::GetDataSet ( ) const` `[inline]`

Return the DataSet output (use only if Format == DATASET\_FORMAT )

25.59.4.8 `CSAHeaderType gdcm::CSAHeader::GetFormat ( ) const`

return the format of the CSAHeader SV10 and NOMAGIC are equivalent.

25.59.4.9 `const char* gdcm::CSAHeader::GetInterfile ( ) const` `[inline]`

Return the string output (use only if Format == Interfile)

25.59.4.10 `bool gdcm::CSAHeader::LoadFromDataElement ( DataElement const & de )`

Decode the CSAHeader from element 'de'.

Examples:

csa2img.cxx, and MrProtocol.cxx.

25.59.4.11 `void gdcm::CSAHeader::Print ( std::ostream & os ) const`

Print the CSAHeader (use only if Format == SV10 or NOMAGIC)

Examples:

csa2img.cxx.

Referenced by `gdcm::operator<<()`.

25.59.4.12 `template<typename TSwap > std::istream& gdcm::CSAHeader::Read ( std::istream & is )`

25.59.4.13 `template<typename TSwap > const std::ostream& gdcm::CSAHeader::Write ( std::ostream & os ) const`

## 25.59.5 Friends And Related Function Documentation

25.59.5.1 `std::ostream& operator<< ( std::ostream & os, const CSAHeader & d )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmCSAHeader.h`

## 25.60 gdcm::CSAHeaderDict Class Reference

Class to represent a map of CSAHeaderDictEntry.

```
#include <gdcmCSAHeaderDict.h>
```

## Public Types

- typedef  
MapCSAHeaderDictEntry::const\_iterator ConstIterator
- typedef  
MapCSAHeaderDictEntry::iterator Iterator
- typedef std::set  
< CSAHeaderDictEntry > MapCSAHeaderDictEntry

## Public Member Functions

- CSAHeaderDict ()
- void AddCSAHeaderDictEntry (const CSAHeaderDictEntry &de)
- ConstIterator Begin () const
- ConstIterator End () const
- const CSAHeaderDictEntry & GetCSAHeaderDictEntry (const char \*name) const
- bool IsEmpty () const

## Protected Member Functions

- void LoadDefault ()

## Friends

- class Dicts
- std::ostream & operator<< (std::ostream &\_os, const CSAHeaderDict &\_val)

### 25.60.1 Detailed Description

Class to represent a map of CSAHeaderDictEntry.

Examples:

MrProtocol.cxx.

### 25.60.2 Member Typedef Documentation

25.60.2.1 typedef MapCSAHeaderDictEntry::const\_iterator gdcm::CSAHeaderDict::ConstIterator

25.60.2.2 typedef MapCSAHeaderDictEntry::iterator gdcm::CSAHeaderDict::Iterator

25.60.2.3 typedef std::set<CSAHeaderDictEntry> gdcm::CSAHeaderDict::MapCSAHeaderDictEntry

### 25.60.3 Constructor & Destructor Documentation

25.60.3.1 gdcm::CSAHeaderDict::CSAHeaderDict ( ) [inline]

### 25.60.4 Member Function Documentation

25.60.4.1 void gdcmm::CSAHeaderDict::AddCSAHeaderDictEntry ( const CSAHeaderDictEntry & de ) [inline]

25.60.4.2 ConstIterator gdcmm::CSAHeaderDict::Begin ( ) const [inline]

25.60.4.3 ConstIterator gdcmm::CSAHeaderDict::End ( ) const [inline]

25.60.4.4 const CSAHeaderDictEntry& gdcmm::CSAHeaderDict::GetCSAHeaderDictEntry ( const char \* name ) const [inline]

Examples:

MrProtocol.cxx.

25.60.4.5 bool gdcmm::CSAHeaderDict::IsEmpty ( ) const [inline]

25.60.4.6 void gdcmm::CSAHeaderDict::LoadDefault ( ) [protected]

## 25.60.5 Friends And Related Function Documentation

25.60.5.1 friend class Dicts [friend]

25.60.5.2 std::ostream& operator<< ( std::ostream & \_os, const CSAHeaderDict & \_val ) [friend]

The documentation for this class was generated from the following file:

- gdcmmCSAHeaderDict.h

## 25.61 gdcmm::CSAHeaderDictEntry Class Reference

Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcmm::Tag to the needed information.

```
#include <gdcmmCSAHeaderDictEntry.h>
```

### Public Member Functions

- CSAHeaderDictEntry (const char \*name="", VR const &vr=VR::INVALID, VM const &vm=VM::VM0, const char \*desc="")
- const char \* GetDescription () const  
*Set/Get Description.*
- const char \* GetName () const  
*Set/Get Name.*
- const VM & GetVM () const  
*Set/Get VM.*
- const VR & GetVR () const  
*Set/Get VR.*
- bool operator< (const CSAHeaderDictEntry &entry) const
- void SetDescription (const char \*desc)
- void SetName (const char \*name)

- void SetVM (VM const &vm)
- void SetVR (const VR &vr)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const CSAHeaderDictEntry &\_val)

### 25.61.1 Detailed Description

Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcm::Tag to the needed information.

#### Note

bla TODO FIXME: Need a PublicCSAHeaderDictEntry...indeed CSAHeaderDictEntry has a notion of retired which does not exist in PrivateCSAHeaderDictEntry...

#### See Also

gdcm::Dict

#### Examples:

MrProtocol.cxx.

### 25.61.2 Constructor & Destructor Documentation

25.61.2.1 `gdcm::CSAHeaderDictEntry::CSAHeaderDictEntry ( const char * name = " ", VR const & vr = VR::INVALID, VM const & vm = VM::VM0, const char * desc = " " ) [inline]`

### 25.61.3 Member Function Documentation

25.61.3.1 `const char* gdcm::CSAHeaderDictEntry::GetDescription ( ) const [inline]`

Set/Get Description.

25.61.3.2 `const char* gdcm::CSAHeaderDictEntry::GetName ( ) const [inline]`

Set/Get Name.

Referenced by operator<().

25.61.3.3 `const VM& gdcm::CSAHeaderDictEntry::GetVM ( ) const [inline]`

Set/Get VM.

25.61.3.4 `const VR& gdcm::CSAHeaderDictEntry::GetVR ( ) const [inline]`

Set/Get VR.

25.61.3.5 `bool gdcm::CSAHeaderDictEntry::operator< ( const CSAHeaderDictEntry & entry ) const` `[inline]`

References `GetName()`.

25.61.3.6 `void gdcm::CSAHeaderDictEntry::SetDescription ( const char * desc )` `[inline]`

25.61.3.7 `void gdcm::CSAHeaderDictEntry::SetName ( const char * name )` `[inline]`

25.61.3.8 `void gdcm::CSAHeaderDictEntry::SetVM ( VM const & vm )` `[inline]`

25.61.3.9 `void gdcm::CSAHeaderDictEntry::SetVR ( const VR & vr )` `[inline]`

## 25.61.4 Friends And Related Function Documentation

25.61.4.1 `std::ostream& operator<< ( std::ostream & _os, const CSAHeaderDictEntry & _val )` `[friend]`

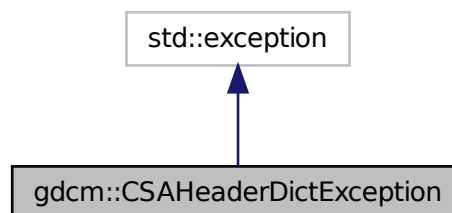
The documentation for this class was generated from the following file:

- `gdcmCSAHeaderDictEntry.h`

## 25.62 gdcm::CSAHeaderDictException Class Reference

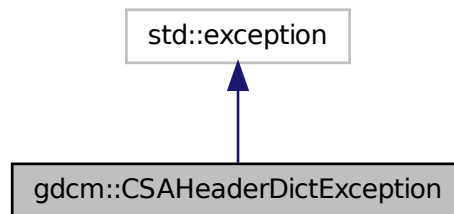
```
#include <gdcmCSAHeaderDict.h>
```

Inheritance diagram for `gdcm::CSAHeaderDictException`:





Collaboration diagram for gdcm::CSAHeaderDictException:



The documentation for this class was generated from the following file:

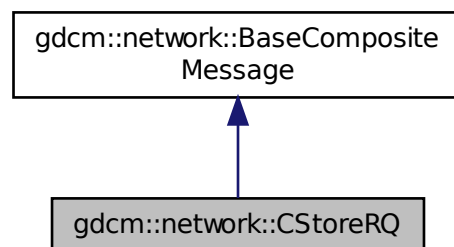
- gdcmCSAHeaderDict.h

## 25.63 gdcm::network::CStoreRQ Class Reference

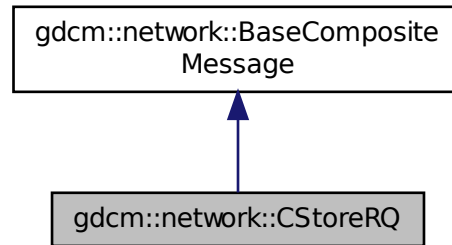
CStoreRQ this file defines the messages for the cecho action.

```
#include <gdcmCStoreMessages.h>
```

Inheritance diagram for gdcm::network::CStoreRQ:



Collaboration diagram for `gdcmm::network::CStoreRQ`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const ULConnection &inConnection, const File &file)`

### 25.63.1 Detailed Description

`CStoreRQ` this file defines the messages for the cecho action.

### 25.63.2 Member Function Documentation

**25.63.2.1** `std::vector<PresentationDataValue> gdcmm::network::CStoreRQ::ConstructPDV ( const ULConnection &inConnection, const File &file )`

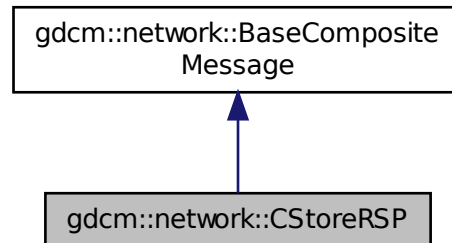
The documentation for this class was generated from the following file:

- `gdcmmCStoreMessages.h`

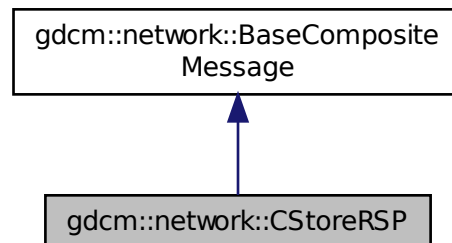
## 25.64 gdcmm::network::CStoreRSP Class Reference

```
#include <gdcmmCStoreMessages.h>
```

Inheritance diagram for gdcmm::network::CStoreRSP:



Collaboration diagram for gdcmm::network::CStoreRSP:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV (const DataSet *inDataSet, const BasePDU *inPC)`

### 25.64.1 Member Function Documentation

**25.64.1.1** `std::vector<PresentationDataValue> gdcmm::network::CStoreRSP::ConstructPDV ( const DataSet * inDataSet, const BasePDU * inPC )`

The documentation for this class was generated from the following file:

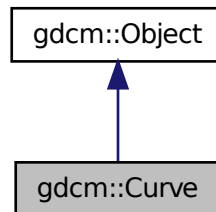
- `gdcmmCStoreMessages.h`

## 25.65 gdcm::Curve Class Reference

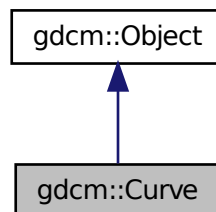
Curve class to handle element 50xx,3000 Curve Data WARNING: This is deprecated and lastly defined in PS 3.3 - 2004.

```
#include <gdcmCurve.h>
```

Inheritance diagram for gdcm::Curve:



Collaboration diagram for gdcm::Curve:



### Public Member Functions

- Curve ()
- Curve (Curve const &ov)
- ~Curve ()
- void Decode (std::istream &is, std::ostream &os)
- void GetAsPoints (float \*array) const
- unsigned short GetDataValueRepresentation () const
- unsigned short GetDimensions () const
- unsigned short GetGroup () const
- unsigned short GetNumberOfPoints () const

- `const char * GetTypeOfData () const`
- `const char * GetTypeOfDataDescription () const`
- `bool IsEmpty () const`
- `void Print (std::ostream &) const`
- `void SetCoordinateStartValue (unsigned short v)`
- `void SetCoordinateStepValue (unsigned short v)`
- `void SetCurve (const char *array, unsigned int length)`
- `void SetCurveDataDescriptor (const uint16_t *values, size_t num)`
- `void SetCurveDescription (const char *curvedescription)`
- `void SetDataValueRepresentation (unsigned short datavaluerepresentation)`
- `void SetDimensions (unsigned short dimensions)`
- `void SetGroup (unsigned short group)`
- `void SetNumberOfPoints (unsigned short numberofpoints)`
- `void SetTypeOfData (const char *typeofdata)`
- `void Update (const DataElement &de)`

### Static Public Member Functions

- `static unsigned int GetNumberOfCurves (DataSet const &ds)`

### Additional Inherited Members

#### 25.65.1 Detailed Description

Curve class to handle element 50xx,3000 Curve Data WARNING: This is deprecated and lastly defined in PS 3.3 - 2004.

Examples:

- `GE_DLX-8-MONO2-Multiframe-Jpeg_Lossless.dcm`
- `GE_DLX-8-MONO2-Multiframe.dcm`
- `gdcmSampleData/Philips_Medical_Images/integriss_HV_5000/xa_integriss.dcm`
- `TOSHIBA-CurveData[1-3].dcm`

#### 25.65.2 Constructor & Destructor Documentation

25.65.2.1 `gdcm::Curve::Curve ( )`

25.65.2.2 `gdcm::Curve::~~Curve ( )`

25.65.2.3 `gdcm::Curve::Curve ( Curve const & ov )`

#### 25.65.3 Member Function Documentation

25.65.3.1 `void gdcm::Curve::Decode ( std::istream & is, std::ostream & os )`

25.65.3.2 `void gdcm::Curve::GetAsPoints ( float * array ) const`

```

25.65.3.3  unsigned short gdcm::Curve::GetDataValueRepresentation ( ) const
25.65.3.4  unsigned short gdcm::Curve::GetDimensions ( ) const
25.65.3.5  unsigned short gdcm::Curve::GetGroup ( ) const
25.65.3.6  static unsigned int gdcm::Curve::GetNumberOfCurves ( DataSet const & ds ) [static]
25.65.3.7  unsigned short gdcm::Curve::GetNumberOfPoints ( ) const
25.65.3.8  const char* gdcm::Curve::GetTypeOfData ( ) const
25.65.3.9  const char* gdcm::Curve::GetTypeOfDataDescription ( ) const
25.65.3.10 bool gdcm::Curve::IsEmpty ( ) const
25.65.3.11 void gdcm::Curve::Print ( std::ostream & ) const [virtual]

```

Reimplemented from gdcm::Object.

```

25.65.3.12 void gdcm::Curve::SetCoordinateStartValue ( unsigned short v )
25.65.3.13 void gdcm::Curve::SetCoordinateStepValue ( unsigned short v )
25.65.3.14 void gdcm::Curve::SetCurve ( const char * array, unsigned int length )
25.65.3.15 void gdcm::Curve::SetCurveDataDescriptor ( const uint16_t * values, size_t num )
25.65.3.16 void gdcm::Curve::SetCurveDescription ( const char * curvedescription )
25.65.3.17 void gdcm::Curve::SetDataValueRepresentation ( unsigned short datavaluerepresentation )
25.65.3.18 void gdcm::Curve::SetDimensions ( unsigned short dimensions )
25.65.3.19 void gdcm::Curve::SetGroup ( unsigned short group )
25.65.3.20 void gdcm::Curve::SetNumberOfPoints ( unsigned short numberofpoints )
25.65.3.21 void gdcm::Curve::SetTypeOfData ( const char * typeofdata )
25.65.3.22 void gdcm::Curve::Update ( const DataElement & de )

```

The documentation for this class was generated from the following file:

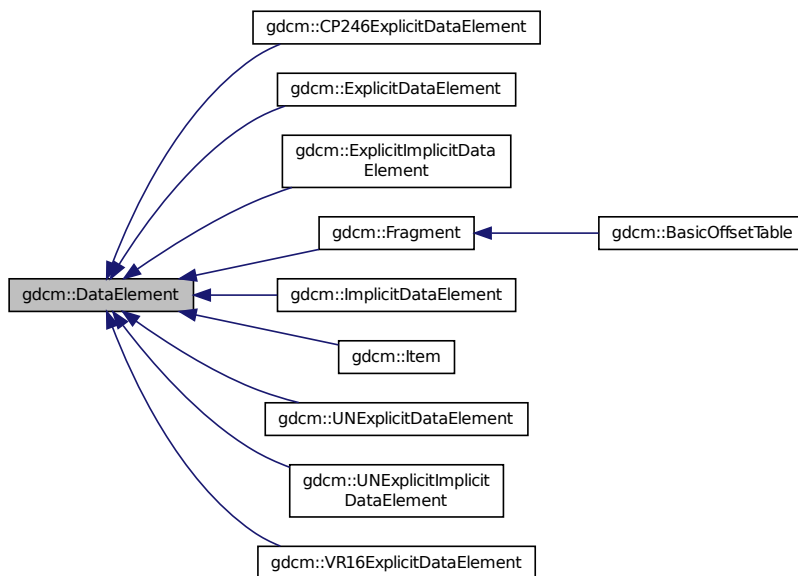
- gdcmCurve.h

## 25.66 gdcm::DataElement Class Reference

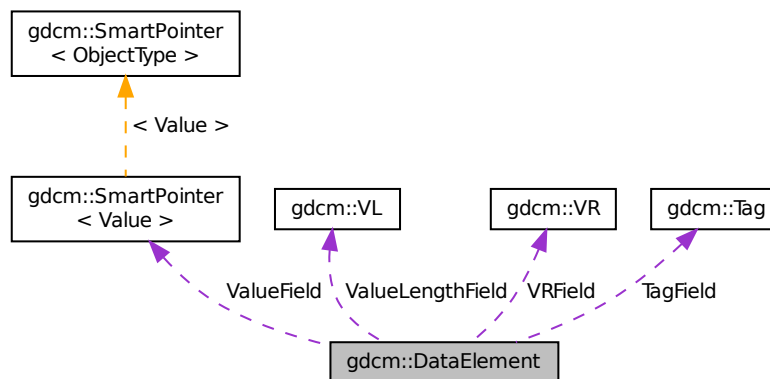
Class to represent a Data Element either Implicit or Explicit.

```
#include <gdcmDataElement.h>
```

Inheritance diagram for gdcM::DataElement:



Collaboration diagram for gdcM::DataElement:



## Public Member Functions

- `DataElement (const Tag &t=Tag(0), const VL &vl=0, const VR &vr=VR::INVALID)`
- `DataElement (const DataElement &_val)`
- `void Clear ()`

*Clear Data Element (make Value empty and invalidate Tag & VR)*

- void Empty ()
  - Make Data Element empty (no Value)*
- const ByteValue \* GetByteValue () const
- template<typename TDE >
  - VL GetLength () const
- const SequenceOfFragments \* GetSequenceOfFragments () const
- const SequenceOfItems \* GetSequenceOfItems () const
- SequenceOfItems \* GetSequenceOfItems ()
- const Tag & GetTag () const
  - Get Tag.*
- Tag & GetTag ()
- Value const & GetValue () const
  - Set/Get Value (bytes array, SQ of items, SQ of fragments):*
- Value & GetValue ()
- SmartPointer< SequenceOfItems > GetValueAsSQ () const
- const VL & GetVL () const
  - Get VL.*
- VL & GetVL ()
- VR const & GetVR () const
- bool IsEmpty () const
  - Check if Data Element is empty.*
- bool IsUndefinedLength () const
  - return if Value Length if of undefined length*
- bool operator< (const DataElement &de) const
- DataElement & operator= (const DataElement &de)
- bool operator== (const DataElement &de) const
- template<typename TDE , typename TSwap >
  - std::istream & Read (std::istream &is)
- template<typename TDE , typename TSwap >
  - std::istream & ReadOrSkip (std::istream &is, std::set< Tag > const &skiptags)
- template<typename TDE , typename TSwap >
  - std::istream & ReadPreValue (std::istream &is, std::set< Tag > const &skiptags)
- template<typename TDE , typename TSwap >
  - std::istream & ReadValue (std::istream &is, std::set< Tag > const &skiptags)
- template<typename TDE , typename TSwap >
  - std::istream & ReadWithLength (std::istream &is, VL &length)
- void SetByteValue (const char \*array, VL length)
- void SetTag (const Tag &t)
- void SetValue (Value const &vl)
- void SetVL (const VL &vl)
- void SetVLToUndefined ()
- void SetVR (VR const &vr)
- template<typename TDE , typename TSwap >
  - const std::ostream & Write (std::ostream &os) const

## Protected Types

- typedef SmartPointer< Value > ValuePtr



## Protected Attributes

- Tag TagField
- ValuePtr ValueField
- VL ValueLengthField
- VR VRField

## Friends

- std::ostream & operator<< (std::ostream &\_os, const DataElement &\_val)

### 25.66.1 Detailed Description

Class to represent a Data Element either Implicit or Explicit.

DATA ELEMENT: A unit of information as defined by a single entry in the data dictionary. An encoded Information Object Definition (IOD) Attribute that is composed of, at a minimum, three fields: a Data Element Tag, a Value Length, and a Value Field. For some specific Transfer Syntaxes, a Data Element also contains a VR Field where the Value Representation of that Data Element is specified explicitly.

Design:

- A DataElement in GDCM always store VL (Value Length) on a 32 bits integer even when VL is 16 bits
- A DataElement always store the VR even for Implicit TS, in which case VR is defaulted to VR::INVALID
- For Item start/end (See 0xfffe tags), Value is NULL

## See Also

ExplicitDataElement ImplicitDataElement

## Examples:

ChangeSequenceUltrasound.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, DiffFile.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, Extract-EncryptedContent.cxx, ExtractIconFromFile.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, gdcmrtionplan.cxx, gdcmrtplan.cxx, GenAllVR.cxx, GenFakelIdentifyFile.cxx, GenFakelImage.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOMDIR.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

### 25.66.2 Member Typedef Documentation

25.66.2.1 `typedef SmartPointer<Value> gdcm::DataElement::ValuePtr` [protected]

### 25.66.3 Constructor & Destructor Documentation

25.66.3.1 `gdcm::DataElement::DataElement ( const Tag & t = Tag ( 0 ), const VL & vl = 0, const VR & vr = VR::INVALID )`  
[inline]

25.66.3.2 `gdcm::DataElement::DataElement ( const DataElement & _val ) [inline]`

## 25.66.4 Member Function Documentation

25.66.4.1 `void gdcm::DataElement::Clear ( ) [inline]`

Clear Data Element (make Value empty and invalidate Tag & VR)

Reimplemented in `gdcm::Item`.

References `gdcm::VR::INVALID`.

Referenced by `gdcm::Item::Clear()`.

25.66.4.2 `void gdcm::DataElement::Empty ( ) [inline]`

Make Data Element empty (no Value)

25.66.4.3 `const ByteValue* gdcm::DataElement::GetByteValue ( ) const [inline]`

Return the Value of DataElement as a ByteValue (if possible)

### Warning

: You need to check for NULL return value

### Examples:

DumpADAC.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, ExtractIconFrom-File.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GetSubSequenceData.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, and rle2img.cxx.

Referenced by `gdcm::operator<<()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`.

25.66.4.4 `template<typename TDE> VL gdcm::DataElement::GetLength ( ) const [inline]`

Reimplemented in `gdcm::Item`, `gdcm::Fragment`, `gdcm::UNExplicitImplicitDataElement`, `gdcm::ExplicitImplicitDataElement`, `gdcm::VR16ExplicitDataElement`, `gdcm::CP246ExplicitDataElement`, `gdcm::ImplicitDataElement`, `gdcm::UNExplicitDataElement`, and `gdcm::ExplicitDataElement`.

25.66.4.5 `const SequenceOfFragments* gdcm::DataElement::GetSequenceOfFragments ( ) const`

Return the Value of DataElement as a Sequence Of Fragments (if possible)

### Warning

: You need to check for NULL return value

### Examples:

FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, and GetJPEGSamplePrecision.cxx.

#### 25.66.4.6 `const SequenceOfItems* gdcm::DataElement::GetSequenceOfItems ( ) const`

Return the Value of DataElement as a Sequence Of Items (if possible)

##### Warning

: You need to check for NULL return value  
 : In some case a Value could not have been recognized as a SequenceOfItems in those case the return of the function will be NULL, while the Value would be a valid SequenceOfItems, in those case prefer GetValueAsSQ. In which case the code internally trigger an assert to warn developer. When in doubt do not use this function and prefer GetValueAsSQ()

**Deprecated** Replaced by DataElement::GetValueAsSQ() as of GDCM 2.2.

#### 25.66.4.7 `SequenceOfItems* gdcm::DataElement::GetSequenceOfItems ( )`

#### 25.66.4.8 `const Tag& gdcm::DataElement::GetTag ( ) const [inline]`

Get Tag.

##### Examples:

DumpGEMSMovieGroup.cxx, DuplicatePCDE.cxx, pmsct\_rgb1.cxx, and rle2img.cxx.

Referenced by `gdcm::CommandDataSet::Insert()`, `gdcm::FileMetaInformation::Insert()`, `gdcm::DataSet::Insert()`, `operator<()`, `gdcm::SequenceOfFragments::Read()`, `gdcm::SequenceOfItems::Read()`, `gdcm::CommandDataSet::Replace()`, `gdcm::FileMetaInformation::Replace()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`.

#### 25.66.4.9 `Tag& gdcm::DataElement::GetTag ( ) [inline]`

#### 25.66.4.10 `Value const& gdcm::DataElement::GetValue ( ) const [inline]`

Set/Get Value (bytes array, SQ of items, SQ of fragments):

##### Examples:

ReadAndDumpDICOMDIR.cxx.

Referenced by `gdcm::DataSet::InsertDataElement()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetFromDataElement()`, and `gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement()`.

#### 25.66.4.11 `Value& gdcm::DataElement::GetValue ( ) [inline]`

#### 25.66.4.12 `SmartPointer<SequenceOfItems> gdcm::DataElement::GetValueAsSQ ( ) const`

Interpret the Value stored in the DataElement. This is more robust (but also more expensive) to call this function rather than the simplest form: `GetSequenceOfItems()` It also return NULL when the Value is NOT of type `SequenceOfItems`

**Warning**

in case `GetSequenceOfItems()` succeed the function return this value, otherwise it creates a new `SequenceOfItems`, you should handle that in your case, for instance: `SmartPointer<SequenceOfItems> sqi = de.GetValueAsSQ();`

**Examples:**

`ChangeSequenceUltrasound.cxx`, `DumpGEMSMovieGroup.cxx`, `ExtractEncryptedContent.cxx`, `gdcmrtionplan.cxx`, `gdcmrtplan.cxx`, `GetSequenceUltrasound.cxx`, `LargeVRDSExplicit.cxx`, and `ReadAndDumpDICOMDIR.cxx`.

**25.66.4.13** `const VL& gdcm::DataElement::GetVL ( ) const` `[inline]`

Get VL.

Referenced by `gdcm::DataSet::InsertDataElement()`, `gdcm::SequenceOfFragments::Read()`, and `gdcm::SequenceOfItems::Read()`.

**25.66.4.14** `VL& gdcm::DataElement::GetVL ( )` `[inline]`

**25.66.4.15** `VR const& gdcm::DataElement::GetVR ( ) const` `[inline]`

Get VR do not set VR::SQ on bytevalue data element

**Examples:**

`DuplicatePCDE.cxx`, and `GenFakeIdentifyFile.cxx`.

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`.

**25.66.4.16** `bool gdcm::DataElement::IsEmpty ( ) const` `[inline]`

Check if Data Element is empty.

**Examples:**

`DumpADAC.cxx`, `DumpGEMSMovieGroup.cxx`, `ELSCINT1WaveToText.cxx`, `FixJAIBugJPEGLS.cxx`, `pmsct_rgb1.cxx`, and `rle2img.cxx`.

Referenced by `gdcm::DataSet::InsertDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet()`.

**25.66.4.17** `bool gdcm::DataElement::IsUndefinedLength ( ) const` `[inline]`

return if Value Length if of undefined length

25.66.4.18 `bool gdcm::DataElement::operator< ( const DataElement & de ) const` `[inline]`

References `GetTag()`.

25.66.4.19 `DataElement& gdcm::DataElement::operator= ( const DataElement & de )` `[inline]`

References `TagField`, `ValueField`, `ValueLengthField`, and `VRField`.

25.66.4.20 `bool gdcm::DataElement::operator== ( const DataElement & de ) const` `[inline]`

References `TagField`, `ValueField`, `ValueLengthField`, and `VRField`.

25.66.4.21 `template<typename TDE , typename TSwap > std::istream& gdcm::DataElement::Read ( std::istream & is )`  
`[inline]`

Reimplemented in `gdcm::Item`, `gdcm::Fragment`, `gdcm::BasicOffsetTable`, `gdcm::UNExplicitImplicitDataElement`, `gdcm::ExplicitImplicitDataElement`, `gdcm::VR16ExplicitDataElement`, `gdcm::CP246ExplicitDataElement`, `gdcm::ImplicitDataElement`, `gdcm::UNExplicitDataElement`, and `gdcm::ExplicitDataElement`.

25.66.4.22 `template<typename TDE , typename TSwap > std::istream& gdcm::DataElement::ReadOrSkip ( std::istream & is, std::set< Tag > const & skiptags )` `[inline]`

25.66.4.23 `template<typename TDE , typename TSwap > std::istream& gdcm::DataElement::ReadPreValue ( std::istream & is, std::set< Tag > const & skiptags )` `[inline]`

25.66.4.24 `template<typename TDE , typename TSwap > std::istream& gdcm::DataElement::ReadValue ( std::istream & is, std::set< Tag > const & skiptags )` `[inline]`

25.66.4.25 `template<typename TDE , typename TSwap > std::istream& gdcm::DataElement::ReadWithLength ( std::istream & is, VL & length )` `[inline]`

Reimplemented in `gdcm::ExplicitImplicitDataElement`, `gdcm::VR16ExplicitDataElement`, `gdcm::CP246ExplicitDataElement`, `gdcm::ImplicitDataElement`, `gdcm::UNExplicitDataElement`, and `gdcm::ExplicitDataElement`.

25.66.4.26 `void gdcm::DataElement::SetByteValue ( const char * array, VL length )` `[inline]`

Set the byte value

#### Warning

user need to read DICOM standard for an understanding of:

- even padding
- \0 vs space padding By default even padding is achieved using \0 regardless of the of VR

#### Examples:

`ChangeSequenceUltrasound.cxx`, `CreateARGBImage.cxx`, `CreateCMYKImage.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, `FixBrokenJ2K.cxx`, `FixJAIBugJPEGLS.cxx`, `GenFakeIdentifyFile.cxx`, `GenFakeImage.cxx`, `GenLongSeqs.cxx`, `GenSeqs.cxx`, `GetSubSequenceData.cxx`, `iU22tomultisc.cxx`, and `StreamImageReaderTest.cxx`.

Referenced by `gdcmm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement()`, `gdcmm::Element< TVR, VM::VM1_n >::GetAsDataElement()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement()`, and `gdcmm::SequenceOfFragments::Read()`.

**25.66.4.27** `void gdcmm::DataElement::SetTag ( const Tag & t ) [inline]`

Set Tag Use with cautious (need to match Part 6)

Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, `GenFakeIdentifyFile.cxx`, and `GetSubSequenceData.cxx`.

**25.66.4.28** `void gdcmm::DataElement::SetValue ( Value const & vl ) [inline]`

Warning

you need to set the `ValueLengthField` explicitly

Examples:

`DuplicatePCDE.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, `FixBrokenJ2K.cxx`, `GenFakeIdentifyFile.cxx`, `GenLongSeqs.cxx`, and `GenSeqs.cxx`.

References `gdcmm::Value::GetLength()`.

**25.66.4.29** `void gdcmm::DataElement::SetVL ( const VL & vl ) [inline]`

Set VL Use with cautious (need to match Part 6), advanced user only

See Also

`SetByteValue`

**25.66.4.30** `void gdcmm::DataElement::SetVLToUndefined ( )`

Examples:

`Fake_Image_Using_Stream_Image_Writer.cxx`, `GenAllIVR.cxx`, `GenFakeIdentifyFile.cxx`, `GenLongSeqs.cxx`, and `GenSeqs.cxx`.

**25.66.4.31** `void gdcmm::DataElement::SetVR ( VR const & vr ) [inline]`

Set VR Use with cautious (need to match Part 6), advanced user only

**Precondition**

vr is a VR::VRALL (not a dual one such as OB\_OW)

**Examples:**

Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetSubSequenceData.cxx, iU22tomultisc.cxx, and StreamImageReader-Test.cxx.

References gdcm::VR::IsVRFile().

Referenced by gdcm::Element< VR::OB, VM::VM1\_n >::GetAsDataElement(), gdcm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement(), gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement(), gdcm::Element< TVR, VM::VM1\_n >::GetAsDataElement(), and gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >::GetAsDataElement().

**25.66.4.32** `template<typename TDE , typename TSwap > const std::ostream& gdcm::DataElement::Write ( std::ostream & os )  
const [inline]`

Reimplemented in gdcm::Item, gdcm::Fragment, gdcm::ImplicitDataElement, and gdcm::ExplicitDataElement.

**25.66.5 Friends And Related Function Documentation**

**25.66.5.1** `std::ostream& operator<< ( std::ostream & _os, const DataElement & _val ) [friend]`

**25.66.6 Member Data Documentation**

**25.66.6.1** `Tag gdcm::DataElement::TagField [protected]`

Referenced by gdcm::operator<<(), operator=(), and operator==().

**25.66.6.2** `ValuePtr gdcm::DataElement::ValueField [protected]`

Referenced by gdcm::operator<<(), operator=(), and operator==().

**25.66.6.3** `VL gdcm::DataElement::ValueLengthField [protected]`

Referenced by gdcm::operator<<(), operator=(), and operator==().

**25.66.6.4** `VR gdcm::DataElement::VRField [protected]`

Referenced by gdcm::operator<<(), operator=(), and operator==().

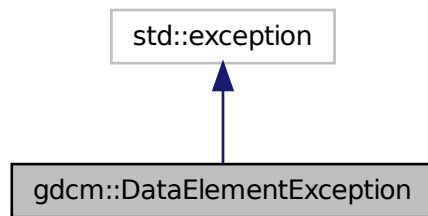
The documentation for this class was generated from the following file:

- gdcmDataElement.h

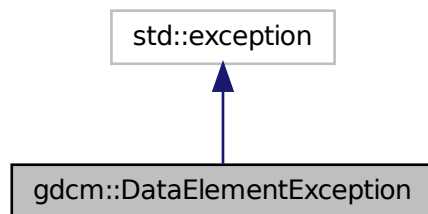
## 25.67 gdcm::DataElementException Class Reference

```
#include <gdcmDataSet.h>
```

Inheritance diagram for `gdcm::DataElementException`:



Collaboration diagram for `gdcm::DataElementException`:



The documentation for this class was generated from the following file:

- `gdcmDataSet.h`

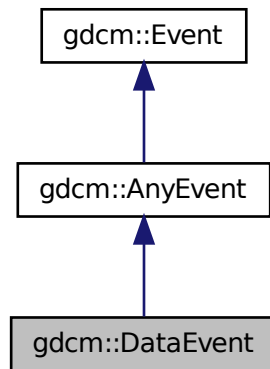
## 25.68 gdcm::DataEvent Class Reference

`DataEvent`.

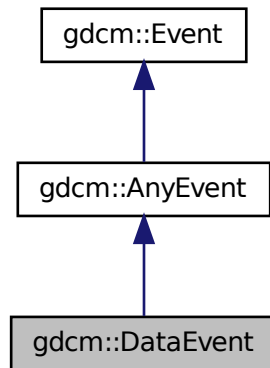
```
#include <gdcmDataEvent.h>
```



Inheritance diagram for gdcm::DataEvent:



Collaboration diagram for gdcm::DataEvent:



### Public Types

- typedef DataEvent Self
- typedef AnyEvent Superclass

### Public Member Functions

- DataEvent (const char \*bytes=0, size\_t len=0)

- DataEvent (const Self &s)
- virtual ~DataEvent ()
- virtual bool CheckEvent (const ::gdcm::Event \*e) const
- const char \* GetData () const
- size\_t GetDataLength () const
- virtual const char \* GetEventName () const
- virtual ::gdcm::Event \* MakeObject () const
- void SetData (const char \*bytes, size\_t len)

### 25.68.1 Detailed Description

DataEvent.

### 25.68.2 Member Typedef Documentation

25.68.2.1 typedef DataEvent gdcm::DataEvent::Self

25.68.2.2 typedef AnyEvent gdcm::DataEvent::Superclass

### 25.68.3 Constructor & Destructor Documentation

25.68.3.1 gdcm::DataEvent::DataEvent ( const char \* bytes = 0, size\_t len = 0 ) [inline]

25.68.3.2 virtual gdcm::DataEvent::~~DataEvent ( ) [inline],[virtual]

25.68.3.3 gdcm::DataEvent::DataEvent ( const Self & s ) [inline]

### 25.68.4 Member Function Documentation

25.68.4.1 virtual bool gdcm::DataEvent::CheckEvent ( const ::gdcm::Event \* e ) const [inline],[virtual]

25.68.4.2 const char\* gdcm::DataEvent::GetData ( ) const [inline]

25.68.4.3 size\_t gdcm::DataEvent::GetDataLength ( ) const [inline]

25.68.4.4 virtual const char\* gdcm::DataEvent::GetEventName ( ) const [inline],[virtual]

Return the StringName associated with the event.

Implements gdcm::Event.

25.68.4.5 virtual ::gdcm::Event\* gdcm::DataEvent::MakeObject ( ) const [inline],[virtual]

Create an Event of this type This method work as a Factory for creating events of each particular type.

Implements gdcm::Event.

25.68.4.6 void gdcm::DataEvent::SetData ( const char \* bytes, size\_t len ) [inline]

The documentation for this class was generated from the following file:

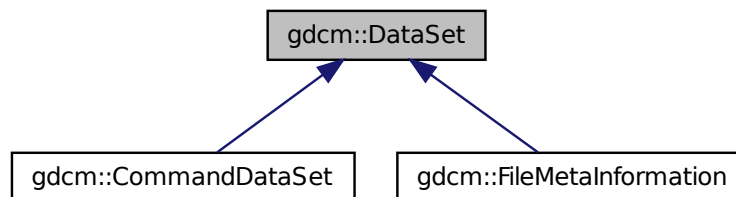
- gdcMDataEvent.h

## 25.69 gdcM::DataSet Class Reference

Class to represent a Data Set (which contains Data Elements) A Data Set represents an instance of a real world Information Object.

```
#include <gdcMDataSet.h>
```

Inheritance diagram for gdcM::DataSet:



### Public Types

- typedef  
DataElementSet::const\_iterator ConstIterator
- typedef std::set< DataElement > DataElementSet
- typedef DataElementSet::iterator Iterator
- typedef DataElementSet::size\_type SizeType

### Public Member Functions

- ConstIterator Begin () const
- Iterator Begin ()
- void Clear ()
- template<typename TDE >  
unsigned int ComputeGroupLength (Tag const &tag) const
- ConstIterator End () const
- Iterator End ()
- bool FindDataElement (const PrivateTag &t) const  
*Look up if private tag 't' is present in the dataset:*
- bool FindDataElement (const Tag &t) const
- const DataElement & FindNextDataElement (const Tag &t) const
- const DataElement & GetDataElement (const Tag &t) const
- const DataElement & GetDataElement (const PrivateTag &t) const  
*Return the dataelement.*
- const DataElementSet & GetDES () const

- DataElementSet & GetDES ()
- template<typename TDE >  
VL GetLength () const
- std::string GetPrivateCreator (const Tag &t) const  
*Return the private creator of the private tag 't':*
- void Insert (const DataElement &de)
- bool IsEmpty () const  
*Returns if the dataset is empty.*
- const DataElement & operator() (uint16\_t group, uint16\_t element) const
- DataSet & operator= (DataSet const &val)
- const DataElement & operator[] (const Tag &t) const
- void Print (std::ostream &os, std::string const &indent="") const
- template<typename TDE , typename TSwap >  
std::istream & Read (std::istream &is)
- template<typename TDE , typename TSwap >  
std::istream & ReadNested (std::istream &is)
- template<typename TDE , typename TSwap >  
std::istream & ReadSelectedTags (std::istream &is, const std::set< Tag > &tags)
- template<typename TDE , typename TSwap >  
std::istream & ReadSelectedTagsWithLength (std::istream &is, const std::set< Tag > &tags, VL &length)
- template<typename TDE , typename TSwap >  
std::istream & ReadUpToTag (std::istream &is, const Tag &t, std::set< Tag > const &skiptags)
- template<typename TDE , typename TSwap >  
std::istream & ReadUpToTagWithLength (std::istream &is, const Tag &t, VL &length)
- template<typename TDE , typename TSwap >  
std::istream & ReadWithLength (std::istream &is, VL &length)
- SizeType Remove (const Tag &tag)  
*Completely remove a dataelement from the dataset.*
- void Replace (const DataElement &de)  
*Replace a dataelement with another one.*
- void ReplaceEmpty (const DataElement &de)  
*Only replace a DICOM attribute when it is missing or empty.*
- SizeType Size () const
- template<typename TDE , typename TSwap >  
std::ostream const & Write (std::ostream &os) const

## Protected Member Functions

- Tag ComputeDataElement (const PrivateTag &t) const
- const DataElement & GetDEEnd () const
- void InsertDataElement (const DataElement &de)

## Friends

- class CSAHeader
- std::ostream & operator<< (std::ostream &\_os, const DataSet &val)

### 25.69.1 Detailed Description

Class to represent a Data Set (which contains Data Elements) A Data Set represents an instance of a real world Information Object.

#### Note

DATA SET: Exchanged information consisting of a structured set of Attribute values directly or indirectly related to Information Objects. The value of each Attribute in a Data Set is expressed as a Data Element. A collection of Data Elements ordered by increasing Data Element Tag number that is an encoding of the values of Attributes of a real world object.

Implementation note. If one do: DataSet ds; ds.SetLength(0); ds.Read(is); setting length to 0 actually means try to read is as if it was a root DataSet. Other value are undefined (nested dataset with undefined length) or defined length (different from 0) means nested dataset with defined length.

#### Warning

a DataSet does not have a Transfer Syntax type, only a File does.

#### Examples:

ChangeSequenceUltrasound.cxx, CreateJPIPDataSet.cxx, csa2img.cxx, DiffFile.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, EncapsulateFileInRawData.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, gdcmrtionplan.cxx, gdcmrtplan.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, HelloWorld.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, MrProtocol.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOMDIR.cxx, ReadAndPrintAttributes.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, rle2img.cxx, SortImage.cxx, StreamImageReaderTest.cxx, and VolumeSorter.cxx.

### 25.69.2 Member Typedef Documentation

25.69.2.1 `typedef DataElementSet::const_iterator gdcm::DataSet::ConstIterator`

25.69.2.2 `typedef std::set<DataElement> gdcm::DataSet::DataElementSet`

25.69.2.3 `typedef DataElementSet::iterator gdcm::DataSet::Iterator`

25.69.2.4 `typedef DataElementSet::size_type gdcm::DataSet::SizeType`

### 25.69.3 Member Function Documentation

25.69.3.1 `ConstIterator gdcm::DataSet::Begin ( ) const [inline]`

#### Examples:

DiffFile.cxx, DumpGEMSMovieGroup.cxx, and DuplicatePCDE.cxx.

25.69.3.2 `Iterator gdcm::DataSet::Begin ( ) [inline]`

25.69.3.3 `void gdcm::DataSet::Clear ( ) [inline]`

Referenced by `gdcm::Item::Read()`.

25.69.3.4 **Tag** `gdcmm::DataSet::ComputeDataElement ( const PrivateTag & t ) const` `[protected]`

25.69.3.5 `template<typename TDE > unsigned int gdcmm::DataSet::ComputeGroupLength ( Tag const & tag ) const` `[inline]`

References `gdcmm::Tag::GetElement()`, and `gdcmm::Tag::GetGroup()`.

25.69.3.6 **ConstIterator** `gdcmm::DataSet::End ( ) const` `[inline]`

Examples:

`DiffFile.cxx`, `DumpGEMSMovieGroup.cxx`, and `DuplicatePCDE.cxx`.

25.69.3.7 **Iterator** `gdcmm::DataSet::End ( )` `[inline]`

25.69.3.8 **bool** `gdcmm::DataSet::FindDataElement ( const PrivateTag & t ) const`

Look up if private tag 't' is present in the dataset:

Examples:

`ChangeSequenceUltrasound.cxx`, `csa2img.cxx`, `DumpADAC.cxx`, `DumpGEMSMovieGroup.cxx`, `ELSCINT1WaveToText.cxx`, `ExtractEncryptedContent.cxx`, `gdcmmrtionplan.cxx`, `gdcmmrtplan.cxx`, `GetSequenceUltrasound.cxx`, `GetSubSequenceData.cxx`, `LargeVRDSExplicit.cxx`, `MrProtocol.cxx`, `pmsct_rgb1.cxx`, `ReadAndDumpDICOMDIR.cxx`, `ReadAndPrintAttributes.cxx`, `ReadGEMSSDO.cxx`, and `rle2img.cxx`.

Referenced by `gdcmm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet()`, and `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet()`.

25.69.3.9 **bool** `gdcmm::DataSet::FindDataElement ( const Tag & t ) const` `[inline]`

25.69.3.10 **const DataElement&** `gdcmm::DataSet::FindNextDataElement ( const Tag & t ) const` `[inline]`

Examples:

`DuplicatePCDE.cxx`.

25.69.3.11 **const DataElement&** `gdcmm::DataSet::GetDataElement ( const Tag & t ) const` `[inline]`

Return the `DataElement` with Tag 't'

Warning

: This only search at the 'root level' of the `DataSet`

Examples:

`ChangeSequenceUltrasound.cxx`, `csa2img.cxx`, `DumpADAC.cxx`, `DumpGEMSMovieGroup.cxx`, `ELSCINT1WaveToText.cxx`, `ExtractEncryptedContent.cxx`, `FixBrokenJ2K.cxx`, `FixJAIBugJPEGLS.cxx`, `gdcmmrtionplan.cxx`, `gdcmmrtplan.cxx`, `GetJPEGSamplePrecision.cxx`, `GetSequenceUltrasound.cxx`, `GetSubSequenceData.cxx`, `i-U22tomultisc.cxx`, `LargeVRDSExplicit.cxx`, `MrProtocol.cxx`, `PatchFile.cxx`, `pmsct_rgb1.cxx`, `ReadAndDumpDICOMDIR.cxx`, `ReadExplicitLengthSQIVR.cxx`, `ReadGEMSSDO.cxx`, and `rle2img.cxx`.

Referenced by `gdcm::Attribute< Group, Element, TVR, TVM >::Set()`, `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::Set()`, `gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet()`, and `gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet()`.

**25.69.3.12** `const DataElement& gdcm::DataSet::GetDataElement ( const PrivateTag & t ) const`

Return the dataelement.

**25.69.3.13** `const DataElement& gdcm::DataSet::GetDEEnd ( ) const` `[protected]`

**25.69.3.14** `const DataElementSet& gdcm::DataSet::GetDES ( ) const` `[inline]`

Examples:

ReadAndDumpDICOMDIR.cxx.

**25.69.3.15** `DataElementSet& gdcm::DataSet::GetDES ( )` `[inline]`

**25.69.3.16** `template<typename TDE> VL gdcm::DataSet::GetLength ( ) const` `[inline]`

**25.69.3.17** `std::string gdcm::DataSet::GetPrivateCreator ( const Tag & t ) const`

Return the private creator of the private tag 't':

Examples:

DuplicatePCDE.cxx.

**25.69.3.18** `void gdcm::DataSet::Insert ( const DataElement & de )` `[inline]`

Insert a DataElement in the DataSet.

Warning

: Tag need to be  $\geq 0x8$  to be considered valid data element

Reimplemented in `gdcm::FileMetaInformation`, and `gdcm::CommandDataSet`.

Examples:

CreateJIPIDDataSet.cxx, DuplicatePCDE.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, and StreamImageReader-Test.cxx.

References `gdcmErrorMacro`, `gdcm::Tag::GetGroup()`, and `gdcm::DataElement::GetTag()`.

**25.69.3.19** `void gdcm::DataSet::InsertDataElement ( const DataElement & de )` `[inline]`, `[protected]`

References `gdcmWarningMacro`, `gdcm::Value::GetLength()`, `gdcm::DataElement::GetValue()`, `gdcm::DataElement::GetVL()`, and `gdcm::DataElement::IsEmpty()`.

25.69.3.20 `bool gdcm::DataSet::IsEmpty ( ) const [inline]`

Returns if the dataset is empty.

Referenced by `gdcm::Item::Read()`.

25.69.3.21 `const DataElement& gdcm::DataSet::operator() ( uint16_t group, uint16_t element ) const [inline]`

25.69.3.22 `DataSet& gdcm::DataSet::operator= ( DataSet const & val ) [inline]`

25.69.3.23 `const DataElement& gdcm::DataSet::operator[] ( const Tag & t ) const [inline]`

25.69.3.24 `void gdcm::DataSet::Print ( std::ostream & os, std::string const & indent = " " ) const [inline]`

Referenced by `gdcm::operator<<()`.

25.69.3.25 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::Read ( std::istream & is )`

Reimplemented in `gdcm::FileMetaInformation`, and `gdcm::CommandDataSet`.

25.69.3.26 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadNested ( std::istream & is )`

25.69.3.27 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadSelectedTags ( std::istream & is,  
const std::set< Tag > & tags )`

25.69.3.28 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadSelectedTagsWithLength (   
std::istream & is, const std::set< Tag > & tags, VL & length )`

25.69.3.29 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadUpToTag ( std::istream & is, const  
Tag & t, std::set< Tag > const & skiptags )`

25.69.3.30 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadUpToTagWithLength ( std::istream &  
is, const Tag & t, VL & length )`

25.69.3.31 `template<typename TDE , typename TSwap > std::istream& gdcm::DataSet::ReadWithLength ( std::istream & is, VL &  
length )`

25.69.3.32 `SizeType gdcm::DataSet::Remove ( const Tag & tag ) [inline]`

Completely remove a dataelement from the dataset.

Examples:

`GenFakeldentifyFile.cxx`, `LargeVRDSExplicit.cxx`, `MergeTwoFiles.cxx`, `pmsct_rgb1.cxx`, and `rle2img.cxx`.

25.69.3.33 `void gdcm::DataSet::Replace ( const DataElement & de ) [inline]`

Replace a dataelement with another one.

Reimplemented in `gdcm::FileMetaInformation`, and `gdcm::CommandDataSet`.



**Examples:**

ChangeSequenceUltrasound.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GenFakeIdentifyFile.cxx, Hello-World.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, and rle2img.cxx.

**25.69.3.34** `void gdcm::DataSet::ReplaceEmpty ( const DataElement & de ) [inline]`

Only replace a DICOM attribute when it is missing or empty.

**25.69.3.35** `SizeType gdcm::DataSet::Size ( ) const [inline]`

**Examples:**

DumpGEMSMovieGroup.cxx.

Referenced by `gdcm::SequenceOfItems::Read()`.

**25.69.3.36** `template<typename TDE , typename TSwap > std::ostream const& gdcm::DataSet::Write ( std::ostream & os ) const`

Reimplemented in `gdcm::FileMetaInformation`, and `gdcm::CommandDataSet`.

**25.69.4 Friends And Related Function Documentation**

**25.69.4.1** `friend class CSAHeader [friend]`

**25.69.4.2** `std::ostream& operator<< ( std::ostream & _os, const DataSet & val ) [friend]`

The documentation for this class was generated from the following file:

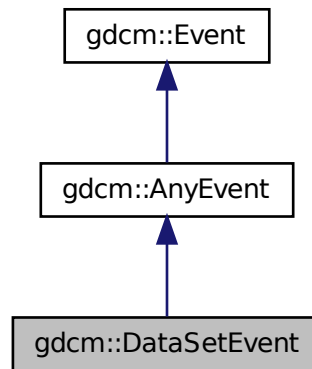
- `gdcmDataSet.h`

**25.70 gdcm::DataSetEvent Class Reference**

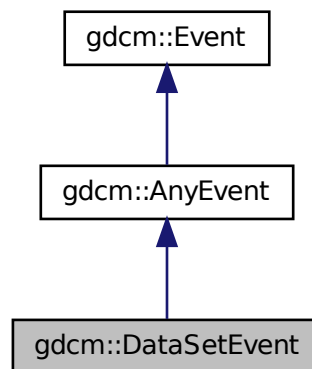
DataSetEvent Special type of event triggered during the DataSet store/move process.

```
#include <gdcmDataSetEvent.h>
```

Inheritance diagram for `gdcm::DataSetEvent`:



Collaboration diagram for `gdcm::DataSetEvent`:



### Public Types

- `typedef DataSetEvent Self`
- `typedef AnyEvent Superclass`

### Public Member Functions

- `DataSetEvent (DataSet const *ds=NULL)`

- DataSetEvent (const Self &s)
- virtual ~DataSetEvent ()
- virtual bool CheckEvent (const ::gdcm::Event \*e) const
- DataSet const & GetDataSet () const
- virtual const char \* GetEventName () const
- virtual ::gdcm::Event \* MakeObject () const

### 25.70.1 Detailed Description

DataSetEvent Special type of event triggered during the DataSet store/move process.

See Also

### 25.70.2 Member Typedef Documentation

25.70.2.1 `typedef DataSetEvent gdcm::DataSetEvent::Self`

25.70.2.2 `typedef AnyEvent gdcm::DataSetEvent::Superclass`

### 25.70.3 Constructor & Destructor Documentation

25.70.3.1 `gdcm::DataSetEvent::DataSetEvent ( DataSet const * ds = NULL ) [inline]`

25.70.3.2 `virtual gdcm::DataSetEvent::~~DataSetEvent ( ) [inline],[virtual]`

25.70.3.3 `gdcm::DataSetEvent::DataSetEvent ( const Self & s ) [inline]`

### 25.70.4 Member Function Documentation

25.70.4.1 `virtual bool gdcm::DataSetEvent::CheckEvent ( const ::gdcm::Event * e ) const [inline],[virtual]`

25.70.4.2 `DataSet const& gdcm::DataSetEvent::GetDataSet ( ) const [inline]`

25.70.4.3 `virtual const char* gdcm::DataSetEvent::GetEventName ( ) const [inline],[virtual]`

Return the StringName associated with the event.

Implements gdcm::Event.

25.70.4.4 `virtual ::gdcm::Event* gdcm::DataSetEvent::MakeObject ( ) const [inline],[virtual]`

Create an Event of this type This method work as a Factory for creating events of each particular type.

Implements gdcm::Event.

The documentation for this class was generated from the following file:

- gdcmDataSetEvent.h

## 25.71 gdcm::DataSetHelper Class Reference

DataSetHelper (internal class, not intended for user level)

```
#include <gdcmDataSetHelper.h>
```

### Static Public Member Functions

- static VR ComputeVR (File const &file, DataSet const &ds, const Tag &tag)

#### 25.71.1 Detailed Description

DataSetHelper (internal class, not intended for user level)

#### 25.71.2 Member Function Documentation

25.71.2.1 static VR `gdcm::DataSetHelper::ComputeVR ( File const & file, DataSet const & ds, const Tag & tag )` [static]

ds -> current dataset, which is not the same as the root dataset return VR::INVALID in case of error

The documentation for this class was generated from the following file:

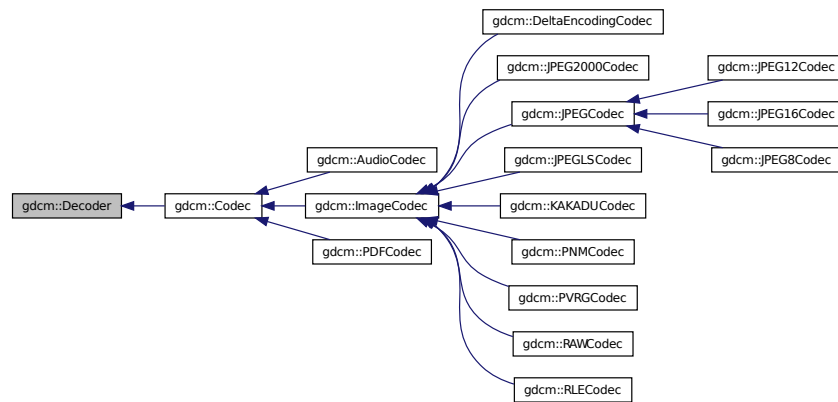
- gdcmDataSetHelper.h

## 25.72 gdcm::Decoder Class Reference

Decoder.

```
#include <gdcmDecoder.h>
```

Inheritance diagram for `gdcm::Decoder`:



## Public Member Functions

- virtual `~Decoder()`
- virtual `bool CanDecode (TransferSyntax const &) const =0`  
*Return whether this decoder support this transfer syntax (can decode it)*
- virtual `bool Decode (DataElement const &is_, DataElement &os)`  
*Decode.*

## Protected Member Functions

- virtual `bool Decode (std::istream &is_, std::ostream &os)`

### 25.72.1 Detailed Description

Decoder.

### 25.72.2 Constructor & Destructor Documentation

25.72.2.1 `virtual gdcm::Decoder::~~Decoder ( ) [inline], [virtual]`

### 25.72.3 Member Function Documentation

25.72.3.1 `virtual bool gdcm::Decoder::CanDecode ( TransferSyntax const & ) const [pure virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Implemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::RLECodec`, `gdcm::ImageCodec`, `gdcm::JPEG2000Codec`, `gdcm::JPEGLSCodec`, `gdcm::PNMCodec`, `gdcm::RAWCodec`, `gdcm::AudioCodec`, `gdcm::PDFCodec`, and `gdcm::KAKADUCodec`.

25.72.3.2 `virtual bool gdcm::Decoder::Decode ( DataElement const &is_, DataElement &os ) [inline], [virtual]`

Decode.

Reimplemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::JPEGLSCodec`, `gdcm::JPEG2000Codec`, `gdcm::RLECodec`, `gdcm::ImageCodec`, `gdcm::DeltaEncodingCodec`, `gdcm::KAKADUCodec`, `gdcm::RAWCodec`, `gdcm::AudioCodec`, and `gdcm::PDFCodec`.

25.72.3.3 `virtual bool gdcm::Decoder::Decode ( std::istream &is_, std::ostream &os ) [inline], [protected], [virtual]`

Reimplemented in `gdcm::JPEGCodec`, `gdcm::JPEG2000Codec`, `gdcm::RLECodec`, `gdcm::ImageCodec`, `gdcm::RAWCodec`, `gdcm::DeltaEncodingCodec`, `gdcm::JPEG12Codec`, `gdcm::JPEG16Codec`, and `gdcm::JPEG8Codec`.

The documentation for this class was generated from the following file:

- `gdcmDecoder.h`

## 25.73 gdcm::DefinedTerms Class Reference

Defined Terms are used when the specified explicit Values may be extended by implementors to include additional new Values. These new Values shall be specified in the Conformance Statement (see PS 3.2) and shall not have the same meaning as currently defined Values in this standard. A Data Element with Defined Terms that does not contain a Value equivalent to one of the Values currently specified in this standard shall not be considered to have an invalid value. Note: Interpretation Type ID (4008,0210) is an example of a Data Element having Defined Terms. It is defined to have a Value that may be one of the set of standard Values; REPORT or AMENDMENT (see PS 3.3). Because this Data Element has Defined Terms other Interpretation Type IDs may be defined by the implementor.

```
#include <gdcmDefinedTerms.h>
```

### Public Member Functions

- DefinedTerms ()

#### 25.73.1 Detailed Description

Defined Terms are used when the specified explicit Values may be extended by implementors to include additional new Values. These new Values shall be specified in the Conformance Statement (see PS 3.2) and shall not have the same meaning as currently defined Values in this standard. A Data Element with Defined Terms that does not contain a Value equivalent to one of the Values currently specified in this standard shall not be considered to have an invalid value. Note: Interpretation Type ID (4008,0210) is an example of a Data Element having Defined Terms. It is defined to have a Value that may be one of the set of standard Values; REPORT or AMENDMENT (see PS 3.3). Because this Data Element has Defined Terms other Interpretation Type IDs may be defined by the implementor.

#### 25.73.2 Constructor & Destructor Documentation

##### 25.73.2.1 gdcm::DefinedTerms::DefinedTerms ( ) [inline]

The documentation for this class was generated from the following file:

- gdcmDefinedTerms.h

## 25.74 gdcm::Defs Class Reference

FIXME I do not like the name 'Defs'.

```
#include <gdcmDefs.h>
```

### Public Member Functions

- Defs ()
- ~Defs ()
- const IOD & GetIODFromFile (const File &file) const
- const IODs & GetIODs () const
- IODs & GetIODs ()
- const Macros & GetMacros () const
- Macros & GetMacros ()

- const Modules & GetModules () const
- Modules & GetModules ()
- Type GetTypeFromTag (const File &file, const Tag &tag) const
- bool IsEmpty () const
- bool Verify (const File &file) const
- bool Verify (const DataSet &ds) const

### Static Public Member Functions

- static const char \* GetIODNameFromMediaStorage (MediaStorage const &ms)

### Protected Member Functions

- void LoadDefaults ()
- void LoadFromFile (const char \*filename)

### Friends

- class Global

## 25.74.1 Detailed Description

FIXME I do not like the name 'Defs'.

#### Note

bla

#### Examples:

GenerateStandardSOPClasses.cxx, and TraverseModules.cxx.

## 25.74.2 Constructor & Destructor Documentation

25.74.2.1 gdcm::Defs::Defs ( )

25.74.2.2 gdcm::Defs::~~Defs ( )

## 25.74.3 Member Function Documentation

25.74.3.1 const IOD& gdcm::Defs::GetIODFromFile ( const File & *file* ) const

25.74.3.2 static const char\* gdcm::Defs::GetIODNameFromMediaStorage ( MediaStorage const & *ms* ) [static]

#### Examples:

GenerateStandardSOPClasses.cxx.

25.74.3.3 `const IODs& gdcM::Defs::GetIODs ( ) const` `[inline]`

25.74.3.4 `IODs& gdcM::Defs::GetIODs ( )` `[inline]`

25.74.3.5 `const Macros& gdcM::Defs::GetMacros ( ) const` `[inline]`

Users should not directly use Macro. Macro are simply a way for DICOM WG to re-use Tables. Macros are conveniently wrapped within Modules. See `gdcM::Module` API directly

25.74.3.6 `Macros& gdcM::Defs::GetMacros ( )` `[inline]`

25.74.3.7 `const Modules& gdcM::Defs::GetModules ( ) const` `[inline]`

25.74.3.8 `Modules& gdcM::Defs::GetModules ( )` `[inline]`

25.74.3.9 `Type gdcM::Defs::GetTypeFromTag ( const File & file, const Tag & tag ) const`

25.74.3.10 `bool gdcM::Defs::IsEmpty ( ) const` `[inline]`

25.74.3.11 `void gdcM::Defs::LoadDefaults ( )` `[protected]`

25.74.3.12 `void gdcM::Defs::LoadFromFile ( const char * filename )` `[protected]`

25.74.3.13 `bool gdcM::Defs::Verify ( const File & file ) const`

25.74.3.14 `bool gdcM::Defs::Verify ( const DataSet & ds ) const`

## 25.74.4 Friends And Related Function Documentation

25.74.4.1 `friend class Global` `[friend]`

The documentation for this class was generated from the following file:

- `gdcMDefs.h`

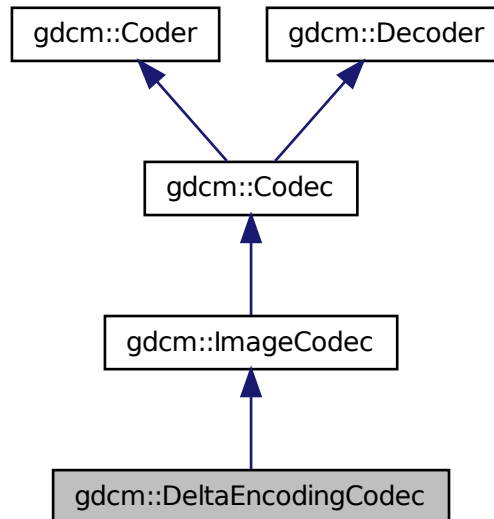
## 25.75 gdcM::DeltaEncodingCodec Class Reference

`DeltaEncodingCodec` compression used by some private vendor.

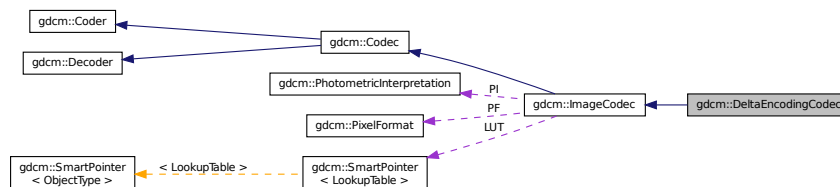
```
#include <gdcMDeltaEncodingCodec.h>
```



Inheritance diagram for gdcm::DeltaEncodingCodec:



Collaboration diagram for gdcm::DeltaEncodingCodec:



## Public Member Functions

- `DeltaEncodingCodec ()`
- `~DeltaEncodingCodec ()`
- `bool CanDecode (TransferSyntax const &ts)`
- `bool Decode (DataElement const &is, DataElement &os)`

*Decode.*

## Protected Member Functions

- `bool Decode (std::istream &is, std::ostream &os)`

## Additional Inherited Members

### 25.75.1 Detailed Description

DeltaEncodingCodec compression used by some private vendor.

### 25.75.2 Constructor & Destructor Documentation

25.75.2.1 `gdcm::DeltaEncodingCodec::DeltaEncodingCodec ( )`

25.75.2.2 `gdcm::DeltaEncodingCodec::~~DeltaEncodingCodec ( )`

### 25.75.3 Member Function Documentation

25.75.3.1 `bool gdcm::DeltaEncodingCodec::CanDecode ( TransferSyntax const & ts )`

25.75.3.2 `bool gdcm::DeltaEncodingCodec::Decode ( DataElement const & is, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::ImageCodec`.

25.75.3.3 `bool gdcm::DeltaEncodingCodec::Decode ( std::istream & is, std::ostream & os )` `[protected]`, `[virtual]`

Reimplemented from `gdcm::ImageCodec`.

The documentation for this class was generated from the following file:

- `gdcmDeltaEncodingCodec.h`

## 25.76 gdcm::DICOMDIR Class Reference

DICOMDIR class.

```
#include <gdcmDICOMDIR.h>
```

### Public Member Functions

- `DICOMDIR ()`
- `DICOMDIR (const FileSet &fs)`

### 25.76.1 Detailed Description

DICOMDIR class.

Structured for handling DICOMDIR

## 25.76.2 Constructor & Destructor Documentation

25.76.2.1 `gdcm::DICOMDIR::DICOMDIR ( )` `[inline]`

25.76.2.2 `gdcm::DICOMDIR::DICOMDIR ( const FileSet & fs )` `[inline]`

The documentation for this class was generated from the following file:

- `gdcmDICOMDIR.h`

## 25.77 gdcm::DICOMDIRGenerator Class Reference

DICOMDIRGenerator class This is a STD-GEN-CD DICOMDIR generator. ref: PS 3.11-2008 Annex D (Normative) - General Purpose CD-R and DVD Interchange Profiles.

```
#include <gdcmDICOMDIRGenerator.h>
```

### Public Types

- `typedef Directory::FileNamesType FileNamesType`
- `typedef Directory::FilenameType FilenameType`

### Public Member Functions

- `DICOMDIRGenerator ()`
- `~DICOMDIRGenerator ()`
- `bool Generate ()`  
*Main function to generate the DICOMDIR.*
- `File & GetFile ()`
- `void SetDescriptor (const char *d)`
- `void SetFile (const File &f)`  
*Set/Get file. The DICOMDIR file will be valid once a call to Generate has been done.*
- `void SetFileNames (FileNamesType const &fns)`  
*Set the list of filenames from which the DICOMDIR should be generated from.*
- `void SetRootDirectory (FilenameType const &root)`  
*Set the root directory from which the filenames should be considered.*

### Protected Member Functions

- `bool AddImageDirectoryRecord ()`
- `bool AddPatientDirectoryRecord ()`
- `bool AddSeriesDirectoryRecord ()`
- `bool AddStudyDirectoryRecord ()`
- `Scanner & GetScanner ()`

### 25.77.1 Detailed Description

DICOMDIRGenerator class This is a STD-GEN-CD DICOMDIR generator. ref: PS 3.11-2008 Annex D (Normative) - General Purpose CD-R and DVD Interchange Profiles.

#### Note

PS 3.11 - 2008 / D.3.2 Physical Medium And Medium Format The STD-GEN-CD and STD-GEN-SEC-CD application profiles require the 120 mm CD-R physical medium with the ISO/IEC 9660 Media Format, as defined in PS3.12. See also PS 3.12 - 2008 / Annex F 120mm CD-R Medium (Normative) and PS 3.10 - 2008 / 8 DICOM File Service / 8.1 FILE-SET

#### Warning

: PS 3.11 - 2008 / D.3.1 SOP Classes and Transfer Syntaxes Composite Image & Stand-alone Storage are required to be stored as Explicit VR Little Endian Uncompressed (1.2.840.10008.1.2.1). When a DICOM file is found using another Transfer Syntax the generator will simply stops.

- Input files should be Explicit VR Little Endian
- filenames should be valid VR::CS value (16 bytes, upper case ...)

**Bug** : There is a current limitation of not handling Referenced SOP Class UID / Referenced SOP Instance UID simply because the gdcm::Scanner does not allow us See PS 3.11 / Table D.3-2 STD-GEN Additional DICOMDIR Keys

### 25.77.2 Member Typedef Documentation

25.77.2.1 `typedef Directory::FileNamesType gdcm::DICOMDIRGenerator::FileNamesType`

25.77.2.2 `typedef Directory::FilenameType gdcm::DICOMDIRGenerator::FilenameType`

### 25.77.3 Constructor & Destructor Documentation

25.77.3.1 `gdcm::DICOMDIRGenerator::DICOMDIRGenerator ( )`

25.77.3.2 `gdcm::DICOMDIRGenerator::~~DICOMDIRGenerator ( )`

### 25.77.4 Member Function Documentation

25.77.4.1 `bool gdcm::DICOMDIRGenerator::AddImageDirectoryRecord ( )` [protected]

25.77.4.2 `bool gdcm::DICOMDIRGenerator::AddPatientDirectoryRecord ( )` [protected]

25.77.4.3 `bool gdcm::DICOMDIRGenerator::AddSeriesDirectoryRecord ( )` [protected]

25.77.4.4 `bool gdcm::DICOMDIRGenerator::AddStudyDirectoryRecord ( )` [protected]

25.77.4.5 `bool gdcm::DICOMDIRGenerator::Generate ( )`

Main function to generate the DICOMDIR.

25.77.4.6 **File** & gdcm::DICOMDIRGenerator::GetFile ( )

25.77.4.7 **Scanner** & gdcm::DICOMDIRGenerator::GetScanner ( ) [protected]

25.77.4.8 void gdcm::DICOMDIRGenerator::SetDescriptor ( const char \* *d* )

Set the File Set ID.

#### Warning

this need to be a valid VR::CS value

25.77.4.9 void gdcm::DICOMDIRGenerator::SetFile ( const File & *f* )

Set/Get file. The DICOMDIR file will be valid once a call to Generate has been done.

25.77.4.10 void gdcm::DICOMDIRGenerator::SetFilenames ( FileNamesType const & *fns* )

Set the list of filenames from which the DICOMDIR should be generated from.

25.77.4.11 void gdcm::DICOMDIRGenerator::SetRootDirectory ( FilenameType const & *root* )

Set the root directory from which the filenames should be considered.

The documentation for this class was generated from the following file:

- gdcmDICOMDIRGenerator.h

## 25.78 gdcm::Dict Class Reference

Class to represent a map of DictEntry.

```
#include <gdcmDict.h>
```

### Public Types

- typedef MapDictEntry::const\_iterator ConstIterator
- typedef MapDictEntry::iterator Iterator
- typedef std::map< Tag, DictEntry > MapDictEntry

### Public Member Functions

- Dict ()
- void AddDictEntry (const Tag &tag, const DictEntry &de)
- ConstIterator Begin () const
- ConstIterator End () const
- const DictEntry & GetDictEntry (const Tag &tag) const

- `const DictEntry & GetDictEntryByKeyword (const char *keyword, Tag &tag) const`
- `const DictEntry & GetDictEntryByName (const char *name, Tag &tag) const`
- `const char * GetKeywordFromTag (Tag const &tag) const`  
*Function to return the Keyword from a Tag.*
- `bool IsEmpty () const`

## Protected Member Functions

- `void LoadDefault ()`

## Friends

- `class Dicts`
- `std::ostream & operator<< (std::ostream &_os, const Dict &_val)`

### 25.78.1 Detailed Description

Class to represent a map of DictEntry.

#### Note

bla TODO FIXME: For Element == 0x0 need to return Name = Group Length ValueRepresentation = UL Value-Multiplicity = 1

#### Examples:

GenAllVR.cxx, GenFakeIdentifyFile.cxx, PublicDict.cxx, and ReadAndPrintAttributes.cxx.

### 25.78.2 Member Typedef Documentation

25.78.2.1 `typedef MapDictEntry::const_iterator gdcmm::Dict::ConstIterator`

25.78.2.2 `typedef MapDictEntry::iterator gdcmm::Dict::Iterator`

25.78.2.3 `typedef std::map<Tag, DictEntry> gdcmm::Dict::MapDictEntry`

### 25.78.3 Constructor & Destructor Documentation

25.78.3.1 `gdcmm::Dict::Dict ( ) [inline]`

### 25.78.4 Member Function Documentation

25.78.4.1 `void gdcmm::Dict::AddDictEntry ( const Tag &tag, const DictEntry &de ) [inline]`

25.78.4.2 `ConstIterator gdcmm::Dict::Begin ( ) const [inline]`

#### Examples:

GenAllVR.cxx, and GenFakeIdentifyFile.cxx.

25.78.4.3 `ConstIterator gdcmm::Dict::End ( ) const [inline]`

Examples:

GenAllVR.cxx, and GenFakeIdentifyFile.cxx.

25.78.4.4 `const DictEntry& gdcmm::Dict::GetDictEntry ( const Tag & tag ) const [inline]`

Examples:

GenFakeIdentifyFile.cxx, and PublicDict.cxx.

25.78.4.5 `const DictEntry& gdcmm::Dict::GetDictEntryByKeyword ( const char * keyword, Tag & tag ) const [inline]`

Lookup DictEntry by keyword. Even if DICOM standard defines keyword as being unique. The lookup table is built on Tag. Therefore looking up a DictEntry by Keyword is more inefficient than looking up by Tag.

25.78.4.6 `const DictEntry& gdcmm::Dict::GetDictEntryByName ( const char * name, Tag & tag ) const [inline]`

Inefficient way of looking up tag by name. Technically DICOM does not guarantee uniqueness (and Curve / Overlay are there to prove it). But most of the time name is in fact unique and can be uniquely link to a tag

Examples:

ReadAndPrintAttributes.cxx.

25.78.4.7 `const char* gdcmm::Dict::GetKeywordFromTag ( Tag const & tag ) const [inline]`

Function to return the Keyword from a Tag.

25.78.4.8 `bool gdcmm::Dict::IsEmpty ( ) const [inline]`

Referenced by gdcmm::Dicts::IsEmpty().

25.78.4.9 `void gdcmm::Dict::LoadDefault ( ) [protected]`

## 25.78.5 Friends And Related Function Documentation

25.78.5.1 `friend class Dicts [friend]`

25.78.5.2 `std::ostream& operator<< ( std::ostream & os, const Dict & val ) [friend]`

The documentation for this class was generated from the following file:

- gdcmmDict.h

## 25.79 gdcm::DictConverter Class Reference

Class to convert a .dic file into something else:

```
#include <gdcmDictConverter.h>
```

### Public Types

- enum OutputTypes {  
    DICT\_DEFAULT = 0,  
    DICT\_DEBUG,  
    DICT\_XML }

### Public Member Functions

- DictConverter ()
- ~DictConverter ()
- void Convert ()
- const std::string & GetDictName () const
- const std::string & GetInputFilename () const
- const std::string & GetOutputFilename () const
- int GetOutputType () const
- void SetDictName (const char \*name)
- void SetInputFileName (const char \*filename)
- void SetOutputFileName (const char \*filename)
- void SetOutputType (int type)

### Static Public Member Functions

- static bool Readuint16 (const char \*raw, uint16\_t &ov)
- static bool ReadVM (const char \*raw, VM::VMType &type)
- static bool ReadVR (const char \*raw, VR::VRType &type)

### Protected Member Functions

- void AddGroupLength ()
- bool ConvertToCXX (const char \*raw, std::string &cxx)
- bool ConvertToXML (const char \*raw, std::string &cxx)
- void WriteFooter ()
- void WriteHeader ()

#### 25.79.1 Detailed Description

Class to convert a .dic file into something else:

- CXX code : embeded dict into shared lib (DICT\_DEFAULT)
- Debug mode (DICT\_DEBUG)
- XML dict (DICT\_XML)



Note

## 25.79.2 Member Enumeration Documentation

### 25.79.2.1 enum gdcm::DictConverter::OutputTypes

Enumerator:

***DICT\_DEFAULT***

***DICT\_DEBUG***

***DICT\_XML***

## 25.79.3 Constructor & Destructor Documentation

25.79.3.1 gdcm::DictConverter::DictConverter ( )

25.79.3.2 gdcm::DictConverter::~~DictConverter ( )

## 25.79.4 Member Function Documentation

25.79.4.1 void gdcm::DictConverter::AddGroupLength ( ) [protected]

25.79.4.2 void gdcm::DictConverter::Convert ( )

25.79.4.3 bool gdcm::DictConverter::ConvertToCXX ( const char \* raw, std::string & cxx ) [protected]

25.79.4.4 bool gdcm::DictConverter::ConvertToXML ( const char \* raw, std::string & cxx ) [protected]

25.79.4.5 const std::string& gdcm::DictConverter::GetDictName ( ) const

25.79.4.6 const std::string& gdcm::DictConverter::GetInputFilename ( ) const

25.79.4.7 const std::string& gdcm::DictConverter::GetOutputFilename ( ) const

25.79.4.8 int gdcm::DictConverter::GetOutputType ( ) const [inline]

25.79.4.9 static bool gdcm::DictConverter::Readuint16 ( const char \* raw, uint16\_t & ov ) [static]

25.79.4.10 static bool gdcm::DictConverter::ReadVM ( const char \* raw, VM::VMType & type ) [static]

25.79.4.11 static bool gdcm::DictConverter::ReadVR ( const char \* raw, VR::VRType & type ) [static]

25.79.4.12 void gdcm::DictConverter::SetDictName ( const char \* name )

25.79.4.13 void gdcm::DictConverter::SetInputFileName ( const char \* filename )

25.79.4.14 void gdcm::DictConverter::SetOutputFileName ( const char \* filename )

25.79.4.15 void gdcm::DictConverter::SetOutputType ( int type ) [inline]

25.79.4.16 void gdcmmDictConverter::WriteFooter ( ) [protected]

25.79.4.17 void gdcmmDictConverter::WriteHeader ( ) [protected]

The documentation for this class was generated from the following file:

- gdcmmDictConverter.h

## 25.80 gdcmmDictEntry Class Reference

Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcmmTag to the needed information.

```
#include <gdcmmDictEntry.h>
```

### Public Member Functions

- DictEntry (const char \*name="", const char \*keyword="", VR const &vr=VR::INVALID, VM const &vm=VM::VM0, bool ret=false)
- const char \* GetKeyword () const  
*same as GetName but without spaces...*
- const char \* GetName () const  
*Set/Get Name.*
- bool GetRetired () const  
*Set/Get Retired flag.*
- const VM & GetVM () const  
*Set/Get VM.*
- const VR & GetVR () const  
*Set/Get VR.*
- bool IsUnique () const
- void SetElementXX (bool v)  
*Set whether element is shared in multiple elements (Source Image IDs typically)*
- void SetGroupXX (bool v)  
*Set whether element is shared in multiple groups (Curve/Overlay typically)*
- void SetKeyword (const char \*keyword)
- void SetName (const char \*name)
- void SetRetired (bool retired)
- void SetVM (VM const &vm)
- void SetVR (const VR &vr)

### Friends

- std::ostream & operator<< (std::ostream &\_os, const DictEntry &\_val)

### 25.80.1 Detailed Description

Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcmm::Tag to the needed information.

#### Note

bla TODO FIXME: Need a PublicDictEntry...indeed DictEntry has a notion of retired which does not exist in PrivateDictEntry...

#### See Also

gdcmm::Dict

#### Examples:

GenAllVR.cxx, GenFakeldentifyFile.cxx, PublicDict.cxx, and TraverseModules.cxx.

### 25.80.2 Constructor & Destructor Documentation

25.80.2.1 `gdcmm::DictEntry::DictEntry ( const char * name = " ", const char * keyword = " ", VR const & vr = VR::INVALID, VM const & vm = VM::VMO, bool ret = false ) [inline]`

### 25.80.3 Member Function Documentation

25.80.3.1 `const char* gdcmm::DictEntry::GetKeyword ( ) const [inline]`

same as GetName but without spaces...

25.80.3.2 `const char* gdcmm::DictEntry::GetName ( ) const [inline]`

Set/Get Name.

Referenced by gdcmm::PrivateDict::PrintXML().

25.80.3.3 `bool gdcmm::DictEntry::GetRetired ( ) const [inline]`

Set/Get Retired flag.

#### Examples:

GenAllVR.cxx.

25.80.3.4 `const VM& gdcmm::DictEntry::GetVM ( ) const [inline]`

Set/Get VM.

Referenced by gdcmm::PrivateDict::AddDictEntry(), and gdcmm::PrivateDict::PrintXML().

**25.80.3.5** `const VR& gdcM::DictEntry::GetVR ( ) const` `[inline]`

Set/Get VR.

Examples:

GenAllVR.cxx, and GenFakeIdentifyFile.cxx.

Referenced by `gdcM::PrivateDict::AddDictEntry()`, and `gdcM::PrivateDict::PrintXML()`.

**25.80.3.6** `bool gdcM::DictEntry::IsUnique ( ) const` `[inline]`

Return whether the name of the DataElement can be considered to be unique. As of 2008 all elements name were unique (except the explicitly 'XX' ones)

**25.80.3.7** `void gdcM::DictEntry::SetElementXX ( bool v )` `[inline]`

Set whether element is shared in multiple elements (Source Image IDs typically)

**25.80.3.8** `void gdcM::DictEntry::SetGroupXX ( bool v )` `[inline]`

Set whether element is shared in multiple groups (Curve/Overlay typically)

**25.80.3.9** `void gdcM::DictEntry::SetKeyword ( const char * keyword )` `[inline]`

**25.80.3.10** `void gdcM::DictEntry::SetName ( const char * name )` `[inline]`

**25.80.3.11** `void gdcM::DictEntry::SetRetired ( bool retired )` `[inline]`

**25.80.3.12** `void gdcM::DictEntry::SetVM ( VM const & vm )` `[inline]`

**25.80.3.13** `void gdcM::DictEntry::SetVR ( const VR & vr )` `[inline]`

Referenced by `gdcM::PrivateDict::AddDictEntry()`.

## 25.80.4 Friends And Related Function Documentation

**25.80.4.1** `std::ostream& operator<< ( std::ostream & _os, const DictEntry & _val )` `[friend]`

The documentation for this class was generated from the following file:

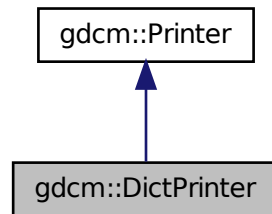
- `gdcMDictEntry.h`

## 25.81 gdcM::DictPrinter Class Reference

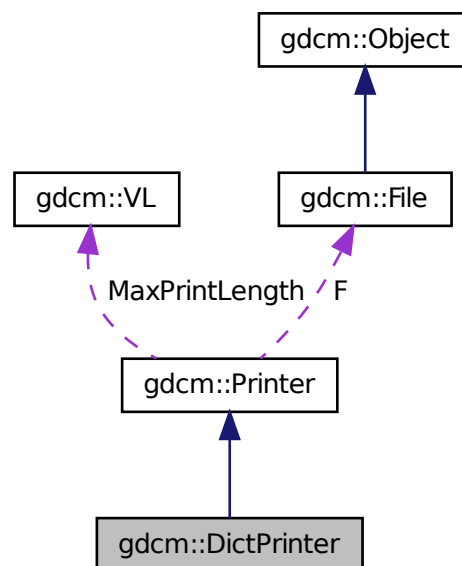
DictPrinter class.

```
#include <gdcMDictPrinter.h>
```

Inheritance diagram for gdcmm::DictPrinter:



Collaboration diagram for gdcmm::DictPrinter:



## Public Member Functions

- DictPrinter ()
- ~DictPrinter ()
- void Print (std::ostream &os)

*Print.*

## Protected Member Functions

- void PrintDataElement2 (std::ostream &os, const DataSet &ds, const DataElement &ide)
- void PrintDataSet2 (std::ostream &os, const DataSet &ds)

## Additional Inherited Members

### 25.81.1 Detailed Description

DictPrinter class.

### 25.81.2 Constructor & Destructor Documentation

25.81.2.1 gdcmm::DictPrinter::DictPrinter ( )

25.81.2.2 gdcmm::DictPrinter::~~DictPrinter ( )

### 25.81.3 Member Function Documentation

25.81.3.1 void gdcmm::DictPrinter::Print ( std::ostream & os )

Print.

Reimplemented from gdcmm::Printer.

25.81.3.2 void gdcmm::DictPrinter::PrintDataElement2 ( std::ostream & os, const DataSet & ds, const DataElement & ide )  
[protected]

25.81.3.3 void gdcmm::DictPrinter::PrintDataSet2 ( std::ostream & os, const DataSet & ds ) [protected]

The documentation for this class was generated from the following file:

- gdcmmDictPrinter.h

## 25.82 gdcmm::Dicts Class Reference

Class to manipulate the sum of knowledge (all the dict user load)

```
#include <gdcmmDicts.h>
```

## Public Member Functions

- Dicts ()
- ~Dicts ()
- const CSAHeaderDict & GetCSAHeaderDict () const
- const DictEntry & GetDictEntry (const Tag &tag, const char \*owner=NULL) const
- const DictEntry & GetDictEntry (const PrivateTag &tag) const
- const PrivateDict & GetPrivateDict () const
- PrivateDict & GetPrivateDict ()

- const Dict & GetPublicDict () const
- bool IsEmpty () const

### Protected Types

- enum ConstructorType {  
    PHILIPS,  
    GEMS,  
    SIEMENS }

### Protected Member Functions

- void LoadDefaults ()

### Static Protected Member Functions

- static const char \* GetConstructorString (ConstructorType type)

### Friends

- class Global
- std::ostream & operator<< (std::ostream &\_os, const Dicts &d)

## 25.82.1 Detailed Description

Class to manipulate the sum of knowledge (all the dict user load)

#### Note

bla

#### Examples:

GenAllVR.cxx, GenFakeIdentifyFile.cxx, PublicDict.cxx, ReadAndPrintAttributes.cxx, and TraverseModules.cxx.

## 25.82.2 Member Enumeration Documentation

### 25.82.2.1 enum gdcmm::Dicts::ConstructorType [protected]

Enumerator:

**PHILIPS**

**GEMS**

**SIEMENS**

### 25.82.3 Constructor & Destructor Documentation

25.82.3.1 `gdcmm::Dicts::Dicts ( )`

25.82.3.2 `gdcmm::Dicts::~~Dicts ( )`

### 25.82.4 Member Function Documentation

25.82.4.1 `static const char* gdcmm::Dicts::GetConstructorString ( ConstructorType type )` `[static]`, `[protected]`

25.82.4.2 `const CSAHeaderDict& gdcmm::Dicts::GetCSAHeaderDict ( ) const`

Examples:

MrProtocol.cxx.

25.82.4.3 `const DictEntry& gdcmm::Dicts::GetDictEntry ( const Tag & tag, const char * owner = NULL ) const`

works for both public and private dicts: owner is null for public dict

Warning

owner need to be set to appropriate owner for call to work. see

Examples:

PublicDict.cxx.

25.82.4.4 `const DictEntry& gdcmm::Dicts::GetDictEntry ( const PrivateTag & tag ) const`

25.82.4.5 `const PrivateDict& gdcmm::Dicts::GetPrivateDict ( ) const`

25.82.4.6 `PrivateDict& gdcmm::Dicts::GetPrivateDict ( )`

25.82.4.7 `const Dict& gdcmm::Dicts::GetPublicDict ( ) const`

Examples:

GenAllVR.cxx, GenFakeIdentifyFile.cxx, PublicDict.cxx, and ReadAndPrintAttributes.cxx.

25.82.4.8 `bool gdcmm::Dicts::IsEmpty ( ) const` `[inline]`

References `gdcmm::Dict::IsEmpty()`.

25.82.4.9 `void gdcmm::Dicts::LoadDefaults ( )` `[protected]`

### 25.82.5 Friends And Related Function Documentation

25.82.5.1 `friend class Global` `[friend]`



25.82.5.2 `std::ostream& operator<< ( std::ostream & _os, const Dicts & d ) [friend]`

The documentation for this class was generated from the following file:

- `gdcmDicts.h`

## 25.83 gdcm::network::DIMSE Class Reference

DIMSE PS 3.7 - 2009 Annex E Command Dictionary (Normative) E.1 REGISTRY OF DICOM COMMAND ELEMENTS  
Table E.1-1 COMMAND FIELDS (PART 1)

```
#include <gdcmDIMSE.h>
```

### Public Types

- `enum CommandTypes {`  
`C_STORE_RQ = 0x0001,`  
`C_STORE_RSP = 0x8001,`  
`C_GET_RQ = 0x0010,`  
`C_GET_RSP = 0x8010,`  
`C_FIND_RQ = 0x0020,`  
`C_FIND_RSP = 0x8020,`  
`C_MOVE_RQ = 0x0021,`  
`C_MOVE_RSP = 0x8021,`  
`C_ECHO_RQ = 0x0030,`  
`C_ECHO_RSP = 0x8030,`  
`N_EVENT_REPORT_RQ = 0x0100,`  
`N_EVENT_REPORT_RSP = 0x8100,`  
`N_GET_RQ = 0x0110,`  
`N_GET_RSP = 0x8110,`  
`N_SET_RQ = 0x0120,`  
`N_SET_RSP = 0x8120,`  
`N_ACTION_RQ = 0x0130,`  
`N_ACTION_RSP = 0x8130,`  
`N_CREATE_RQ = 0x0140,`  
`N_CREATE_RSP = 0x8140,`  
`N_DELETE_RQ = 0x0150,`  
`N_DELETE_RSP = 0x8150,`  
`C_CANCEL_RQ = 0x0FFF }`

### 25.83.1 Detailed Description

DIMSE PS 3.7 - 2009 Annex E Command Dictionary (Normative) E.1 REGISTRY OF DICOM COMMAND ELEMENTS  
Table E.1-1 COMMAND FIELDS (PART 1)

### 25.83.2 Member Enumeration Documentation

## 25.83.2.1 enum gdcm::network::DIMSE::CommandTypes

Enumerator:

**C\_STORE\_RQ**  
**C\_STORE\_RSP**  
**C\_GET\_RQ**  
**C\_GET\_RSP**  
**C\_FIND\_RQ**  
**C\_FIND\_RSP**  
**C\_MOVE\_RQ**  
**C\_MOVE\_RSP**  
**C\_ECHO\_RQ**  
**C\_ECHO\_RSP**  
**N\_EVENT\_REPORT\_RQ**  
**N\_EVENT\_REPORT\_RSP**  
**N\_GET\_RQ**  
**N\_GET\_RSP**  
**N\_SET\_RQ**  
**N\_SET\_RSP**  
**N\_ACTION\_RQ**  
**N\_ACTION\_RSP**  
**N\_CREATE\_RQ**  
**N\_CREATE\_RSP**  
**N\_DELETE\_RQ**  
**N\_DELETE\_RSP**  
**C\_CANCEL\_RQ**

The documentation for this class was generated from the following file:

- gdcmDIMSE.h

## 25.84 gdcm::DirectionCosines Class Reference

class to handle DirectionCosines

```
#include <gdcmDirectionCosines.h>
```

### Public Member Functions

- DirectionCosines ()
- DirectionCosines (const double dircos[6])
- ~DirectionCosines ()
- double ComputeDistAlongNormal (const double ipp[3]) const  
*Compute the distance along the normal.*

- void Cross (double z[3]) const  
*Compute Cross product.*
- double CrossDot (DirectionCosines const &dc) const  
*Compute the Dot product of the two cross vector of both DirectionCosines object.*
- double Dot () const  
*Compute Dot.*
- bool IsValid () const  
*Return whether or not this is a valid direction cosines.*
- void Normalize ()  
*Normalize in-place.*
- operator const double \* () const  
*Make the class behave like a const double \*.*
- void Print (std::ostream &) const  
*Print.*
- bool SetFromString (const char \*str)

### 25.84.1 Detailed Description

class to handle DirectionCosines

Examples:

DiscriminateVolume.cxx.

### 25.84.2 Constructor & Destructor Documentation

25.84.2.1 gdcm::DirectionCosines::DirectionCosines ( )

25.84.2.2 gdcm::DirectionCosines::DirectionCosines ( const double *dircos*[6] )

25.84.2.3 gdcm::DirectionCosines::~~DirectionCosines ( )

### 25.84.3 Member Function Documentation

25.84.3.1 double gdcm::DirectionCosines::ComputeDistAlongNormal ( const double *ipp*[3] ) const

Compute the distance along the normal.

25.84.3.2 void gdcm::DirectionCosines::Cross ( double z[3] ) const

Compute Cross product.

25.84.3.3 double gdcm::DirectionCosines::CrossDot ( DirectionCosines const & dc ) const

Compute the Dot product of the two cross vector of both DirectionCosines object.

Examples:

DiscriminateVolume.cxx.

25.84.3.4 `double gdcM::DirectionCosines::Dot ( ) const`

Compute Dot.

25.84.3.5 `bool gdcM::DirectionCosines::IsValid ( ) const`

Return whether or not this is a valid direction cosines.

25.84.3.6 `void gdcM::DirectionCosines::Normalize ( )`

Normalize in-place.

25.84.3.7 `gdcM::DirectionCosines::operator const double * ( ) const` `[inline]`

Make the class behave like a const double \*.

25.84.3.8 `void gdcM::DirectionCosines::Print ( std::ostream & ) const`

Print.

25.84.3.9 `bool gdcM::DirectionCosines::SetFromString ( const char * str )`

Initialize from string str. It requires 6 floating point separated by a backslash character.

Examples:

DiscriminateVolume.cxx.

The documentation for this class was generated from the following file:

- `gdcMDirectionCosines.h`

## 25.85 `gdcM::Directory` Class Reference

Class for manipulation directories.

```
#include <gdcMDirectory.h>
```

### Public Types

- `typedef std::vector< FilenameType > FilenamesType`
- `typedef std::string FilenameType`

### Public Member Functions

- `Directory ()`
- `~Directory ()`

- FilenamesType const & GetDirectories () const  
*Return the Directories traversed.*
- FilenamesType const & GetFileNames () const  
*Set/Get the file names within the directory.*
- FilenameType const & GetToplevel () const  
*Get the name of the toplevel directory.*
- unsigned int Load (FilenameType const &name, bool recursive=false)
- void Print (std::ostream &os=std::cout) const  
*Print.*

### Protected Member Functions

- unsigned int Explore (FilenameType const &name, bool recursive)  
*Return number of file found when 'recursive'ly exploring directory *name**

### Friends

- std::ostream & operator<< (std::ostream &\_os, const Directory &d)

## 25.85.1 Detailed Description

Class for manipulation directories.

### Note

This implementation provide a cross platform implementation for manipulating diretores: basically traversing directories and harvesting files  
will not take into account unix type hidden file recursive option will not look into UNIX type hidden directory (those starting with a '.')  
Since python or C# provide there own equivalent implementation, in which case gdcmm::Directory does not make much sense.

### Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, gdcmmorthoplanes.cxx, ReadUTF8QtDir.cxx, reslicesphere.cxx, SortImage.cxx, threadgdcmm.cxx, and VolumeSorter.cxx.

## 25.85.2 Member Typedef Documentation

### 25.85.2.1 typedef std::vector<FilenameType> gdcmm::Directory::FileNamesType

### Examples:

DiscriminateVolume.cxx.

25.85.2.2 `typedef std::string gdcmm::Directory::FilenameType`

### 25.85.3 Constructor & Destructor Documentation

25.85.3.1 `gdcmm::Directory::Directory ( )` `[inline]`

25.85.3.2 `gdcmm::Directory::~~Directory ( )` `[inline]`

### 25.85.4 Member Function Documentation

25.85.4.1 `unsigned int gdcmm::Directory::Explore ( FilenameType const & name, bool recursive )` `[protected]`

Return number of file found when 'recursive'ly exploring directory name

25.85.4.2 `FilenameType const& gdcmm::Directory::GetDirectories ( ) const` `[inline]`

Return the Directories traversed.

25.85.4.3 `FilenameType const& gdcmm::Directory::GetFilenames ( ) const` `[inline]`

Set/Get the file names within the directory.

#### Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, gdcmmorthoplanes.cxx, ReadUTF8QtDir.cxx, reslicesphere.cxx, SortImage.cxx, threadgdcmm.cxx, and VolumeSorter.cxx.

25.85.4.4 `FilenameType const& gdcmm::Directory::GetToplevel ( ) const` `[inline]`

Get the name of the toplevel directory.

25.85.4.5 `unsigned int gdcmm::Directory::Load ( FilenameType const & name, bool recursive = false )` `[inline]`

construct a list of filenames and subdirectory beneath directory: name

#### Warning

: hidden file and hidden directory are not loaded.

#### Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, gdcmmorthoplanes.cxx, ReadUTF8QtDir.cxx, reslicesphere.cxx, SortImage.cxx, threadgdcmm.cxx, and VolumeSorter.cxx.

25.85.4.6 `void gdcmm::Directory::Print ( std::ostream & os = std::cout ) const`

Print.

Examples:

SortImage.cxx.

Referenced by `gdcm::operator<<()`.

### 25.85.5 Friends And Related Function Documentation

**25.85.5.1** `std::ostream& operator<< ( std::ostream & _os, const Directory & d )` [friend]

The documentation for this class was generated from the following file:

- `gdcmDirectory.h`

## 25.86 gdcm::DirectoryHelper Class Reference

```
#include <gdcmDirectoryHelper.h>
```

### Static Public Member Functions

- static `Directory::FilenameType GetCTImageSeriesUIDs (const std::string &inDirectory)`
- static `Directory::FilenameType GetFileNamesFromSeriesUIDs (const std::string &inDirectory, const std::string &inSeriesUID)`
- static `std::string GetFrameOfReference (const std::vector< DataSet > &inDS)`
- static `Directory::FilenameType GetMRImageSeriesUIDs (const std::string &inDirectory)`
- static `Directory::FilenameType GetRTStructSeriesUIDs (const std::string &inDirectory)`
- static `Directory::FilenameType GetSeriesUIDsBySOPClassUID (const std::string &inDirectory, const std::string &inSOPClassUID)`
- static `std::string GetSOPClassUID (const std::vector< DataSet > &inDS)`
- static `std::vector< DataSet > LoadImageFromFiles (const std::string &inDirectory, const std::string &inSeriesUID)`
- static `std::string RetrieveSOPInstanceUIDFromIndex (int inIndex, const std::vector< DataSet > &inDS)`
- static `std::string RetrieveSOPInstanceUIDFromZPosition (double inZPos, const std::vector< DataSet > &inDS)`

### 25.86.1 Member Function Documentation

**25.86.1.1** `static Directory::FilenameType gdcm::DirectoryHelper::GetCTImageSeriesUIDs ( const std::string & inDirectory )`  
[static]

**25.86.1.2** `static Directory::FilenameType gdcm::DirectoryHelper::GetFileNamesFromSeriesUIDs ( const std::string & inDirectory, const std::string & inSeriesUID )` [static]

Examples:

GenerateRTSTRUCT.cxx.

25.86.1.3 `static std::string gdcm::DirectoryHelper::GetFrameOfReference ( const std::vector< DataSet > & inDS ) [static]`

25.86.1.4 `static Directory::FilenameType gdcm::DirectoryHelper::GetMRImageSeriesUIDs ( const std::string & inDirectory ) [static]`

25.86.1.5 `static Directory::FilenameType gdcm::DirectoryHelper::GetRTStructSeriesUIDs ( const std::string & inDirectory ) [static]`

Examples:

GenerateRTSTRUCT.cxx.

25.86.1.6 `static Directory::FilenameType gdcm::DirectoryHelper::GetSeriesUIDsBySOPClassUID ( const std::string & inDirectory, const std::string & inSOPClassUID ) [static]`

25.86.1.7 `static std::string gdcm::DirectoryHelper::GetSOPClassUID ( const std::vector< DataSet > & inDS ) [static]`

25.86.1.8 `static std::vector<DataSet> gdcm::DirectoryHelper::LoadImageFromFiles ( const std::string & inDirectory, const std::string & inSeriesUID ) [static]`

25.86.1.9 `static std::string gdcm::DirectoryHelper::RetrieveSOPInstanceUIDFromIndex ( int inIndex, const std::vector< DataSet > & inDS ) [static]`

25.86.1.10 `static std::string gdcm::DirectoryHelper::RetrieveSOPInstanceUIDFromZPosition ( double inZPos, const std::vector< DataSet > & inDS ) [static]`

The documentation for this class was generated from the following file:

- gdcmDirectoryHelper.h

## 25.87 gdcm::DummyValueGenerator Class Reference

Class for generating dummy value.

```
#include <gdcmDummyValueGenerator.h>
```

### Static Public Member Functions

- static const char \* Generate (const char \*input)

#### 25.87.1 Detailed Description

Class for generating dummy value.

See Also

Anonymizer



### 25.87.2 Member Function Documentation

#### 25.87.2.1 static const char\* gdcm::DummyValueGenerator::Generate ( const char \* *input* ) [static]

Generate a dummy value from an input value. This is guarantee to always return the same output value when input is identical. Return an array of bytes that can be used for anonymization purpose, return NULL on error NOT THREAD SAFE

The documentation for this class was generated from the following file:

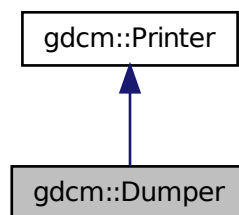
- gdcmDummyValueGenerator.h

## 25.88 gdcm::Dumper Class Reference

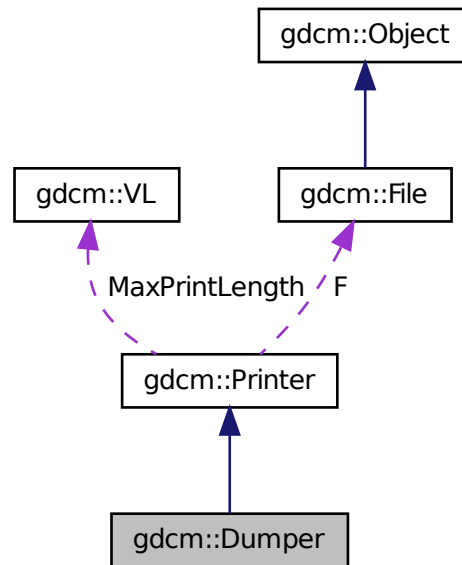
Codec class.

```
#include <gdcmDumper.h>
```

Inheritance diagram for gdcm::Dumper:



Collaboration diagram for `gdcM::Dumper`:



### Public Member Functions

- `Dumper ()`
- `~Dumper ()`

### Additional Inherited Members

#### 25.88.1 Detailed Description

Codec class.

#### Note

Use it to simply dump value read from the file. No interpretation is done. But it is real fast ! Almost no overhead

#### 25.88.2 Constructor & Destructor Documentation

25.88.2.1 `gdcM::Dumper::Dumper ( )` `[inline]`

25.88.2.2 `gdcM::Dumper::~~Dumper ( )` `[inline]`

The documentation for this class was generated from the following file:

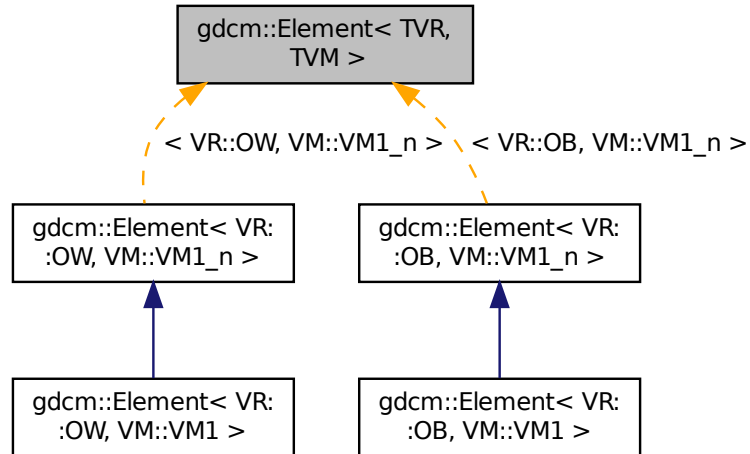
- `gdcM.Dumper.h`

## 25.89 gdcm::Element< TVR, TVM > Class Template Reference

Element class.

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::Element< TVR, TVM >:



### Public Types

- `typedef VRToType< TVR >::Type Type`

### Public Member Functions

- `DataElement GetAsDataElement () const`
- `unsigned long GetLength () const`
- `const VRToType< TVR >::Type & GetValue (unsigned int idx=0) const`
- `VRToType< TVR >::Type & GetValue (unsigned int idx=0)`
- `const VRToType< TVR >::Type * GetValues () const`
- `VRToType< TVR >::Type operator[] (unsigned int idx) const`
- `void Print (std::ostream &_os) const`
- `void Read (std::istream &_is)`
- `void Set (Value const &v)`
- `void SetFromDataElement (DataElement const &de)`
- `void SetValue (typename VRToType< TVR >::Type v, unsigned int idx=0)`
- `void Write (std::ostream &_os) const`

## Static Public Member Functions

- static VM GetVM ()
- static VR GetVR ()

## Public Attributes

- VRToType< TVR >::Type Internal [VMToLength< TVM >::Length]

## Protected Member Functions

- void SetNoSwap (Value const &v)

### 25.89.1 Detailed Description

`template<int TVR, int TVM>class gdcm::Element< TVR, TVM >`

Element class.

Note

TODO

Examples:

csa2img.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GetSubSequenceData.cxx, and iU22tomultisc.cxx.

### 25.89.2 Member Typedef Documentation

25.89.2.1 `template<int TVR, int TVM> typedef VRToType<TVR>::Type gdcm::Element< TVR, TVM >::Type`

### 25.89.3 Member Function Documentation

25.89.3.1 `template<int TVR, int TVM> DataElement gdcm::Element< TVR, TVM >::GetAsDataElement ( ) const [inline]`

25.89.3.2 `template<int TVR, int TVM> unsigned long gdcm::Element< TVR, TVM >::GetLength ( ) const [inline]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::Print()`, `gdcm::Element< VR::OB, VM::VM1_n >::Read()`, `gdcm::Element< TVR, VM::VM1_n >::Read()`, `gdcm::Element< VR::OB, VM::VM1_n >::Set()`, `gdcm::Element< TVR, VM::VM1_n >::Set()`, `gdcm::Element< VR::OB, VM::VM1_n >::SetNoSwap()`, `gdcm::Element< TVR, VM::VM1_n >::SetNoSwap()`, `gdcm::Element< VR::OB, VM::VM1_n >::Write()`, `gdcm::Element< TVR, VM::VM1_n >::Write()`, and `gdcm::Element< TVR, VM::VM1_n >::WriteASCII()`.

25.89.3.3 `template<int TVR, int TVM> const VRToType<TVR>::Type& gdcm::Element< TVR, TVM >::GetValue ( unsigned int idx = 0 ) const [inline]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::operator[]()`, and `gdcm::Element< TVR, VM::VM1_n >::operator[]()`.

25.89.3.4 `template<int TVR, int TVM> VRToType<TVR>::Type& gdcm::Element< TVR, TVM >::GetValue ( unsigned int idx = 0 ) [inline]`

25.89.3.5 `template<int TVR, int TVM> const VRToType<TVR>::Type* gdcm::Element< TVR, TVM >::GetValues ( ) const [inline]`

25.89.3.6 `template<int TVR, int TVM> static VM gdcm::Element< TVR, TVM >::GetVM ( ) [inline], [static]`

25.89.3.7 `template<int TVR, int TVM> static VR gdcm::Element< TVR, TVM >::GetVR ( ) [inline], [static]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, and `gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement()`.

25.89.3.8 `template<int TVR, int TVM> VRToType<TVR>::Type gdcm::Element< TVR, TVM >::operator[] ( unsigned int idx ) const [inline]`

25.89.3.9 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::Print ( std::ostream & os ) const [inline]`

25.89.3.10 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::Read ( std::istream & is ) [inline]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::Read()`, `gdcm::Element< TVR, VM::VM1_n >::Read()`, `gdcm::Element< VR::OB, VM::VM1_n >::Set()`, and `gdcm::Element< TVR, VM::VM1_n >::Set()`.

25.89.3.11 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::Set ( Value const & v ) [inline]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::SetFromDataElement()`, and `gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement()`.

25.89.3.12 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::SetFromDataElement ( DataElement< TVR, TVM > const & de ) [inline]`

25.89.3.13 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::SetNoSwap ( Value const & v ) [inline], [protected]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::SetFromDataElement()`, and `gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement()`.

25.89.3.14 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::SetValue ( typename VRToType< TVR >::Type v, unsigned int idx = 0 ) [inline]`

25.89.3.15 `template<int TVR, int TVM> void gdcm::Element< TVR, TVM >::Write ( std::ostream & os ) const [inline]`

Referenced by `gdcm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, `gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement()`, `gdcm::Element< VR::OB, VM::VM1_n >::Write()`, `gdcm::Element< TVR, VM::VM1_n >::Write()`, and `gdcm::Element< TVR, VM::VM1_n >::WriteASCII()`.

## 25.89.4 Member Data Documentation

25.89.4.1 `template<int TVR, int TVM> VRToType<TVR>::Type gdcmm::Element< TVR, TVM >::Internal[VMToLength< TVM >::Length]`

Referenced by `gdcmm::Element< VR::OB, VM::VM1_n >::GetAsDataElement()`, `gdcmm::Element< VR::OB, VM::VM1_n >::GetValue()`, `gdcmm::Element< VR::OB, VM::VM1_n >::GetValues()`, `gdcmm::Element< VR::OB, VM::VM1_n >::Print()`, `gdcmm::Element< VR::AS, VM::VM5 >::Print()`, `gdcmm::Element< VR::OB, VM::VM1_n >::Read()`, `gdcmm::Element< VR::OB, VM::VM1_n >::Set()`, `gdcmm::Element< TVR, VM::VM1_n >::SetLength()`, `gdcmm::Element< VR::OB, VM::VM1_n >::SetNoSwap()`, `gdcmm::Element< VR::OB, VM::VM1_n >::SetValue()`, `gdcmm::Element< VR::OB, VM::VM1_n >::Write()`, and `gdcmm::Element< TVR, VM::VM1_n >::~~Element()`.

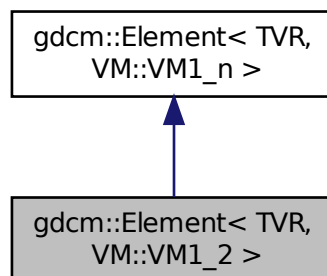
The documentation for this class was generated from the following file:

- `gdcmmElement.h`

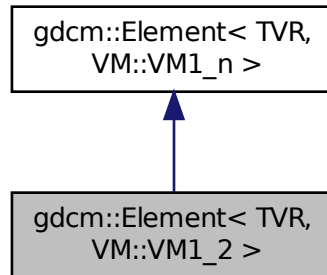
## 25.90 `gdcmm::Element< TVR, VM::VM1_2 >` Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for `gdcmm::Element< TVR, VM::VM1_2 >`:



Collaboration diagram for gdcm::Element< TVR, VM::VM1\_2 >:



### Public Types

- typedef Element< TVR, VM::VM1\_n > Parent

### Public Member Functions

- void SetLength (int len)

### Additional Inherited Members

#### 25.90.1 Member Typedef Documentation

25.90.1.1 `template<int TVR> typedef Element<TVR, VM::VM1_n> gdcm::Element< TVR, VM::VM1_2 >::Parent`

#### 25.90.2 Member Function Documentation

25.90.2.1 `template<int TVR> void gdcm::Element< TVR, VM::VM1_2 >::SetLength ( int len ) [inline]`

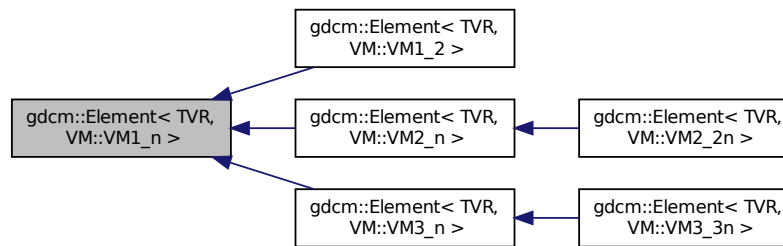
The documentation for this class was generated from the following file:

- gdcmElement.h

## 25.91 gdcm::Element< TVR, VM::VM1\_n > Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for `gdcm::Element< TVR, VM::VM1_n >`:



## Public Types

- `typedef VRToType< TVR >::Type Type`

## Public Member Functions

- `Element ()`
- `Element (const Element &_val)`
- `~Element ()`
- `DataElement GetAsDataElement () const`
- `unsigned long GetLength () const`
- `const VRToType< TVR >::Type & GetValue (unsigned int idx=0) const`
- `VRToType< TVR >::Type & GetValue (unsigned int idx=0)`
- `Element & operator= (const Element &_val)`
- `VRToType< TVR >::Type operator[] (unsigned int idx) const`
- `void Print (std::ostream &_os) const`
- `void Read (std::istream &_is)`
- `void Set (Value const &v)`
- `void SetArray (const Type *array, unsigned long len, bool save=false)`
- `void SetFromDataElement (DataElement const &de)`
- `void SetLength (unsigned long len)`
- `void SetValue (typename VRToType< TVR >::Type v, unsigned int idx=0)`
- `void Write (std::ostream &_os) const`
- `void WriteASCII (std::ostream &os) const`

## Static Public Member Functions

- `static VM GetVM ()`
- `static VR GetVR ()`

## Protected Member Functions

- `void SetNoSwap (Value const &v)`



### 25.91.1 Member Typedef Documentation

25.91.1.1 `template<int TVR> typedef VRToType<TVR>::Type gdcm::Element< TVR, VM::VM1_n >::Type`

### 25.91.2 Constructor & Destructor Documentation

25.91.2.1 `template<int TVR> gdcm::Element< TVR, VM::VM1_n >::Element ( ) [inline],[explicit]`

25.91.2.2 `template<int TVR> gdcm::Element< TVR, VM::VM1_n >::~~Element ( ) [inline]`

References `gdcm::Element< TVR, TVM >::Internal`.

25.91.2.3 `template<int TVR> gdcm::Element< TVR, VM::VM1_n >::Element ( const Element< TVR, VM::VM1_n > &_val ) [inline]`

### 25.91.3 Member Function Documentation

25.91.3.1 `template<int TVR> DataElement gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement ( ) const [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`, `gdcm::Element< TVR, TVM >::GetVR()`, `gdcm::DataElement::GetVR()`, `gdcm::DataElement::SetByteValue()`, `gdcm::DataElement::SetVR()`, `gdcm::VR::SQ`, `gdcm::VR::UI`, `gdcm::VR::VRASCII`, and `gdcm::Element< TVR, TVM >::Write()`.

25.91.3.2 `template<int TVR> unsigned long gdcm::Element< TVR, VM::VM1_n >::GetLength ( ) const [inline]`

25.91.3.3 `template<int TVR> const VRToType<TVR>::Type& gdcm::Element< TVR, VM::VM1_n >::GetValue ( unsigned int idx = 0 ) const [inline]`

25.91.3.4 `template<int TVR> VRToType<TVR>::Type& gdcm::Element< TVR, VM::VM1_n >::GetValue ( unsigned int idx = 0 ) [inline]`

25.91.3.5 `template<int TVR> static VM gdcm::Element< TVR, VM::VM1_n >::GetVM ( ) [inline],[static]`

References `gdcm::VM::VM1_n`.

25.91.3.6 `template<int TVR> static VR gdcm::Element< TVR, VM::VM1_n >::GetVR ( ) [inline],[static]`

25.91.3.7 `template<int TVR> Element& gdcm::Element< TVR, VM::VM1_n >::operator= ( const Element< TVR, VM::VM1_n > &_val ) [inline]`

25.91.3.8 `template<int TVR> VRToType<TVR>::Type gdcm::Element< TVR, VM::VM1_n >::operator[] ( unsigned int idx ) const [inline]`

References `gdcm::Element< TVR, TVM >::GetValue()`.

25.91.3.9 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::Print ( std::ostream &_os ) const [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`.

25.91.3.10 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::Read ( std::istream & is ) [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`, and `gdcm::Element< TVR, TVM >::Read()`.

25.91.3.11 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::Set ( Value const & v ) [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`, `gdcm::ByteValue::GetLength()`, `gdcm::ByteValue::GetPointer()`, `gdcm::Element< TVR, TVM >::Read()`, and `gdcm::VR::VRBINARY`.

25.91.3.12 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::SetArray ( const Type * array, unsigned long len, bool save = false ) [inline]`

25.91.3.13 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement ( DataElement< TVR, VM::VM1_n > const & de ) [inline]`

References `gdcm::DataElement::GetByteValue()`, `gdcm::DataElement::GetValue()`, `gdcm::DataElement::GetVR()`, `gdcm::VR::INVALID`, `gdcm::Element< TVR, TVM >::Set()`, `gdcm::Element< TVR, TVM >::SetNoSwap()`, and `gdcm::VR::UN`.

25.91.3.14 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::SetLength ( unsigned long len ) [inline]`

References `gdcm::Element< TVR, TVM >::Internal`.

25.91.3.15 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::SetNoSwap ( Value const & v ) [inline], [protected]`

References `gdcm::Element< TVR, TVM >::GetLength()`, `gdcm::ByteValue::GetLength()`, `gdcm::ByteValue::GetPointer()`, and `gdcm::VR::VRBINARY`.

25.91.3.16 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::SetValue ( typename VRToType< TVR >::Type v, unsigned int idx = 0 ) [inline]`

25.91.3.17 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::Write ( std::ostream & os ) const [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`, and `gdcm::Element< TVR, TVM >::Write()`.

25.91.3.18 `template<int TVR> void gdcm::Element< TVR, VM::VM1_n >::WriteASCII ( std::ostream & os ) const [inline]`

References `gdcm::Element< TVR, TVM >::GetLength()`, and `gdcm::Element< TVR, TVM >::Write()`.

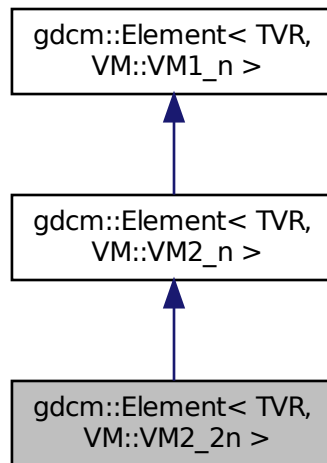
The documentation for this class was generated from the following file:

- `gdcmElement.h`

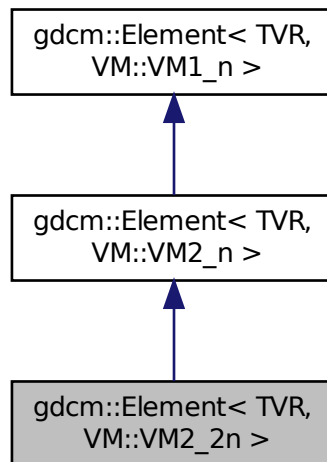
## 25.92 `gdcm::Element< TVR, VM::VM2_2n >` Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::Element< TVR, VM::VM2\_2n >:



Collaboration diagram for gdcm::Element< TVR, VM::VM2\_2n >:



## Public Types

- typedef Element< TVR, VM::VM2\_n > Parent

## Public Member Functions

- void SetLength (int len)

## Additional Inherited Members

### 25.92.1 Member Typedef Documentation

25.92.1.1 `template<int TVR> typedef Element<TVR, VM::VM2_n> gdcmm::Element< TVR, VM::VM2_2n >::Parent`

### 25.92.2 Member Function Documentation

25.92.2.1 `template<int TVR> void gdcmm::Element< TVR, VM::VM2_2n >::SetLength ( int len ) [inline]`

Reimplemented from `gdcmm::Element< TVR, VM::VM2_n >`.

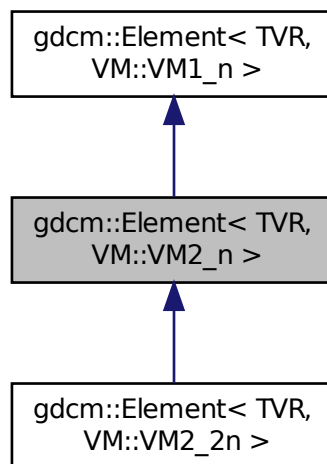
The documentation for this class was generated from the following file:

- `gdcmmElement.h`

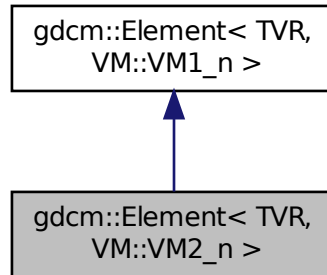
## 25.93 `gdcmm::Element< TVR, VM::VM2_n >` Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for `gdcmm::Element< TVR, VM::VM2_n >`:



Collaboration diagram for gdcmm::Element< TVR, VM::VM2\_n >:



## Public Types

- typedef Element< TVR, VM::VM1\_n > Parent

## Public Member Functions

- void SetLength (int len)

## Additional Inherited Members

### 25.93.1 Member Typedef Documentation

25.93.1.1 `template<int TVR> typedef Element<TVR, VM::VM1_n> gdcmm::Element< TVR, VM::VM2_n >::Parent`

### 25.93.2 Member Function Documentation

25.93.2.1 `template<int TVR> void gdcmm::Element< TVR, VM::VM2_n >::SetLength ( int len ) [inline]`

Reimplemented in gdcmm::Element< TVR, VM::VM2\_2n >.

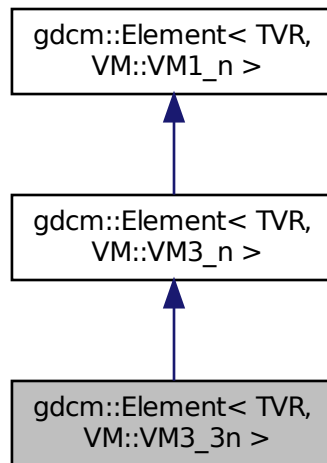
The documentation for this class was generated from the following file:

- gdcmmElement.h

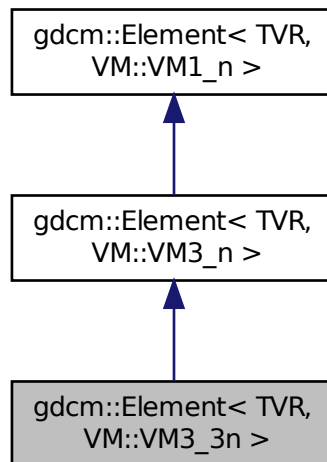
## 25.94 gdcmm::Element< TVR, VM::VM3\_3n > Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for `gdcm::Element< TVR, VM::VM3_3n >`:



Collaboration diagram for `gdcm::Element< TVR, VM::VM3_3n >`:



## Public Types

- `typedef Element< TVR, VM::VM3_n > Parent`

## Public Member Functions

- void SetLength (int len)

## Additional Inherited Members

### 25.94.1 Member Typedef Documentation

25.94.1.1 `template<int TVR> typedef Element<TVR, VM::VM3_n> gdcmm::Element< TVR, VM::VM3_3n >::Parent`

### 25.94.2 Member Function Documentation

25.94.2.1 `template<int TVR> void gdcmm::Element< TVR, VM::VM3_3n >::SetLength ( int len )` [inline]

Reimplemented from gdcmm::Element< TVR, VM::VM3\_n >.

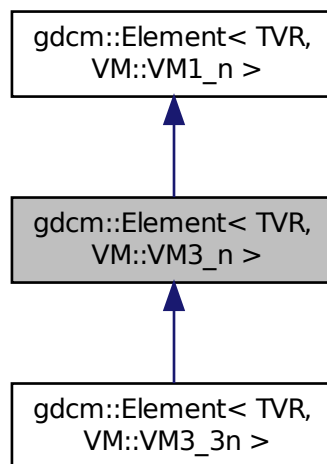
The documentation for this class was generated from the following file:

- gdcmmElement.h

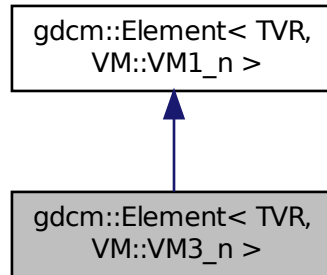
## 25.95 gdcmm::Element< TVR, VM::VM3\_n > Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for gdcmm::Element< TVR, VM::VM3\_n >:



Collaboration diagram for `gdcM::Element< TVR, VM::VM3_n >`:



## Public Types

- `typedef Element< TVR, VM::VM1_n > Parent`

## Public Member Functions

- `void SetLength (int len)`

## Additional Inherited Members

### 25.95.1 Member Typedef Documentation

25.95.1.1 `template<int TVR> typedef Element<TVR, VM::VM1_n> gdcM::Element< TVR, VM::VM3_n >::Parent`

### 25.95.2 Member Function Documentation

25.95.2.1 `template<int TVR> void gdcM::Element< TVR, VM::VM3_n >::SetLength ( int len ) [inline]`

Reimplemented in `gdcM::Element< TVR, VM::VM3_3n >`.

The documentation for this class was generated from the following file:

- `gdcMElement.h`

## 25.96 `gdcM::Element< VR::AS, VM::VM5 >` Class Template Reference

```
#include <gdcMElement.h>
```



## Public Member Functions

- unsigned long GetLength () const
- void Print (std::ostream &\_os) const

## Public Attributes

- char Internal [VMToLength< VM::VM5 >::Length \*sizeof(VRToType< VR::AS >::Type)]

### 25.96.1 Member Function Documentation

25.96.1.1 unsigned long gdcm::Element< VR::AS, VM::VM5 >::GetLength ( ) const [inline]

25.96.1.2 void gdcm::Element< VR::AS, VM::VM5 >::Print ( std::ostream &\_os ) const [inline]

References gdcm::Element< TVR, TVM >::Internal.

### 25.96.2 Member Data Documentation

25.96.2.1 char gdcm::Element< VR::AS, VM::VM5 >::Internal[VMToLength< VM::VM5 >::Length \*sizeof(VRToType< VR::AS >::Type)]

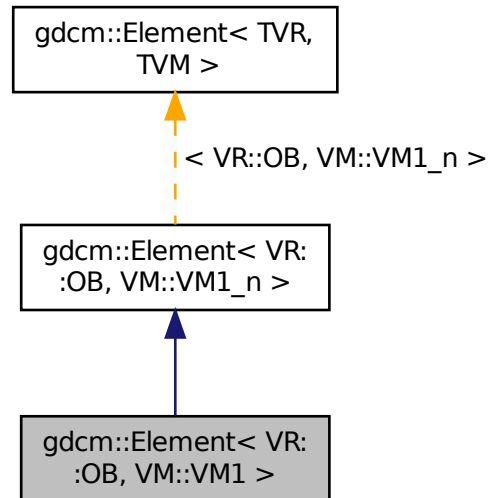
The documentation for this class was generated from the following file:

- gdcmElement.h

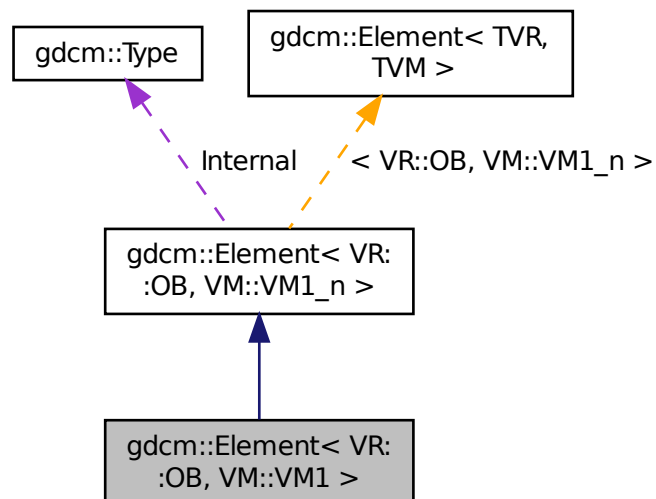
## 25.97 gdcm::Element< VR::OB, VM::VM1 > Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for `gdcm::Element< VR::OB, VM::VM1 >`:



Collaboration diagram for `gdcm::Element< VR::OB, VM::VM1 >`:



### Additional Inherited Members

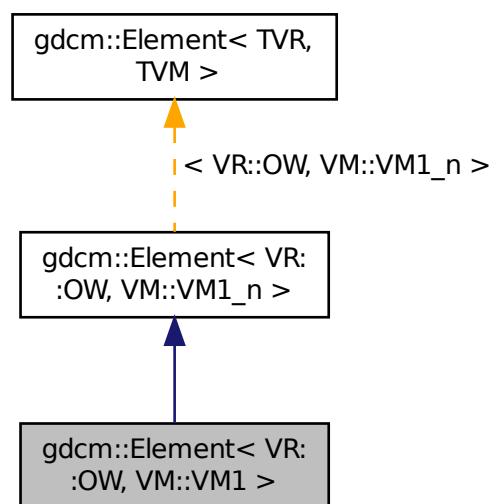
The documentation for this class was generated from the following file:

- gdcmElement.h

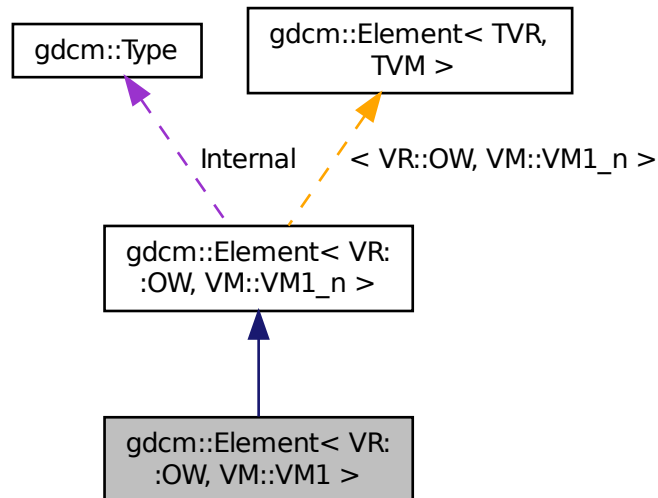
## 25.98 gdcm::Element< VR::OW, VM::VM1 > Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::Element< VR::OW, VM::VM1 >:



Collaboration diagram for `gdcm::Element< VR::OW, VM::VM1 >`:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- `gdcmElement.h`

## 25.99 gdcm::EncapsulatedDocument Class Reference

EncapsulatedDocument.

```
#include <gdcmEncapsulatedDocument.h>
```

### Public Member Functions

- `EncapsulatedDocument ()`

#### 25.99.1 Detailed Description

EncapsulatedDocument.

#### 25.99.2 Constructor & Destructor Documentation

25.99.2.1 `gdcm::EncapsulatedDocument::EncapsulatedDocument ( ) [inline]`

The documentation for this class was generated from the following file:

- `gdcmEncapsulatedDocument.h`

## 25.100 gdcm::EncodingImplementation< VR::VRASCII > Class Template Reference

```
#include <gdcmElement.h>
```

### Public Member Functions

- `template<>`  
`void Write (const float *data, unsigned long length, std::ostream &_os)`
- `template<>`  
`void Write (const double *data, unsigned long length, std::ostream &_os)`

### Static Public Member Functions

- `template<typename T >`  
`static void Read (T *data, unsigned long length, std::istream &_is)`
- `template<typename T >`  
`static void ReadComputeLength (T *data, unsigned int &length, std::istream &_is)`
- `template<typename T >`  
`static void ReadNoSwap (T *data, unsigned long length, std::istream &_is)`
- `template<typename T >`  
`static void Write (const T *data, unsigned long length, std::ostream &_os)`

### 25.100.1 Member Function Documentation

25.100.1.1 `template<typename T > static void gdcm::EncodingImplementation< VR::VRASCII >::Read ( T * data, unsigned long length, std::istream & _is ) [inline], [static]`

25.100.1.2 `template<typename T > static void gdcm::EncodingImplementation< VR::VRASCII >::ReadComputeLength ( T * data, unsigned int & length, std::istream & _is ) [inline], [static]`

References `gdcm::backslash()`.

25.100.1.3 `template<typename T > static void gdcm::EncodingImplementation< VR::VRASCII >::ReadNoSwap ( T * data, unsigned long length, std::istream & _is ) [inline], [static]`

25.100.1.4 `template<typename T > static void gdcm::EncodingImplementation< VR::VRASCII >::Write ( const T * data, unsigned long length, std::ostream & _os ) [inline], [static]`

25.100.1.5 `template<> void gdcm::EncodingImplementation< VR::VRASCII >::Write ( const float * data, unsigned long length, std::ostream & _os ) [inline]`

References `gdcm::to_string()`.

25.100.1.6 `template<> void gdcm::EncodingImplementation< VR::VRASCII >::Write ( const double * data, unsigned long length, std::ostream & _os ) [inline]`

References `gdcm::to_string()`.

The documentation for this class was generated from the following file:

- `gdcmElement.h`

## 25.101 `gdcm::EncodingImplementation< VR::VRBINARY >` Class Template Reference

```
#include <gdcmElement.h>
```

### Static Public Member Functions

- `template<typename T >`  
`static void Read (T *data, unsigned long length, std::istream & _is)`
- `template<typename T >`  
`static void ReadComputeLength (T *data, unsigned int &length, std::istream & _is)`
- `template<typename T >`  
`static void ReadNoSwap (T *data, unsigned long length, std::istream & _is)`
- `template<typename T >`  
`static void Write (const T *data, unsigned long length, std::ostream & _os)`

### 25.101.1 Member Function Documentation

25.101.1.1 `template<typename T > static void gdcm::EncodingImplementation< VR::VRBINARY >::Read ( T * data, unsigned long length, std::istream & _is ) [inline], [static]`

References `gdcm::SwapperNoOp::SwapArray()`.

25.101.1.2 `template<typename T > static void gdcm::EncodingImplementation< VR::VRBINARY >::ReadComputeLength ( T * data, unsigned int & length, std::istream & _is ) [inline], [static]`

25.101.1.3 `template<typename T > static void gdcm::EncodingImplementation< VR::VRBINARY >::ReadNoSwap ( T * data, unsigned long length, std::istream & _is ) [inline], [static]`

25.101.1.4 `template<typename T > static void gdcm::EncodingImplementation< VR::VRBINARY >::Write ( const T * data, unsigned long length, std::ostream & _os ) [inline], [static]`

References `gdcm::SwapperNoOp::Swap()`.

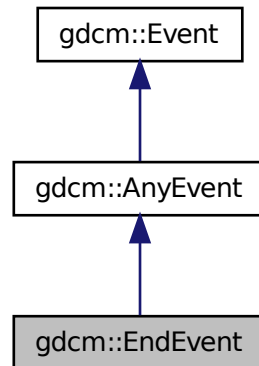
The documentation for this class was generated from the following file:

- `gdcmElement.h`

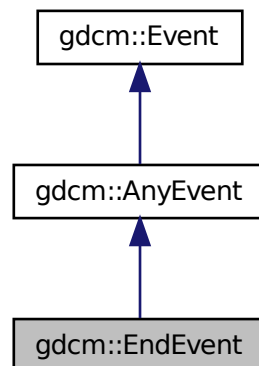
## 25.102 `gdcm::EndEvent` Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for gdcm::EndEvent:



Collaboration diagram for gdcm::EndEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- gdcmEvent.h

## 25.103 gdcmm::EnumeratedValues Class Reference

Element. A Data Element with Enumerated Values that does not have a Value equivalent to one of the Values specified in this standard has an invalid value within the scope of a specific Information Object/SOP Class definition. Note:

```
#include <gdcmmEnumeratedValues.h>
```

### Public Member Functions

- EnumeratedValues ()

#### 25.103.1 Detailed Description

Element. A Data Element with Enumerated Values that does not have a Value equivalent to one of the Values specified in this standard has an invalid value within the scope of a specific Information Object/SOP Class definition. Note:

1. Patient Sex (0010, 0040) is an example of a Data Element having Enumerated Values. It is defined to have a Value that is either "M", "F", or "O" (see PS 3.3). No other Value shall be given to this Data Element.
2. Future modifications of this standard may add to the set of allowed values for Data Elements with Enumerated Values. Such additions by themselves may or may not require a change in SOP Class UIDs, depending on the semantics of the Data Element.

#### 25.103.2 Constructor & Destructor Documentation

##### 25.103.2.1 gdcmm::EnumeratedValues::EnumeratedValues ( ) [inline]

The documentation for this class was generated from the following file:

- gdcmmEnumeratedValues.h

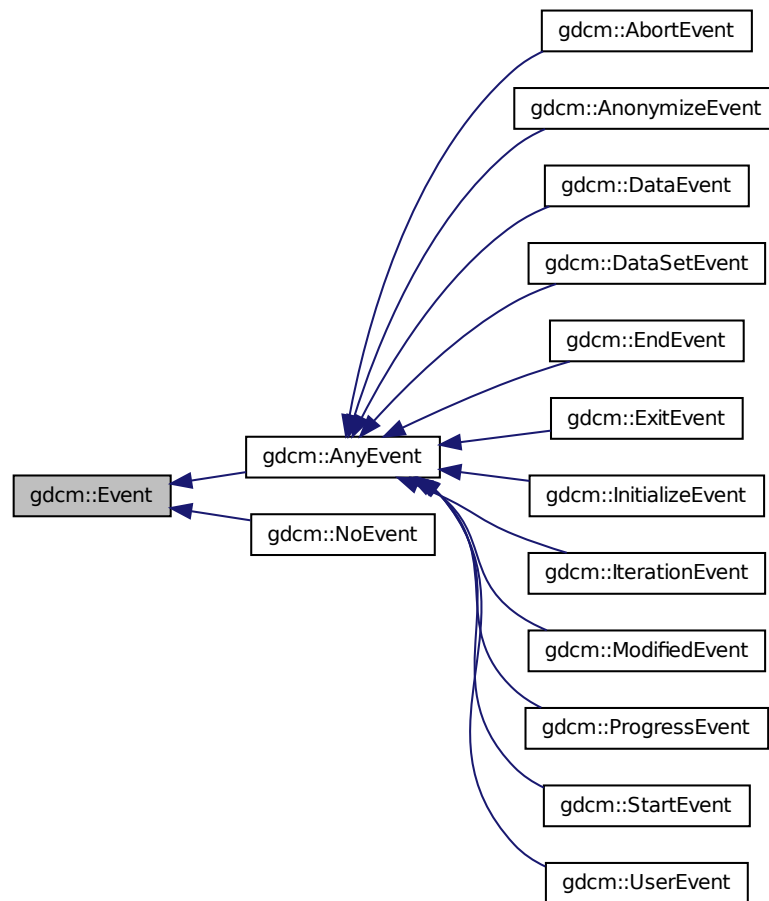
## 25.104 gdcmm::Event Class Reference

superclass for callback/observer methods

```
#include <gdcmmEvent.h>
```



Inheritance diagram for gdcmm::Event:



## Public Member Functions

- Event ()
- Event (const Event &)
- virtual ~Event ()
- virtual bool CheckEvent (const Event \*) const =0
- virtual const char \* GetEventName (void) const =0
- virtual Event \* MakeObject () const =0
- virtual void Print (std::ostream &os) const

### 25.104.1 Detailed Description

superclass for callback/observer methods

## See Also

Command Subject

## 25.104.2 Constructor & Destructor Documentation

25.104.2.1 `gdcm::Event::Event ( )`

25.104.2.2 `gdcm::Event::Event ( const Event & )`

25.104.2.3 `virtual gdcm::Event::~~Event ( )` [virtual]

## 25.104.3 Member Function Documentation

25.104.3.1 `virtual bool gdcm::Event::CheckEvent ( const Event * ) const` [pure virtual]

Check if given event matches or derives from this event.

25.104.3.2 `virtual const char* gdcm::Event::GetEventName ( void ) const` [pure virtual]

Return the StringName associated with the event.

Implemented in `gdcm::ProgressEvent`, `gdcm::DataSetEvent`, `gdcm::AnonymizeEvent`, and `gdcm::DataEvent`.

25.104.3.3 `virtual Event* gdcm::Event::MakeObject ( ) const` [pure virtual]

Create an Event of this type This method work as a Factory for creating events of each particular type.

Implemented in `gdcm::ProgressEvent`, `gdcm::DataSetEvent`, `gdcm::AnonymizeEvent`, and `gdcm::DataEvent`.

25.104.3.4 `virtual void gdcm::Event::Print ( std::ostream & os ) const` [virtual]

Print Event information. This method can be overridden by specific Event subtypes. The default is to print out the type of the event.

Referenced by `gdcm::operator<<()`.

The documentation for this class was generated from the following file:

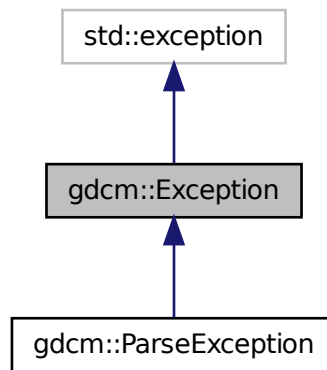
- `gdcmEvent.h`

## 25.105 gdcm::Exception Class Reference

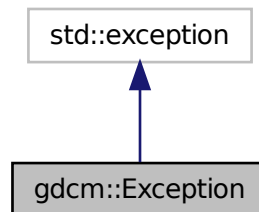
Exception.

```
#include <gdcmException.h>
```

Inheritance diagram for gdcm::Exception:



Collaboration diagram for gdcm::Exception:



### Public Member Functions

- Exception (const char \*desc="None", const char \*file=\_\_FILE\_\_, unsigned int lineNumber=\_\_LINE\_\_, const char \*func="")
- virtual ~Exception () throw ()
- const char \* GetDescription () const  
*Return the Description.*
- const char \* what () const throw ()  
*what implementation*

#### 25.105.1 Detailed Description

Exception.

Standard exception handling object.

#### Note

Its copy-constructor and assignment operator are generated by the compiler.

## 25.105.2 Constructor & Destructor Documentation

**25.105.2.1** `gdcM::Exception::Exception ( const char * desc = "None", const char * file = __FILE__, unsigned int lineNumber = __LINE__, const char * func = " " ) [inline],[explicit]`

Explicit constructor, initializing the description and the text returned by what().

#### Note

The last parameter is ignored for the time being. It may be used to specify the function where the exception was thrown.

**25.105.2.2** `virtual gdcM::Exception::~~Exception ( ) throw () [inline],[virtual]`

## 25.105.3 Member Function Documentation

**25.105.3.1** `const char* gdcM::Exception::GetDescription ( ) const [inline]`

Return the Description.

Referenced by `gdcM::SequenceOfItems::Read()`.

**25.105.3.2** `const char* gdcM::Exception::what ( ) const throw () [inline]`

what implementation

Referenced by `gdcM::SequenceOfFragments::Read()`.

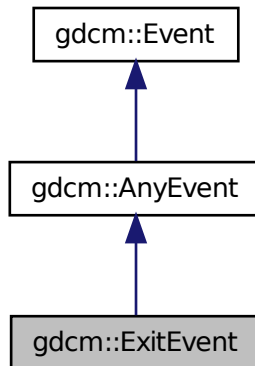
The documentation for this class was generated from the following file:

- `gdcMException.h`

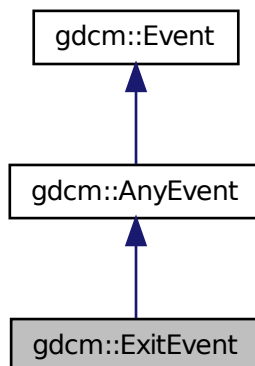
## 25.106 gdcM::ExitEvent Class Reference

```
#include <gdcMEvent.h>
```

Inheritance diagram for gdcm::ExitEvent:



Collaboration diagram for gdcm::ExitEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

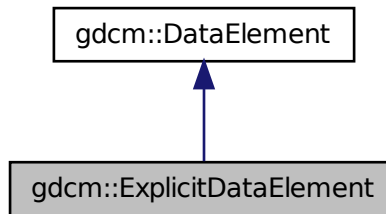
- `gdcmEvent.h`

## 25.107 gdcm::ExplicitDataElement Class Reference

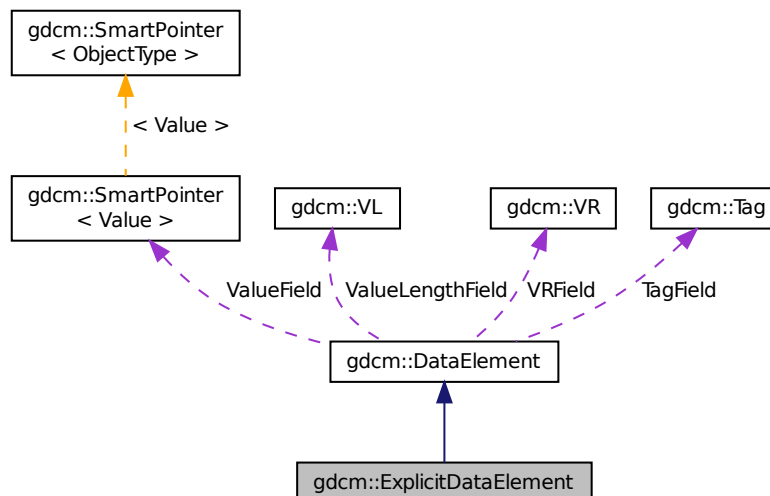
Class to read/write a DataElement as Explicit Data Element.

```
#include <gdcmExplicitDataElement.h>
```

Inheritance diagram for gdcm::ExplicitDataElement:



Collaboration diagram for gdcm::ExplicitDataElement:



### Public Member Functions

- VL GetLength () const
- template<typename TSwap >  
std::istream & Read (std::istream &is)

- `template<typename TSwap >  
std::istream & ReadPreValue (std::istream &is)`
- `template<typename TSwap >  
std::istream & ReadValue (std::istream &is)`
- `template<typename TSwap >  
std::istream & ReadWithLength (std::istream &is, VL &length)`
- `template<typename TSwap >  
const std::ostream & Write (std::ostream &os) const`

## Additional Inherited Members

### 25.107.1 Detailed Description

Class to read/write a DataElement as Explicit Data Element.

#### Note

bla

### 25.107.2 Member Function Documentation

#### 25.107.2.1 VL gdcm::ExplicitDataElement::GetLength ( ) const

Reimplemented from `gdcm::DataElement`.

#### 25.107.2.2 `template<typename TSwap > std::istream& gdcm::ExplicitDataElement::Read ( std::istream & is )`

Reimplemented from `gdcm::DataElement`.

#### 25.107.2.3 `template<typename TSwap > std::istream& gdcm::ExplicitDataElement::ReadPreValue ( std::istream & is )`

#### 25.107.2.4 `template<typename TSwap > std::istream& gdcm::ExplicitDataElement::ReadValue ( std::istream & is )`

#### 25.107.2.5 `template<typename TSwap > std::istream& gdcm::ExplicitDataElement::ReadWithLength ( std::istream & is, VL & length )`

Reimplemented from `gdcm::DataElement`.

#### 25.107.2.6 `template<typename TSwap > const std::ostream& gdcm::ExplicitDataElement::Write ( std::ostream & os ) const`

Reimplemented from `gdcm::DataElement`.

The documentation for this class was generated from the following file:

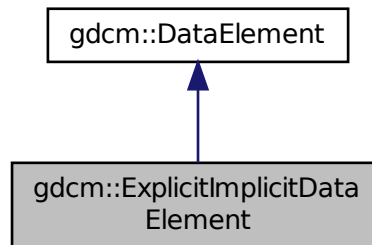
- `gdcmExplicitDataElement.h`

## 25.108 gdcm::ExplicitImplicitDataElement Class Reference

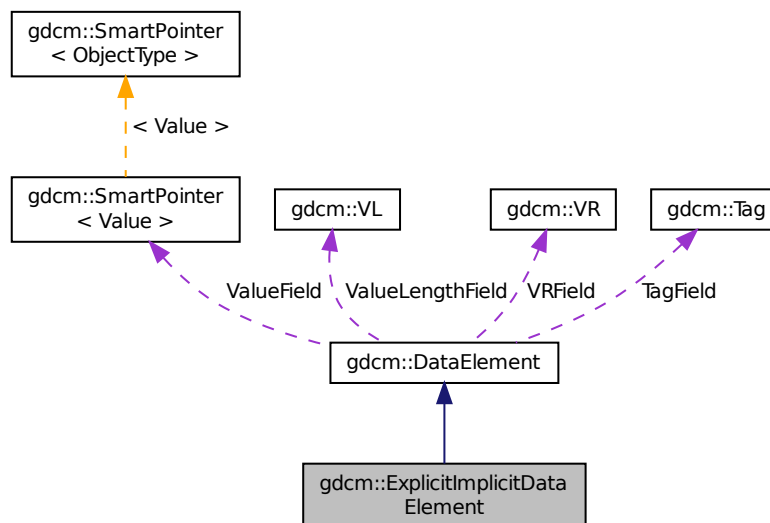
Class to read/write a DataElement as ExplicitImplicit Data Element.

```
#include <gdcmExplicitImplicitDataElement.h>
```

Inheritance diagram for gdcm::ExplicitImplicitDataElement:



Collaboration diagram for gdcm::ExplicitImplicitDataElement:



### Public Member Functions

- VL GetLength () const



- `template<typename TSwap >`  
`std::istream & Read (std::istream &is)`
- `template<typename TSwap >`  
`std::istream & ReadPreValue (std::istream &is)`
- `template<typename TSwap >`  
`std::istream & ReadValue (std::istream &is)`
- `template<typename TSwap >`  
`std::istream & ReadWithLength (std::istream &is, VL &length)`

## Additional Inherited Members

### 25.108.1 Detailed Description

Class to read/write a DataElement as ExplicitImplicit Data Element.

#### Note

This only happen for some Philips images Should I derive from ExplicitDataElement instead ? This is the class that is the closest the GDCM1.x parser. At each element we try first to read it as explicit, if this fails, then we try again as an implicit element.

### 25.108.2 Member Function Documentation

#### 25.108.2.1 VL gdcm::ExplicitImplicitDataElement::GetLength ( ) const

Reimplemented from `gdcm::DataElement`.

#### 25.108.2.2 `template<typename TSwap > std::istream& gdcm::ExplicitImplicitDataElement::Read ( std::istream & is )`

Reimplemented from `gdcm::DataElement`.

#### 25.108.2.3 `template<typename TSwap > std::istream& gdcm::ExplicitImplicitDataElement::ReadPreValue ( std::istream & is )`

#### 25.108.2.4 `template<typename TSwap > std::istream& gdcm::ExplicitImplicitDataElement::ReadValue ( std::istream & is )`

#### 25.108.2.5 `template<typename TSwap > std::istream& gdcm::ExplicitImplicitDataElement::ReadWithLength ( std::istream & is, VL & length ) [inline]`

Reimplemented from `gdcm::DataElement`.

The documentation for this class was generated from the following file:

- `gdcmExplicitImplicitDataElement.h`

## 25.109 gdcm::Fiducials Class Reference

Fiducials.

```
#include <gdcmFiducials.h>
```

## Public Member Functions

- `Fiducials ()`

### 25.109.1 Detailed Description

Fiducials.

### 25.109.2 Constructor & Destructor Documentation

#### 25.109.2.1 `gdcm::Fiducials::Fiducials ( )` `[inline]`

The documentation for this class was generated from the following file:

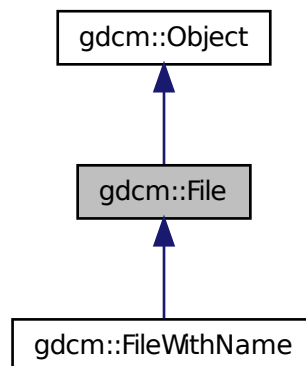
- `gdcmFiducials.h`

## 25.110 `gdcm::File` Class Reference

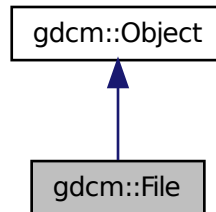
a DICOM File See PS 3.10 File: A File is an ordered string of zero or more bytes, where the first byte is at the beginning of the file and the last byte at the end of the File. Files are identified by a unique File ID and may be written, read and/or deleted.

```
#include <gdcmFile.h>
```

Inheritance diagram for `gdcm::File`:



Collaboration diagram for gdcmm::File:



### Public Member Functions

- `File ()`
- `~File ()`
- `const DataSet & GetDataSet () const`  
*Get Data Set.*
- `DataSet & GetDataSet ()`  
*Get Data Set.*
- `const FileMetaInformation & GetHeader () const`  
*Get File Meta Information.*
- `FileMetaInformation & GetHeader ()`  
*Get File Meta Information.*
- `std::istream & Read (std::istream &is)`  
*Read.*
- `void SetDataSet (const DataSet &ds)`  
*Set Data Set.*
- `void SetHeader (const FileMetaInformation &fmi)`  
*Set File Meta Information.*
- `std::ostream const & Write (std::ostream &os) const`  
*Write.*

### Friends

- `std::ostream & operator<< (std::ostream &os, const File &val)`

### Additional Inherited Members

#### 25.110.1 Detailed Description

a DICOM File See PS 3.10 File: A File is an ordered string of zero or more bytes, where the first byte is at the beginning of the file and the last byte at the end of the File. Files are identified by a unique File ID and may be written, read and/or deleted.

**See Also**

Reader Writer

**Examples:**

ChangeSequenceUltrasound.cxx, CreateJPIPDataSet.cxx, DiffFile.cxx, DumpGEMSMovieGroup.cxx, DuplicatePCDE.cxx, EncapsulateFileInRawData.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBrokenJ2K.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenFakeImage.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, HelloWorld.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, PatchFile.cxx, ReadAndDumpDICOmdir.cxx, ReadAndPrintAttributes.cxx, ReadGEMSSDO.cxx, and StreamImageReaderTest.cxx.

**25.110.2 Constructor & Destructor Documentation**

**25.110.2.1** `gdcmm::File::File ( ) [inline]`

**25.110.2.2** `gdcmm::File::~~File ( ) [inline]`

**25.110.3 Member Function Documentation**

**25.110.3.1** `const DataSet& gdcmm::File::GetDataSet ( ) const [inline]`

Get Data Set.

**Examples:**

ChangeSequenceUltrasound.cxx, CreateJPIPDataSet.cxx, csa2img.cxx, DiffFile.cxx, DumpADAC.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, EncapsulateFileInRawData.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, gdcmmrtionplan.cxx, gdcmmrtplan.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, HelloWorld.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, MrProtocol.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOmdir.cxx, ReadAndPrintAttributes.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

**25.110.3.2** `DataSet& gdcmm::File::GetDataSet ( ) [inline]`

Get Data Set.

**25.110.3.3** `const FileMetaInformation& gdcmm::File::GetHeader ( ) const [inline]`

Get File Meta Information.

**Examples:**

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixJAIBugJPEGLS.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GetJPEGSamplePrecision.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOmdir.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

Referenced by `gdcmm::operator<<()`.

#### 25.110.3.4 FileMetaInformation& gdcm::File::GetHeader ( ) [inline]

Get File Meta Information.

#### 25.110.3.5 std::istream& gdcm::File::Read ( std::istream & *is* )

Read.

#### 25.110.3.6 void gdcm::File::SetDataSet ( const DataSet & *ds* ) [inline]

Set Data Set.

#### 25.110.3.7 void gdcm::File::SetHeader ( const FileMetaInformation & *fmi* ) [inline]

Set File Meta Information.

#### 25.110.3.8 std::ostream const& gdcm::File::Write ( std::ostream & *os* ) const

Write.

### 25.110.4 Friends And Related Function Documentation

#### 25.110.4.1 std::ostream& operator<< ( std::ostream & *os*, const File & *val* ) [friend]

The documentation for this class was generated from the following file:

- gdcmFile.h

## 25.111 gdcm::FileDerivation Class Reference

FileDerivation class See PS 3.16 - 2008 For the list of Code Value that can be used for in Derivation Code Sequence.

```
#include <gdcmFileDerivation.h>
```

### Public Member Functions

- FileDerivation ()
- ~FileDerivation ()
- bool AddReference (const char \*referencedsopclassuid, const char \*referencedsopinstanceuid)
- bool Derive ()  
*Change.*
- File & GetFile ()
- const File & GetFile () const
- void SetDerivationCodeSequenceCodeValue (unsigned int codevalue)  
*Specify the Derivation Code Sequence Code Value. Eg 113040.*
- void SetDerivationDescription (const char \*dd)  
*Specify the Derivation Description. Eg "lossy conversion".*

- void SetFile (const File &f)  
*Set/Get File.*
- void SetPurposeOfReferenceCodeSequenceCodeValue (unsigned int codevalue)  
*Specify the Purpose Of Reference Code Value. Eg. 121320.*

### Protected Member Functions

- bool AddDerivationDescription ()
- bool AddPurposeOfReferenceCodeSequence (DataSet &ds)
- bool AddSourceImageSequence ()

#### 25.111.1 Detailed Description

FileDerivation class See PS 3.16 - 2008 For the list of Code Value that can be used for in Derivation Code Sequence.

URL: [http://medical.nema.org/medical/dicom/2008/08\\_16pu.pdf](http://medical.nema.org/medical/dicom/2008/08_16pu.pdf)

DICOM Part 16 has two Context Groups CID 7202 and CID 7203 which contain a set of codes defining reason for a source image reference (ie. reason code for referenced image sequence) and a coded description of the derivation applied to the new image data from the original. Both these context groups are extensible.

File Derivation is compulsory when creating a lossy derived image.

Examples:

GenFakelImage.cxx.

#### 25.111.2 Constructor & Destructor Documentation

25.111.2.1 `gdcm::FileDerivation::FileDerivation ( )`

25.111.2.2 `gdcm::FileDerivation::~~FileDerivation ( )`

#### 25.111.3 Member Function Documentation

25.111.3.1 `bool gdcm::FileDerivation::AddDerivationDescription ( )` [protected]

25.111.3.2 `bool gdcm::FileDerivation::AddPurposeOfReferenceCodeSequence ( DataSet & ds )` [protected]

25.111.3.3 `bool gdcm::FileDerivation::AddReference ( const char * referencedsopclassuid, const char * referencedsopinstanceuid )`

Create the proper reference. Need to pass the original SOP Class UID and the original SOP Instance UID, so that those value can be used as Reference.

Warning

referencedsopclassuid and referencedsopinstanceuid needs to be \0 padded. This is not compatible with how ByteValue->GetPointer works.

Examples:

GenFakelImage.cxx.

25.111.3.4 `bool gdcM::FileDerivation::AddSourceImageSequence ( )` `[protected]`

25.111.3.5 `bool gdcM::FileDerivation::Derive ( )`

Change.

Examples:

GenFakelImage.cxx.

25.111.3.6 `File& gdcM::FileDerivation::GetFile ( )` `[inline]`

Examples:

GenFakelImage.cxx.

25.111.3.7 `const File& gdcM::FileDerivation::GetFile ( ) const` `[inline]`

25.111.3.8 `void gdcM::FileDerivation::SetDerivationCodeSequenceCodeValue ( unsigned int codevalue )`

Specify the Derivation Code Sequence Code Value. Eg 113040.

Examples:

GenFakelImage.cxx.

25.111.3.9 `void gdcM::FileDerivation::SetDerivationDescription ( const char * dd )`

Specify the Derivation Description. Eg "lossy conversion".

25.111.3.10 `void gdcM::FileDerivation::SetFile ( const File & f )` `[inline]`

Set/Get File.

Examples:

GenFakelImage.cxx.

25.111.3.11 `void gdcM::FileDerivation::SetPurposeOfReferenceCodeSequenceCodeValue ( unsigned int codevalue )`

Specify the Purpose Of Reference Code Value. Eg. 121320.

Examples:

GenFakelImage.cxx.

The documentation for this class was generated from the following file:

- gdcMFileDerivation.h

## 25.112 gdcm::FileExplicitFilter Class Reference

**FileExplicitFilter class** After changing a file from Implicit to Explicit representation (see `ImageChangeTransferSyntax`) one operation is to make sure the VR of each DICOM attribute are accurate and do match the one from PS 3.6. Indeed when a file is written in Implicit representation, the VR is not stored directly in the file.

```
#include <gdcmFileExplicitFilter.h>
```

### Public Member Functions

- `FileExplicitFilter ()`
- `~FileExplicitFilter ()`
- `bool Change ()`  
*Set FMI Transfer Syntax.*
- `File & GetFile ()`
- `void SetChangePrivateTags (bool b)`  
*Decide whether or not to VR'ify private tags.*
- `void SetFile (const File &f)`  
*Set/Get File.*
- `void SetRecomputeItemLength (bool b)`  
*By default set Sequence & Item length to Undefined to avoid recomputing length:*
- `void SetRecomputeSequenceLength (bool b)`
- `void SetUseVRUN (bool b)`  
*When VR=16bits in explicit but Implicit has a 32bits length, use VR=UN.*

### Protected Member Functions

- `bool ChangeFMI ()`
- `bool ProcessDataSet (DataSet &ds, Dicts const &dicts)`

#### 25.112.1 Detailed Description

**FileExplicitFilter class** After changing a file from Implicit to Explicit representation (see `ImageChangeTransferSyntax`) one operation is to make sure the VR of each DICOM attribute are accurate and do match the one from PS 3.6. Indeed when a file is written in Implicit representation, the VR is not stored directly in the file.

#### Warning

changing an implicit dataset to an explicit dataset is NOT a trivial task of simply changing the VR to the dict one:

- One has to make sure SQ is properly set
- One has to recompute the explicit length SQ
- One has to make sure that VR is valid for the encoding
- One has to make sure that VR 16bits can store the original value length

#### Examples:

`GenAllVR.cxx`, and `LargeVRDSExplicit.cxx`.



## 25.112.2 Constructor & Destructor Documentation

25.112.2.1 `gdcm::FileExplicitFilter::FileExplicitFilter ( )` `[inline]`

25.112.2.2 `gdcm::FileExplicitFilter::~~FileExplicitFilter ( )` `[inline]`

## 25.112.3 Member Function Documentation

25.112.3.1 `bool gdcm::FileExplicitFilter::Change ( )`

Set FMI Transfer Syntax.

Change

Examples:

GenAllVR.cxx, and LargeVRDSExplicit.cxx.

25.112.3.2 `bool gdcm::FileExplicitFilter::ChangeFMI ( )` `[protected]`

25.112.3.3 `File& gdcm::FileExplicitFilter::GetFile ( )` `[inline]`

25.112.3.4 `bool gdcm::FileExplicitFilter::ProcessDataSet ( DataSet & ds, Dicts const & dicts )` `[protected]`

25.112.3.5 `void gdcm::FileExplicitFilter::SetChangePrivateTags ( bool b )` `[inline]`

Decide whether or not to VR'ify private tags.

25.112.3.6 `void gdcm::FileExplicitFilter::SetFile ( const File & f )` `[inline]`

Set/Get File.

Examples:

GenAllVR.cxx, and LargeVRDSExplicit.cxx.

25.112.3.7 `void gdcm::FileExplicitFilter::SetRecomputeItemLength ( bool b )`

By default set Sequence & Item length to Undefined to avoid recomputing length:

25.112.3.8 `void gdcm::FileExplicitFilter::SetRecomputeSequenceLength ( bool b )`

25.112.3.9 `void gdcm::FileExplicitFilter::SetUseVRUN ( bool b )` `[inline]`

When VR=16bits in explicit but Implicit has a 32bits length, use VR=UN.

The documentation for this class was generated from the following file:

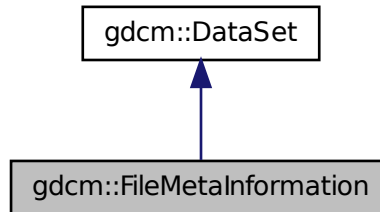
- `gdcmFileExplicitFilter.h`

## 25.113 gdcm::FileMetaInformation Class Reference

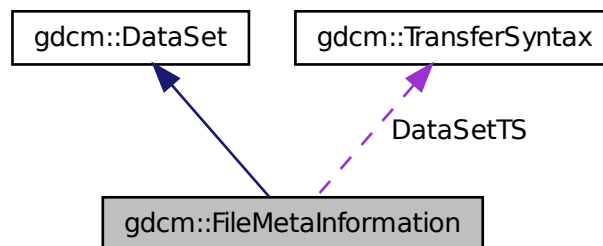
Class to represent a File Meta Information.

```
#include <gdcmFileMetaInformation.h>
```

Inheritance diagram for gdcm::FileMetaInformation:



Collaboration diagram for gdcm::FileMetaInformation:



### Public Member Functions

- `FileMetaInformation ()`
- `FileMetaInformation (FileMetaInformation const &fmi)`
- `~FileMetaInformation ()`
- `void FillFromDataSet (DataSet const &ds)`

*Construct a FileMetaInformation from an already existing DataSet:*

- `const TransferSyntax & GetDataSetTransferSyntax () const`
- `VL GetFullLength () const`
- `MediaStorage GetMediaStorage () const`
- `TransferSyntax::NegociatedType GetMetaInformationTS () const`

- const Preamble & GetPreamble () const  
*Get Preamble.*
- Preamble & GetPreamble ()
- void Insert (const DataElement &de)
- bool IsValid () const
- std::istream & Read (std::istream &is)  
*Read.*
- std::istream & ReadCompat (std::istream &is)
- void Replace (const DataElement &de)  
*Replace a dataelement with another one.*
- void SetDataSetTransferSyntax (const TransferSyntax &ts)
- void SetPreamble (const Preamble &p)
- std::ostream & Write (std::ostream &os) const  
*Write.*

### Static Public Member Functions

- static void AppendImplementationClassUID (const char \*imp)
- static const char \* GetImplementationClassUID ()
- static const char \* GetImplementationVersionName ()
- static const char \* GetSourceApplicationEntityTitle ()
- static void SetImplementationClassUID (const char \*imp)  
*Override the GDCM default values:*
- static void SetImplementationVersionName (const char \*version)
- static void SetSourceApplicationEntityTitle (const char \*title)

### Protected Member Functions

- void ComputeDataSetMediaStorageSOPClass ()
- void ComputeDataSetTransferSyntax ()
- void Default ()
- template<typename TSwap >  
std::istream & ReadCompatInternal (std::istream &is)

### Static Protected Member Functions

- static const char \* GetFileMetaInformationVersion ()
- static const char \* GetGDCMImplementationClassUID ()
- static const char \* GetGDCMImplementationVersionName ()
- static const char \* GetGDCMSourceApplicationEntityTitle ()

### Protected Attributes

- MediaStorage::MSType DataSetMS
- TransferSyntax DataSetTS
- TransferSyntax::NegociatedType MetaInformationTS

## Friends

- `std::ostream & operator<< (std::ostream &_os, const FileMetaInformation &_val)`

## Additional Inherited Members

### 25.113.1 Detailed Description

Class to represent a File Meta Information.

FileMetaInformation is a Explicit Structured Set. Whenever the file contains an ImplicitDataElement DataSet, a conversion will take place.

Definition: The File Meta Information includes identifying information on the encapsulated Data Set. This header consists of a 128 byte File Preamble, followed by a 4 byte DICOM prefix, followed by the File Meta Elements shown in Table 7.1-1. This header shall be present in every DICOM file.

#### See Also

Writer Reader

#### Examples:

GenAllVR.cxx, GenFakelIdentifyFile.cxx, LargeVRDSExplicit.cxx, and ReadAndDumpDICOMDIR.cxx.

### 25.113.2 Constructor & Destructor Documentation

25.113.2.1 `gdcm::FileMetaInformation::FileMetaInformation ( )` `[inline]`

25.113.2.2 `gdcm::FileMetaInformation::~~FileMetaInformation ( )` `[inline]`

25.113.2.3 `gdcm::FileMetaInformation::FileMetaInformation ( FileMetaInformation const & fmi )` `[inline]`

References DataSetMS, DataSetTS, and MetaInformationTS.

### 25.113.3 Member Function Documentation

25.113.3.1 `static void gdcm::FileMetaInformation::AppendImplementationClassUID ( const char * imp )` `[static]`

25.113.3.2 `void gdcm::FileMetaInformation::ComputeDataSetMediaStorageSOPClass ( )` `[protected]`

25.113.3.3 `void gdcm::FileMetaInformation::ComputeDataSetTransferSyntax ( )` `[protected]`

25.113.3.4 `void gdcm::FileMetaInformation::Default ( )` `[protected]`

25.113.3.5 `void gdcm::FileMetaInformation::FillFromDataSet ( DataSet const & ds )`

Construct a FileMetaInformation from an already existing DataSet:

25.113.3.6 `const TransferSyntax& gdcm::FileMetalInformation::GetDataSetTransferSyntax ( ) const` [inline]

Examples:

GetJPEGSamplePrecision.cxx, and MergeTwoFiles.cxx.

25.113.3.7 `static const char* gdcm::FileMetalInformation::GetFileMetalInformationVersion ( )` [static],[protected]

25.113.3.8 `VL gdcm::FileMetalInformation::GetFullLength ( ) const` [inline]

References gdcm::VL::GetLength().

25.113.3.9 `static const char* gdcm::FileMetalInformation::GetGDCMImplementationClassUID ( )` [static],[protected]

25.113.3.10 `static const char* gdcm::FileMetalInformation::GetGDCMImplementationVersionName ( )` [static],[protected]

25.113.3.11 `static const char* gdcm::FileMetalInformation::GetGDCMSourceApplicationEntityTitle ( )` [static],[protected]

25.113.3.12 `static const char* gdcm::FileMetalInformation::GetImplementationClassUID ( )` [static]

25.113.3.13 `static const char* gdcm::FileMetalInformation::GetImplementationVersionName ( )` [static]

25.113.3.14 `MediaStorage gdcm::FileMetalInformation::GetMediaStorage ( ) const`

25.113.3.15 `TransferSyntax::NegociatedType gdcm::FileMetalInformation::GetMetalInformationTS ( ) const` [inline]

25.113.3.16 `const Preamble& gdcm::FileMetalInformation::GetPreamble ( ) const` [inline]

Get Preamble.

Referenced by gdcm::operator<<().

25.113.3.17 `Preamble& gdcm::FileMetalInformation::GetPreamble ( )` [inline]

25.113.3.18 `static const char* gdcm::FileMetalInformation::GetSourceApplicationEntityTitle ( )` [static]

25.113.3.19 `void gdcm::FileMetalInformation::Insert ( const DataElement & de )` [inline]

Insert a DataElement in the DataSet.

Warning

: Tag need to be  $\geq 0x8$  to be considered valid data element

Reimplemented from gdcm::DataSet.

References gdcmErrorMacro, gdcm::Tag::GetGroup(), and gdcm::DataElement::GetTag().

25.113.3.20 `bool gdcm::FileMetaInformation::IsValid ( ) const [inline]`

25.113.3.21 `std::istream& gdcm::FileMetaInformation::Read ( std::istream & is )`

Read.

Reimplemented from `gdcm::DataSet`.

25.113.3.22 `std::istream& gdcm::FileMetaInformation::ReadCompat ( std::istream & is )`

25.113.3.23 `template<typename TSwap > std::istream& gdcm::FileMetaInformation::ReadCompatInternal ( std::istream & is )`  
[protected]

25.113.3.24 `void gdcm::FileMetaInformation::Replace ( const DataElement & de ) [inline]`

Replace a dataelement with another one.

Reimplemented from `gdcm::DataSet`.

Examples:

LargeVRDSExplicit.cxx.

References `gdcm::DataElement::GetTag()`.

25.113.3.25 `void gdcm::FileMetaInformation::SetDataSetTransferSyntax ( const TransferSyntax & ts )`

Examples:

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixJAIBugJPEGLS.cxx, GenAIIVR.cxx, GenFakeIdentifyFile.cxx, LargeVRDSExplicit.cxx, pmsct\_rgb1.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

25.113.3.26 `static void gdcm::FileMetaInformation::SetImplementationClassUID ( const char * imp ) [static]`

Override the GDCM default values:

25.113.3.27 `static void gdcm::FileMetaInformation::SetImplementationVersionName ( const char * version ) [static]`

25.113.3.28 `void gdcm::FileMetaInformation::SetPreamble ( const Preamble & p ) [inline]`

25.113.3.29 `static void gdcm::FileMetaInformation::SetSourceApplicationEntityTitle ( const char * title ) [static]`

Examples:

FixJAIBugJPEGLS.cxx.

25.113.3.30 `std::ostream& gdcm::FileMetaInformation::Write ( std::ostream & os ) const`

Write.

Reimplemented from `gdcm::DataSet`.

### 25.113.4 Friends And Related Function Documentation

25.113.4.1 `std::ostream& operator<< ( std::ostream & _os, const FileMetaInformation & _val )` [friend]

### 25.113.5 Member Data Documentation

25.113.5.1 `MediaStorage::MSType gdcm::FileMetaInformation::DataSetMS` [protected]

Referenced by `FileMetaInformation()`.

25.113.5.2 `TransferSyntax gdcm::FileMetaInformation::DataSetTS` [protected]

Referenced by `FileMetaInformation()`.

25.113.5.3 `TransferSyntax::NegociatedType gdcm::FileMetaInformation::MetaInformationTS` [protected]

Referenced by `FileMetaInformation()`.

The documentation for this class was generated from the following file:

- `gdcmFileMetaInformation.h`

## 25.114 gdcm::Filename Class Reference

Class to manipulate file name's.

```
#include <gdcmFilename.h>
```

### Public Member Functions

- `Filename (const char *filename="")`
- `const char * GetExtension ()`  
*return only the extension part of a filename*
- `const char * GetFileName () const`  
*Return the full filename.*
- `const char * GetName ()`  
*return only the name part of a filename*
- `const char * GetPath ()`  
*Return only the path component of a filename.*
- `bool IsEmpty () const`  
*return whether the filename is empty*
- `bool IsIdentical (Filename const &fn) const`
- `operator const char * () const`
- `const char * ToUnixSlashes ()`  
*Convert backslash (windows style) to UNIX style slash.*
- `const char * ToWindowsSlashes ()`  
*Convert foward slash (UNIX style) to windows style slash.*

## Static Public Member Functions

- static const char \* Join (const char \*path, const char \*filename)

### 25.114.1 Detailed Description

Class to manipulate file name's.

#### Note

OS independant representation of a filename (to query path, name and extension from a filename)

### 25.114.2 Constructor & Destructor Documentation

25.114.2.1 `gdcm::Filename::Filename ( const char * filename = " " ) [inline]`

### 25.114.3 Member Function Documentation

25.114.3.1 `const char* gdcm::Filename::GetExtension ( )`

return only the extension part of a filename

25.114.3.2 `const char* gdcm::Filename::GetFileName ( ) const [inline]`

Return the full filename.

25.114.3.3 `const char* gdcm::Filename::GetName ( )`

return only the name part of a filename

25.114.3.4 `const char* gdcm::Filename::GetPath ( )`

Return only the path component of a filename.

25.114.3.5 `bool gdcm::Filename::IsEmpty ( ) const [inline]`

return whether the filename is empty

25.114.3.6 `bool gdcm::Filename::IsIdentical ( Filename const & fn ) const`

25.114.3.7 `static const char* gdcm::Filename::Join ( const char * path, const char * filename ) [static]`

Join two paths NOT THREAD SAFE

25.114.3.8 `gdcm::Filename::operator const char * ( ) const [inline]`

Simple operator to allow Filename myfilename( "..."); const char \* s = myfilename;



25.114.3.9 `const char* gdcm::Filename::ToUnixSlashes ( )`

Convert backslash (windows style) to UNIX style slash.

25.114.3.10 `const char* gdcm::Filename::ToWindowsSlashes ( )`

Convert foward slash (UNIX style) to windows style slash.

The documentation for this class was generated from the following file:

- `gdcmFilename.h`

## 25.115 gdcm::FilenameGenerator Class Reference

FilenameGenerator.

```
#include <gdcmFilenameGenerator.h>
```

### Public Types

- `typedef std::vector< FilenameType > FilenamesType`
- `typedef std::string FilenameType`
- `typedef FilenamesType::size_type SizeType`

### Public Member Functions

- `FilenameGenerator ()`
- `~FilenameGenerator ()`
- `bool Generate ()`  
*Generate (return success)*
- `const char * GetFilename (SizeType n) const`  
*Get a particular filename (call after Generate)*
- `FilenamesType const & GetFilenames () const`  
*Return all filenames.*
- `SizeType GetNumberOfFilenames () const`
- `const char * GetPattern () const`
- `const char * GetPrefix () const`
- `void SetNumberOfFilenames (SizeType nfiles)`  
*Set/Get the number of filenames to generate.*
- `void SetPattern (const char *pattern)`  
*Set/Get pattern.*
- `void SetPrefix (const char *prefix)`  
*Set/Get prefix.*

### 25.115.1 Detailed Description

FilenameGenerator.

class to generate filenames based on a pattern (C-style)

Output will be:

for  $i = 0$ , number of filenames: `outfilename[i] = prefix + (pattern % i)`

where `pattern % i` means C-style `sprintf` of `Pattern` using value `'i'`

Examples:

`ConvertMultiFrameToSingleFrame.cxx`.

### 25.115.2 Member Typedef Documentation

25.115.2.1 `typedef std::vector<FilenameType> gdcm::FilenameGenerator::FileNamesType`

25.115.2.2 `typedef std::string gdcm::FilenameGenerator::FilenameType`

25.115.2.3 `typedef FileNamesType::size_type gdcm::FilenameGenerator::SizeType`

### 25.115.3 Constructor & Destructor Documentation

25.115.3.1 `gdcm::FilenameGenerator::FilenameGenerator ( )` `[inline]`

25.115.3.2 `gdcm::FilenameGenerator::~~FilenameGenerator ( )` `[inline]`

### 25.115.4 Member Function Documentation

25.115.4.1 `bool gdcm::FilenameGenerator::Generate ( )`

Generate (return success)

Examples:

`ConvertMultiFrameToSingleFrame.cxx`.

25.115.4.2 `const char* gdcm::FilenameGenerator::GetFilename ( SizeType n ) const`

Get a particular filename (call after `Generate`)

Examples:

`ConvertMultiFrameToSingleFrame.cxx`.

25.115.4.3 `FileNamesType const& gdcm::FilenameGenerator::GetFileNames ( ) const` `[inline]`

Return all filenames.

25.115.4.4 **SizeType** gdcm::FilenameGenerator::GetNumberOfFileNames ( ) const

Examples:

ConvertMultiFrameToSingleFrame.cxx.

25.115.4.5 const char\* gdcm::FilenameGenerator::GetPattern ( ) const [inline]

25.115.4.6 const char\* gdcm::FilenameGenerator::GetPrefix ( ) const [inline]

25.115.4.7 void gdcm::FilenameGenerator::SetNumberOfFileNames ( **SizeType** *nfiles* )

Set/Get the number of filenames to generate.

Examples:

ConvertMultiFrameToSingleFrame.cxx.

25.115.4.8 void gdcm::FilenameGenerator::SetPattern ( const char \* *pattern* ) [inline]

Set/Get pattern.

Examples:

ConvertMultiFrameToSingleFrame.cxx.

25.115.4.9 void gdcm::FilenameGenerator::SetPrefix ( const char \* *prefix* ) [inline]

Set/Get prefix.

The documentation for this class was generated from the following file:

- gdcmFilenameGenerator.h

## 25.116 gdcm::FileSet Class Reference

File-set: A File-set is a collection of DICOM Files (and possibly non-DICOM Files) that share a common naming space within which File IDs are unique.

```
#include <gdcmFileSet.h>
```

### Public Types

- typedef std::vector< FileType > FilesType
- typedef std::string FileType

## Public Member Functions

- FileSet ()
- void AddFile (File const &)
- bool AddFile (const char \*filename)
- FileType const & GetFiles () const
- void SetFiles (FileType const &files)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const FileSet &d)

### 25.116.1 Detailed Description

File-set: A File-set is a collection of DICOM Files (and possibly non-DICOM Files) that share a common naming space within which File IDs are unique.

### 25.116.2 Member Typedef Documentation

25.116.2.1 `typedef std::vector<FileType> gdcm::FileSet::FileType`

25.116.2.2 `typedef std::string gdcm::FileSet::FileType`

### 25.116.3 Constructor & Destructor Documentation

25.116.3.1 `gdcm::FileSet::FileSet ( )` `[inline]`

### 25.116.4 Member Function Documentation

25.116.4.1 `void gdcm::FileSet::AddFile ( File const & )` `[inline]`

**Deprecated** . Does nothing

25.116.4.2 `bool gdcm::FileSet::AddFile ( const char * filename )`

Add a file 'filename' to the list of files. Return true on success, false in case filename could not be found on system.

25.116.4.3 `FileType const& gdcm::FileSet::GetFiles ( ) const` `[inline]`

25.116.4.4 `void gdcm::FileSet::SetFiles ( FileType const & files )`

### 25.116.5 Friends And Related Function Documentation

25.116.5.1 `std::ostream& operator<< ( std::ostream & _os, const FileSet & d )` `[friend]`

The documentation for this class was generated from the following file:

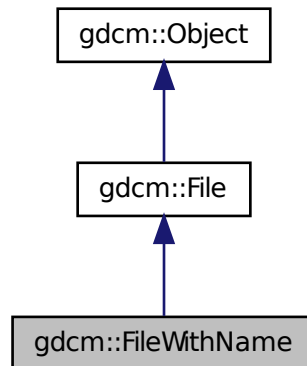
- gdcmFileSet.h

## 25.117 gdcm::FileWithName Class Reference

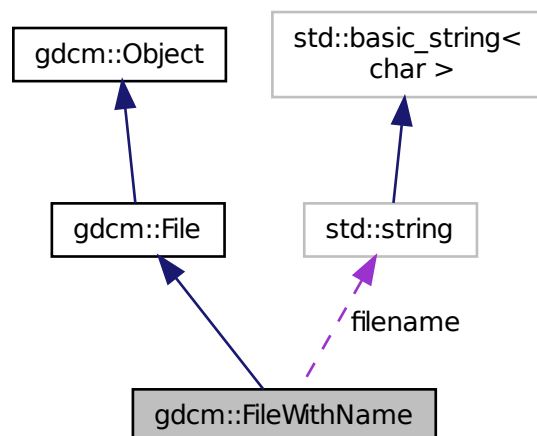
FileWithName.

```
#include <gdcmSerieHelper.h>
```

Inheritance diagram for gdcm::FileWithName:



Collaboration diagram for gdcm::FileWithName:



## Public Member Functions

- `FileWithName (File &f)`

## Public Attributes

- `std::string filename`

## Additional Inherited Members

### 25.117.1 Detailed Description

`FileWithName`.

Backward only class do not use in newer code

### 25.117.2 Constructor & Destructor Documentation

25.117.2.1 `gdcm::FileWithName::FileWithName ( File & f )` `[inline]`

### 25.117.3 Member Data Documentation

25.117.3.1 `std::string gdcm::FileWithName::filename`

The documentation for this class was generated from the following file:

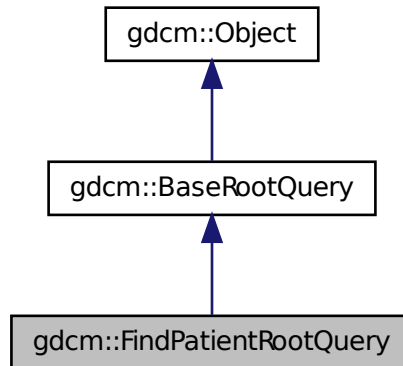
- `gdcmSerieHelper.h`

## 25.118 `gdcm::FindPatientRootQuery` Class Reference

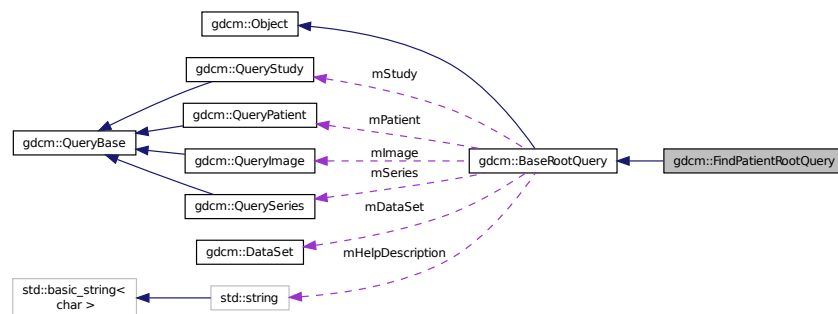
`PatientRootQuery` contains: the class which will produce a dataset for c-find with patient root.

```
#include <gdcmFindPatientRootQuery.h>
```

Inheritance diagram for gdcmm::FindPatientRootQuery:



Collaboration diagram for gdcmm::FindPatientRootQuery:



## Public Member Functions

- `FindPatientRootQuery ()`
- `UIDs::TSName GetAbstractSyntaxUID () const`
- `std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)`
- `void InitializeDataSet (const EQueryLevel &inQueryLevel)`
- `bool ValidateQuery (bool inStrict=true) const`

## Friends

- class `QueryFactory`

## Additional Inherited Members

### 25.118.1 Detailed Description

PatientRootQuery contains: the class which will produce a dataset for c-find with patient root.

### 25.118.2 Constructor & Destructor Documentation

25.118.2.1 `gdcm::FindPatientRootQuery::FindPatientRootQuery ( )`

### 25.118.3 Member Function Documentation

25.118.3.1 `UIDs::TSName gdcm::FindPatientRootQuery::GetAbstractSyntaxUID ( ) const [virtual]`

Implements `gdcm::BaseRootQuery`.

25.118.3.2 `std::vector<Tag> gdcm::FindPatientRootQuery::GetTagListByLevel ( const EQueryLevel & inQueryLevel ) [virtual]`

this function will return all tags at a given query level, so that they maybe selected for searching. The boolean `forFind` is true if the query is a find query, or false for a move query.

Implements `gdcm::BaseRootQuery`.

25.118.3.3 `void gdcm::FindPatientRootQuery::InitializeDataSet ( const EQueryLevel & inQueryLevel ) [virtual]`

this function sets tag 8,52 to the appropriate value based on query level also fills in the right unique tags, as per the standard's requirements should allow for connection with dcm4chee

Implements `gdcm::BaseRootQuery`.

25.118.3.4 `bool gdcm::FindPatientRootQuery::ValidateQuery ( bool inStrict = true ) const [virtual]`

have to be able to ensure that 0x8,0x52 is set (which will be true if `InitializeDataSet` is called...) that the level is appropriate (ie, not setting PATIENT for a study query that the tags in the query match the right level (either required, unique, optional) by default, this function checks to see if the query is for finding, which is more permissive than for moving. For moving, only the unique tags are allowed. 10 Jan 2011: adding in the 'strict' mode. according to the standard (at least, how I've read it), only tags for a particular level should be allowed in a particular query (ie, just series level tags in a series level query). However, it seems that dcm4chee doesn't share that interpretation. So, if 'inStrict' is false, then tags from the current level and all higher levels are now considered valid. So, if you're doing a non-strict series-level query, tags from the patient and study level can be passed along as well.

Implements `gdcm::BaseRootQuery`.

### 25.118.4 Friends And Related Function Documentation

25.118.4.1 `friend class QueryFactory [friend]`

The documentation for this class was generated from the following file:

- `gdcmFindPatientRootQuery.h`

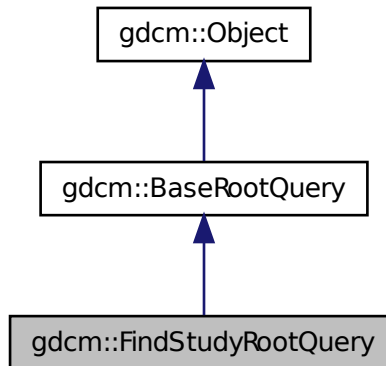


## 25.119 gdcm::FindStudyRootQuery Class Reference

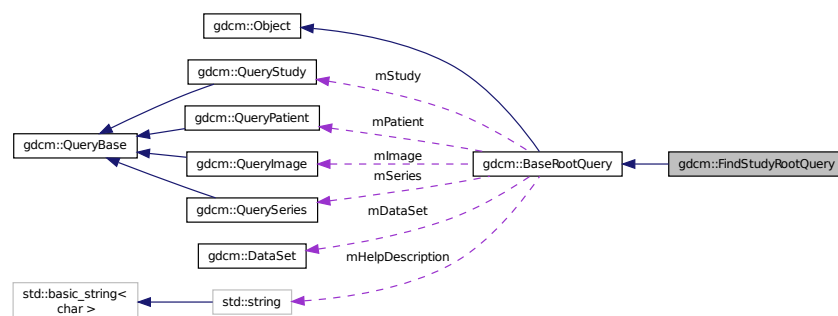
FindStudyRootQuery contains: the class which will produce a dataset for C-FIND with study root.

```
#include <gdcmFindStudyRootQuery.h>
```

Inheritance diagram for gdcm::FindStudyRootQuery:



Collaboration diagram for gdcm::FindStudyRootQuery:



### Public Member Functions

- `FindStudyRootQuery ()`
- `UIDs::TSName GetAbstractSyntaxUID () const`
- `std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)`
- `void InitializeDataSet (const EQueryLevel &inQueryLevel)`
- `bool ValidateQuery (bool inStrict=true) const`

## Friends

- class QueryFactory

## Additional Inherited Members

### 25.119.1 Detailed Description

FindStudyRootQuery contains: the class which will produce a dataset for C-FIND with study root.

### 25.119.2 Constructor & Destructor Documentation

25.119.2.1 `gdcM::FindStudyRootQuery::FindStudyRootQuery ( )`

### 25.119.3 Member Function Documentation

25.119.3.1 `UIDs::TSName gdcM::FindStudyRootQuery::GetAbstractSyntaxUID ( ) const [virtual]`

Implements `gdcM::BaseRootQuery`.

25.119.3.2 `std::vector<Tag> gdcM::FindStudyRootQuery::GetTagListByLevel ( const EQueryLevel & inQueryLevel ) [virtual]`

this function will return all tags at a given query level, so that they maybe selected for searching. The boolean forFind is true if the query is a find query, or false for a move query.

Implements `gdcM::BaseRootQuery`.

25.119.3.3 `void gdcM::FindStudyRootQuery::InitializeDataSet ( const EQueryLevel & inQueryLevel ) [virtual]`

this function sets tag 8,52 to the appropriate value based on query level also fills in the right unique tags, as per the standard's requirements should allow for connection with dcmTk

Implements `gdcM::BaseRootQuery`.

25.119.3.4 `bool gdcM::FindStudyRootQuery::ValidateQuery ( bool inStrict=true ) const [virtual]`

have to be able to ensure that (0008,0052) is set that the level is appropriate (ie, not setting PATIENT for a study query that the tags in the query match the right level (either required, unique, optional)

Implements `gdcM::BaseRootQuery`.

### 25.119.4 Friends And Related Function Documentation

25.119.4.1 `friend class QueryFactory [friend]`

The documentation for this class was generated from the following file:

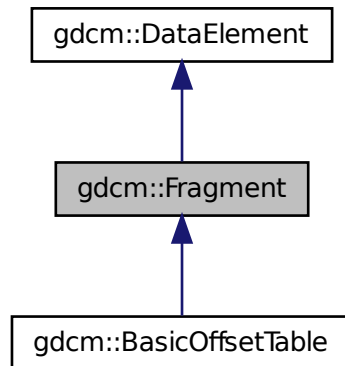
- `gdcMFindStudyRootQuery.h`

## 25.120 gdcm::Fragment Class Reference

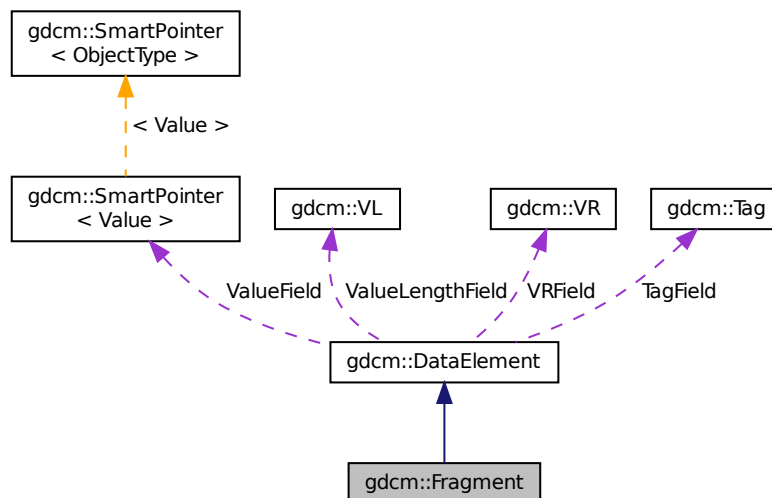
Class to represent a Fragment.

```
#include <gdcmFragment.h>
```

Inheritance diagram for gdcm::Fragment:



Collaboration diagram for gdcm::Fragment:



## Public Member Functions

- `Fragment ()`
- `VL GetLength () const`
- `template<typename TSwap > std::istream & Read (std::istream &is)`
- `template<typename TSwap > std::istream & ReadValue (std::istream &is)`
- `template<typename TSwap > std::ostream & Write (std::ostream &os) const`

## Friends

- `std::ostream & operator<< (std::ostream &os, const Fragment &val)`

## Additional Inherited Members

### 25.120.1 Detailed Description

Class to represent a Fragment.

Examples:

`FixBrokenJ2K.cxx`, and `FixJAI BugJPEGLS.cxx`.

### 25.120.2 Constructor & Destructor Documentation

25.120.2.1 `gdcmm::Fragment::Fragment ( ) [inline]`

### 25.120.3 Member Function Documentation

25.120.3.1 `VL gdcmm::Fragment::GetLength ( ) const [inline]`

Reimplemented from `gdcmm::DataElement`.

References `gdcmm::VL::GetLength()`.

25.120.3.2 `template<typename TSwap > std::istream& gdcmm::Fragment::Read ( std::istream & is ) [inline]`

Reimplemented from `gdcmm::DataElement`.

Reimplemented in `gdcmm::BasicOffsetTable`.

References `gdcmm::VL::Read()`.

Referenced by `gdcmm::SequenceOfFragments::Read()`.

25.120.3.3 `template<typename TSwap > std::istream& gdcmm::Fragment::ReadValue ( std::istream & is ) [inline]`

References `gdcmmWarningMacro`, and `gdcmm::ParseException::SetLastElement()`.

25.120.3.4 `template<typename TSwap > std::ostream& gdcmm::Fragment::Write ( std::ostream & os ) const` `[inline]`

Reimplemented from `gdcmm::DataElement`.

References `gdcmm::ByteValue::GetLength()`, `gdcmm::VL::Write()`, and `gdcmm::ByteValue::Write()`.

## 25.120.4 Friends And Related Function Documentation

25.120.4.1 `std::ostream& operator<< ( std::ostream & os, const Fragment & val )` `[friend]`

The documentation for this class was generated from the following file:

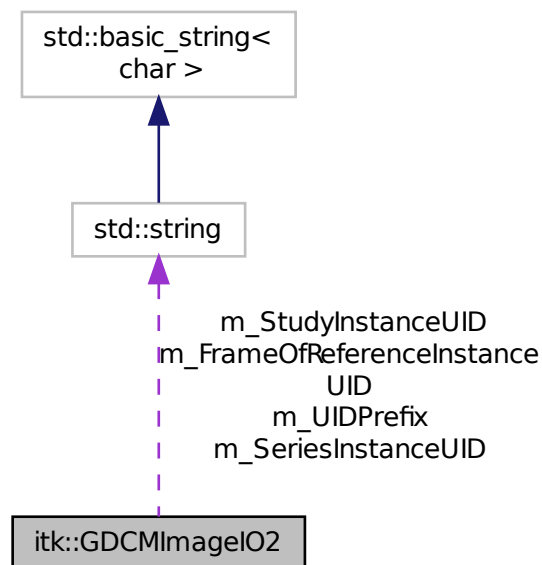
- `gdcmmFragment.h`

## 25.121 itk::GDCMImageIO2 Class Reference

ImageIO class for reading and writing DICOM V3.0 and ACR/NEMA (V1.0 & V2.0) images This class is only an adaptor to the `gdcmm` library (currently `gdcmm 2.0` is used):

```
#include <itkGDCMImageIO2.h>
```

Collaboration diagram for `itk::GDCMImageIO2`:



## Public Types

- `typedef SmartPointer< Self > Pointer`

- typedef GDCMImageIO2 Self
- typedef ImageIOBase Superclass
- enum TCompressionType {  
    JPEG = 0,  
    JPEG2000 }

## Public Member Functions

- virtual bool CanReadFile (const char \*)
- virtual bool CanWriteFile (const char \*)
- void GetBodyPart (char \*part)
- void GetInstitution (char \*ins)
- void GetManufacturer (char \*manu)
- void GetModality (char \*modality)
- void GetModel (char \*model)
- void GetNumberOfSeriesInStudy (char \*series)
- void GetNumberOfStudyRelatedSeries (char \*series)
- void GetPatientAge (char \*age)
- void GetPatientDOB (char \*dob)
- void GetPatientID (char \*id)
- void GetPatientName (char \*name)
- void GetPatientSex (char \*sex)
- void GetScanOptions (char \*options)
- void GetStudyDate (char \*date)
- void GetStudyDescription (char \*desc)
- void GetStudyID (char \*id)
- bool GetValueFromTag (const std::string &tag, std::string &value)
- itkBooleanMacro (KeepOriginalUID)
- itkBooleanMacro (LoadSequences)
- itkBooleanMacro (LoadPrivateTags)
- itkGetEnumMacro (CompressionType, TCompressionType)
- itkGetMacro (RescaleSlope, double)
- itkGetMacro (RescaleIntercept, double)
- itkGetMacro (KeepOriginalUID, bool)
- itkGetMacro (LoadSequences, bool)
- itkGetMacro (LoadPrivateTags, bool)
- itkGetStringMacro (UIDPrefix)
- itkGetStringMacro (StudyInstanceUID)
- itkGetStringMacro (SeriesInstanceUID)
- itkGetStringMacro (FrameOfReferenceInstanceUID)
- itkNewMacro (Self)
- itkSetEnumMacro (CompressionType, TCompressionType)
- itkSetMacro (KeepOriginalUID, bool)
- itkSetMacro (MaxSizeLoadEntry, long)
- itkSetMacro (LoadSequences, bool)
- itkSetMacro (LoadPrivateTags, bool)
- itkSetStringMacro (UIDPrefix)
- itkTypeMacro (GDCMImageIO2, Superclass)
- virtual void Read (void \*buffer)
- virtual void ReadImageInformation ()
- virtual void Write (const void \*buffer)
- virtual void WriteImageInformation ()

## Static Public Member Functions

- static bool GetLabelFromTag (const std::string &tag, std::string &labelId)
- static bool GetLoadPrivateTagsDefault ()
- static bool GetLoadSequencesDefault ()
- static void LoadPrivateTagsDefaultOff ()
- static void LoadPrivateTagsDefaultOn ()
- static void LoadSequencesDefaultOff ()
- static void LoadSequencesDefaultOn ()
- static void SetLoadPrivateTagsDefault (bool)
- static void SetLoadSequencesDefault (bool)

## Protected Member Functions

- GDCMImageIO2 ()
- ~GDCMImageIO2 ()
- void InternalReadImageInformation (std::ifstream &)
- bool OpenGDCMFileForReading (std::ifstream &, const char \*)
- bool OpenGDCMFileForWriting (std::ofstream &, const char \*)
- void PrintSelf (std::ostream &os, Indent indent) const

## Protected Attributes

- std::string m\_FrameOfReferenceInstanceUID
- bool m\_KeepOriginalUID
- double m\_RescaleIntercept
- double m\_RescaleSlope
- std::string m\_SeriesInstanceUID
- std::string m\_StudyInstanceUID
- std::string m\_UIDPrefix

### 25.121.1 Detailed Description

ImageIO class for reading and writing DICOM V3.0 and ACR/NEMA (V1.0 & V2.0) images This class is only an adaptor to the gdcm library (currently gdcm 2.0 is used):

<http://gdcm.sourceforge.net>

#### Warning

this class is deprecated, as gdcm 2.x has been integrated in ITK starting ITK 3.12

### 25.121.2 Member Typedef Documentation

25.121.2.1 typedef SmartPointer<Self> itk::GDCMImageIO2::Pointer

25.121.2.2 typedef GDCMImageIO2 itk::GDCMImageIO2::Self

Standard class typedefs.

25.121.2.3 `typedef ImageIOBase itk::GDCMImageIO2::Superclass`

### 25.121.3 Member Enumeration Documentation

25.121.3.1 `enum itk::GDCMImageIO2::TCompressionType`

Set/Get a boolean to use the JPEG2000 compression or not.

Enumerator:

***JPEG***

***JPEG2000***

### 25.121.4 Constructor & Destructor Documentation

25.121.4.1 `itk::GDCMImageIO2::GDCMImageIO2 ( )` [protected]

25.121.4.2 `itk::GDCMImageIO2::~~GDCMImageIO2 ( )` [protected]

### 25.121.5 Member Function Documentation

25.121.5.1 `virtual bool itk::GDCMImageIO2::CanReadFile ( const char * )` [virtual]

Determine the file type. Returns true if this ImageIO can read the file specified.

25.121.5.2 `virtual bool itk::GDCMImageIO2::CanWriteFile ( const char * )` [virtual]

Determine the file type. Returns true if this ImageIO can write the file specified. GDCM triggers on ".dcm" and ".dicom".

25.121.5.3 `void itk::GDCMImageIO2::GetBodyPart ( char * part )`

25.121.5.4 `void itk::GDCMImageIO2::GetInstitution ( char * ins )`

25.121.5.5 `static bool itk::GDCMImageIO2::GetLabelFromTag ( const std::string & tag, std::string & labelId )` [static]

Method for consulting the DICOM dictionary and recovering the text description of a field using its numeric tag represented as a string. If the tagkey is not found in the dictionary then this static method return false and the value "Unknown" in the labelId. If the tagkey is found then this static method returns true and the actual string descriptor of the tagkey is returned in the variable labelId.

25.121.5.6 `static bool itk::GDCMImageIO2::GetLoadPrivateTagsDefault ( )` [inline],[static]

25.121.5.7 `static bool itk::GDCMImageIO2::GetLoadSequencesDefault ( )` [inline],[static]

25.121.5.8 `void itk::GDCMImageIO2::GetManufacturer ( char * manu )`

25.121.5.9 `void itk::GDCMImageIO2::GetModality ( char * modality )`



- 25.121.5.10 void itk::GDCMImageIO2::GetModel ( char \* *model* )
- 25.121.5.11 void itk::GDCMImageIO2::GetNumberOfSeriesInStudy ( char \* *series* )
- 25.121.5.12 void itk::GDCMImageIO2::GetNumberOfStudyRelatedSeries ( char \* *series* )
- 25.121.5.13 void itk::GDCMImageIO2::GetPatientAge ( char \* *age* )
- 25.121.5.14 void itk::GDCMImageIO2::GetPatientDOB ( char \* *dob* )
- 25.121.5.15 void itk::GDCMImageIO2::GetPatientID ( char \* *id* )
- 25.121.5.16 void itk::GDCMImageIO2::GetPatientName ( char \* *name* )

Convenience methods to query patient information and scanner information. These methods are here for compatibility with the DICOMImageIO2 class.

- 25.121.5.17 void itk::GDCMImageIO2::GetPatientSex ( char \* *sex* )
- 25.121.5.18 void itk::GDCMImageIO2::GetScanOptions ( char \* *options* )
- 25.121.5.19 void itk::GDCMImageIO2::GetStudyDate ( char \* *date* )
- 25.121.5.20 void itk::GDCMImageIO2::GetStudyDescription ( char \* *desc* )
- 25.121.5.21 void itk::GDCMImageIO2::GetStudyID ( char \* *id* )
- 25.121.5.22 bool itk::GDCMImageIO2::GetValueFromTag ( const std::string & *tag*, std::string & *value* )

More general method to retrieve an arbitrary DICOM value based on a DICOM Tag (eg "0123|4567"). WARNING: You need to use the lower case for hex 0x[a-f], for instance: "0020|000d" instead of "0020|000D" (the latter won't work)

- 25.121.5.23 void itk::GDCMImageIO2::InternalReadImageInformation ( std::ifstream & ) [protected]
- 25.121.5.24 itk::GDCMImageIO2::itkBooleanMacro ( KeepOriginalUID )
- 25.121.5.25 itk::GDCMImageIO2::itkBooleanMacro ( LoadSequences )
- 25.121.5.26 itk::GDCMImageIO2::itkBooleanMacro ( LoadPrivateTags )
- 25.121.5.27 itk::GDCMImageIO2::itkGetEnumMacro ( CompressionType , TCompressionType )
- 25.121.5.28 itk::GDCMImageIO2::itkGetMacro ( RescaleSlope , double )

Macro to access Rescale Slope and Rescale Intercept. Which are needed to rescale properly image when needed. User then need to Always check those value when access value from the DICOM header

- 25.121.5.29 itk::GDCMImageIO2::itkGetMacro ( RescaleIntercept , double )
- 25.121.5.30 itk::GDCMImageIO2::itkGetMacro ( KeepOriginalUID , bool )

25.121.5.31 `itk::GDCMImageIO2::itkGetMacro ( LoadSequences , bool )`

25.121.5.32 `itk::GDCMImageIO2::itkGetMacro ( LoadPrivateTags , bool )`

25.121.5.33 `itk::GDCMImageIO2::itkGetStringMacro ( UIDPrefix )`

Macro to access the DICOM UID prefix. By default this is the ITK root id. This default can be overridden if the exam is for example part of an existing study.

25.121.5.34 `itk::GDCMImageIO2::itkGetStringMacro ( StudyInstanceUID )`

Access the generated DICOM UID's.

25.121.5.35 `itk::GDCMImageIO2::itkGetStringMacro ( SeriesInstanceUID )`

25.121.5.36 `itk::GDCMImageIO2::itkGetStringMacro ( FrameOfReferenceInstanceUID )`

25.121.5.37 `itk::GDCMImageIO2::itkNewMacro ( Self )`

Method for creation through the object factory.

25.121.5.38 `itk::GDCMImageIO2::itkSetEnumMacro ( CompressionType , TCompressionType )`

25.121.5.39 `itk::GDCMImageIO2::itkSetMacro ( KeepOriginalUID , bool )`

Preserve the original DICOM UID of the input files

25.121.5.40 `itk::GDCMImageIO2::itkSetMacro ( MaxSizeLoadEntry , long )`

A DICOM file can contains multiple binary stream that can be very long For example an Overlay on the image. Most of the time user do not want to load this binary structure in memory since it can consume lot of memory. Therefore any field that is bigger than the default value 0xffff is discarded and just seek'd This method allow advanced user to force the reading of such field

25.121.5.41 `itk::GDCMImageIO2::itkSetMacro ( LoadSequences , bool )`

Parse any sequences in the DICOM file. Defaults to the value of LoadSequencesDefault. Loading DICOM files is faster when sequences are not needed.

25.121.5.42 `itk::GDCMImageIO2::itkSetMacro ( LoadPrivateTags , bool )`

Parse any private tags in the DICOM file. Defaults to the value of LoadPrivateTagsDefault. Loading DICOM files is faster when private tags are not needed.

25.121.5.43 `itk::GDCMImageIO2::itkSetStringMacro ( UIDPrefix )`

## 25.121.5.44 itk::GDCMImageIO2::itkTypeMacro ( GDCMImageIO2 , Superclass )

Run-time type information (and related methods).

25.121.5.45 static void itk::GDCMImageIO2::LoadPrivateTagsDefaultOff ( ) [inline],[static]

25.121.5.46 static void itk::GDCMImageIO2::LoadPrivateTagsDefaultOn ( ) [inline],[static]

25.121.5.47 static void itk::GDCMImageIO2::LoadSequencesDefaultOff ( ) [inline],[static]

25.121.5.48 static void itk::GDCMImageIO2::LoadSequencesDefaultOn ( ) [inline],[static]

25.121.5.49 bool itk::GDCMImageIO2::OpenGDCMFileForReading ( std::ifstream & , const char \* ) [protected]

25.121.5.50 bool itk::GDCMImageIO2::OpenGDCMFileForWriting ( std::ofstream & , const char \* ) [protected]

25.121.5.51 void itk::GDCMImageIO2::PrintSelf ( std::ostream & os, Indent *indent* ) const [protected]

25.121.5.52 virtual void itk::GDCMImageIO2::Read ( void \* *buffer* ) [virtual]

Reads the data from disk into the memory buffer provided.

25.121.5.53 virtual void itk::GDCMImageIO2::ReadImageInformation ( ) [virtual]

Set the spacing and dimesion information for the current filename.

25.121.5.54 static void itk::GDCMImageIO2::SetLoadPrivateTagsDefault ( bool ) [inline],[static]

Global method to define the default value for LoadPrivateTags. When instances of GDCMImageIO are created, the ivar LoadPrivateTags is initialized to the value of LoadPrivateTagsDefault. This method is useful when relying on the IO factory mechanism to load images rather than specifying a particular ImageIO object on the readers. Default is false.

25.121.5.55 static void itk::GDCMImageIO2::SetLoadSequencesDefault ( bool ) [inline],[static]

Global method to define the default value for LoadSequences. When instances of GDCMImageIO are created, the ivar LoadSequences is initialized to the value of LoadSequencesDefault. This method is useful when relying on the IO factory mechanism to load images rather than specifying a particular ImageIO object on the readers. Default is false.

25.121.5.56 virtual void itk::GDCMImageIO2::Write ( const void \* *buffer* ) [virtual]

Writes the data to disk from the memory buffer provided. Make sure that the IORegion has been set properly.

25.121.5.57 virtual void itk::GDCMImageIO2::WriteImageInformation ( ) [virtual]

Writes the spacing and dimentions of the image. Assumes SetFileName has been called with a valid file name.

### 25.121.6 Member Data Documentation

25.121.6.1 `std::string itk::GDCMImageIO2::m_FrameOfReferenceInstanceUID` [protected]

25.121.6.2 `bool itk::GDCMImageIO2::m_KeepOriginalUID` [protected]

25.121.6.3 `double itk::GDCMImageIO2::m_RescaleIntercept` [protected]

25.121.6.4 `double itk::GDCMImageIO2::m_RescaleSlope` [protected]

25.121.6.5 `std::string itk::GDCMImageIO2::m_SeriesInstanceUID` [protected]

25.121.6.6 `std::string itk::GDCMImageIO2::m_StudyInstanceUID` [protected]

25.121.6.7 `std::string itk::GDCMImageIO2::m_UIDPrefix` [protected]

The documentation for this class was generated from the following file:

- `itkGDCMImageIO2.h`

## 25.122 `gdcm::Global` Class Reference

Global.

```
#include <gdcmGlobal.h>
```

### Public Member Functions

- `Global ()`
- `~Global ()`
- `bool Append (const char *path)`
- `Defs const & GetDefs () const`
- `Dicts const & GetDicts () const`
- `Dicts & GetDicts ()`
- `bool LoadResourcesFiles ()`
- `bool Prepend (const char *path)`

### Static Public Member Functions

- `static Global & GetInstance ()`  
*return the singleton instance*

### Protected Member Functions

- `const char * Locate (const char *resfile) const`  
*Locate a ressource file.*

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Global &g)`

### 25.122.1 Detailed Description

Global.

#### Note

Global should be included in any translation unit that will use Dict or that implements the singleton pattern. It makes sure that the Dict singleton is created before and destroyed after all other singletons in GDCM.

#### Examples:

GenAllVR.cxx, GenerateStandardSOPClasses.cxx, GenFakeIdentifyFile.cxx, PublicDict.cxx, ReadAndPrintAttributes.cxx, and TraverseModules.cxx.

### 25.122.2 Constructor & Destructor Documentation

25.122.2.1 `gdcmm::Global::Global ( )`

25.122.2.2 `gdcmm::Global::~~Global ( )`

### 25.122.3 Member Function Documentation

25.122.3.1 `bool gdcmm::Global::Append ( const char * path )`

Append path at the end of the path list

#### Warning

not thread safe !

25.122.3.2 `Defs const& gdcmm::Global::GetDefs ( ) const`

retrieve the default/internal (Part 3) You need to explicitly call LoadResourcesFiles before

#### Examples:

GenerateStandardSOPClasses.cxx.

25.122.3.3 `Dicts const& gdcmm::Global::GetDicts ( ) const`

retrieve the default/internal dicts (Part 6) This dict is filled up at load time

#### Examples:

GenAllVR.cxx, GenFakeIdentifyFile.cxx, MrProtocol.cxx, PublicDict.cxx, and ReadAndPrintAttributes.cxx.

**25.122.3.4 Dicts& gdcmm::Global::GetDicts ( )****25.122.3.5 static Global& gdcmm::Global::GetInstance ( ) [static]**

return the singleton instance

Examples:

GenAllVR.cxx, GenerateStandardSOPClasses.cxx, GenFakeIdentifyFile.cxx, MrProtocol.cxx, PublicDict.cxx, ReadAndPrintAttributes.cxx, and TraverseModules.cxx.

**25.122.3.6 bool gdcmm::Global::LoadResourcesFiles ( )**

Load all internal XML files, ressource path need to have been set before calling this member function (see Append/-Prepend members func)

Warning

not thread safe !

Examples:

GenerateStandardSOPClasses.cxx.

**25.122.3.7 const char\* gdcmm::Global::Locate ( const char \* *resfile* ) const [protected]**

Locate a ressource file.

**25.122.3.8 bool gdcmm::Global::Prepend ( const char \* *path* )**

Prepend path at the begining of the path list

Warning

not thread safe !

**25.122.4 Friends And Related Function Documentation****25.122.4.1 std::ostream& operator<< ( std::ostream & *os*, const Global & *g* ) [friend]**

The documentation for this class was generated from the following file:

- gdcmmGlobal.h

**25.123 gdcmm::GroupDict Class Reference**

Class to represent the mapping from group number to its abbreviation and name.

```
#include <gdcmmGroupDict.h>
```

## Public Types

- typedef std::vector< std::string > GroupStringVector

## Public Member Functions

- GroupDict ()
- ~GroupDict ()
- std::string const & GetAbbreviation (uint16\_t num) const
- std::string const & GetName (uint16\_t num) const
- size\_t Size () const

## Protected Member Functions

- void Add (std::string const &abbreviation, std::string const &name)
- void Insert (uint16\_t num, std::string const &abbreviation, std::string const &name)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const GroupDict &\_val)

### 25.123.1 Detailed Description

Class to represent the mapping from group number to its abbreviation and name.

#### Note

Should I rewrite this class to use a std::map instead of std::vector for problem of memory consumption ?

### 25.123.2 Member Typedef Documentation

25.123.2.1 typedef std::vector<std::string> gdcm::GroupDict::GroupStringVector

### 25.123.3 Constructor & Destructor Documentation

25.123.3.1 gdcm::GroupDict::GroupDict ( ) [inline]

25.123.3.2 gdcm::GroupDict::~~GroupDict ( ) [inline]

### 25.123.4 Member Function Documentation

25.123.4.1 void gdcm::GroupDict::Add ( std::string const & *abbreviation*, std::string const & *name* ) [protected]

25.123.4.2 std::string const& gdcm::GroupDict::GetAbbreviation ( uint16\_t *num* ) const

Referenced by gdcm::operator<<().

25.123.4.3 `std::string const& gdcM::GroupDict::GetName ( uint16_t num ) const`

Referenced by `gdcM::operator<<()`.

25.123.4.4 `void gdcM::GroupDict::Insert ( uint16_t num, std::string const & abbreviation, std::string const & name )`  
`[protected]`

25.123.4.5 `size_t gdcM::GroupDict::Size ( ) const` `[inline]`

Referenced by `gdcM::operator<<()`.

## 25.123.5 Friends And Related Function Documentation

25.123.5.1 `std::ostream& operator<< ( std::ostream & _os, const GroupDict & _val )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcMGroupDict.h`

## 25.124 gdcM::IconImageFilter Class Reference

**IconImageFilter** This filter will extract icons from a `gdcM::File`. This filter will loop over all known sequence (public and private) that may contains an `IconImage` and retrieve them. The filter will fails with a value of false if no icon can be found. Since it handle both public and private icon type, one should not assume the icon is in uncompressed form, some private vendor store private icon in JPEG8/JPEG12.

```
#include <gdcMIconImageFilter.h>
```

### Public Member Functions

- `IconImageFilter ()`
- `~IconImageFilter ()`
- `bool Extract ()`  
*Extract all Icon found in File.*
- `File & GetFile ()`
- `const File & GetFile () const`
- `IconImage & GetIconImage (unsigned int i) const`
- `unsigned int GetNumberOfIconImages () const`  
*Retrieve extract IconImage (need to call Extract first)*
- `void SetFile (const File &f)`  
*Set/Get File.*

### Protected Member Functions

- `void ExtractIconImages ()`
- `void ExtractVeprolIconImages ()`



### 25.124.1 Detailed Description

**IconImageFilter** This filter will extract icons from a `gdcmm::File`. This filter will loop over all known sequence (public and private) that may contains an `IconImage` and retrieve them. The filter will fails with a value of false if no icon can be found. Since it handle both public and private icon type, one should not assume the icon is in uncompress form, some private vendor store private icon in JPEG8/JPEG12.

Implementation details: This filter supports the following Icons:

- (0088,0200) Icon Image Sequence
- (0009,10,GEIIS) GE IIS Thumbnail Sequence
- (6003,10,GEMS\_Ultrasound\_ImageGroup\_001) GEMS Image Thumbnail Sequence
- (0055,30,VEPRO VIF 3.0 DATA) Icon Data
- (0055,30,VEPRO VIM 5.0 DATA) ICONDATA2

#### Warning

the icon stored in those private attribute do not conform to definition of Icon Image Sequence (do not simply copy/-paste). For example some private icon can be expressed as 12bits pixel, while the DICOM standard only allow 8bits icons.

#### See Also

`ImageReader`

#### Examples:

`ExtractIconFromFile.cxx`.

### 25.124.2 Constructor & Destructor Documentation

25.124.2.1 `gdcmm::IconImageFilter::IconImageFilter ( )`

25.124.2.2 `gdcmm::IconImageFilter::~~IconImageFilter ( )`

### 25.124.3 Member Function Documentation

25.124.3.1 `bool gdcmm::IconImageFilter::Extract ( )`

Extract all Icon found in File.

#### Examples:

`ExtractIconFromFile.cxx`.

25.124.3.2 `void gdcmm::IconImageFilter::ExtractIconImages ( )` [protected]

25.124.3.3 `void gdcmm::IconImageFilter::ExtractVeprolconImages ( )` [protected]

25.124.3.4 **File& gdcm::IconImageFilter::GetFile ( )** [inline]

25.124.3.5 **const File& gdcm::IconImageFilter::GetFile ( ) const** [inline]

25.124.3.6 **IconImage& gdcm::IconImageFilter::GetIconImage ( unsigned int i ) const**

Examples:

ExtractIconFromFile.cxx.

25.124.3.7 **unsigned int gdcm::IconImageFilter::GetNumberOfIconImages ( ) const**

Retrieve extract IconImage (need to call Extract first)

Examples:

ExtractIconFromFile.cxx.

25.124.3.8 **void gdcm::IconImageFilter::SetFile ( const File & f )** [inline]

Set/Get File.

Examples:

ExtractIconFromFile.cxx.

The documentation for this class was generated from the following file:

- gdcmIconImageFilter.h

## 25.125 gdcm::IconImageGenerator Class Reference

**IconImageGenerator** This filter will generate a valid Icon from the Pixel Data element (an instance of gdcm::Pixmap). To generate a valid Icon, one is only allowed the following Photometric Interpretation:

```
#include <gdcmIconImageGenerator.h>
```

### Public Member Functions

- IconImageGenerator ()
- ~IconImageGenerator ()
- void AutoPixelMinMax (bool b)
- void ConvertRGBToPaletteColor (bool b)
- bool Generate ()  
*Generate Icon.*
- const IconImage & GetIconImage () const  
*Retrieve generated Icon.*
- Pixmap & GetPixmap ()
- const Pixmap & GetPixmap () const

- void SetOutputDimensions (const unsigned int dims[2])

*Set Target dimension of output Icon.*

- void SetOutsideValuePixel (double v)
- void SetPixelMinMax (double min, double max)
- void SetPixmap (const Pixmap &p)

*Set/Get File.*

### 25.125.1 Detailed Description

IconImageGenerator This filter will generate a valid Icon from the Pixel Data element (an instance of gdcm::Pixmap). To generate a valid Icon, one is only allowed the following Photometric Interpretation:

- MONOCHROME1
- MONOCHROME2
- PALETTE\_COLOR

The Pixel Bits Allocated is restricted to 8bits, therefore 16 bits image needs to be rescaled. By default the filter will use the full scalar range of 16bits image to rescale to unsigned 8bits. This may not be ideal for some situation, in which case the API SetPixelMinMax can be used to overwrite the default min,max interval used.

#### See Also

ImageReader

#### Examples:

ExtractIconFromFile.cxx.

### 25.125.2 Constructor & Destructor Documentation

25.125.2.1 gdcm::IconImageGenerator::IconImageGenerator ( )

25.125.2.2 gdcm::IconImageGenerator::~~IconImageGenerator ( )

### 25.125.3 Member Function Documentation

25.125.3.1 void gdcm::IconImageGenerator::AutoPixelMinMax ( bool b )

Instead of explicitly specifying the min/max value for the rescale operation, let the internal mechanism compute the min/max of icon and rescale to best appropriate.

#### Examples:

ExtractIconFromFile.cxx.

25.125.3.2 void gdcm::IconImageGenerator::ConvertRGBToPaletteColor ( bool b )

Converting from RGB to PALETTE\_COLOR can be a slow operation. However DICOM standard requires that color icon be described as palette. Set this boolean to false only if you understand the consequences. true, false generates invalid Icon Image Sequence

25.125.3.3 `bool gdcmlIconImageGenerator::Generate ( )`

Generate Icon.

Examples:

ExtractIconFromFile.cxx.

25.125.3.4 `const IconImage& gdcmlIconImageGenerator::GetIconImage ( ) const` `[inline]`

Retrieve generated Icon.

Examples:

ExtractIconFromFile.cxx.

25.125.3.5 `Pixmap& gdcmlIconImageGenerator::GetPixmap ( )` `[inline]`

25.125.3.6 `const Pixmap& gdcmlIconImageGenerator::GetPixmap ( ) const` `[inline]`

25.125.3.7 `void gdcmlIconImageGenerator::SetOutputDimensions ( const unsigned int dims[2] )`

Set Target dimension of output Icon.

Examples:

ExtractIconFromFile.cxx.

25.125.3.8 `void gdcmlIconImageGenerator::SetOutsideValuePixel ( double v )`

Set a pixel value that should be discarded. This happen typically for CT image, where a pixel has been used to pad outside the image (see Pixel Padding Value). Requires `AutoPixelMinMax(true)`

25.125.3.9 `void gdcmlIconImageGenerator::SetPixelMinMax ( double min, double max )`

Override default min/max to compute best rescale for 16bits -> 8bits downscale. Typically those value can be read from the `SmallestImagePixelValue` `LargestImagePixelValue` DICOM attribute.

25.125.3.10 `void gdcmlIconImageGenerator::SetPixmap ( const Pixmap & p )` `[inline]`

Set/Get File.

Examples:

ExtractIconFromFile.cxx.

The documentation for this class was generated from the following file:

- `gdcmlIconImageGenerator.h`

## 25.126 gdcm::ignore\_char Struct Reference

```
#include <gdcmElement.h>
```

### Public Member Functions

- `ignore_char (char c)`

### Public Attributes

- `char m_char`

### 25.126.1 Constructor & Destructor Documentation

25.126.1.1 `gdcm::ignore_char::ignore_char ( char c )` `[inline]`

### 25.126.2 Member Data Documentation

25.126.2.1 `char gdcm::ignore_char::m_char`

Referenced by `gdcm::operator>>()`.

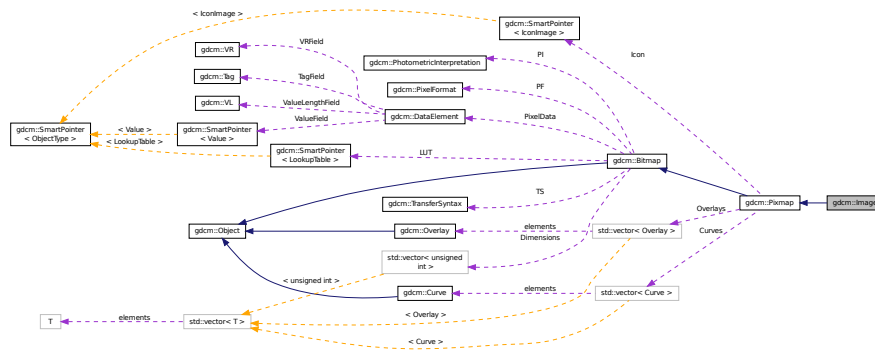
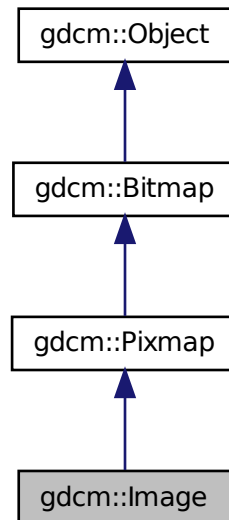
The documentation for this struct was generated from the following file:

- `gdcmElement.h`

## 25.127 gdcm::Image Class Reference

Image.

```
#include <gdcmImage.h>
```



-

- double GetSlope () const
  - const double \* GetSpacing () const
  - double GetSpacing (unsigned int idx) const
  - void Print (std::ostream &os) const
- print*
- void SetDirectionCosines (const float \*dircos)
  - void SetDirectionCosines (const double \*dircos)
  - void SetDirectionCosines (unsigned int idx, double dircos)
  - void SetIntercept (double intercept)
- intercept*
- void SetOrigin (const float \*ori)
  - void SetOrigin (const double \*ori)
  - void SetOrigin (unsigned int idx, double ori)
  - void SetSlope (double slope)
- slope*
- void SetSpacing (const double \*spacing)
  - void SetSpacing (unsigned int idx, double spacing)

## Additional Inherited Members

### 25.127.1 Detailed Description

Image.

#### Note

This is the container for an Image in the general sense. From this container you should be able to request information like:

- Origin
- Dimension
- PixelFormat ... But also to retrieve the image as a raw buffer (char \*) Since we have to deal with both RAW data and JPEG stream (which internally encode all the above information) this API might seem redundant. One way to solve that would be to subclass gdcm::Image with gdcm::JPEGImage which would from the stream extract the header info and fill it to please gdcm::Image...well except origin for instance

Basically you can see it as a storage for the Pixel Data element (7fe0,0010).

#### Warning

This class does some heuristics to guess the Spacing but is not compatible with DICOM CP-586. In case of doubt use PixmapReader instead

#### See Also

ImageReader PixmapReader

#### Examples:

CompressImage.cxx, ConvertToQImage.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, ExtractIconFromFile.cxx, FixJAIBugJPEGLS.cxx, GenFakeImage.cxx, GetJPEGSamplePrecision.cxx, GetSubSequenceData.cxx, HelloVizWorld.cxx, iU22tomultisc.cxx, PatchFile.cxx, ReadMultiTimesException.cxx, and threadgdcm.cxx.

## 25.127.2 Constructor & Destructor Documentation

25.127.2.1 `gdcm::Image::Image ( )` `[inline]`

25.127.2.2 `gdcm::Image::~~Image ( )` `[inline]`

## 25.127.3 Member Function Documentation

25.127.3.1 `const double* gdcm::Image::GetDirectionCosines ( )` `const`

Return a 6-tuples specifying the direction cosines A default value of (1,0,0,0,1,0) will be return when the direction cosines was not specified.

25.127.3.2 `double gdcm::Image::GetDirectionCosines ( unsigned int idx )` `const`

25.127.3.3 `double gdcm::Image::GetIntercept ( )` `const` `[inline]`

25.127.3.4 `const double* gdcm::Image::GetOrigin ( )` `const`

Return a 3-tuples specifying the origin Will return (0,0,0) if the origin was not specified.

Examples:

    HelloVizWorld.cxx.

25.127.3.5 `double gdcm::Image::GetOrigin ( unsigned int idx )` `const`

25.127.3.6 `double gdcm::Image::GetSlope ( )` `const` `[inline]`

25.127.3.7 `const double* gdcm::Image::GetSpacing ( )` `const`

Return a 3-tuples specifying the spacing NOTE: 3rd value can be an arbitrary 1 value when the spacing was not specified (ex. 2D image). WARNING: when the spacing is not specifier, a default value of 1 will be returned

25.127.3.8 `double gdcm::Image::GetSpacing ( unsigned int idx )` `const`

25.127.3.9 `void gdcm::Image::Print ( std::ostream & os )` `const` `[virtual]`

print

Reimplemented from `gdcm::Pixmap`.

Examples:

    CompressImage.cxx, and PatchFile.cxx.

25.127.3.10 `void gdcm::Image::SetDirectionCosines ( const float * dircos )`

25.127.3.11 `void gdcm::Image::SetDirectionCosines ( const double * dircos )`



25.127.3.12 void gdcm::Image::SetDirectionCosines ( unsigned int *idx*, double *dircos* )

25.127.3.13 void gdcm::Image::SetIntercept ( double *intercept* ) [inline]

intercept

25.127.3.14 void gdcm::Image::SetOrigin ( const float \* *ori* )

25.127.3.15 void gdcm::Image::SetOrigin ( const double \* *ori* )

25.127.3.16 void gdcm::Image::SetOrigin ( unsigned int *idx*, double *ori* )

25.127.3.17 void gdcm::Image::SetSlope ( double *slope* ) [inline]

slope

25.127.3.18 void gdcm::Image::SetSpacing ( const double \* *spacing* )

Examples:

csa2img.cxx, and iU22tomultisc.cxx.

25.127.3.19 void gdcm::Image::SetSpacing ( unsigned int *idx*, double *spacing* )

The documentation for this class was generated from the following file:

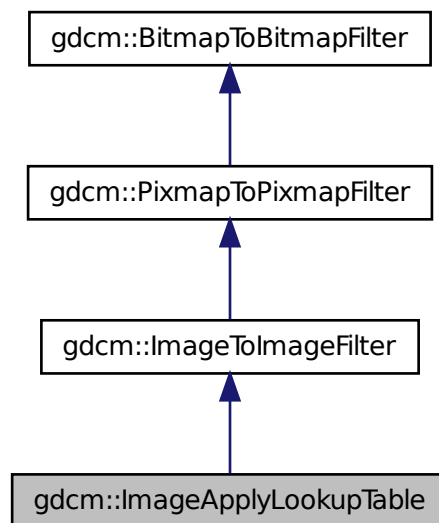
- gdcmImage.h

## 25.128 gdcm::ImageApplyLookupTable Class Reference

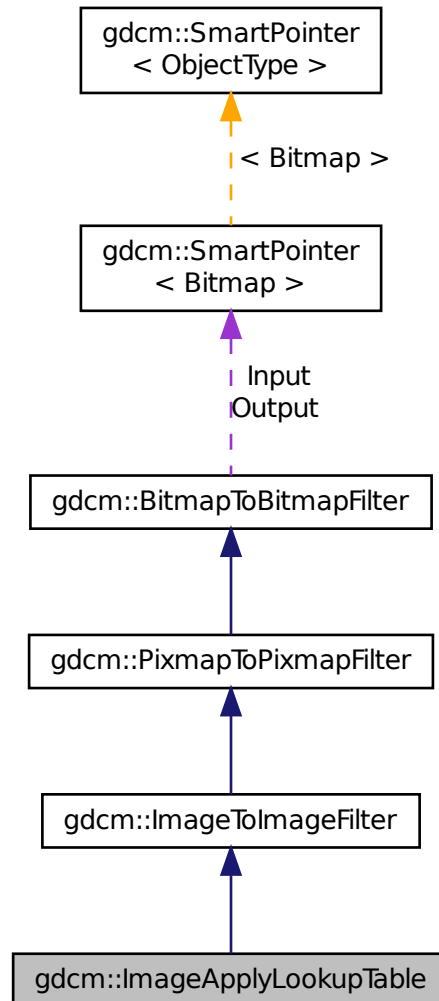
ImageApplyLookupTable class It applies the LUT the PixelData (only PALETTE\_COLOR images) Output will be a PhotometricInterpretation=RGB image.

```
#include <gdcmImageApplyLookupTable.h>
```

Inheritance diagram for `gdcm::ImageApplyLookupTable`:



Collaboration diagram for gdcm::ImageApplyLookupTable:



### Public Member Functions

- ImageApplyLookupTable ()
- ~ImageApplyLookupTable ()
- bool Apply ()

*Apply.*

### Additional Inherited Members

### 25.128.1 Detailed Description

ImageApplyLookupTable class It applies the LUT the PixelData (only PALETTE\_COLOR images) Output will be a PhotometricInterpretation=RGB image.

### 25.128.2 Constructor & Destructor Documentation

25.128.2.1 `gdcm::ImageApplyLookupTable::ImageApplyLookupTable ( )` `[inline]`

25.128.2.2 `gdcm::ImageApplyLookupTable::~~ImageApplyLookupTable ( )` `[inline]`

### 25.128.3 Member Function Documentation

25.128.3.1 `bool gdcm::ImageApplyLookupTable::Apply ( )`

Apply.

The documentation for this class was generated from the following file:

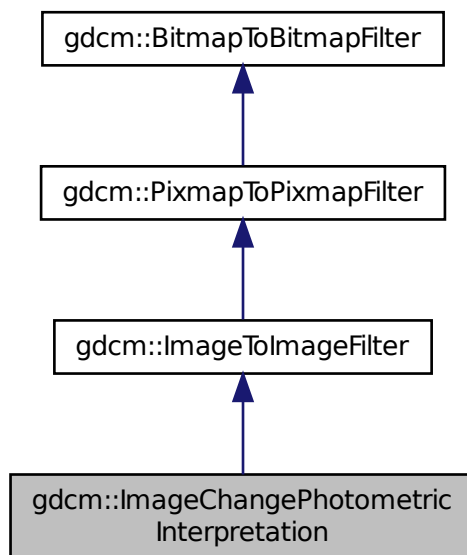
- `gdcmImageApplyLookupTable.h`

## 25.129 gdcm::ImageChangePhotometricInterpretation Class Reference

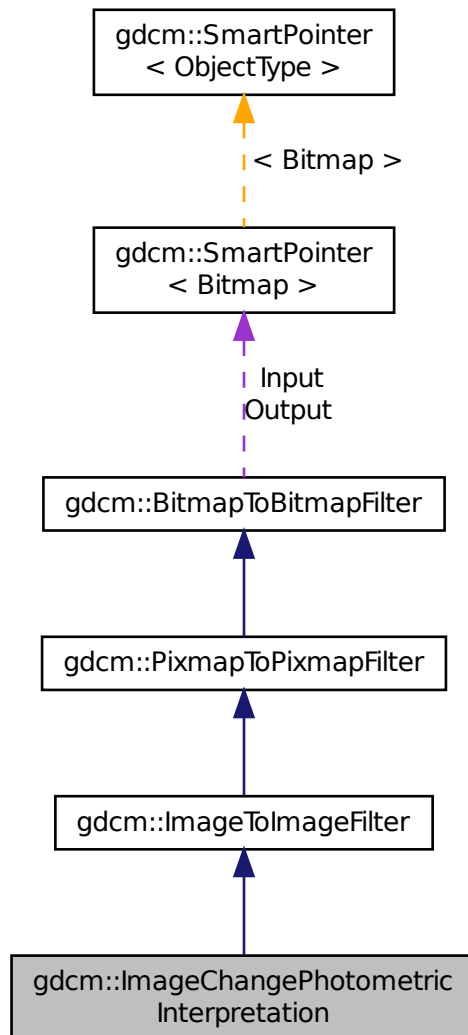
ImageChangePhotometricInterpretation class Class to change the Photometric Interpretation of an input DICOM.

```
#include <gdcmImageChangePhotometricInterpretation.h>
```

Inheritance diagram for gdcm::ImageChangePhotometricInterpretation:



Collaboration diagram for `gdcm::ImageChangePhotometricInterpretation`:



## Public Member Functions

- `ImageChangePhotometricInterpretation ()`
- `~ImageChangePhotometricInterpretation ()`
- `bool Change ()`  
*Change.*
- `const PhotometricInterpretation & GetPhotometricInterpretation () const`
- `void SetPhotometricInterpretation (PhotometricInterpretation const &pi)`  
*Set/Get requested PhotometricInterpretation.*

## Static Public Member Functions

- `template<typename T >`  
`static void RGB2YBR (T ybr[3], const T rgb[3])`  
*colorspace conversion (based on CCIR Recommendation 601-2)*
- `template<typename T >`  
`static void YBR2RGB (T rgb[3], const T ybr[3])`

## Protected Member Functions

- `bool ChangeMonochrome ()`

## Additional Inherited Members

### 25.129.1 Detailed Description

ImageChangePhotometricInterpretation class Class to change the Photometric Interpretation of an input DICOM.

### 25.129.2 Constructor & Destructor Documentation

25.129.2.1 `gdcm::ImageChangePhotometricInterpretation::ImageChangePhotometricInterpretation ( )` `[inline]`

25.129.2.2 `gdcm::ImageChangePhotometricInterpretation::~~ImageChangePhotometricInterpretation ( )` `[inline]`

### 25.129.3 Member Function Documentation

25.129.3.1 `bool gdcm::ImageChangePhotometricInterpretation::Change ( )`

Change.

25.129.3.2 `bool gdcm::ImageChangePhotometricInterpretation::ChangeMonochrome ( )` `[protected]`

25.129.3.3 `const PhotometricInterpretation& gdcm::ImageChangePhotometricInterpretation::GetPhotometricInterpretation ( )`  
`const` `[inline]`

25.129.3.4 `template<typename T > void gdcm::ImageChangePhotometricInterpretation::RGB2YBR ( T ybr[3], const T rgb[3] )`  
`[static]`

colorspace conversion (based on CCIR Recommendation 601-2)

25.129.3.5 `void gdcm::ImageChangePhotometricInterpretation::SetPhotometricInterpretation ( PhotometricInterpretation`  
`const & pi )` `[inline]`

Set/Get requested PhotometricInterpretation.

25.129.3.6 `template<typename T> void gdcm::ImageChangePhotometricInterpretation::YBR2RGB ( T rgb[3], const T ybr[3] )`  
`[static]`

The documentation for this class was generated from the following file:

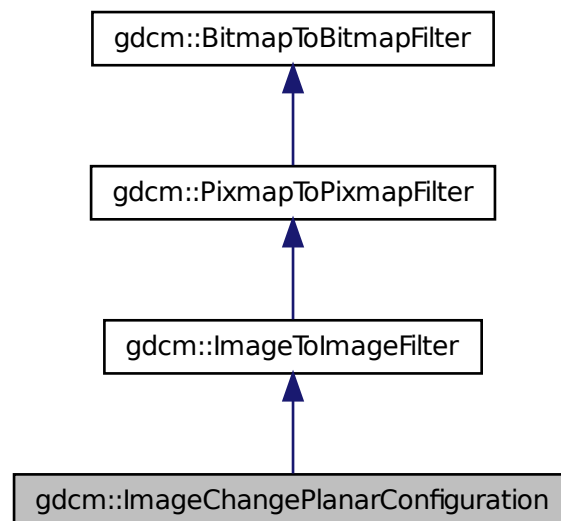
- `gdcmImageChangePhotometricInterpretation.h`

## 25.130 `gdcm::ImageChangePlanarConfiguration` Class Reference

`ImageChangePlanarConfiguration` class Class to change the Planar configuration of an input DICOM By default it will change into the more usual representation: `PlanarConfiguration = 0`.

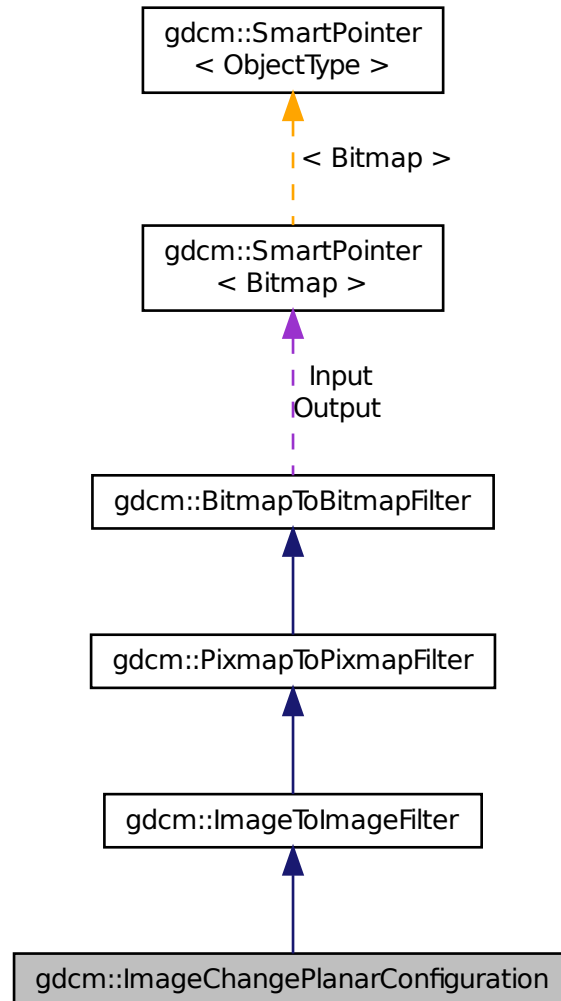
```
#include <gdcmImageChangePlanarConfiguration.h>
```

Inheritance diagram for `gdcm::ImageChangePlanarConfiguration`:





Collaboration diagram for gdcm::ImageChangePlanarConfiguration:



## Public Member Functions

- `ImageChangePlanarConfiguration ()`
- `~ImageChangePlanarConfiguration ()`
- `bool Change ()`  
*Change.*
- `unsigned int GetPlanarConfiguration () const`
- `void SetPlanarConfiguration (unsigned int pc)`  
*Set/Get requested PlanarConfiguration.*

## Static Public Member Functions

- `template<typename T >`  
`static size_t RGBPixelsToRGBPlanes (T *r, T *g, T *b, const T *rgb, size_t s)`
- `template<typename T >`  
`static size_t RGBPlanesToRGBPixels (T *out, const T *r, const T *g, const T *b, size_t s)`

## Additional Inherited Members

### 25.130.1 Detailed Description

ImageChangePlanarConfiguration class Class to change the Planar configuration of an input DICOM By default it will change into the more usual representation: PlanarConfiguration = 0.

### 25.130.2 Constructor & Destructor Documentation

25.130.2.1 `gdcm::ImageChangePlanarConfiguration::ImageChangePlanarConfiguration ( )` `[inline]`

25.130.2.2 `gdcm::ImageChangePlanarConfiguration::~~ImageChangePlanarConfiguration ( )` `[inline]`

### 25.130.3 Member Function Documentation

25.130.3.1 `bool gdcm::ImageChangePlanarConfiguration::Change ( )`

Change.

25.130.3.2 `unsigned int gdcm::ImageChangePlanarConfiguration::GetPlanarConfiguration ( ) const` `[inline]`

25.130.3.3 `template<typename T > size_t gdcm::ImageChangePlanarConfiguration::RGBPixelsToRGBPlanes ( T * r, T * g, T * b, const T * rgb, size_t s )` `[static]`

Convert a regular RGB pixel image (R,G,B,R,G,B...) into a planar R,G,B image (R,R...,G,G...B,B)

#### Warning

this works on a frame basis, you need to loop over all frames in multiple frames image to apply this function

25.130.3.4 `template<typename T > size_t gdcm::ImageChangePlanarConfiguration::RGBPlanesToRGBPixels ( T * out, const T * r, const T * g, const T * b, size_t s )` `[static]`

s is the size of one plane (r,g or b). Thus the output buffer needs to be at least 3\*s bytes long s can be seen as the number of RGB pixels in the output

25.130.3.5 `void gdcm::ImageChangePlanarConfiguration::SetPlanarConfiguration ( unsigned int pc )` `[inline]`

Set/Get requested PlanarConfiguration.

The documentation for this class was generated from the following file:

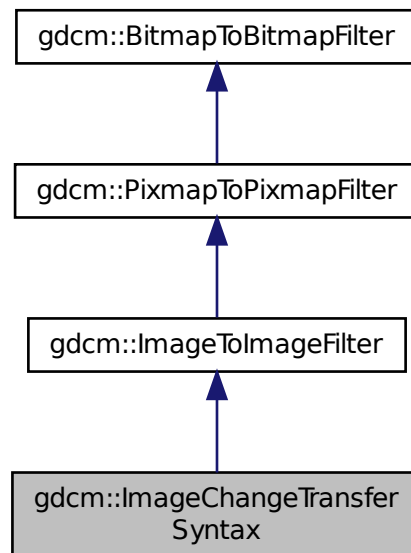
- `gdcmImageChangePlanarConfiguration.h`

## 25.131 gdcm::ImageChangeTransferSyntax Class Reference

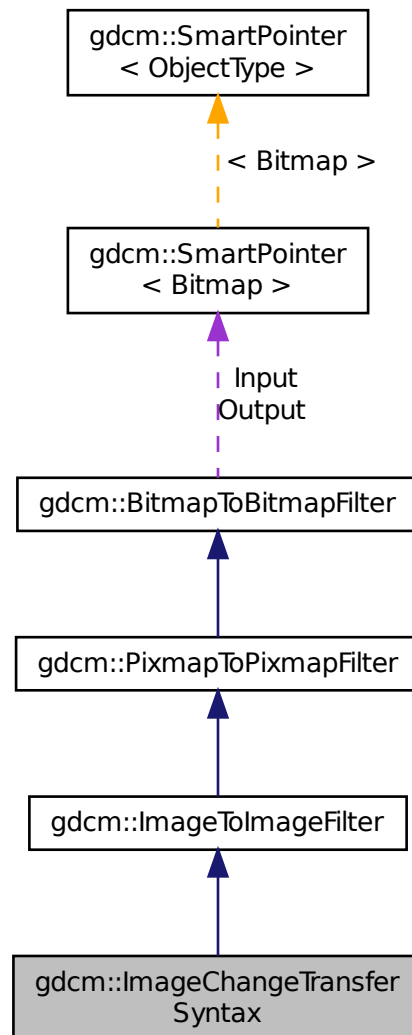
ImageChangeTransferSyntax class Class to change the transfer syntax of an input DICOM.

```
#include <gdcmImageChangeTransferSyntax.h>
```

Inheritance diagram for gdcm::ImageChangeTransferSyntax:



Collaboration diagram for `gdcm::ImageChangeTransferSyntax`:



### Public Member Functions

- `ImageChangeTransferSyntax ()`
- `~ImageChangeTransferSyntax ()`
- `bool Change ()`  
*Change.*
- `const TransferSyntax & GetTransferSyntax () const`  
*Get Transfer Syntax.*
- `void SetCompressIconImage (bool b)`

- void SetForce (bool f)
- void SetTransferSyntax (const TransferSyntax &ts)  
*Set target Transfer Syntax.*
- void SetUserCodec (ImageCodec \*ic)

### Protected Member Functions

- bool TryJPEG2000Codec (const DataElement &pixelde, Bitmap const &input, Bitmap &output)
- bool TryJPEGCodec (const DataElement &pixelde, Bitmap const &input, Bitmap &output)
- bool TryJPEGLSCodec (const DataElement &pixelde, Bitmap const &input, Bitmap &output)
- bool TryRAWCodec (const DataElement &pixelde, Bitmap const &input, Bitmap &output)
- bool TryRLECodec (const DataElement &pixelde, Bitmap const &input, Bitmap &output)

### Additional Inherited Members

#### 25.131.1 Detailed Description

ImageChangeTransferSyntax class Class to change the transfer syntax of an input DICOM.

If only Force param is set but no input TransferSyntax is set, it is assumed that user only wants to inspect encapsulated stream (advanced dev. option).

When using UserCodec it is very important that the TransferSyntax (as set in SetTransferSyntax) is actually understood by UserCodec (ie. UserCodec->CanCode( TransferSyntax ) ). Otherwise the behavior is to use a default codec.

See Also

JPEGCodec JPEGLSCodec JPEG2000Codec

Examples:

CompressImage.cxx.

#### 25.131.2 Constructor & Destructor Documentation

25.131.2.1 `gdcm::ImageChangeTransferSyntax::ImageChangeTransferSyntax ( )` `[inline]`

25.131.2.2 `gdcm::ImageChangeTransferSyntax::~ImageChangeTransferSyntax ( )` `[inline]`

#### 25.131.3 Member Function Documentation

25.131.3.1 `bool gdcm::ImageChangeTransferSyntax::Change ( )`

Change.

Examples:

CompressImage.cxx.

25.131.3.2 `const TransferSyntax& gdcm::ImageChangeTransferSyntax::GetTransferSyntax ( ) const` `[inline]`

Get Transfer Syntax.

25.131.3.3 `void gdcmm::ImageChangeTransferSyntax::SetCompressIconImage ( bool b )` `[inline]`

Decide whether or not to also compress the Icon Image using the same Transfer Syntax Default is to simply decompress icon image

25.131.3.4 `void gdcmm::ImageChangeTransferSyntax::SetForce ( bool f )` `[inline]`

When target Transfer Syntax is identical to input target syntax, no operation is actually done This is an issue when someone wants to recompress using GDCM internal implementation a JPEG (for example) image

25.131.3.5 `void gdcmm::ImageChangeTransferSyntax::SetTransferSyntax ( const TransferSyntax & ts )` `[inline]`

Set target Transfer Syntax.

Examples:

CompressImage.cxx.

25.131.3.6 `void gdcmm::ImageChangeTransferSyntax::SetUserCodec ( ImageCodec * ic )` `[inline]`

Allow user to specify exactly which codec to use. this is needed to specify special qualities or compression option.

Warning

is the codec '*ic*' is not compatible with the TransferSyntax requested, it will not be used. It is the user responsibility to check that `UserCodec->CanCode( TransferSyntax )`

25.131.3.7 `bool gdcmm::ImageChangeTransferSyntax::TryJPEG2000Codec ( const DataElement & pixelde, Bitmap const & input, Bitmap & output )` `[protected]`

25.131.3.8 `bool gdcmm::ImageChangeTransferSyntax::TryJPEGCodec ( const DataElement & pixelde, Bitmap const & input, Bitmap & output )` `[protected]`

25.131.3.9 `bool gdcmm::ImageChangeTransferSyntax::TryJPEGLSCodec ( const DataElement & pixelde, Bitmap const & input, Bitmap & output )` `[protected]`

25.131.3.10 `bool gdcmm::ImageChangeTransferSyntax::TryRAWCodec ( const DataElement & pixelde, Bitmap const & input, Bitmap & output )` `[protected]`

25.131.3.11 `bool gdcmm::ImageChangeTransferSyntax::TryRLECodec ( const DataElement & pixelde, Bitmap const & input, Bitmap & output )` `[protected]`

The documentation for this class was generated from the following file:

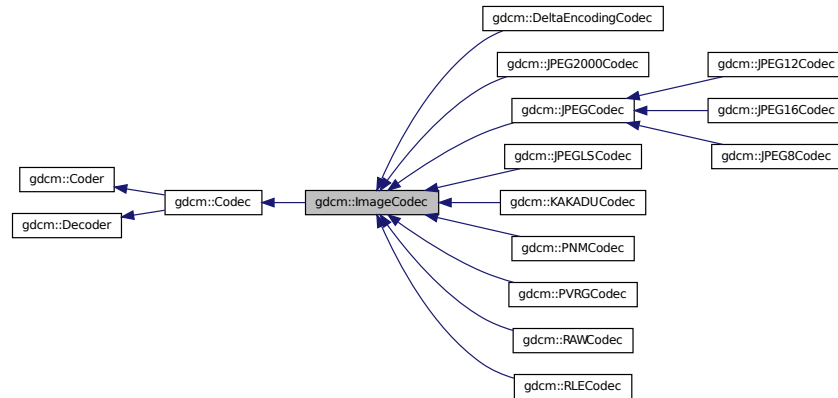
- `gdcmmImageChangeTransferSyntax.h`

## 25.132 gdcm::ImageCodec Class Reference

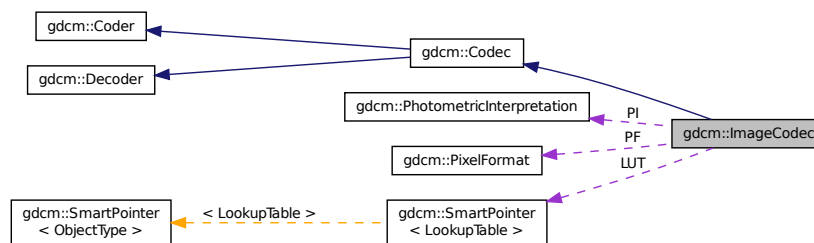
ImageCodec.

```
#include <gdcmImageCodec.h>
```

Inheritance diagram for gdcm::ImageCodec:



Collaboration diagram for gdcm::ImageCodec:



### Public Member Functions

- ImageCodec ()
- ~ImageCodec ()
- bool CanCode (TransferSyntax const &) const  
*Return whether this coder support this transfer syntax (can code it)*
- bool CanDecode (TransferSyntax const &) const  
*Return whether this decoder support this transfer syntax (can decode it)*
- bool Decode (DataElement const &is\_, DataElement &os)  
*Decode.*
- const unsigned int \* GetDimensions () const
- virtual bool GetHeaderInfo (std::istream &is\_, TransferSyntax &ts)

- bool GetLossyFlag () const
- const LookupTable & GetLUT () const
- bool GetNeedByteSwap () const
- unsigned int GetNumberOfDimensions () const
- const PhotometricInterpretation & GetPhotometricInterpretation () const
- PixelFormat & GetPixelFormat ()
- const PixelFormat & GetPixelFormat () const
- unsigned int GetPlanarConfiguration () const
- bool IsLossy () const
- void SetDimensions (const unsigned int \*d)
- void SetDimensions (const std::vector< unsigned int > &d)
- void SetLossyFlag (bool l)
- void SetLUT (LookupTable const &lut)
- void SetNeedByteSwap (bool b)
- void SetNeedOverlayCleanup (bool b)
- void SetNumberOfDimensions (unsigned int dim)
- void SetPhotometricInterpretation (PhotometricInterpretation const &pi)
- virtual void SetPixelFormat (PixelFormat const &pf)
- void SetPlanarConfiguration (unsigned int pc)

### Protected Types

- typedef SmartPointer< LookupTable > LUTPtr

### Protected Member Functions

- bool Decode (std::istream &is\_, std::ostream &os)
- bool DoByteSwap (std::istream &is\_, std::ostream &os)
- bool DoInvertMonochrome (std::istream &is\_, std::ostream &os)
- bool DoOverlayCleanup (std::istream &is\_, std::ostream &os)
- bool DoPaddedCompositePixelCode (std::istream &is\_, std::ostream &os)
- bool DoPlanarConfiguration (std::istream &is\_, std::ostream &os)
- bool DoSimpleCopy (std::istream &is\_, std::ostream &os)
- bool DoYBR (std::istream &is\_, std::ostream &os)
- virtual bool IsValid (PhotometricInterpretation const &pi)

### Protected Attributes

- unsigned int Dimensions [3]
- bool LossyFlag
- LUTPtr LUT
- bool NeedByteSwap
- bool NeedOverlayCleanup
- unsigned int NumberOfDimensions
- PixelFormat PF
- PhotometricInterpretation PI
- unsigned int PlanarConfiguration
- bool RequestPaddedCompositePixelCode
- bool RequestPlanarConfiguration



## Friends

- class ImageChangePhotometricInterpretation

### 25.132.1 Detailed Description

ImageCodec.

#### Note

Main codec, this is a central place for all implementation

### 25.132.2 Member Typedef Documentation

25.132.2.1 `typedef SmartPointer<LookupTable> gdcm::ImageCodec::LUTPtr` `[protected]`

### 25.132.3 Constructor & Destructor Documentation

25.132.3.1 `gdcm::ImageCodec::ImageCodec ( )`

25.132.3.2 `gdcm::ImageCodec::~~ImageCodec ( )`

### 25.132.4 Member Function Documentation

25.132.4.1 `bool gdcm::ImageCodec::CanCode ( TransferSyntax const & ) const` `[inline], [virtual]`

Return whether this coder support this transfer syntax (can code it)

Implements `gdcm::Coder`.

Reimplemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::JPEG2000Codec`, `gdcm::RLECodec`, `gdcm::JPEG-LSCoec`, `gdcm::PNMCodec`, `gdcm::KAKADUCodec`, and `gdcm::RAWCodec`.

25.132.4.2 `bool gdcm::ImageCodec::CanDecode ( TransferSyntax const & ) const` `[inline], [virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Implements `gdcm::Decoder`.

Reimplemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::RLECodec`, `gdcm::JPEG2000Codec`, `gdcm::JPEG-LSCoec`, `gdcm::PNMCodec`, `gdcm::RAWCodec`, and `gdcm::KAKADUCodec`.

25.132.4.3 `bool gdcm::ImageCodec::Decode ( DataElement const & is, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::Decoder`.

Reimplemented in `gdcm::JPEGCodec`, `gdcm::PVRGCodec`, `gdcm::JPEGLSCoec`, `gdcm::JPEG2000Codec`, `gdcm::RLECodec`, `gdcm::DeltaEncodingCodec`, `gdcm::KAKADUCodec`, and `gdcm::RAWCodec`.

25.132.4.4 `bool gdcM::ImageCodec::Decode ( std::istream & is_, std::ostream & os )` [protected], [virtual]

Reimplemented from `gdcM::Decoder`.

Reimplemented in `gdcM::JPEGCodec`, `gdcM::JPEG2000Codec`, `gdcM::RLECodec`, `gdcM::RAWCodec`, `gdcM::Delta-EncodingCodec`, `gdcM::JPEG12Codec`, `gdcM::JPEG16Codec`, and `gdcM::JPEG8Codec`.

25.132.4.5 `bool gdcM::ImageCodec::DoByteSwap ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.6 `bool gdcM::ImageCodec::DoInvertMonochrome ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.7 `bool gdcM::ImageCodec::DoOverlayCleanup ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.8 `bool gdcM::ImageCodec::DoPaddedCompositePixelCode ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.9 `bool gdcM::ImageCodec::DoPlanarConfiguration ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.10 `bool gdcM::ImageCodec::DoSimpleCopy ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.11 `bool gdcM::ImageCodec::DoYBR ( std::istream & is_, std::ostream & os )` [protected]

25.132.4.12 `const unsigned int* gdcM::ImageCodec::GetDimensions ( ) const` [inline]

25.132.4.13 `virtual bool gdcM::ImageCodec::GetHeaderInfo ( std::istream & is_, TransferSyntax & ts )` [virtual]

Reimplemented in `gdcM::JPEGCodec`, `gdcM::JPEGLSCodec`, `gdcM::RLECodec`, `gdcM::JPEG2000Codec`, `gdcM::PN-MCodec`, `gdcM::JPEG12Codec`, `gdcM::JPEG16Codec`, `gdcM::JPEG8Codec`, and `gdcM::RAWCodec`.

25.132.4.14 `bool gdcM::ImageCodec::GetLossyFlag ( ) const`

25.132.4.15 `const LookupTable& gdcM::ImageCodec::GetLUT ( ) const` [inline]

25.132.4.16 `bool gdcM::ImageCodec::GetNeedByteSwap ( ) const` [inline]

25.132.4.17 `unsigned int gdcM::ImageCodec::GetNumberOfDimensions ( ) const`

25.132.4.18 `const PhotometricInterpretation& gdcM::ImageCodec::GetPhotometricInterpretation ( ) const`

25.132.4.19 `PixelFormat& gdcM::ImageCodec::GetPixelFormat ( )` [inline]

Examples:

`GetJPEGSamplePrecision.cxx`.

25.132.4.20 `const PixelFormat& gdcM::ImageCodec::GetPixelFormat ( ) const` [inline]

25.132.4.21 `unsigned int gdcM::ImageCodec::GetPlanarConfiguration ( ) const` [inline]

25.132.4.22 `bool gdcM::ImageCodec::IsLossy ( ) const`

25.132.4.23 `virtual bool gdcm::ImageCodec::IsValid ( PhotometricInterpretation const & pi )` [protected],  
[virtual]

Reimplemented in `gdcm::JPEGCodec`.

25.132.4.24 `void gdcm::ImageCodec::SetDimensions ( const unsigned int * d )` [inline]

Examples:

ExtractIconFromFile.cxx.

25.132.4.25 `void gdcm::ImageCodec::SetDimensions ( const std::vector< unsigned int > & d )` [inline]

25.132.4.26 `void gdcm::ImageCodec::SetLossyFlag ( bool l )`

25.132.4.27 `void gdcm::ImageCodec::SetLUT ( LookupTable const & lut )` [inline]

Examples:

ExtractIconFromFile.cxx.

25.132.4.28 `void gdcm::ImageCodec::SetNeedByteSwap ( bool b )` [inline]

25.132.4.29 `void gdcm::ImageCodec::SetNeedOverlayCleanup ( bool b )` [inline]

25.132.4.30 `void gdcm::ImageCodec::SetNumberOfDimensions ( unsigned int dim )`

25.132.4.31 `void gdcm::ImageCodec::SetPhotometricInterpretation ( PhotometricInterpretation const & pi )`

Examples:

ExtractIconFromFile.cxx.

25.132.4.32 `virtual void gdcm::ImageCodec::SetPixelFormat ( PixelFormat const & pf )` [inline],[virtual]

Reimplemented in `gdcm::JPEGCodec`.

Examples:

ExtractIconFromFile.cxx.

25.132.4.33 `void gdcm::ImageCodec::SetPlanarConfiguration ( unsigned int pc )` [inline]

## 25.132.5 Friends And Related Function Documentation

25.132.5.1 `friend class ImageChangePhotometricInterpretation` [friend]

## 25.132.6 Member Data Documentation

- 25.132.6.1 `unsigned int gdcm::ImageCodec::Dimensions[3]` [protected]
- 25.132.6.2 `bool gdcm::ImageCodec::LossyFlag` [protected]
- 25.132.6.3 `LUTPtr gdcm::ImageCodec::LUT` [protected]
- 25.132.6.4 `bool gdcm::ImageCodec::NeedByteSwap` [protected]
- 25.132.6.5 `bool gdcm::ImageCodec::NeedOverlayCleanup` [protected]
- 25.132.6.6 `unsigned int gdcm::ImageCodec::NumberOfDimensions` [protected]
- 25.132.6.7 `PixelFormat gdcm::ImageCodec::PF` [protected]
- 25.132.6.8 `PhotometricInterpretation gdcm::ImageCodec::PI` [protected]
- 25.132.6.9 `unsigned int gdcm::ImageCodec::PlanarConfiguration` [protected]
- 25.132.6.10 `bool gdcm::ImageCodec::RequestPaddedCompositePixelCode` [protected]
- 25.132.6.11 `bool gdcm::ImageCodec::RequestPlanarConfiguration` [protected]

The documentation for this class was generated from the following file:

- `gdcmImageCodec.h`

## 25.133 gdcm::ImageConverter Class Reference

Image Converter.

```
#include <gdcmImageConverter.h>
```

### Public Member Functions

- `ImageConverter ()`
- `~ImageConverter ()`
- `void Convert ()`
- `const Image & GetOutput () const`
- `void SetInput (Image const &input)`

#### 25.133.1 Detailed Description

Image Converter.

##### Note

This is the class used to convert from one `gdcm::Image` to another. This is typically used to convert let say YBR JPEG compressed `gdcm::Image` to a RAW RGB `gdcm::Image`. So that the buffer can be directly pass to third party application. This filter is application level and not integrated directly in GDCM

### 25.133.2 Constructor & Destructor Documentation

25.133.2.1 `gdcm::ImageConverter::ImageConverter ( )`

25.133.2.2 `gdcm::ImageConverter::~~ImageConverter ( )`

### 25.133.3 Member Function Documentation

25.133.3.1 `void gdcm::ImageConverter::Convert ( )`

25.133.3.2 `const Image& gdcm::ImageConverter::GetOutput ( ) const`

25.133.3.3 `void gdcm::ImageConverter::SetInput ( Image const & input )`

The documentation for this class was generated from the following file:

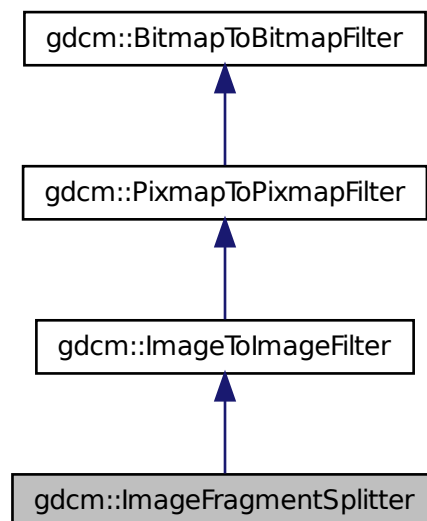
- `gdcmImageConverter.h`

## 25.134 gdcm::ImageFragmentSplitter Class Reference

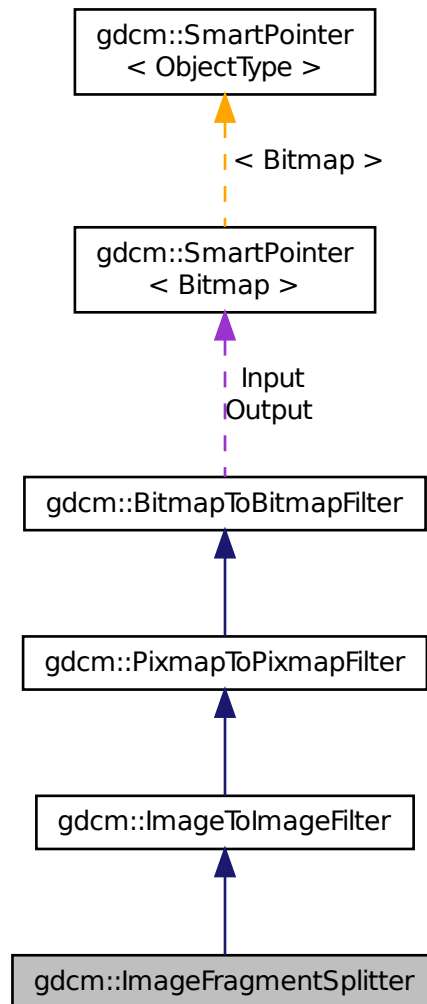
ImageFragmentSplitter class For single frame image, DICOM standard allow splitting the frame into multiple fragments.

```
#include <gdcmImageFragmentSplitter.h>
```

Inheritance diagram for `gdcm::ImageFragmentSplitter`:



Collaboration diagram for `gdcm::ImageFragmentSplitter`:



## Public Member Functions

- `ImageFragmentSplitter ()`
- `~ImageFragmentSplitter ()`
- `unsigned int GetFragmentSizeMax () const`
- `void SetForce (bool f)`
- `void SetFragmentSizeMax (unsigned int fragsize)`

*FragmentSizeMax needs to be an even number.*

- `bool Split ()`

*Split.*

## Additional Inherited Members

### 25.134.1 Detailed Description

ImageFragmentSplitter class For single frame image, DICOM standard allow splitting the frame into multiple fragments.

### 25.134.2 Constructor & Destructor Documentation

25.134.2.1 `gdcm::ImageFragmentSplitter::ImageFragmentSplitter ( )` `[inline]`

25.134.2.2 `gdcm::ImageFragmentSplitter::~~ImageFragmentSplitter ( )` `[inline]`

### 25.134.3 Member Function Documentation

25.134.3.1 `unsigned int gdcm::ImageFragmentSplitter::GetFragmentSizeMax ( ) const` `[inline]`

25.134.3.2 `void gdcm::ImageFragmentSplitter::SetForce ( bool f )` `[inline]`

When file already has all it's segment < FragmentSizeMax there is not need to run the filter. Unless the user explicitly say 'force' recomputation !

25.134.3.3 `void gdcm::ImageFragmentSplitter::SetFragmentSizeMax ( unsigned int fragsize )`

FragmentSizeMax needs to be an even number.

25.134.3.4 `bool gdcm::ImageFragmentSplitter::Split ( )`

Split.

The documentation for this class was generated from the following file:

- `gdcmImageFragmentSplitter.h`

## 25.135 gdcm::ImageHelper Class Reference

ImageHelper (internal class, not intended for user level)

```
#include <gdcmImageHelper.h>
```

### Static Public Member Functions

- `static bool ComputeSpacingFromImagePositionPatient (const std::vector< double > &imageposition, std::vector< double > &spacing)`  
*DO NOT USE.*
- `static std::vector< unsigned int > GetDimensionsValue (const File &f)`
- `static bool GetDirectionCosinesFromDataSet (DataSet const &ds, std::vector< double > &dircos)`
- `static std::vector< double > GetDirectionCosinesValue (File const &f)`
- `static bool GetForcePixelSpacing ()`
- `static bool GetForceRescaleInterceptSlope ()`

- static SmartPointer< LookupTable > GetLUT (File const &f)
- static std::vector< double > GetOriginValue (File const &f)  
*Set/Get Origin (IPP) from/to a file.*
- static PhotometricInterpretation GetPhotometricInterpretationValue (File const &f)
- static PixelFormat GetPixelFormatValue (const File &f)
- static unsigned int GetPlanarConfigurationValue (const File &f)
- static const ByteValue \* GetPointerFromElement (Tag const &tag, File const &f)  
*Moved from PixampReader to here. Generally used for photometric interpretation.*
- static std::vector< double > GetRescaleInterceptSlopeValue (File const &f)
- static std::vector< double > GetSpacingValue (File const &f)  
*Set/Get Spacing from/to a File.*
- static void SetDimensionsValue (File &f, const Image &img)
- static void SetDirectionCosinesValue (DataSet &ds, const std::vector< double > &dircos)
- static void SetForcePixelSpacing (bool)
- static void SetForceRescaleInterceptSlope (bool)
- static void SetOriginValue (DataSet &ds, const Image &img)
- static void SetRescaleInterceptSlopeValue (File &f, const Image &img)
- static void SetSpacingValue (DataSet &ds, const std::vector< double > &spacing)

## Static Protected Member Functions

- static Tag GetSpacingTagFromMediaStorage (MediaStorage const &ms)
- static Tag GetZSpacingTagFromMediaStorage (MediaStorage const &ms)

### 25.135.1 Detailed Description

ImageHelper (internal class, not intended for user level)

Helper for writing World images in DICOM. DICOM has a 'template' approach to image where MR Image Storage are distinct object from Enhanced MR Image Storage. For example the Pixel Spacing in one object is not at the same position (ie Tag) as in the other this class is the central (read: fragile) place where all the dispatching is done from a unified view of a world image (typically VTK or ITK point of view) down to the low level DICOM point of view.

#### Warning

: do not expect the API of this class to be maintained at any point, since as Modalities are added the API might have to be augmented or behavior changed to cope with new modalities.

### 25.135.2 Member Function Documentation

- 25.135.2.1 static bool gdcmm::ImageHelper::ComputeSpacingFromImagePositionPatient ( const std::vector< double > & *imageposition*, std::vector< double > & *spacing* ) [static]

DO NOT USE.



25.135.2.2 `static std::vector<unsigned int> gdcm::ImageHelper::GetDimensionsValue ( const File & f ) [static]`

This function checks tags (0x0028, 0x0010) and (0x0028, 0x0011) for the rows and columns of the image in pixels (as opposed to actual distances). The output is {col , row}

Examples:

Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

25.135.2.3 `static bool gdcm::ImageHelper::GetDirectionCosinesFromDataSet ( DataSet const & ds, std::vector< double > & dircos ) [static]`

25.135.2.4 `static std::vector<double> gdcm::ImageHelper::GetDirectionCosinesValue ( File const & f ) [static]`

Get Direction Cosines (IOP) from/to a file Requires a file because mediastorage must be known

25.135.2.5 `static bool gdcm::ImageHelper::GetForcePixelSpacing ( ) [static]`

25.135.2.6 `static bool gdcm::ImageHelper::GetForceRescaleInterceptSlope ( ) [static]`

25.135.2.7 `static SmartPointer<LookupTable> gdcm::ImageHelper::GetLUT ( File const & f ) [static]`

25.135.2.8 `static std::vector<double> gdcm::ImageHelper::GetOriginValue ( File const & f ) [static]`

Set/Get Origin (IPP) from/to a file.

25.135.2.9 `static PhotometricInterpretation gdcm::ImageHelper::GetPhotometricInterpretationValue ( File const & f ) [static]`

25.135.2.10 `static PixelFormat gdcm::ImageHelper::GetPixelFormatValue ( const File & f ) [static]`

This function returns pixel information about an image from its dataset That includes samples per pixel and bit depth (in that order)

25.135.2.11 `static unsigned int gdcm::ImageHelper::GetPlanarConfigurationValue ( const File & f ) [static]`

25.135.2.12 `static const ByteValue* gdcm::ImageHelper::GetPointerFromElement ( Tag const & tag, File const & f ) [static]`

Moved from PixampReader to here. Generally used for photometric interpretation.

25.135.2.13 `static std::vector<double> gdcm::ImageHelper::GetRescaleInterceptSlopeValue ( File const & f ) [static]`

Set/Get shift/scale from/to a file

Warning

this function reads/sets the Slope/Intercept in appropriate class storage, but also Grid Scaling in RT Dose Storage Can't take a dataset because the mediastorage of the file must be known

25.135.2.14 `static Tag gdcm::ImageHelper::GetSpacingTagFromMediaStorage ( MediaStorage const & ms ) [static], [protected]`

25.135.2.15 `static std::vector<double> gdcm::ImageHelper::GetSpacingValue ( File const & f ) [static]`

Set/Get Spacing from/to a File.

25.135.2.16 `static Tag gdcm::ImageHelper::GetZSpacingTagFromMediaStorage ( MediaStorage const & ms ) [static], [protected]`

25.135.2.17 `static void gdcm::ImageHelper::SetDimensionsValue ( File & f, const Image & img ) [static]`

25.135.2.18 `static void gdcm::ImageHelper::SetDirectionCosinesValue ( DataSet & ds, const std::vector< double > & dircos ) [static]`

Set Direction Cosines (IOP) from/to a file When IOD does not defines what is IOP (eg. typically Secondary Capture Image Storage) this call will simply remove the IOP attribute. Else in case of MR/CT image storage, this call will properly lookup the correct attribute to store the IOP.

25.135.2.19 `static void gdcm::ImageHelper::SetForcePixelSpacing ( bool ) [static]`

GDCM 1.x compatibility issue: When using ReWrite an MR Image Storage would be rewritten as Secondary Capture Object while still having a Pixel Spacing tag (0028,0030). If you have deal with those files, use this very special flag to handle them Unless explicitly set elsewhere by the standard, it will use value from 0028,0030 / 0018,0088 for the Pixel Spacing of the Image

25.135.2.20 `static void gdcm::ImageHelper::SetForceRescaleInterceptSlope ( bool ) [static]`

GDCM 1.x compatibility issue: when using ReWrite an MR Image Storage would be rewritten with a Rescale Slope/- Intercept while the standard would prohibit this (Philips Medical System is still doing that) Unless explicitly set elsewhere by the standard, it will use value from 0028,1052 / 0028,1053 for the Rescale Slope & Rescale Intercept values

25.135.2.21 `static void gdcm::ImageHelper::SetOriginValue ( DataSet & ds, const Image & img ) [static]`

25.135.2.22 `static void gdcm::ImageHelper::SetRescaleInterceptSlopeValue ( File & f, const Image & img ) [static]`

25.135.2.23 `static void gdcm::ImageHelper::SetSpacingValue ( DataSet & ds, const std::vector< double > & spacing ) [static]`

The documentation for this class was generated from the following file:

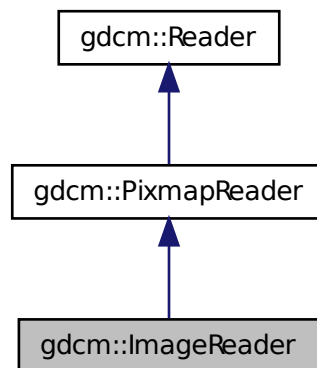
- `gdcmImageHelper.h`

## 25.136 gdcm::ImageReader Class Reference

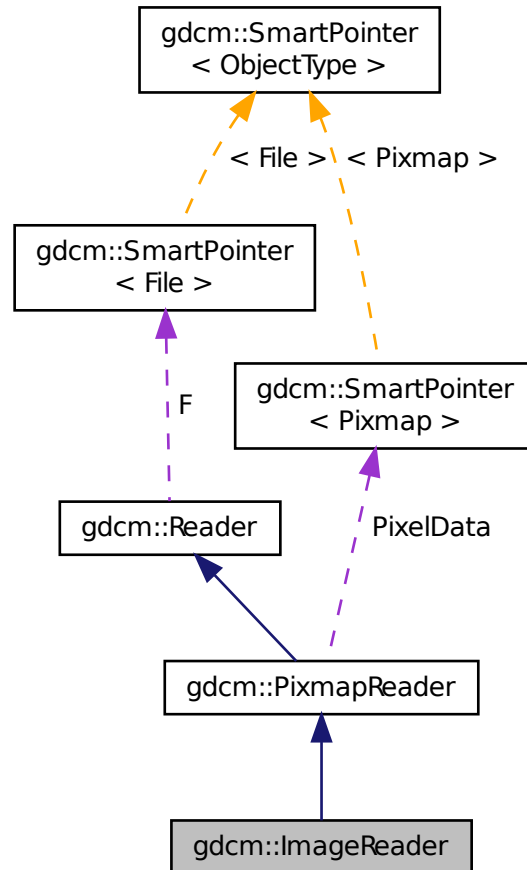
ImageReader.

```
#include <gdcmImageReader.h>
```

Inheritance diagram for gdcm::ImageReader:



Collaboration diagram for `gdcm::ImageReader`:



### Public Member Functions

- `ImageReader ()`
- `virtual ~ImageReader ()`
- `const Image & GetImage () const`  
*Return the read image.*
- `Image & GetImage ()`
- `virtual bool Read ()`

### Protected Member Functions

- `bool ReadACRNEMAIImage ()`
- `bool ReadImage (MediaStorage const &ms)`

## Additional Inherited Members

### 25.136.1 Detailed Description

ImageReader.

#### Note

its role is to convert the DICOM DataSet into a gdcm::Image representation Image is different from QPixmap has it has a position and a direction in Space.

#### See Also

Image

#### Examples:

CheckBigEndianBug.cxx, CompressImage.cxx, ConvertToQImage.cxx, ExtractIconFromFile.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GetJPEGSamplePrecision.cxx, HelloVizWorld.cxx, MergeTwoFiles.cxx, MrProtocol.cxx, PatchFile.cxx, ReadMultiTimesException.cxx, and threadgdcm.cxx.

### 25.136.2 Constructor & Destructor Documentation

25.136.2.1 `gdcm::ImageReader::ImageReader ( )`

25.136.2.2 `virtual gdcm::ImageReader::~~ImageReader ( )` [virtual]

### 25.136.3 Member Function Documentation

25.136.3.1 `const Image& gdcm::ImageReader::GetImage ( ) const`

Return the read image.

#### Examples:

CompressImage.cxx, ConvertToQImage.cxx, ExtractIconFromFile.cxx, FixJAIBugJPEGLS.cxx, GetJPEGSamplePrecision.cxx, HelloVizWorld.cxx, MergeTwoFiles.cxx, PatchFile.cxx, ReadMultiTimesException.cxx, and threadgdcm.cxx.

25.136.3.2 `Image& gdcm::ImageReader::GetImage ( )`

25.136.3.3 `virtual bool gdcm::ImageReader::Read ( )` [virtual]

Read the DICOM image. There are two reason for failure:

1. The input filename is not DICOM
2. The input DICOM file does not contains an Image.

Reimplemented from `gdcm::PixmapReader`.

**Examples:**

CheckBigEndianBug.cxx, CompressImage.cxx, ConvertToQImage.cxx, ExtractIconFromFile.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GetJPEGSamplePrecision.cxx, HelloVizWorld.cxx, MergeTwoFiles.cxx, MrProtocol.cxx, PatchFile.cxx, ReadMultiTimesException.cxx, and threadgdcmm.cxx.

**25.136.3.4** `bool gdcmm::ImageReader::ReadACRNEMAIImage ( ) [protected],[virtual]`

Reimplemented from `gdcmm::PixmapReader`.

**25.136.3.5** `bool gdcmm::ImageReader::ReadImage ( MediaStorage const & ms ) [protected],[virtual]`

Reimplemented from `gdcmm::PixmapReader`.

The documentation for this class was generated from the following file:

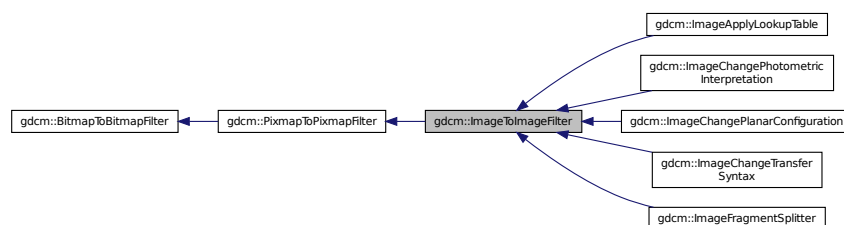
- `gdcmmImageReader.h`

## 25.137 gdcmm::ImageToImageFilter Class Reference

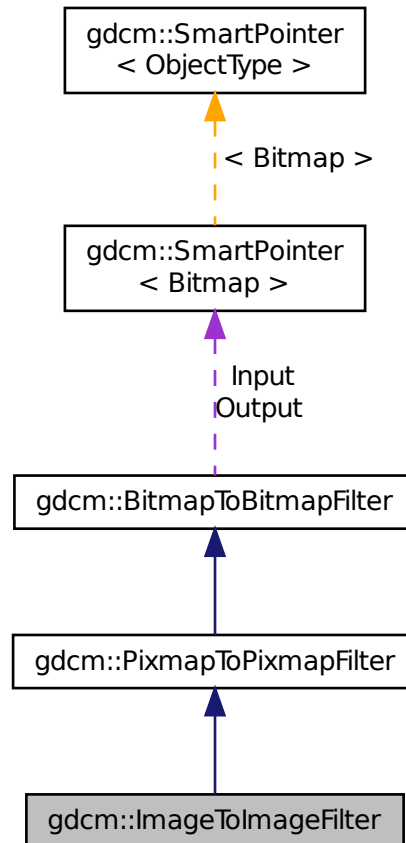
ImageToImageFilter class Super class for all filter taking an image and producing an output image.

```
#include <gdcmmImageToImageFilter.h>
```

Inheritance diagram for `gdcmm::ImageToImageFilter`:



Collaboration diagram for gdcm::ImageToImageFilter:



## Public Member Functions

- `ImageToImageFilter ()`
- `~ImageToImageFilter ()`
- `Image & GetInput ()`
- `const Image & GetOutput () const`

*Get Output image.*

## Additional Inherited Members

### 25.137.1 Detailed Description

`ImageToImageFilter` class Super class for all filter taking an image and producing an output image.

### 25.137.2 Constructor & Destructor Documentation

25.137.2.1 `gdcm::ImageToImageFilter::ImageToImageFilter ( )`

25.137.2.2 `gdcm::ImageToImageFilter::~~ImageToImageFilter ( )` `[inline]`

### 25.137.3 Member Function Documentation

25.137.3.1 `Image& gdcm::ImageToImageFilter::GetInput ( )`

Reimplemented from `gdcm::PixmapToPixmapFilter`.

25.137.3.2 `const Image& gdcm::ImageToImageFilter::GetOutput ( ) const`

Get Output image.

Reimplemented from `gdcm::PixmapToPixmapFilter`.

Examples:

`CompressImage.cxx`.

The documentation for this class was generated from the following file:

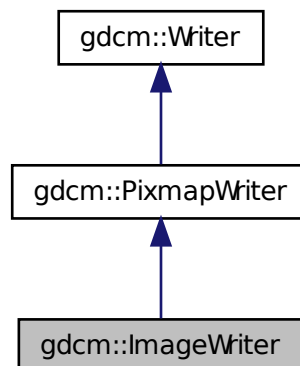
- `gdcmImageToImageFilter.h`

## 25.138 gdcm::ImageWriter Class Reference

ImageWriter.

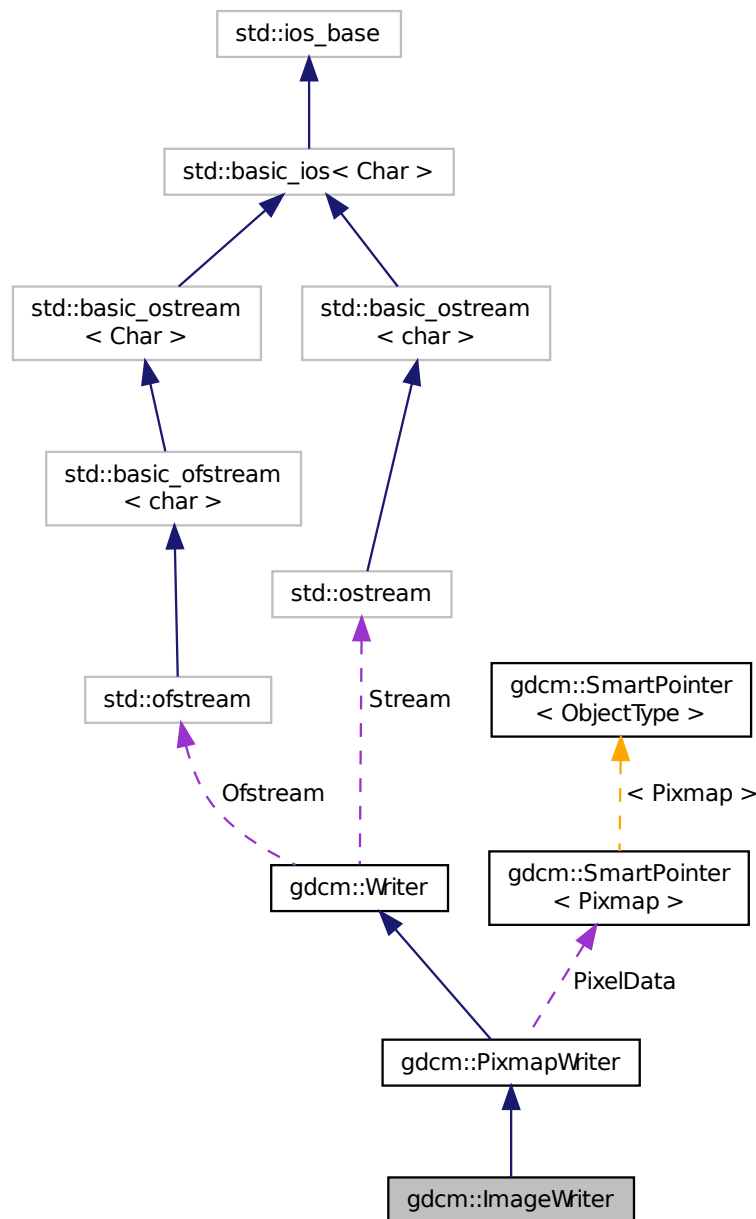
```
#include <gdcmImageWriter.h>
```

Inheritance diagram for `gdcm::ImageWriter`:





Collaboration diagram for gdcm::ImageWriter:



## Public Member Functions

- `ImageWriter ()`
- `~ImageWriter ()`
- `const Image & GetImage () const`

- Image & GetImage ()
- bool Write ()  
*Write.*

## Additional Inherited Members

### 25.138.1 Detailed Description

ImageWriter.

Examples:

CompressImage.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, GenFakeImage.cxx, GetSubSequenceData.cxx, HelloVizWorld.cxx, iU22tomultisc.cxx, and MergeTwoFiles.cxx.

### 25.138.2 Constructor & Destructor Documentation

25.138.2.1 `gdcm::ImageWriter::ImageWriter ( )`

25.138.2.2 `gdcm::ImageWriter::~~ImageWriter ( )`

### 25.138.3 Member Function Documentation

25.138.3.1 `const Image& gdcm::ImageWriter::GetImage ( ) const` `[inline],[virtual]`

Set/Get Image to be written It will overwrite anything Image infos found in DataSet (see parent class to see how to pass dataset)

Reimplemented from `gdcm::PixmapWriter`.

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, and iU22tomultisc.cxx.

25.138.3.2 `Image& gdcm::ImageWriter::GetImage ( )` `[inline],[virtual]`

Reimplemented from `gdcm::PixmapWriter`.

25.138.3.3 `bool gdcm::ImageWriter::Write ( )` `[virtual]`

Write.

Reimplemented from `gdcm::PixmapWriter`.

Examples:

CompressImage.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, GenFakeImage.cxx, HelloVizWorld.cxx, iU22tomultisc.cxx, and MergeTwoFiles.cxx.

The documentation for this class was generated from the following file:

- `gdcmImageWriter.h`

## 25.139 gdcm::network::ImplementationClassUIDSub Class Reference

ImplementationClassUIDSub PS 3.7 Table D.3-1 IMPLEMENTATION CLASS UID SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

```
#include <gdcmImplementationClassUIDSub.h>
```

### Public Member Functions

- ImplementationClassUIDSub ()
- std::istream & Read (std::istream &is)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

#### 25.139.1 Detailed Description

ImplementationClassUIDSub PS 3.7 Table D.3-1 IMPLEMENTATION CLASS UID SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

#### 25.139.2 Constructor & Destructor Documentation

25.139.2.1 gdcm::network::ImplementationClassUIDSub::ImplementationClassUIDSub ( )

#### 25.139.3 Member Function Documentation

25.139.3.1 std::istream& gdcm::network::ImplementationClassUIDSub::Read ( std::istream & *is* )

25.139.3.2 size\_t gdcm::network::ImplementationClassUIDSub::Size ( ) const

25.139.3.3 const std::ostream& gdcm::network::ImplementationClassUIDSub::Write ( std::ostream & *os* ) const

The documentation for this class was generated from the following file:

- gdcmImplementationClassUIDSub.h

## 25.140 gdcm::network::ImplementationUIDSub Class Reference

ImplementationUIDSub Table D.3-2 IMPLEMENTATION UID SUB-ITEM FIELDS (A-ASSOCIATE-AC)

```
#include <gdcmImplementationUIDSub.h>
```

### Public Member Functions

- ImplementationUIDSub ()
- const std::ostream & Write (std::ostream &os) const

#### 25.140.1 Detailed Description

ImplementationUIDSub Table D.3-2 IMPLEMENTATION UID SUB-ITEM FIELDS (A-ASSOCIATE-AC)

## 25.140.2 Constructor & Destructor Documentation

25.140.2.1 `gdcm::network::ImplementationUIDSub::ImplementationUIDSub ( )`

## 25.140.3 Member Function Documentation

25.140.3.1 `const std::ostream& gdcm::network::ImplementationUIDSub::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

- `gdcmImplementationUIDSub.h`

## 25.141 `gdcm::network::ImplementationVersionNameSub` Class Reference

ImplementationVersionNameSub Table D.3-3 IMPLEMENTATION VERSION NAME SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

```
#include <gdcmImplementationVersionNameSub.h>
```

### Public Member Functions

- `ImplementationVersionNameSub ()`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.141.1 Detailed Description

ImplementationVersionNameSub Table D.3-3 IMPLEMENTATION VERSION NAME SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

## 25.141.2 Constructor & Destructor Documentation

25.141.2.1 `gdcm::network::ImplementationVersionNameSub::ImplementationVersionNameSub ( )`

## 25.141.3 Member Function Documentation

25.141.3.1 `std::istream& gdcm::network::ImplementationVersionNameSub::Read ( std::istream & is )`

25.141.3.2 `size_t gdcm::network::ImplementationVersionNameSub::Size ( ) const`

25.141.3.3 `const std::ostream& gdcm::network::ImplementationVersionNameSub::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

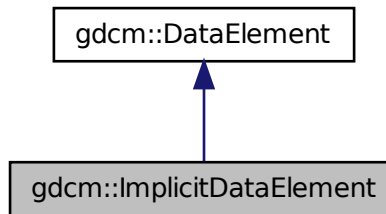
- `gdcmImplementationVersionNameSub.h`

## 25.142 gdcm::ImplicitDataElement Class Reference

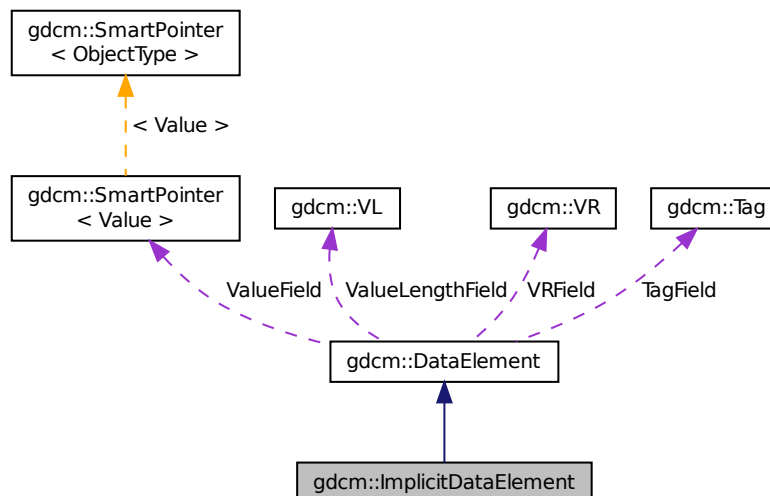
Class to represent an *Implicit VR* Data Element.

```
#include <gdcmImplicitDataElement.h>
```

Inheritance diagram for gdcm::ImplicitDataElement:



Collaboration diagram for gdcm::ImplicitDataElement:



### Public Member Functions

- VL GetLength () const
- template<typename TSwap >  
std::istream & Read (std::istream &is)

- `template<typename TSwap > std::istream & ReadPreValue (std::istream &is)`
- `template<typename TSwap > std::istream & ReadValue (std::istream &is)`
- `template<typename TSwap > std::istream & ReadWithLength (std::istream &is, VL &length)`
- `template<typename TSwap > const std::ostream & Write (std::ostream &os) const`

## Additional Inherited Members

### 25.142.1 Detailed Description

Class to represent an *Implicit VR* Data Element.

#### Note

bla

#### Examples:

`ReadExplicitLengthSQIVR.cxx.`

### 25.142.2 Member Function Documentation

#### 25.142.2.1 VL `gdcm::ImplicitDataElement::GetLength ( ) const`

Reimplemented from `gdcm::DataElement`.

#### 25.142.2.2 `template<typename TSwap > std::istream& gdcm::ImplicitDataElement::Read ( std::istream & is )`

Reimplemented from `gdcm::DataElement`.

#### 25.142.2.3 `template<typename TSwap > std::istream& gdcm::ImplicitDataElement::ReadPreValue ( std::istream & is )`

#### 25.142.2.4 `template<typename TSwap > std::istream& gdcm::ImplicitDataElement::ReadValue ( std::istream & is )`

#### 25.142.2.5 `template<typename TSwap > std::istream& gdcm::ImplicitDataElement::ReadWithLength ( std::istream & is, VL & length )`

Reimplemented from `gdcm::DataElement`.

#### 25.142.2.6 `template<typename TSwap > const std::ostream& gdcm::ImplicitDataElement::Write ( std::ostream & os ) const`

Reimplemented from `gdcm::DataElement`.

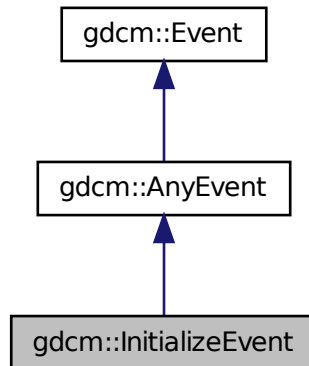
The documentation for this class was generated from the following file:

- `gdcmImplicitDataElement.h`

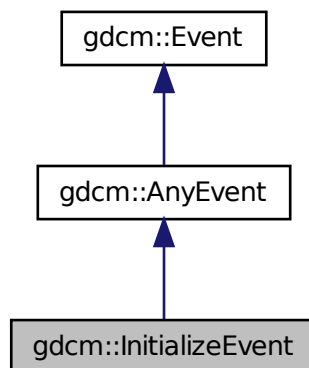
## 25.143 gdcm::InitializeEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for gdcm::InitializeEvent:



Collaboration diagram for gdcm::InitializeEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- gdcmEvent.h

## 25.144 gdcm::IOD Class Reference

Class for representing a IOD.

```
#include <gdcmIOD.h>
```

### Public Types

- typedef std::vector< IODEntry > MapIODEntry
- typedef MapIODEntry::size\_type SizeType

### Public Member Functions

- IOD ()
- void AddIODEntry (const IODEntry &iode)
- void Clear ()
- const IODEntry & GetIODEntry (SizeType idx) const
- SizeType GetNumberOfIODs () const
- Type GetTypeFromTag (const Defs &defs, const Tag &tag) const

### Friends

- std::ostream & operator<< (std::ostream &\_os, const IOD &\_val)

### 25.144.1 Detailed Description

Class for representing a IOD.

#### Note

bla

#### See Also

Dict

#### Examples:

TraverseModules.cxx.

### 25.144.2 Member Typedef Documentation

25.144.2.1 typedef std::vector<IODEntry> gdcm::IOD::MapIODEntry

25.144.2.2 typedef MapIODEntry::size\_type gdcm::IOD::SizeType

### 25.144.3 Constructor & Destructor Documentation

25.144.3.1 gdcm::IOD::IOD ( ) [inline]



### 25.144.4 Member Function Documentation

25.144.4.1 void gdcm::IOD::AddIODEntry ( const IODEntry & *iode* ) [inline]

25.144.4.2 void gdcm::IOD::Clear ( ) [inline]

25.144.4.3 const IODEntry& gdcm::IOD::GetIODEntry ( SizeType *idx* ) const [inline]

Examples:

TraverseModules.cxx.

25.144.4.4 SizeType gdcm::IOD::GetNumberOfIODs ( ) const [inline]

Examples:

TraverseModules.cxx.

25.144.4.5 Type gdcm::IOD::GetTypeFromTag ( const Defs & *defs*, const Tag & *tag* ) const

### 25.144.5 Friends And Related Function Documentation

25.144.5.1 std::ostream& operator<< ( std::ostream & *os*, const IOD & *val* ) [friend]

The documentation for this class was generated from the following file:

- gdcmIOD.h

## 25.145 gdcm::IODEntry Class Reference

Class for representing a IODEntry.

```
#include <gdcmIODEntry.h>
```

### Public Member Functions

- IODEntry (const char \*name="", const char \*ref="", const char \*usag="")
- const char \* GetIE () const
- const char \* GetName () const
- const char \* GetRef () const
- const char \* GetUsage () const
- Usage::UsageType GetUsageType () const
- void SetIE (const char \*ie)
- void SetName (const char \*name)
- void SetRef (const char \*ref)
- void SetUsage (const char \*usag)

## Friends

- `std::ostream & operator<< (std::ostream &_os, const IODEntry &_val)`

### 25.145.1 Detailed Description

Class for representing a IODEntry.

#### Note

A.1.3 IOD Module Table and Functional Group Macro Table This Section of each IOD defines in a tabular form the Modules comprising the IOD. The following information must be specified for each Module in the table:

- The name of the Module or Functional Group
- A reference to the Section in Annex C which defines the Module or Functional Group
- The usage of the Module or Functional Group; whether it is:
  - Mandatory (see A.1.3.1) , abbreviated M
  - Conditional (see A.1.3.2) , abbreviated C
  - User Option (see A.1.3.3) , abbreviated U The Modules referenced are defined in Annex C. A.1.3.1 MANDATORY MODULES For each IOD, Mandatory Modules shall be supported per the definitions, semantics and requirements defined in Annex C. PS 3.3 - 2008 Page 96
  - Standard - A.1.3.2 CONDITIONAL MODULES Conditional Modules are Mandatory Modules if specific conditions are met. If the specified conditions are not met, this Module shall not be supported; that is, no information defined in that Module shall be sent. A.1.3.3 USER OPTION MODULES User Option Modules may or may not be supported. If an optional Module is supported, the Attribute Types specified in the Modules in Annex C shall be supported.

#### See Also

DictEntry

#### Examples:

TraverseModules.cxx.

### 25.145.2 Constructor & Destructor Documentation

25.145.2.1 `gdcmm::IODEntry::IODEntry ( const char * name = " ", const char * ref = " ", const char * usag = " " ) [inline]`

### 25.145.3 Member Function Documentation

25.145.3.1 `const char* gdcmm::IODEntry::GetIE ( ) const [inline]`

25.145.3.2 `const char* gdcmm::IODEntry::GetName ( ) const [inline]`

25.145.3.3 `const char* gdcmm::IODEntry::GetRef ( ) const [inline]`

#### Examples:

TraverseModules.cxx.

25.145.3.4 `const char* gdcm::IODEntry::GetUsage ( ) const` [inline]

25.145.3.5 `Usage::UsageType gdcm::IODEntry::GetUsageType ( ) const`

25.145.3.6 `void gdcm::IODEntry::SetIE ( const char * ie )` [inline]

25.145.3.7 `void gdcm::IODEntry::SetName ( const char * name )` [inline]

25.145.3.8 `void gdcm::IODEntry::SetRef ( const char * ref )` [inline]

25.145.3.9 `void gdcm::IODEntry::SetUsage ( const char * usag )` [inline]

## 25.145.4 Friends And Related Function Documentation

25.145.4.1 `std::ostream& operator<< ( std::ostream & _os, const IODEntry & _val )` [friend]

The documentation for this class was generated from the following file:

- `gdcmIODEntry.h`

## 25.146 gdcm::IODs Class Reference

Class for representing a IODs.

```
#include <gdcmIODs.h>
```

### Public Types

- `typedef std::map< IODName, IOD > IODMapType`
- `typedef IODMapType::const_iterator IODMapTypeConstIterator`
- `typedef std::string IODName`

### Public Member Functions

- `IODs ()`
- `void AddIOD (const char *name, const IOD &module)`
- `IODMapTypeConstIterator Begin () const`
- `void Clear ()`
- `IODMapTypeConstIterator End () const`
- `const IOD & GetIOD (const char *name) const`

### Friends

- `std::ostream & operator<< (std::ostream & _os, const IODs & _val)`

### 25.146.1 Detailed Description

Class for representing a IODs.

#### Note

bla

#### See Also

IOD

#### Examples:

TraverseModules.cxx.

### 25.146.2 Member Typedef Documentation

25.146.2.1 `typedef std::map<IODName, IOD> gdcm::IODs::IODMapType`

25.146.2.2 `typedef IODMapType::const_iterator gdcm::IODs::IODMapTypeConstIterator`

25.146.2.3 `typedef std::string gdcm::IODs::IODName`

### 25.146.3 Constructor & Destructor Documentation

25.146.3.1 `gdcm::IODs::IODs ( )` `[inline]`

### 25.146.4 Member Function Documentation

25.146.4.1 `void gdcm::IODs::AddIOD ( const char * name, const IOD & module )` `[inline]`

25.146.4.2 `IODMapTypeConstIterator gdcm::IODs::Begin ( ) const` `[inline]`

25.146.4.3 `void gdcm::IODs::Clear ( )` `[inline]`

25.146.4.4 `IODMapTypeConstIterator gdcm::IODs::End ( ) const` `[inline]`

25.146.4.5 `const IOD& gdcm::IODs::GetIOD ( const char * name ) const` `[inline]`

### 25.146.5 Friends And Related Function Documentation

25.146.5.1 `std::ostream& operator<< ( std::ostream & _os, const IODs & _val )` `[friend]`

The documentation for this class was generated from the following file:

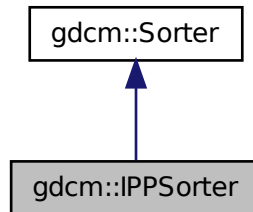
- `gdcmIODs.h`

## 25.147 gdcm::IPPSorter Class Reference

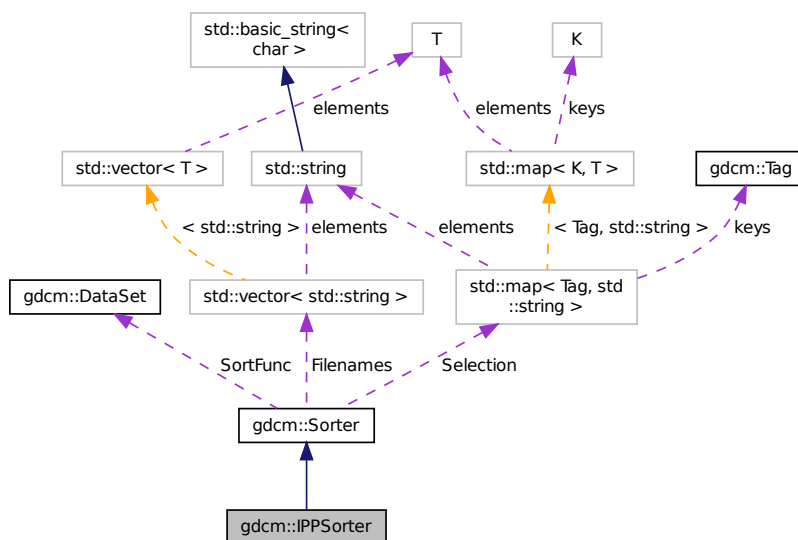
IPPSorter Implement a simple Image Position (Patient) sorter, along the Image Orientation (Patient) direction. This algorithm does NOT support duplicate and will FAIL in case of duplicate IPP.

```
#include <gdcmIPPSorter.h>
```

Inheritance diagram for gdcm::IPPSorter:



Collaboration diagram for gdcm::IPPSorter:



## Public Member Functions

- `IPPSorter ()`
- `~IPPSorter ()`
- `double GetDirectionCosinesTolerance () const`
- `double GetZSpacing () const`
- `double GetZSpacingTolerance () const`
- `void SetComputeZSpacing (bool b)`
- `void SetDirectionCosinesTolerance (double tol)`

- void SetZSpacingTolerance (double tol)
- virtual bool Sort (std::vector< std::string > const &filenames)

### Protected Attributes

- bool ComputeZSpacing
- double DirCosTolerance
- double ZSpacing
- double ZTolerance

### Additional Inherited Members

#### 25.147.1 Detailed Description

IPPSorter Implement a simple Image Position (Patient) sorter, along the Image Orientation (Patient) direction. This algorithm does NOT support duplicate and will FAIL in case of duplicate IPP.

#### Warning

See special note for SetZSpacingTolerance when computing the ZSpacing from the IPP of each DICOM files (default tolerance for constant spacing is: 1e-6mm)

For more information on Spacing, and how it is defined in DICOM, advanced users may refer to:

[http://sourceforge.net/apps/mediawiki/gdcm/index.php?title=Imager\\_Pixel\\_Spacing](http://sourceforge.net/apps/mediawiki/gdcm/index.php?title=Imager_Pixel_Spacing)

**Bug** There currently a couple of bug in this implementation:

- Frame Of Reference UID is not taken into account
- Gantry Tilt is not considered

#### Examples:

gdcmorthoplanes.cxx, reslicesphere.cxx, and VolumeSorter.cxx.

#### 25.147.2 Constructor & Destructor Documentation

25.147.2.1 `gdcm::IPPSorter::IPPSorter ( )`

25.147.2.2 `gdcm::IPPSorter::~~IPPSorter ( )`

#### 25.147.3 Member Function Documentation

25.147.3.1 `double gdcm::IPPSorter::GetDirectionCosinesTolerance ( ) const` `[inline]`

25.147.3.2 `double gdcm::IPPSorter::GetZSpacing ( ) const` `[inline]`

Read-only function to provide access to the computed value for the Z-Spacing The ComputeZSpacing must have been set to true before execution of sort algorithm. Call this function *after* calling Sort(); Z-Spacing will be 0 on 2 occasions:

- Sorting simply failed, potentially duplicate IPP => ZSpacing = 0
- ZSpacing could not be computed (Z-Spacing is not constant, or ZTolerance is too low)

**Examples:**

gdcmorthoplanes.cxx, and reslicesphere.cxx.

**25.147.3.3** `double gdcm::IPPSorter::GetZSpacingTolerance ( ) const [inline]`

**25.147.3.4** `void gdcm::IPPSorter::SetComputeZSpacing ( bool b ) [inline]`

Functions related to Z-Spacing computation Set to true when sort algorithm should also perform a regular Z-Spacing computation using the Image Position (Patient) Potential reason for failure:

1. ALL slices are taken into account, if one slice is missing then ZSpacing will be set to 0 since the spacing will not be found to be regular along the Series

**Examples:**

gdcmorthoplanes.cxx, reslicesphere.cxx, and VolumeSorter.cxx.

**25.147.3.5** `void gdcm::IPPSorter::SetDirectionCosinesTolerance ( double tol ) [inline]`

Sometimes IOP along a series is slightly changing for example: "0.999081\\0.0426953\\0.00369272\\-0.0419025\\0.-955059\\0.293439", "0.999081\\0.0426953\\0.00369275\\-0.0419025\\0.955059\\0.293439", "0.999081\\0.0426952\\0.-00369272\\-0.0419025\\0.955059\\0.293439", We need an API to define the tolerance which is allowed. Internally the cross vector of each direction cosines is computed. The tolerance then define the the distance in between 1. to the dot product of those cross vectors. In a perfect world this dot product is of course 1.0 which imply a DirectionCosines tolerance of exactly 0.0 (default).

**25.147.3.6** `void gdcm::IPPSorter::SetZSpacingTolerance ( double tol ) [inline]`

1. Another reason for failure is that that Z-Spacing is only slightly changing (eg 1e-3) along the serie, a human can determine that this is ok and change the tolerance from its default value: 1e-6

**Examples:**

gdcmorthoplanes.cxx, and reslicesphere.cxx.

**25.147.3.7** `virtual bool gdcm::IPPSorter::Sort ( std::vector< std::string > const & filenames ) [virtual]`

Main entry point to the sorter. It will execute the filter, option should be set before running this function (SetZSpacingTolerance, ...) Return value indicate if sorting could be achieved. Warning this does *NOT* imply that spacing is constant, it only means the file are sorted according to IPP You should check if ZSpacing is 0 or not to deduce if file are actually a 3D volume

Reimplemented from gdcm::Sorter.

**Examples:**

gdcmorthoplanes.cxx, reslicesphere.cxx, and VolumeSorter.cxx.

## 25.147.4 Member Data Documentation

25.147.4.1 `bool gdcm::IPPSorter::ComputeZSpacing` [protected]

25.147.4.2 `double gdcm::IPPSorter::DirCosTolerance` [protected]

25.147.4.3 `double gdcm::IPPSorter::ZSpacing` [protected]

25.147.4.4 `double gdcm::IPPSorter::ZTolerance` [protected]

The documentation for this class was generated from the following file:

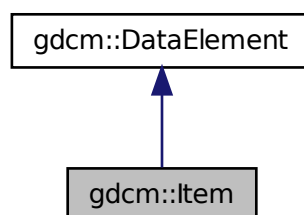
- `gdcmIPPSorter.h`

## 25.148 `gdcm::Item` Class Reference

Class to represent an Item A component of the value of a Data Element that is of Value Representation Sequence of Items. An Item contains a Data Set . See PS 3.5 7.5.1 Item Encoding Rules Each Item of a Data Element of VR SQ shall be encoded as a DICOM Standard Data Element with a specific Data Element Tag of Value (FFFE,E000). The Item Tag is followed by a 4 byte Item Length field encoded in one of the following two ways Explicit/ Implicit.

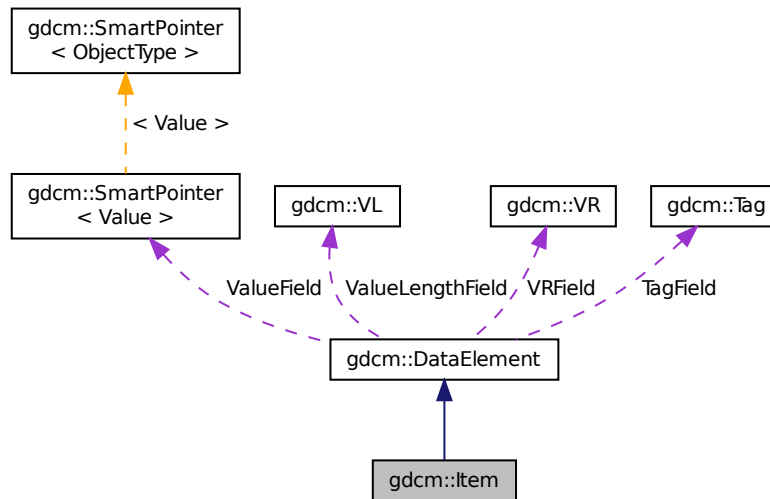
```
#include <gdcmItem.h>
```

Inheritance diagram for `gdcm::Item`:





Collaboration diagram for gdcM::Item:



## Public Member Functions

- Item ()
- Item (Item const &val)
- void Clear ()
  - Clear Data Element (make Value empty and invalidate Tag & VR)*
- bool FindDataElement (const Tag &t) const
- const DataElement & GetDataElement (const Tag &t) const
- template<typename TDE >  
VL GetLength () const
- const DataSet & GetNestedDataSet () const
- DataSet & GetNestedDataSet ()
- void InsertDataElement (const DataElement &de)
- template<typename TDE , typename TSwap >  
std::istream & Read (std::istream &is)
- void SetNestedDataSet (const DataSet &nested)
- template<typename TDE , typename TSwap >  
const std::ostream & Write (std::ostream &os) const

## Friends

- std::ostream & operator<< (std::ostream &os, const Item &val)

## Additional Inherited Members

### 25.148.1 Detailed Description

Class to represent an Item A component of the value of a Data Element that is of Value Representation Sequence of Items. An Item contains a Data Set . See PS 3.5 7.5.1 Item Encoding Rules Each Item of a Data Element of VR SQ shall be encoded as a DICOM Standart Data Element with a specific Data Element Tag of Value (FFFE,E000). The Item Tag is followed by a 4 byte Item Length field encoded in one of the following two ways Explicit/ Implicit.

#### Note

ITEM: A component of the Value of a Data Element that is of Value Representation Sequence of Items. An Item contains a Data Set.

#### Examples:

ChangeSequenceUltrasound.cxx, DumpGEMSMovieGroup.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, gdcmrptionplan.cxx, gdcmrtpian.cxx, GenAllIVR.cxx, GenFakeldentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, and LargeVRDSExplicit.cxx.

### 25.148.2 Constructor & Destructor Documentation

25.148.2.1 `gdcmm::Item::Item ( ) [inline]`

25.148.2.2 `gdcmm::Item::Item ( Item const & val ) [inline]`

### 25.148.3 Member Function Documentation

25.148.3.1 `void gdcmm::Item::Clear ( ) [inline]`

Clear Data Element (make Value empty and invalidate Tag & VR)

Reimplemented from `gdcmm::DataElement`.

References `gdcmm::DataElement::Clear()`.

Referenced by `gdcmm::SequenceOfItems::Read()`.

25.148.3.2 `bool gdcmm::Item::FindDataElement ( const Tag & t ) const [inline]`

#### Examples:

ReadAndDumpDICOMDIR.cxx.

25.148.3.3 `const DataElement& gdcmm::Item::GetDataElement ( const Tag & t ) const [inline]`

#### Examples:

ReadAndDumpDICOMDIR.cxx.

25.148.3.4 `template<typename TDE > VL gdcmm::Item::GetLength ( ) const`

Reimplemented from `gdcmm::DataElement`.

25.148.3.5 `const DataSet& gdcm::Item::GetNestedDataSet ( ) const` `[inline]`

Examples:

ChangeSequenceUltrasound.cxx, DumpGEMSMovieGroup.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, gdcmrptionplan.cxx, gdcmrtpian.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenSeqs.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, and LargeVRDSExplicit.cxx.

Referenced by `gdcm::SequenceOfItems::Read()`.

25.148.3.6 `DataSet& gdcm::Item::GetNestedDataSet ( )` `[inline]`

25.148.3.7 `void gdcm::Item::InsertDataElement ( const DataElement & de )` `[inline]`

25.148.3.8 `template<typename TDE , typename TSwap > std::istream& gdcm::Item::Read ( std::istream & is )` `[inline]`

Reimplemented from `gdcm::DataElement`.

References `gdcm::DataSet::Clear()`, `gdcmDebugMacro`, `gdcmErrorMacro`, `gdcmWarningMacro`, `gdcm::DataSet::IsEmpty()`, and `gdcm::SwapperDoOp::Swap()`.

Referenced by `gdcm::SequenceOfItems::Read()`.

25.148.3.9 `void gdcm::Item::SetNestedDataSet ( const DataSet & nested )` `[inline]`

25.148.3.10 `template<typename TDE , typename TSwap > const std::ostream& gdcm::Item::Write ( std::ostream & os ) const` `[inline]`

Reimplemented from `gdcm::DataElement`.

References `gdcmWarningMacro`, `gdcm::VL::GetLength()`, `gdcm::VL::Write()`, and `gdcm::Tag::Write()`.

## 25.148.4 Friends And Related Function Documentation

25.148.4.1 `std::ostream& operator<< ( std::ostream & os, const Item & val )` `[friend]`

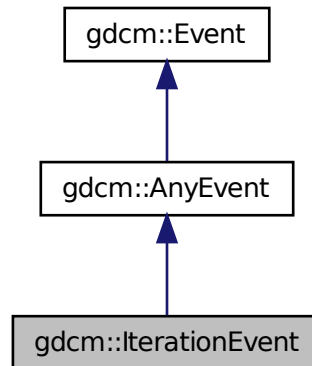
The documentation for this class was generated from the following file:

- `gdcmItem.h`

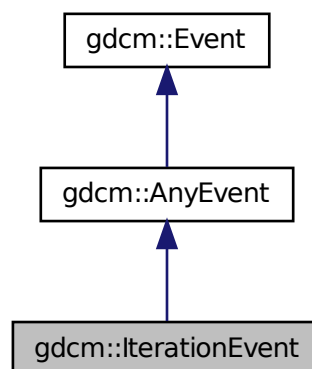
## 25.149 gdcm::IterationEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for `gdcm::IterationEvent`:



Collaboration diagram for `gdcm::IterationEvent`:



### Additional Inherited Members

The documentation for this class was generated from the following file:

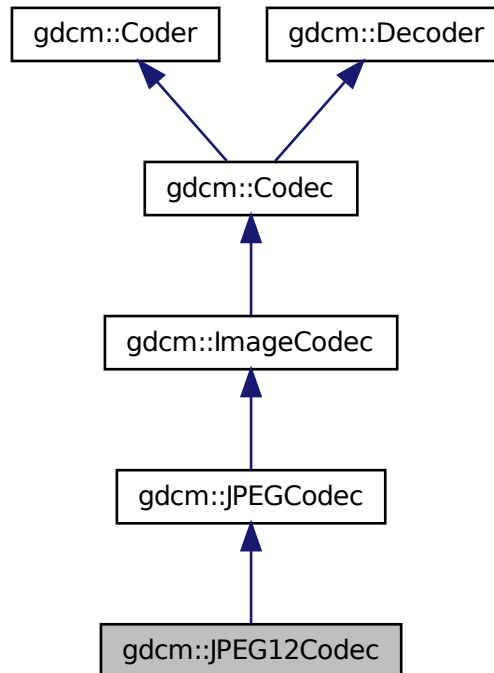
- `gdcmEvent.h`

## 25.150 gdcm::JPEG12Codec Class Reference

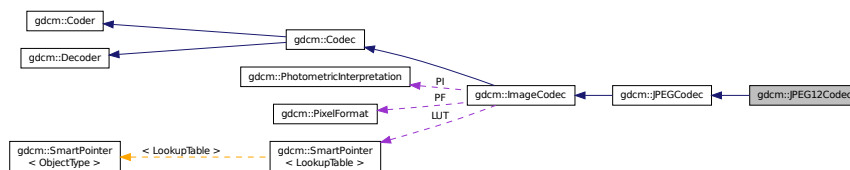
Class to do JPEG 12bits (lossy & lossless)

```
#include <gdcmJPEG12Codec.h>
```

Inheritance diagram for gdcm::JPEG12Codec:



Collaboration diagram for gdcm::JPEG12Codec:



### Public Member Functions

- `JPEG12Codec ()`
- `~JPEG12Codec ()`

- `bool Decode (std::istream &is, std::ostream &os)`
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)`
- `bool InternalCode (const char *input, unsigned long len, std::ostream &os)`

## Additional Inherited Members

### 25.150.1 Detailed Description

Class to do JPEG 12bits (lossy & lossless)

#### Note

internal class

### 25.150.2 Constructor & Destructor Documentation

25.150.2.1 `gdcm::JPEG12Codec::JPEG12Codec ( )`

25.150.2.2 `gdcm::JPEG12Codec::~~JPEG12Codec ( )`

### 25.150.3 Member Function Documentation

25.150.3.1 `bool gdcm::JPEG12Codec::Decode ( std::istream & is, std::ostream & os )` `[virtual]`

Reimplemented from `gdcm::JPEGCodec`.

25.150.3.2 `bool gdcm::JPEG12Codec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` `[virtual]`

Reimplemented from `gdcm::JPEGCodec`.

25.150.3.3 `bool gdcm::JPEG12Codec::InternalCode ( const char * input, unsigned long len, std::ostream & os )` `[virtual]`

Reimplemented from `gdcm::Coder`.

The documentation for this class was generated from the following file:

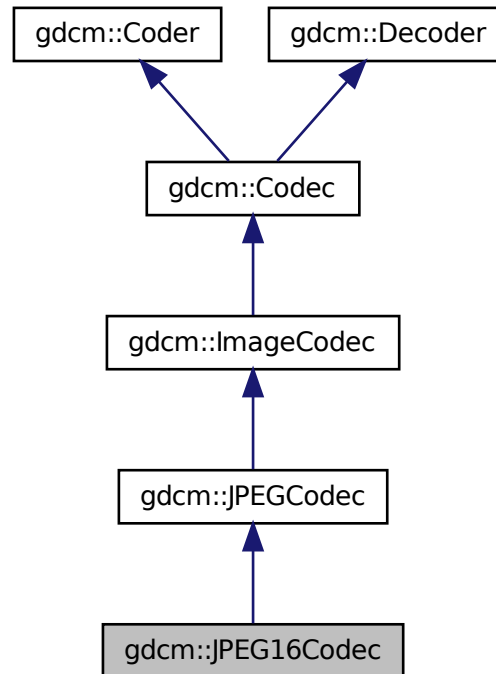
- `gdcmJPEG12Codec.h`

## 25.151 gdcm::JPEG16Codec Class Reference

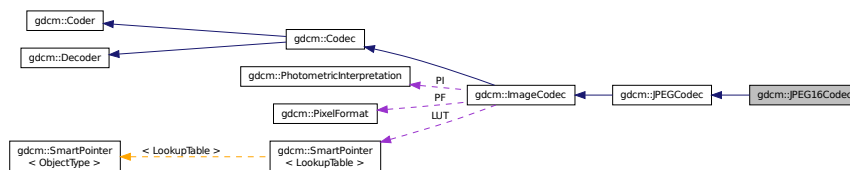
Class to do JPEG 16bits (lossless)

```
#include <gdcmJPEG16Codec.h>
```

Inheritance diagram for gdcm::JPEG16Codec:



Collaboration diagram for gdcm::JPEG16Codec:



## Public Member Functions

- `JPEG16Codec ()`
- `~JPEG16Codec ()`
- `bool Decode (std::istream &is, std::ostream &os)`
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)`
- `bool InternalCode (const char *input, unsigned long len, std::ostream &os)`

## Additional Inherited Members

### 25.151.1 Detailed Description

Class to do JPEG 16bits (lossless)

#### Note

internal class

### 25.151.2 Constructor & Destructor Documentation

25.151.2.1 `gdcm::JPEG16Codec::JPEG16Codec ( )`

25.151.2.2 `gdcm::JPEG16Codec::~~JPEG16Codec ( )`

### 25.151.3 Member Function Documentation

25.151.3.1 `bool gdcm::JPEG16Codec::Decode ( std::istream & is, std::ostream & os )` [virtual]

Reimplemented from `gdcm::JPEGCodec`.

25.151.3.2 `bool gdcm::JPEG16Codec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcm::JPEGCodec`.

25.151.3.3 `bool gdcm::JPEG16Codec::InternalCode ( const char * input, unsigned long len, std::ostream & os )` [virtual]

Reimplemented from `gdcm::Coder`.

The documentation for this class was generated from the following file:

- `gdcmJPEG16Codec.h`

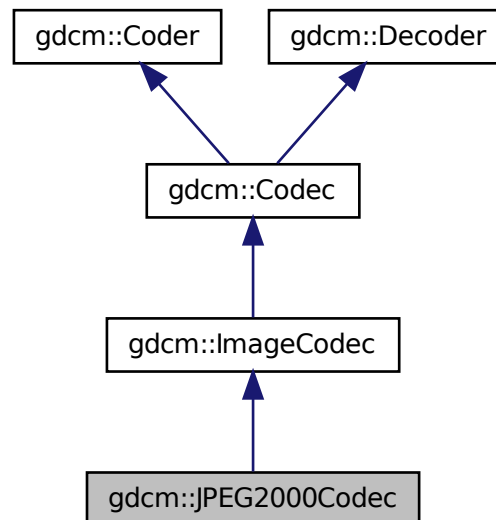
## 25.152 gdcm::JPEG2000Codec Class Reference

Class to do JPEG 2000.

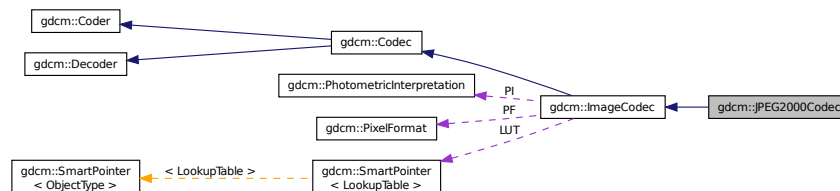
```
#include <gdcmJPEG2000Codec.h>
```



Inheritance diagram for gdcm::JPEG2000Codec:



Collaboration diagram for gdcm::JPEG2000Codec:



## Public Member Functions

- `JPEG2000Codec ()`
- `~JPEG2000Codec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Code (DataElement const &in, DataElement &out)`  
*Code.*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

- virtual bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)
- double GetQuality (unsigned int idx=0) const
- double GetRate (unsigned int idx=0) const
- void SetNumberOfResolutions (unsigned int nres)
- void SetQuality (unsigned int idx, double q)
- void SetRate (unsigned int idx, double rate)
- void SetReversible (bool res)
- void SetTileSize (unsigned int tx, unsigned int ty)

### Protected Member Functions

- bool Decode (std::istream &is, std::ostream &os)

### Friends

- class Bitmap

### Additional Inherited Members

#### 25.152.1 Detailed Description

Class to do JPEG 2000.

#### Note

the class will produce JPC (JPEG 2000 codestream), since some private implementor are using full jp2 file the decoder tolerate jp2 input this is an implementation of an ImageCodec

#### 25.152.2 Constructor & Destructor Documentation

25.152.2.1 gdcmm::JPEG2000Codec::JPEG2000Codec ( )

25.152.2.2 gdcmm::JPEG2000Codec::~~JPEG2000Codec ( )

#### 25.152.3 Member Function Documentation

25.152.3.1 bool gdcmm::JPEG2000Codec::CanCode ( TransferSyntax const & ) const [virtual]

Return whether this coder support this transfer syntax (can code it)

Reimplemented from gdcmm::ImageCodec.

25.152.3.2 bool gdcmm::JPEG2000Codec::CanDecode ( TransferSyntax const & ) const [virtual]

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from gdcmm::ImageCodec.

25.152.3.3 `bool gdcm::JPEG2000Codec::Code ( DataElement const & in_, DataElement & out_ )` [virtual]

Code.

Reimplemented from `gdcm::Coder`.

25.152.3.4 `bool gdcm::JPEG2000Codec::Decode ( DataElement const & is_, DataElement & os )` [virtual]

Decode.

Reimplemented from `gdcm::ImageCodec`.

25.152.3.5 `bool gdcm::JPEG2000Codec::Decode ( std::istream & is, std::ostream & os )` [protected], [virtual]

Reimplemented from `gdcm::ImageCodec`.

25.152.3.6 `virtual bool gdcm::JPEG2000Codec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcm::ImageCodec`.

25.152.3.7 `double gdcm::JPEG2000Codec::GetQuality ( unsigned int idx = 0 ) const`

25.152.3.8 `double gdcm::JPEG2000Codec::GetRate ( unsigned int idx = 0 ) const`

25.152.3.9 `void gdcm::JPEG2000Codec::SetNumberOfResolutions ( unsigned int nres )`

25.152.3.10 `void gdcm::JPEG2000Codec::SetQuality ( unsigned int idx, double q )`

25.152.3.11 `void gdcm::JPEG2000Codec::SetRate ( unsigned int idx, double rate )`

25.152.3.12 `void gdcm::JPEG2000Codec::SetReversible ( bool res )`

25.152.3.13 `void gdcm::JPEG2000Codec::SetTileSize ( unsigned int tx, unsigned int ty )`

## 25.152.4 Friends And Related Function Documentation

25.152.4.1 `friend class Bitmap` [friend]

The documentation for this class was generated from the following file:

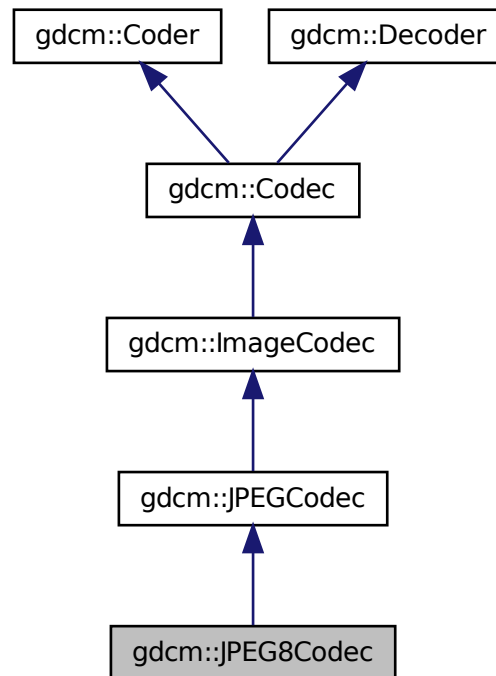
- `gdcmJPEG2000Codec.h`

## 25.153 gdcm::JPEG8Codec Class Reference

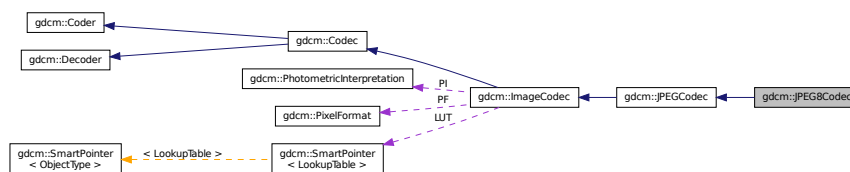
Class to do JPEG 8bits (lossy & lossless)

```
#include <gdcmJPEG8Codec.h>
```

Inheritance diagram for `gdcm::JPEG8Codec`:



Collaboration diagram for `gdcm::JPEG8Codec`:



## Public Member Functions

- `JPEG8Codec ()`
- `~JPEG8Codec ()`
- `bool Decode (std::istream &is, std::ostream &os)`
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)`
- `bool InternalCode (const char *input, unsigned long len, std::ostream &os)`

## Additional Inherited Members

### 25.153.1 Detailed Description

Class to do JPEG 8bits (lossy & lossless)

#### Note

internal class

### 25.153.2 Constructor & Destructor Documentation

25.153.2.1 `gdcm::JPEG8Codec::JPEG8Codec ( )`

25.153.2.2 `gdcm::JPEG8Codec::~~JPEG8Codec ( )`

### 25.153.3 Member Function Documentation

25.153.3.1 `bool gdcm::JPEG8Codec::Decode ( std::istream & is, std::ostream & os )` [virtual]

Reimplemented from `gdcm::JPEGCodec`.

25.153.3.2 `bool gdcm::JPEG8Codec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcm::JPEGCodec`.

25.153.3.3 `bool gdcm::JPEG8Codec::InternalCode ( const char * input, unsigned long len, std::ostream & os )` [virtual]

Reimplemented from `gdcm::Coder`.

The documentation for this class was generated from the following file:

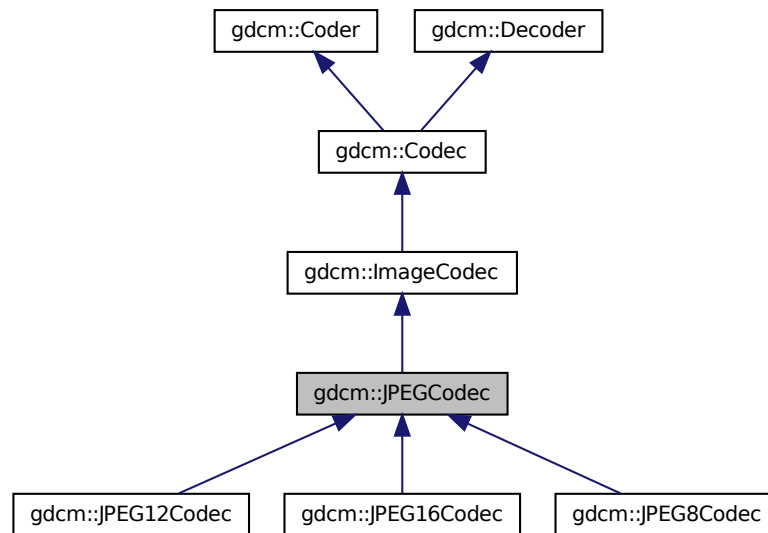
- `gdcmJPEG8Codec.h`

## 25.154 gdcm::JPEGCodec Class Reference

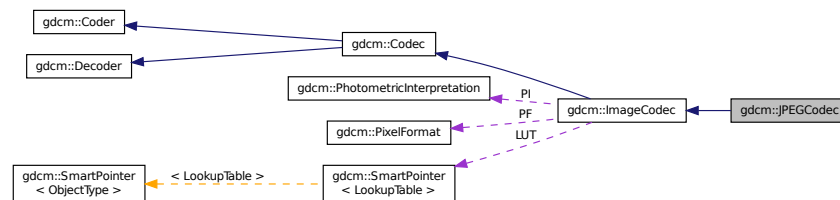
JPEG codec Class to do JPEG (8bits, 12bits, 16bits lossy & lossless). It redispach in between the different codec implementation: `gdcm::JPEG8Codec`, `gdcm::JPEG12Codec` & `gdcm::JPEG16Codec` It also support inconsistency in between DICOM header and JPEG compressed stream ImageCodec implementation for the JPEG case.

```
#include <gdcmJPEGCodec.h>
```

Inheritance diagram for `gdcm::JPEGCodec`:



Collaboration diagram for `gdcm::JPEGCodec`:



## Public Member Functions

- `JPEGCodec ()`
- `~JPEGCodec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Code (DataElement const &in, DataElement &out)`  
*Compress into JPEG.*
- `void ComputeOffsetTable (bool b)`  
*Compute the offset table:*
- `bool Decode (DataElement const &is, DataElement &os)`

*Decode.*

- virtual bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)
- bool GetLossless () const
- double GetQuality () const
- void SetLossless (bool l)
- void SetPixelFormat (PixelFormat const &pf)
- void SetQuality (double q)

### Protected Member Functions

- bool Decode (std::istream &is, std::ostream &os)
- bool IsValid (PhotometricInterpretation const &pi)
- void SetBitSample (int bit)

### Protected Attributes

- int BitSample
- bool Lossless
- int Quality

### Additional Inherited Members

#### 25.154.1 Detailed Description

JPEG codec Class to do JPEG (8bits, 12bits, 16bits lossy & lossless). It redispatch in between the different codec implementation: gdcm::JPEG8Codec, gdcm::JPEG12Codec & gdcm::JPEG16Codec It also support inconsistency in between DICOM header and JPEG compressed stream ImageCodec implementation for the JPEG case.

#### Note

Things you should know if you ever want to dive into DICOM/JPEG world (among other):

- [http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/625e46919f208](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/625e46919f208)
- [http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/75fdfccc65a62](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/75fdfccc65a62)
- [http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/2d525ef6a2f09](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/2d525ef6a2f09)
- [http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/6b93af410f8c9](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/6b93af410f8c9)

#### Examples:

GetJPEGSamplePrecision.cxx.

#### 25.154.2 Constructor & Destructor Documentation

25.154.2.1 gdcm::JPEGCodec::JPEGCodec ( )

25.154.2.2 gdcm::JPEGCodec::~~JPEGCodec ( )

#### 25.154.3 Member Function Documentation

**25.154.3.1** `bool gdcM::JPEGCodec::CanCode ( TransferSyntax const & ) const` [virtual]

Return whether this coder support this transfer syntax (can code it)

Reimplemented from `gdcM::ImageCodec`.

**25.154.3.2** `bool gdcM::JPEGCodec::CanDecode ( TransferSyntax const & ) const` [virtual]

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from `gdcM::ImageCodec`.

**25.154.3.3** `bool gdcM::JPEGCodec::Code ( DataElement const & in, DataElement & out )` [virtual]

Compress into JPEG.

Reimplemented from `gdcM::Coder`.

**25.154.3.4** `void gdcM::JPEGCodec::ComputeOffsetTable ( bool b )`

Compute the offset table:

**25.154.3.5** `bool gdcM::JPEGCodec::Decode ( DataElement const & is_, DataElement & os )` [virtual]

Decode.

Reimplemented from `gdcM::ImageCodec`.

**25.154.3.6** `bool gdcM::JPEGCodec::Decode ( std::istream & is, std::ostream & os )` [protected],[virtual]

Reimplemented from `gdcM::ImageCodec`.

Reimplemented in `gdcM::JPEG12Codec`, `gdcM::JPEG16Codec`, and `gdcM::JPEG8Codec`.

**25.154.3.7** `virtual bool gdcM::JPEGCodec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcM::ImageCodec`.

Reimplemented in `gdcM::JPEG12Codec`, `gdcM::JPEG16Codec`, and `gdcM::JPEG8Codec`.

**Examples:**

`GetJPEGSamplePrecision.cxx`.

**25.154.3.8** `bool gdcM::JPEGCodec::GetLossless ( ) const`

**25.154.3.9** `double gdcM::JPEGCodec::GetQuality ( ) const`

**25.154.3.10** `bool gdcM::JPEGCodec::IsValid ( PhotometricInterpretation const & pi )` [protected],[virtual]

Reimplemented from `gdcM::ImageCodec`.



25.154.3.11 void gdcm::JPEGCodec::SetBitSample ( int *bit* ) [protected]

25.154.3.12 void gdcm::JPEGCodec::SetLossless ( bool *l* )

25.154.3.13 void gdcm::JPEGCodec::SetPixelFormat ( PixelFormat const & *pf* ) [virtual]

Reimplemented from gdcm::ImageCodec.

#### Examples:

GetJPEGSamplePrecision.cxx.

25.154.3.14 void gdcm::JPEGCodec::SetQuality ( double *q* )

### 25.154.4 Member Data Documentation

25.154.4.1 int gdcm::JPEGCodec::BitSample [protected]

25.154.4.2 bool gdcm::JPEGCodec::Lossless [protected]

25.154.4.3 int gdcm::JPEGCodec::Quality [protected]

The documentation for this class was generated from the following file:

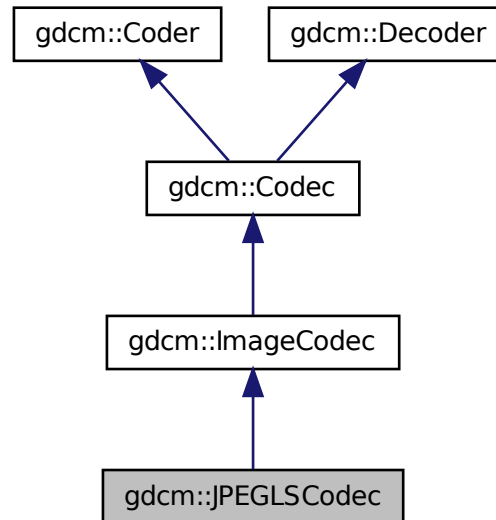
- gdcmJPEGCodec.h

## 25.155 gdcm::JPEGLSCodec Class Reference

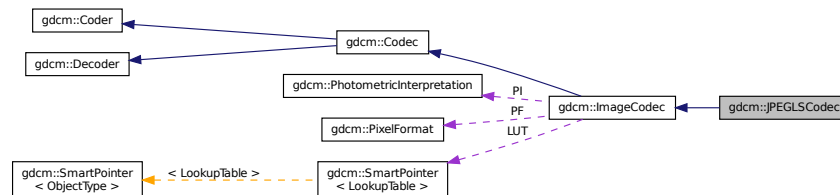
JPEG-LS.

```
#include <gdcmJPEGLSCodec.h>
```

Inheritance diagram for `gdcm::JPEGLSCodec`:



Collaboration diagram for `gdcm::JPEGLSCodec`:



## Public Member Functions

- `JPEGLSCodec ()`
- `~JPEGLSCodec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Code (DataElement const &in, DataElement &out)`  
*Code.*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

- bool Decode (DataElement const &in, char \*outBuffer, uint32\_t inBufferLength, uint32\_t inXMin, uint32\_t inXMax, uint32\_t inYMin, uint32\_t inYMax, uint32\_t inZMin, uint32\_t inZMax)
- unsigned long GetBufferLength () const
- bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)
- bool GetLossless () const
- void SetBufferLength (unsigned long l)
- void SetLossless (bool l)
- void SetLossyError (int error)

*[0-3] generally*

## Additional Inherited Members

### 25.155.1 Detailed Description

JPEG-LS.

#### Note

codec that implement the JPEG-LS compression this is an implementation of ImageCodec for JPEG-LS

It uses the CharLS JPEG-LS implementation <http://charls.codeplex.com>

### 25.155.2 Constructor & Destructor Documentation

25.155.2.1 gdcm::JPEGLSCodec::JPEGLSCodec ( )

25.155.2.2 gdcm::JPEGLSCodec::~~JPEGLSCodec ( )

### 25.155.3 Member Function Documentation

25.155.3.1 bool gdcm::JPEGLSCodec::CanCode ( TransferSyntax const & ) const [virtual]

Return whether this coder support this transfer syntax (can code it)

Reimplemented from gdcm::ImageCodec.

25.155.3.2 bool gdcm::JPEGLSCodec::CanDecode ( TransferSyntax const & ) const [virtual]

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from gdcm::ImageCodec.

25.155.3.3 bool gdcm::JPEGLSCodec::Code ( DataElement const & in\_, DataElement & out\_ ) [virtual]

Code.

Reimplemented from gdcm::Coder.

25.155.3.4 `bool gdcm::JPEGLSCodec::Decode ( DataElement const & is, DataElement & os )` [virtual]

Decode.

Reimplemented from `gdcm::ImageCodec`.

25.155.3.5 `bool gdcm::JPEGLSCodec::Decode ( DataElement const & in, char * outBuffer, uint32_t inBufferLength, uint32_t inXMin, uint32_t inXMax, uint32_t inYMin, uint32_t inYMax, uint32_t inZMin, uint32_t inZMax )`

25.155.3.6 `unsigned long gdcm::JPEGLSCodec::GetBufferLength ( ) const` [inline]

25.155.3.7 `bool gdcm::JPEGLSCodec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcm::ImageCodec`.

25.155.3.8 `bool gdcm::JPEGLSCodec::GetLossless ( ) const`

25.155.3.9 `void gdcm::JPEGLSCodec::SetBufferLength ( unsigned long l )` [inline]

25.155.3.10 `void gdcm::JPEGLSCodec::SetLossless ( bool l )`

25.155.3.11 `void gdcm::JPEGLSCodec::SetLossyError ( int error )`

[0-3] generally

The documentation for this class was generated from the following file:

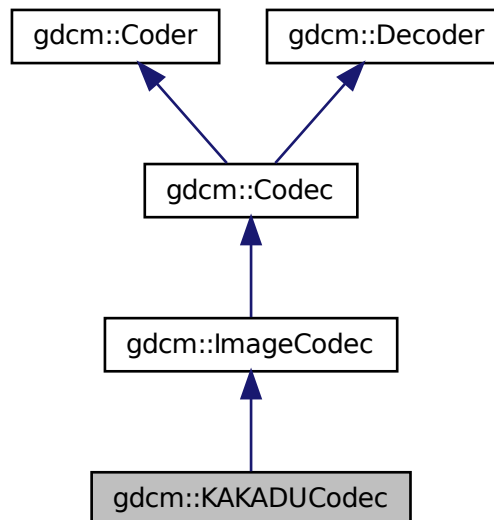
- `gdcmJPEGLSCodec.h`

## 25.156 gdcm::KAKADUCodec Class Reference

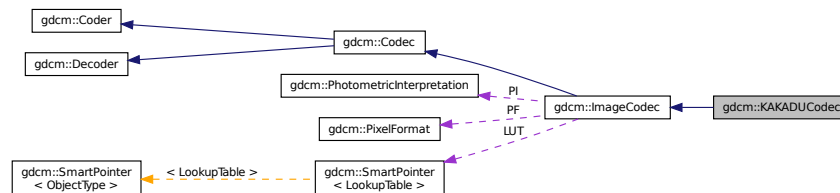
KAKADUCodec.

```
#include <gdcmKAKADUCodec.h>
```

Inheritance diagram for gdcm::KAKADUCodec:



Collaboration diagram for gdcm::KAKADUCodec:



## Public Member Functions

- `KAKADUCodec ()`
- `~KAKADUCodec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Code (DataElement const &in, DataElement &out)`  
*Code.*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

## Additional Inherited Members

### 25.156.1 Detailed Description

KAKADUCodec.

### 25.156.2 Constructor & Destructor Documentation

25.156.2.1 `gdcm::KAKADUCodec::KAKADUCodec ( )`

25.156.2.2 `gdcm::KAKADUCodec::~~KAKADUCodec ( )`

### 25.156.3 Member Function Documentation

25.156.3.1 `bool gdcm::KAKADUCodec::CanCode ( TransferSyntax const & ) const` `[virtual]`

Return whether this coder support this transfer syntax (can code it)

Reimplemented from `gdcm::ImageCodec`.

25.156.3.2 `bool gdcm::KAKADUCodec::CanDecode ( TransferSyntax const & ) const` `[virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from `gdcm::ImageCodec`.

25.156.3.3 `bool gdcm::KAKADUCodec::Code ( DataElement const & in_, DataElement & out_ )` `[virtual]`

Code.

Reimplemented from `gdcm::Coder`.

25.156.3.4 `bool gdcm::KAKADUCodec::Decode ( DataElement const & is_, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::ImageCodec`.

The documentation for this class was generated from the following file:

- `gdcmKAKADUCodec.h`

## 25.157 gdcm::LO Class Reference

LO.

```
#include <gdcmLO.h>
```

### Public Types

- `typedef Superclass::const_iterator const_iterator`

- typedef Superclass::const\_reference const\_reference
- typedef Superclass::const\_reverse\_iterator const\_reverse\_iterator
- typedef Superclass::difference\_type difference\_type
- typedef Superclass::iterator iterator
- typedef Superclass::pointer pointer
- typedef Superclass::reference reference
- typedef Superclass::reverse\_iterator reverse\_iterator
- typedef Superclass::size\_type size\_type
- typedef String<'\', 64 > Superclass
- typedef Superclass::value\_type value\_type

## Public Member Functions

- LO ()
- LO (const value\_type \*s)
- LO (const value\_type \*s, size\_type n)
- LO (const Superclass &s, size\_type pos=0, size\_type n=npos)
- bool IsValid () const

### 25.157.1 Detailed Description

LO.

Note

TODO

### 25.157.2 Member Typedef Documentation

25.157.2.1 typedef Superclass::const\_iterator gdcm::LO::const\_iterator

25.157.2.2 typedef Superclass::const\_reference gdcm::LO::const\_reference

25.157.2.3 typedef Superclass::const\_reverse\_iterator gdcm::LO::const\_reverse\_iterator

25.157.2.4 typedef Superclass::difference\_type gdcm::LO::difference\_type

25.157.2.5 typedef Superclass::iterator gdcm::LO::iterator

25.157.2.6 typedef Superclass::pointer gdcm::LO::pointer

25.157.2.7 typedef Superclass::reference gdcm::LO::reference

25.157.2.8 typedef Superclass::reverse\_iterator gdcm::LO::reverse\_iterator

25.157.2.9 typedef Superclass::size\_type gdcm::LO::size\_type

25.157.2.10 typedef String<'\',64> gdcm::LO::Superclass

25.157.2.11 `typedef Superclass::value_type gdcmm::LO::value_type`

### 25.157.3 Constructor & Destructor Documentation

25.157.3.1 `gdcmm::LO::LO ( ) [inline]`

25.157.3.2 `gdcmm::LO::LO ( const value_type * s ) [inline]`

25.157.3.3 `gdcmm::LO::LO ( const value_type * s, size_type n ) [inline]`

25.157.3.4 `gdcmm::LO::LO ( const Superclass & s, size_type pos = 0, size_type n = npos ) [inline]`

### 25.157.4 Member Function Documentation

25.157.4.1 `bool gdcmm::LO::IsValid ( ) const [inline]`

References `gdcmm::String< TDelimiter, TMaxLength, TPadChar >::IsValid()`.

The documentation for this class was generated from the following file:

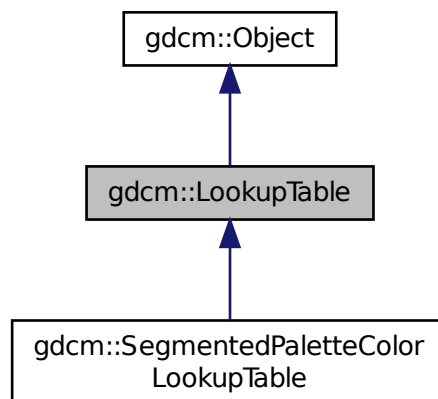
- `gdcmmLO.h`

## 25.158 gdcmm::LookupTable Class Reference

LookupTable class.

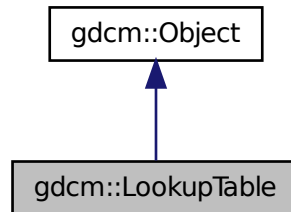
```
#include <gdcmmLookupTable.h>
```

Inheritance diagram for `gdcmm::LookupTable`:





Collaboration diagram for gdcm::LookupTable:



## Public Types

- enum LookupTableType {  
 RED = 0,  
 GREEN,  
 BLUE,  
 GRAY,  
 UNKNOWN }

## Public Member Functions

- LookupTable ()
- LookupTable (LookupTable const &lut)
- ~LookupTable ()
- void Allocate (unsigned short bitsample=8)  
*Allocate the LUT.*
- void Clear ()  
*Clear the LUT.*
- void Decode (std::istream &is, std::ostream &os) const  
*Decode the LUT.*
- unsigned short GetBitSample () const  
*return the bit sample*
- bool GetBufferAsRGBA (unsigned char \*rgba) const  
*return the LUT as RGBA buffer*
- void GetLUT (LookupTableType type, unsigned char \*array, unsigned int &length) const
- void GetLUTDescriptor (LookupTableType type, unsigned short &length, unsigned short &subscript, unsigned short &bitsize) const
- unsigned int GetLUTLength (LookupTableType type) const
- const unsigned char \* GetPointer () const  
*return a raw pointer to the LUT*
- void InitializeBlueLUT (unsigned short length, unsigned short subscript, unsigned short bitsize)
- bool Initialized () const  
*return whether the LUT has been initialized*

- void InitializeGreenLUT (unsigned short length, unsigned short subscript, unsigned short bitsize)
- void InitializeLUT (LookupTableType type, unsigned short length, unsigned short subscript, unsigned short bitsize)

*Generic interface:*

- void InitializeRedLUT (unsigned short length, unsigned short subscript, unsigned short bitsize)

*RED / GREEN / BLUE specific:*

- void Print (std::ostream &) const
- void SetBlueLUT (const unsigned char \*blue, unsigned int length)
- void SetGreenLUT (const unsigned char \*green, unsigned int length)
- virtual void SetLUT (LookupTableType type, const unsigned char \*array, unsigned int length)
- void SetRedLUT (const unsigned char \*red, unsigned int length)
- bool WriteBufferAsRGBA (const unsigned char \*rgba)

*Write the LUT as RGBA.*

## Protected Attributes

- unsigned short BitSample
- bool IncompleteLUT:1
- LookupTableInternal \* Internal

## Additional Inherited Members

### 25.158.1 Detailed Description

LookupTable class.

### 25.158.2 Member Enumeration Documentation

#### 25.158.2.1 enum gdcm::LookupTable::LookupTableType

Enumerator:

**RED**

**GREEN**

**BLUE**

**GRAY**

**UNKNOWN**

### 25.158.3 Constructor & Destructor Documentation

#### 25.158.3.1 gdcm::LookupTable::LookupTable ( )

#### 25.158.3.2 gdcm::LookupTable::~~LookupTable ( )

#### 25.158.3.3 gdcm::LookupTable::LookupTable ( LookupTable const & lut ) [inline]

### 25.158.4 Member Function Documentation

25.158.4.1 void gdcm::LookupTable::Allocate ( unsigned short *bitsample* = 8 )

Allocate the LUT.

25.158.4.2 void gdcm::LookupTable::Clear ( )

Clear the LUT.

25.158.4.3 void gdcm::LookupTable::Decode ( std::istream & *is*, std::ostream & *os* ) const

Decode the LUT.

25.158.4.4 unsigned short gdcm::LookupTable::GetBitSample ( ) const [inline]

return the bit sample

25.158.4.5 bool gdcm::LookupTable::GetBufferAsRGBA ( unsigned char \* *rgba* ) const

return the LUT as RGBA buffer

25.158.4.6 void gdcm::LookupTable::GetLUT ( LookupTableType *type*, unsigned char \* *array*, unsigned int & *length* ) const

25.158.4.7 void gdcm::LookupTable::GetLUTDescriptor ( LookupTableType *type*, unsigned short & *length*, unsigned short & *subscript*, unsigned short & *bitsize* ) const

25.158.4.8 unsigned int gdcm::LookupTable::GetLUTLength ( LookupTableType *type* ) const

25.158.4.9 const unsigned char\* gdcm::LookupTable::GetPointer ( ) const

return a raw pointer to the LUT

25.158.4.10 void gdcm::LookupTable::InitializeBlueLUT ( unsigned short *length*, unsigned short *subscript*, unsigned short *bitsize* )

25.158.4.11 bool gdcm::LookupTable::Initialized ( ) const

return whether the LUT has been initialized

25.158.4.12 void gdcm::LookupTable::InitializeGreenLUT ( unsigned short *length*, unsigned short *subscript*, unsigned short *bitsize* )

25.158.4.13 void gdcm::LookupTable::InitializeLUT ( LookupTableType *type*, unsigned short *length*, unsigned short *subscript*, unsigned short *bitsize* )

Generic interface:

25.158.4.14 void gdcm::LookupTable::InitializeRedLUT ( unsigned short *length*, unsigned short *subscript*, unsigned short *bitsize* )

RED / GREEN / BLUE specific:

25.158.4.15 `void gdcm::LookupTable::Print ( std::ostream & ) const` `[inline],[virtual]`

Reimplemented from `gdcm::Object`.

Reimplemented in `gdcm::SegmentedPaletteColorLookupTable`.

25.158.4.16 `void gdcm::LookupTable::SetBlueLUT ( const unsigned char * blue, unsigned int length )`

25.158.4.17 `void gdcm::LookupTable::SetGreenLUT ( const unsigned char * green, unsigned int length )`

25.158.4.18 `virtual void gdcm::LookupTable::SetLUT ( LookupTableType type, const unsigned char * array, unsigned int length )` `[virtual]`

Reimplemented in `gdcm::SegmentedPaletteColorLookupTable`.

25.158.4.19 `void gdcm::LookupTable::SetRedLUT ( const unsigned char * red, unsigned int length )`

25.158.4.20 `bool gdcm::LookupTable::WriteBufferAsRGBA ( const unsigned char * rgba )`

Write the LUT as RGBA.

## 25.158.5 Member Data Documentation

25.158.5.1 `unsigned short gdcm::LookupTable::BitSample` `[protected]`

25.158.5.2 `bool gdcm::LookupTable::IncompleteLUT` `[protected]`

25.158.5.3 `LookupTableInternal* gdcm::LookupTable::Internal` `[protected]`

The documentation for this class was generated from the following file:

- `gdcmLookupTable.h`

## 25.159 gdcm::Scanner::Itstr Struct Reference

```
#include <gdcmScanner.h>
```

### Public Member Functions

- `bool operator() (const char *s1, const char *s2) const`

## 25.159.1 Member Function Documentation

25.159.1.1 `bool gdcm::Scanner::Itstr::operator() ( const char * s1, const char * s2 ) const` `[inline]`

The documentation for this struct was generated from the following file:

- `gdcmScanner.h`

## 25.160 gdcmmacro::Macro Class Reference

Class for representing a Macro.

```
#include <gdcmmacro.h>
```

### Public Types

- typedef std::vector< std::string > ArrayIncludeMacrosType
- typedef std::map< Tag, MacroEntry > MapModuleEntry

### Public Member Functions

- Macro ()
- void AddMacroEntry (const Tag &tag, const MacroEntry &module)  
*Will add a ModuleEntry directly at root-level. See Macro for nested-included level.*
- void Clear ()
- bool FindMacroEntry (const Tag &tag) const
- const MacroEntry & GetMacroEntry (const Tag &tag) const
- const char \* GetName () const
- void SetName (const char \*name)
- bool Verify (const DataSet &ds, Usage const &usage) const

### Friends

- std::ostream & operator<< (std::ostream &\_os, const Macro &\_val)

#### 25.160.1 Detailed Description

Class for representing a Macro.

#### Note

Attribute Macro: a set of Attributes that are described in a single table that is referenced by multiple Module or other tables.

#### See Also

Module

#### 25.160.2 Member Typedef Documentation

25.160.2.1 typedef std::vector<std::string> gdcmmacro::Macro::ArrayIncludeMacrosType

25.160.2.2 typedef std::map<Tag, MacroEntry> gdcmmacro::Macro::MapModuleEntry

#### 25.160.3 Constructor & Destructor Documentation

25.160.3.1 gdcmmacro::Macro ( ) [inline]

### 25.160.4 Member Function Documentation

25.160.4.1 `void gdcM::Macro::AddMacroEntry ( const Tag & tag, const MacroEntry & module ) [inline]`

Will add a ModuleEntry directly at root-level. See Macro for nested-included level.

25.160.4.2 `void gdcM::Macro::Clear ( ) [inline]`

25.160.4.3 `bool gdcM::Macro::FindMacroEntry ( const Tag & tag ) const`

Find or Get a ModuleEntry. ModuleEntry are either search are root-level or within nested-macro included in module.

25.160.4.4 `const MacroEntry& gdcM::Macro::GetMacroEntry ( const Tag & tag ) const`

25.160.4.5 `const char* gdcM::Macro::GetName ( ) const [inline]`

25.160.4.6 `void gdcM::Macro::SetName ( const char * name ) [inline]`

25.160.4.7 `bool gdcM::Macro::Verify ( const DataSet & ds, Usage const & usage ) const`

### 25.160.5 Friends And Related Function Documentation

25.160.5.1 `std::ostream& operator<< ( std::ostream & _os, const Macro & _val ) [friend]`

The documentation for this class was generated from the following file:

- gdcMMacro.h

## 25.161 gdcM::Macros Class Reference

Class for representing a Modules.

```
#include <gdcMMacros.h>
```

### Public Types

- `typedef std::map< std::string, Macro > ModuleMapType`

### Public Member Functions

- `Macros ()`
- `void AddMacro (const char *ref, const Macro &module)`
- `void Clear ()`
- `const Macro & GetMacro (const char *name) const`
- `bool IsEmpty () const`

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Macros &_val)`

### 25.161.1 Detailed Description

Class for representing a Modules.

#### Note

bla

#### See Also

Module

#### Examples:

TraverseModules.cxx.

### 25.161.2 Member Typedef Documentation

25.161.2.1 `typedef std::map<std::string, Macro> gdcm::Macros::ModuleMapType`

### 25.161.3 Constructor & Destructor Documentation

25.161.3.1 `gdcm::Macros::Macros ( )` `[inline]`

### 25.161.4 Member Function Documentation

25.161.4.1 `void gdcm::Macros::AddMacro ( const char * ref, const Macro & module )` `[inline]`

25.161.4.2 `void gdcm::Macros::Clear ( )` `[inline]`

25.161.4.3 `const Macro& gdcm::Macros::GetMacro ( const char * name ) const` `[inline]`

25.161.4.4 `bool gdcm::Macros::IsEmpty ( ) const` `[inline]`

### 25.161.5 Friends And Related Function Documentation

25.161.5.1 `std::ostream& operator<< ( std::ostream & _os, const Macros & _val )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmMacros.h`

## 25.162 gdcm::network::MaximumLengthSub Class Reference

MaximumLengthSub Annex D Table D.1-1 MAXIMUM LENGTH SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

```
#include <gdcmMaximumLengthSub.h>
```

## Public Member Functions

- `MaximumLengthSub ()`
- `uint32_t GetMaximumLength () const`
- `std::istream & Read (std::istream &is)`
- `void SetMaximumLength (uint32_t maximumlength)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.162.1 Detailed Description

MaximumLengthSub Annex D Table D.1-1 MAXIMUM LENGTH SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

or

Table D.1-2 Maximum length sub-item fields (A-ASSOCIATE-AC)

### 25.162.2 Constructor & Destructor Documentation

25.162.2.1 `gdcmm::network::MaximumLengthSub::MaximumLengthSub ( )`

### 25.162.3 Member Function Documentation

25.162.3.1 `uint32_t gdcmm::network::MaximumLengthSub::GetMaximumLength ( ) const` `[inline]`

25.162.3.2 `std::istream& gdcmm::network::MaximumLengthSub::Read ( std::istream & is )`

25.162.3.3 `void gdcmm::network::MaximumLengthSub::SetMaximumLength ( uint32_t maximumlength )` `[inline]`

25.162.3.4 `size_t gdcmm::network::MaximumLengthSub::Size ( ) const`

25.162.3.5 `const std::ostream& gdcmm::network::MaximumLengthSub::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

- `gdcmmMaximumLengthSub.h`

## 25.163 gdcmm::MD5 Class Reference

Class for MD5.

```
#include <gdcmmMD5.h>
```

## Public Member Functions

- `MD5 ()`
- `~MD5 ()`



## Static Public Member Functions

- static bool Compute (const char \*buffer, unsigned long buf\_len, char digest\_str[33])
- static bool ComputeFile (const char \*filename, char digest\_str[33])

### 25.163.1 Detailed Description

Class for MD5.

#### Warning

this class is able to pick from two implementations:

1. a lightweight md5 implementation (when GDCM\_BUILD\_TESTING is turned ON)
2. the one from OpenSSL (when GDCM\_USE\_SYSTEM\_OPENSSL is turned ON)

In all other cases it will return an error

### 25.163.2 Constructor & Destructor Documentation

25.163.2.1 gdcm::MD5::MD5 ( )

25.163.2.2 gdcm::MD5::~~MD5 ( )

### 25.163.3 Member Function Documentation

25.163.3.1 static bool gdcm::MD5::Compute ( const char \* *buffer*, unsigned long *buf\_len*, char *digest\_str*[33] ) [static]

25.163.3.2 static bool gdcm::MD5::ComputeFile ( const char \* *filename*, char *digest\_str*[33] ) [static]

The documentation for this class was generated from the following file:

- gdcmMD5.h

## 25.164 gdcm::MediaStorage Class Reference

MediaStorage.

```
#include <gdcmMediaStorage.h>
```

## Public Types

- enum MType {
  - MediaStorageDirectoryStorage = 0,
  - ComputedRadiographyImageStorage,
  - DigitalXRayImageStorageForPresentation,
  - DigitalXRayImageStorageForProcessing,
  - DigitalMammographyImageStorageForPresentation,
  - DigitalMammographyImageStorageForProcessing,
  - DigitalIntraoralXRayImageStorageForPresentation,
  - DigitalIntraoralXRayImageStorageForProcessing,
  - CTImageStorage,
  - EnhancedCTImageStorage,
  - UltrasoundImageStorageRetired,
  - UltrasoundImageStorage,
  - UltrasoundMultiFrameImageStorageRetired,
  - UltrasoundMultiFrameImageStorage,
  - MRImageStorage,
  - EnhancedMRImageStorage,
  - MRSpectroscopyStorage,
  - NuclearMedicineImageStorageRetired,
  - SecondaryCaptureImageStorage,
  - MultiframeSingleBitSecondaryCaptureImageStorage,
  - MultiframeGrayscaleByteSecondaryCaptureImageStorage,
  - MultiframeGrayscaleWordSecondaryCaptureImageStorage,
  - MultiframeTrueColorSecondaryCaptureImageStorage,
  - StandaloneOverlayStorage,
  - StandaloneCurveStorage,
  - LeadECGWaveformStorage,
  - GeneralECGWaveformStorage,
  - AmbulatoryECGWaveformStorage,
  - HemodynamicWaveformStorage,
  - CardiacElectrophysiologyWaveformStorage,
  - BasicVoiceAudioWaveformStorage,
  - StandaloneModalityLUTStorage,
  - StandaloneVOILUTStorage,
  - GrayscaleSoftcopyPresentationStateStorageSOPClass,
  - XRayAngiographicImageStorage,
  - XRayRadiofluoroscopicImageStorage,
  - XRayAngiographicBiPlaneImageStorageRetired,
  - NuclearMedicineImageStorage,
  - RawDataStorage,
  - SpacialRegistrationStorage,
  - SpacialFiducialsStorage,
  - PETImageStorage,
  - RTImageStorage,
  - RTDoseStorage,
  - RTStructureSetStorage,
  - RTPlanStorage,
  - CSANonImageStorage,
  - Philips3D,
  - EnhancedSR,
  - BasicTextSR,
  - HardcopyGrayscaleImageStorage,
  - ComprehensiveSR,
  - DetachedStudyManagementSOPClass,
  - EncapsulatedPDFStorage,
  - StudyComponentManagementSOPClass,
  - DetachedVisitManagementSOPClass,
  - DetachedPatientManagementSOPClass,
  - VideoEndoscopicImageStorage,

MS\_END }

- enum ObjectType {  
NoObject = 0,  
Video,  
Waveform,  
Audio,  
PDF,  
URI,  
Segmentation,  
ObjectEnd }

## Public Member Functions

- MediaStorage (MSType type=MS\_END)
- const char \* GetModality () const
- unsigned int GetModalityDimension () const
- const char \* GetString () const  
*Return the Media String of the object.*
- void GuessFromModality (const char \*modality, unsigned int dimension=2)
- bool IsUndefined () const
- operator MSType () const
- bool SetFromDataSet (DataSet const &ds)
- bool SetFromFile (File const &file)
- bool SetFromHeader (FileMetaInformation const &fmi)
- bool SetFromModality (DataSet const &ds)

## Static Public Member Functions

- static const char \* GetMSString (MSType ts)  
*Return the Media String associated. Will return NULL for MS\_END.*
- static MSType GetMSType (const char \*str)
- static unsigned int GetNumberOfModality ()
- static unsigned int GetNumberOfMSString ()
- static unsigned int GetNumberOfMSType ()
- static bool IsImage (MSType ts)

## Protected Member Functions

- void SetFromSourceImageSequence (DataSet const &ds)

## Friends

- std::ostream & operator<< (std::ostream &os, const MediaStorage &ms)

### 25.164.1 Detailed Description

MediaStorage.

#### Note

FIXME There should not be any notion of Image and/or PDF at that point Only the codec can answer yes I support this Media Storage or not... For instance an ImageCodec will answer yes to most of them while a PDFCodec will answer only for the Encapsulated PDF

#### See Also

UIDs

#### Examples:

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, gdcmrtpionplan.cxx, gdcmrtpian.cxx, GenAllVR.cxx, GenerateStandardSOPClasses.cxx, GenFakeIdentifyFile.cxx, GetSubSequenceData.cxx, iU22tomultisc.cxx, ReadAndDumpDICOMDIR.cxx, Stream-ImageReaderTest.cxx, and TestReader.cxx.

### 25.164.2 Member Enumeration Documentation

#### 25.164.2.1 enum gdcm::MediaStorage::MSType

##### Enumerator:

***MediaStorageDirectoryStorage***  
***ComputedRadiographyImageStorage***  
***DigitalXRayImageStorageForPresentation***  
***DigitalXRayImageStorageForProcessing***  
***DigitalMammographyImageStorageForPresentation***  
***DigitalMammographyImageStorageForProcessing***  
***DigitalIntraoralXrayImageStorageForPresentation***  
***DigitalIntraoralXRayImageStorageForProcessing***  
***CTImageStorage***  
***EnhancedCTImageStorage***  
***UltrasoundImageStorageRetired***  
***UltrasoundImageStorage***  
***UltrasoundMultiFrameImageStorageRetired***  
***UltrasoundMultiFrameImageStorage***  
***MRImageStorage***  
***EnhancedMRImageStorage***  
***MRSpectroscopyStorage***  
***NuclearMedicineImageStorageRetired***  
***SecondaryCaptureImageStorage***  
***MultiframeSingleBitSecondaryCaptureImageStorage***  
***MultiframeGrayscaleByteSecondaryCaptureImageStorage***

*MultiframeGrayscaleWordSecondaryCaptureImageStorage*  
*MultiframeTrueColorSecondaryCaptureImageStorage*  
*StandaloneOverlayStorage*  
*StandaloneCurveStorage*  
*LeadECGWaveformStorage*  
*GeneralECGWaveformStorage*  
*AmbulatoryECGWaveformStorage*  
*HemodynamicWaveformStorage*  
*CardiacElectrophysiologyWaveformStorage*  
*BasicVoiceAudioWaveformStorage*  
*StandaloneModalityLUTStorage*  
*StandaloneVOILUTStorage*  
*GrayscaleSoftcopyPresentationStateStorageSOPClass*  
*XRayAngiographicImageStorage*  
*XRayRadiofluoroscopicImageStorage*  
*XRayAngiographicBiPlaneImageStorageRetired*  
*NuclearMedicineImageStorage*  
*RawDataStorage*  
*SpacialRegistrationStorage*  
*SpacialFiducialsStorage*  
*PETImageStorage*  
*RTImageStorage*  
*RTDoseStorage*  
*RTStructureSetStorage*  
*RTPlanStorage*  
*CSANonImageStorage*  
*Philips3D*  
*EnhancedSR*  
*BasicTextSR*  
*HardcopyGrayscaleImageStorage*  
*ComprehensiveSR*  
*DetachedStudyManagementSOPClass*  
*EncapsulatedPDFStorage*  
*StudyComponentManagementSOPClass*  
*DetachedVisitManagementSOPClass*  
*DetachedPatientManagementSOPClass*  
*VideoEndoscopicImageStorage*  
*GeneralElectricMagneticResonanceImageStorage*  
*GEPrivate3DModelStorage*  
*ToshibaPrivateDataStorage*  
*MammographyCADSR*  
*KeyObjectSelectionDocument*

*HangingProtocolStorage*  
*ModalityPerformedProcedureStepSOPClass*  
*PhilipsPrivateMRSyntheticImageStorage*  
*VLPhotographicImageStorage*  
*SegmentationStorage*  
*RTIonPlanStorage*  
*XR3DAniographicImageStorage*  
*EnhancedXAImageStorage*  
*RTIonBeamsTreatmentRecordStorage*  
*SurfaceSegmentationStorage*  
*VLWholeSlideMicroscopyImageStorage*  
*MS\_END*

Examples:

GenerateStandardSOPClasses.cxx.

#### 25.164.2.2 enum gdcm::MediaStorage::ObjectType

Enumerator:

*NoObject*  
*Video*  
*Waveform*  
*Audio*  
*PDF*  
*URI*  
*Segmentation*  
*ObjectEnd*

#### 25.164.3 Constructor & Destructor Documentation

25.164.3.1 gdcm::MediaStorage::MediaStorage ( MStype type = MS\_END ) [inline]

#### 25.164.4 Member Function Documentation

25.164.4.1 const char\* gdcm::MediaStorage::GetModality ( ) const

25.164.4.2 unsigned int gdcm::MediaStorage::GetModalityDimension ( ) const

25.164.4.3 static const char\* gdcm::MediaStorage::GetMSString ( MStype ts ) [static]

Return the Media String associated. Will return NULL for MS\_END.

Examples:

GenerateStandardSOPClasses.cxx.

Referenced by gdcm::operator<<().

25.164.4.4 static **MSType** gdcm::MediaStorage::GetMSType ( const char \* *str* ) [static]

Examples:

TestReader.cxx.

25.164.4.5 static unsigned int gdcm::MediaStorage::GetNumberOfModality ( ) [static]

25.164.4.6 static unsigned int gdcm::MediaStorage::GetNumberOfMSString ( ) [static]

25.164.4.7 static unsigned int gdcm::MediaStorage::GetNumberOfMSType ( ) [static]

25.164.4.8 const char\* gdcm::MediaStorage::GetString ( ) const

Return the Media String of the object.

Examples:

CreateJPIPDataset.cxx, EncapsulateFileInRawData.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GetSub-SequenceData.cxx, iU22tomultisc.cxx, and StreamImageReaderTest.cxx.

25.164.4.9 void gdcm::MediaStorage::GuessFromModality ( const char \* *modality*, unsigned int *dimension* = 2 )

25.164.4.10 static bool gdcm::MediaStorage::IsImage ( **MSType** *ts* ) [static]

Returns whether DICOM has a Pixel Data element (7fe0,0010)

Warning

MRSpectroscopyStorage could be image but are not

25.164.4.11 bool gdcm::MediaStorage::IsUndefined ( ) const [inline]

Examples:

TestReader.cxx.

25.164.4.12 gdcm::MediaStorage::operator **MSType** ( ) const [inline]

25.164.4.13 bool gdcm::MediaStorage::SetFromDataSet ( **DataSet** const & *ds* )

Advanced user only (functions should be protected level...) Those function are lower level than SetFromFile

25.164.4.14 bool gdcm::MediaStorage::SetFromFile ( **File** const & *file* )

Attempt to set the MediaStorage from a file: WARNING: When no MediaStorage & Modality are found BUT a PixelData element is found then MediaStorage is set to the default SecondaryCaptureImageStorage (return value is false in this case)

**Examples:**

gdcmrtionplan.cxx, gdcmrtplan.cxx, ReadAndDumpDICOMDIR.cxx, and TestReader.cxx.

25.164.4.15 `bool gdcm::MediaStorage::SetFromHeader ( FileMetaInformation const & fmi )`

25.164.4.16 `bool gdcm::MediaStorage::SetFromModality ( DataSet const & ds )`

25.164.4.17 `void gdcm::MediaStorage::SetFromSourceImageSequence ( DataSet const & ds )` [protected]

**25.164.5 Friends And Related Function Documentation**

25.164.5.1 `std::ostream& operator<< ( std::ostream & os, const MediaStorage & ms )` [friend]

The documentation for this class was generated from the following file:

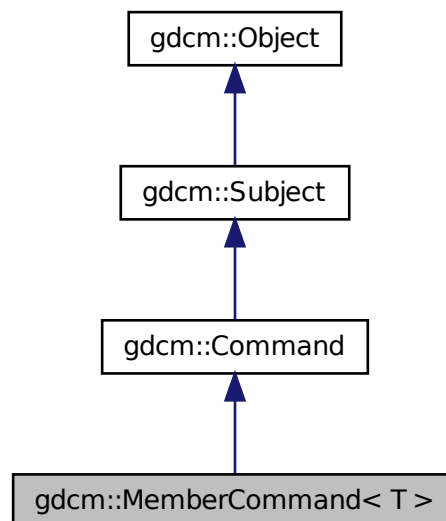
- gdcmMediaStorage.h

**25.165 gdcm::MemberCommand< T > Class Template Reference**

Command subclass that calls a pointer to a member function.

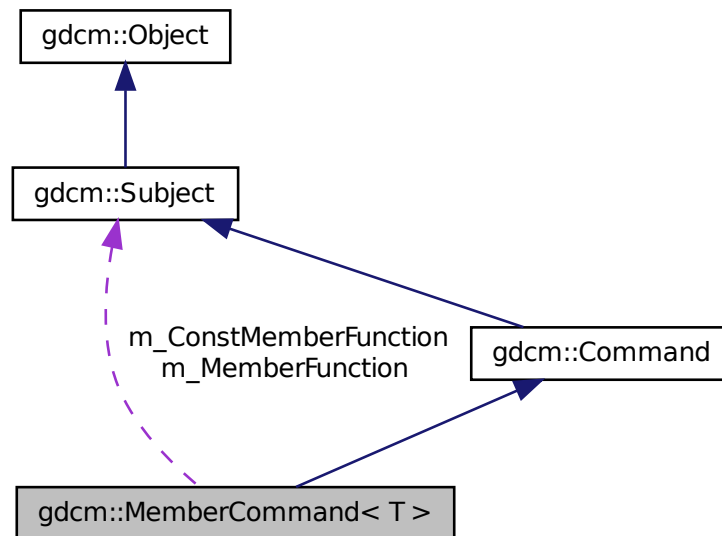
```
#include <gdcmCommand.h>
```

Inheritance diagram for gdcm::MemberCommand< T >:





Collaboration diagram for gdcm::MemberCommand< T >:



## Public Types

- typedef MemberCommand Self
- typedef void(T::\* TConstMemberFunctionPointer)(const Subject \*, const Event &)
- typedef void(T::\* TMemberFunctionPointer)(Subject \*, const Event &)

## Public Member Functions

- virtual void Execute (Subject \*caller, const Event &event)
- virtual void Execute (const Subject \*caller, const Event &event)
- void SetCallbackFunction (T \*object, TMemberFunctionPointer memberFunction)
- void SetCallbackFunction (T \*object, TConstMemberFunctionPointer memberFunction)

## Static Public Member Functions

- static SmartPointer  
    < MemberCommand > New ()

## Protected Member Functions

- MemberCommand ()
- virtual ~MemberCommand ()

## Protected Attributes

- TConstMemberFunctionPointer m\_ConstMemberFunction
- TMemberFunctionPointer m\_MemberFunction
- T \* m\_This

### 25.165.1 Detailed Description

`template<class T>class gdcM::MemberCommand< T >`

Command subclass that calls a pointer to a member function.

MemberCommand calls a pointer to a member function with the same arguments as Execute on Command.

### 25.165.2 Member Typedef Documentation

25.165.2.1 `template<class T > typedef MemberCommand gdcM::MemberCommand< T >::Self`

Standard class typedefs.

25.165.2.2 `template<class T > typedef void(T::* gdcM::MemberCommand< T >::TConstMemberFunctionPointer)(const Subject *, const Event &)`

25.165.2.3 `template<class T > typedef void(T::* gdcM::MemberCommand< T >::TMemberFunctionPointer)(Subject *, const Event &)`

pointer to a member function that takes a Subject\* and the event

### 25.165.3 Constructor & Destructor Documentation

25.165.3.1 `template<class T > gdcM::MemberCommand< T >::MemberCommand ( ) [inline], [protected]`

Referenced by `gdcM::MemberCommand< T >::New()`.

25.165.3.2 `template<class T > virtual gdcM::MemberCommand< T >::~~MemberCommand ( ) [inline], [protected], [virtual]`

### 25.165.4 Member Function Documentation

25.165.4.1 `template<class T > virtual void gdcM::MemberCommand< T >::Execute ( Subject * caller, const Event & event ) [inline], [virtual]`

Invoke the member function.

Implements `gdcM::Command`.

References `gdcM::MemberCommand< T >::m_MemberFunction`.

25.165.4.2 `template<class T> virtual void gdcm::MemberCommand< T >::Execute ( const Subject * caller, const Event & event ) [inline], [virtual]`

Invoke the member function with a const object.

Implements gdcm::Command.

References gdcm::MemberCommand< T >::m\_ConstMemberFunction.

25.165.4.3 `template<class T> static SmartPointer<MemberCommand> gdcm::MemberCommand< T >::New ( ) [inline], [static]`

Method for creation through the object factory.

References gdcm::MemberCommand< T >::MemberCommand().

25.165.4.4 `template<class T> void gdcm::MemberCommand< T >::SetCallbackFunction ( T * object, TMemberFunctionPointer memberFunction ) [inline]`

Run-time type information (and related methods). Set the callback function along with the object that it will be invoked on.

References gdcm::MemberCommand< T >::m\_MemberFunction, and gdcm::MemberCommand< T >::m\_This.

25.165.4.5 `template<class T> void gdcm::MemberCommand< T >::SetCallbackFunction ( T * object, TConstMemberFunctionPointer memberFunction ) [inline]`

References gdcm::MemberCommand< T >::m\_ConstMemberFunction, and gdcm::MemberCommand< T >::m\_This.

## 25.165.5 Member Data Documentation

25.165.5.1 `template<class T> TConstMemberFunctionPointer gdcm::MemberCommand< T >::m_ConstMemberFunction [protected]`

Referenced by gdcm::MemberCommand< T >::Execute(), and gdcm::MemberCommand< T >::SetCallbackFunction().

25.165.5.2 `template<class T> TMemberFunctionPointer gdcm::MemberCommand< T >::m_MemberFunction [protected]`

Referenced by gdcm::MemberCommand< T >::Execute(), and gdcm::MemberCommand< T >::SetCallbackFunction().

25.165.5.3 `template<class T> T* gdcm::MemberCommand< T >::m_This [protected]`

Referenced by gdcm::MemberCommand< T >::SetCallbackFunction().

The documentation for this class was generated from the following file:

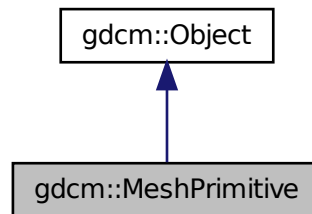
- gdcmCommand.h

## 25.166 gdcM::MeshPrimitive Class Reference

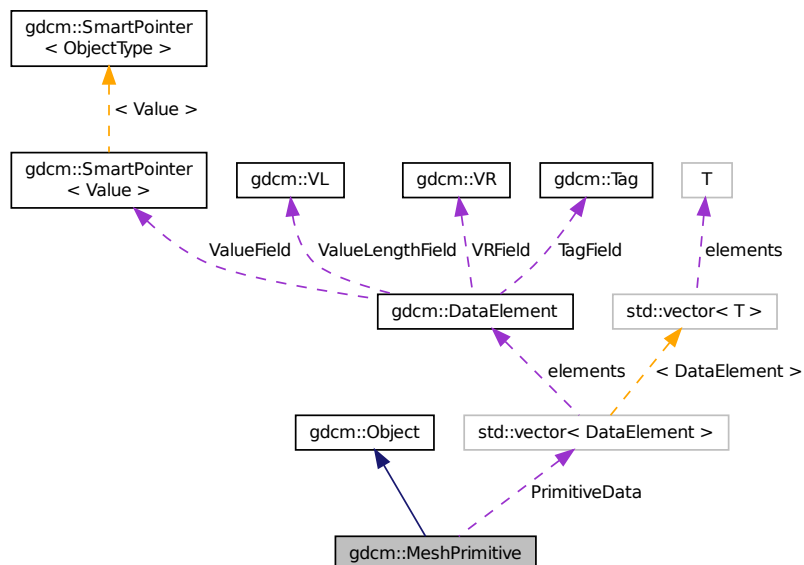
This class defines surface mesh primitives. It is designed from surface mesh primitives macro.

```
#include <gdcMMeshPrimitive.h>
```

Inheritance diagram for gdcM::MeshPrimitive:



Collaboration diagram for gdcM::MeshPrimitive:



## Public Types

- enum MPType {  
    VERTEX = 0,  
    EDGE,  
    TRIANGLE,  
    TRIANGLE\_STRIP,  
    TRIANGLE\_FAN,  
    LINE,  
    FACET,  
    MPType\_END }
- *This enumeration defines primitive types.*
- typedef std::vector< DataElement > PrimitivesData

## Public Member Functions

- MeshPrimitive ()
- virtual ~MeshPrimitive ()
- void AddPrimitiveData (DataElement const &de)
- unsigned int GetNumberOfPrimitivesData () const
- const DataElement & GetPrimitiveData () const
- DataElement & GetPrimitiveData ()
- const DataElement & GetPrimitiveData (const unsigned int idx) const
- DataElement & GetPrimitiveData (const unsigned int idx)
- const PrimitivesData & GetPrimitivesData () const
- PrimitivesData & GetPrimitivesData ()
- MPType GetPrimitiveType () const
- void SetPrimitiveData (DataElement const &de)
- void SetPrimitiveData (const unsigned int idx, DataElement const &de)
- void SetPrimitivesData (PrimitivesData const &DEs)
- void SetPrimitiveType (const MPType type)

## Static Public Member Functions

- static MPType GetMPType (const char \*type)
- static const char \* GetMPTypeString (const MPType type)

## Protected Attributes

- PrimitivesData PrimitiveData
- MPType PrimitiveType

## Additional Inherited Members

### 25.166.1 Detailed Description

This class defines surface mesh primitives. It is designed from surface mesh primitives macro.

#### See Also

PS 3.3 C.27.4

## 25.166.2 Member Typedef Documentation

25.166.2.1 `typedef std::vector< DataElement > gdcM::MeshPrimitive::PrimitivesData`

## 25.166.3 Member Enumeration Documentation

25.166.3.1 `enum gdcM::MeshPrimitive::MPType`

This enumeration defines primitive types.

See Also

PS 3.3 C.27.4.1

Enumerator:

***VERTEX***  
***EDGE***  
***TRIANGLE***  
***TRIANGLE\_STRIP***  
***TRIANGLE\_FAN***  
***LINE***  
***FACET***  
***MPType\_END***

## 25.166.4 Constructor & Destructor Documentation

25.166.4.1 `gdcM::MeshPrimitive::MeshPrimitive ( )`

25.166.4.2 `virtual gdcM::MeshPrimitive::~~MeshPrimitive ( ) [virtual]`

## 25.166.5 Member Function Documentation

25.166.5.1 `void gdcM::MeshPrimitive::AddPrimitiveData ( DataElement const & de )`

25.166.5.2 `static MPType gdcM::MeshPrimitive::GetMPType ( const char * type ) [static]`

25.166.5.3 `static const char* gdcM::MeshPrimitive::GetMPTypeString ( const MPType type ) [static]`

25.166.5.4 `unsigned int gdcM::MeshPrimitive::GetNumberOfPrimitivesData ( ) const`

25.166.5.5 `const DataElement& gdcM::MeshPrimitive::GetPrimitiveData ( ) const`

25.166.5.6 `DataElement& gdcM::MeshPrimitive::GetPrimitiveData ( )`

25.166.5.7 `const DataElement& gdcM::MeshPrimitive::GetPrimitiveData ( const unsigned int idx ) const`

25.166.5.8 `DataElement& gdcM::MeshPrimitive::GetPrimitiveData ( const unsigned int idx )`

25.166.5.9 `const PrimitivesData& gdcM::MeshPrimitive::GetPrimitivesData ( ) const`

25.166.5.10 **PrimitivesData&** gdcm::MeshPrimitive::GetPrimitivesData ( )

25.166.5.11 **MPType** gdcm::MeshPrimitive::GetPrimitiveType ( ) const

25.166.5.12 **void** gdcm::MeshPrimitive::SetPrimitiveData ( **DataElement** const & *de* )

25.166.5.13 **void** gdcm::MeshPrimitive::SetPrimitiveData ( **const** unsigned int *idx*, **DataElement** const & *de* )

25.166.5.14 **void** gdcm::MeshPrimitive::SetPrimitivesData ( **PrimitivesData** const & *DEs* )

25.166.5.15 **void** gdcm::MeshPrimitive::SetPrimitiveType ( **const** **MPType** *type* )

## 25.166.6 Member Data Documentation

25.166.6.1 **PrimitivesData** gdcm::MeshPrimitive::PrimitiveData [protected]

25.166.6.2 **MPType** gdcm::MeshPrimitive::PrimitiveType [protected]

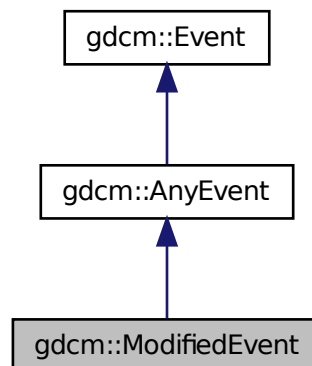
The documentation for this class was generated from the following file:

- gdcmMeshPrimitive.h

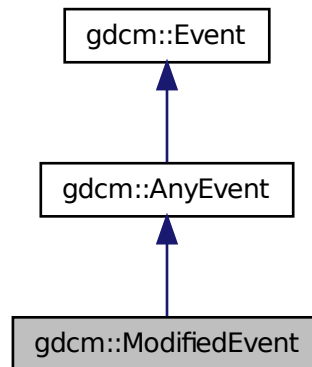
## 25.167 gdcm::ModifiedEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for gdcm::ModifiedEvent:



Collaboration diagram for `gdcm::ModifiedEvent`:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- `gdcmEvent.h`

## 25.168 `gdcm::Module` Class Reference

Class for representing a Module.

```
#include <gdcmModule.h>
```

### Public Types

- `typedef std::vector< std::string > ArrayIncludeMacrosType`
- `typedef std::map< Tag, ModuleEntry > MapModuleEntry`

### Public Member Functions

- `Module ()`
- `void AddMacro (const char *include)`
- `void AddModuleEntry (const Tag &tag, const ModuleEntry &module)`  
*Will add a ModuleEntry directly at root-level. See Macro for nested-included level.*
- `void Clear ()`
- `bool FindModuleEntryInMacros (Macros const &macros, const Tag &tag) const`
- `const ModuleEntry & GetModuleEntryInMacros (Macros const &macros, const Tag &tag) const`



- `const char * GetName () const`
- `void SetName (const char *name)`
- `bool Verify (const DataSet &ds, Usage const &usage) const`

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Module &_val)`

### 25.168.1 Detailed Description

Class for representing a Module.

#### Note

Module: A set of Attributes within an Information Entity or Normalized IOD which are logically related to each other.

#### See Also

Macro

#### Examples:

TraverseModules.cxx.

### 25.168.2 Member Typedef Documentation

25.168.2.1 `typedef std::vector<std::string> gdcm::Module::ArrayIncludeMacrosType`

25.168.2.2 `typedef std::map<Tag, ModuleEntry> gdcm::Module::MapModuleEntry`

### 25.168.3 Constructor & Destructor Documentation

25.168.3.1 `gdcm::Module::Module ( ) [inline]`

### 25.168.4 Member Function Documentation

25.168.4.1 `void gdcm::Module::AddMacro ( const char * include ) [inline]`

25.168.4.2 `void gdcm::Module::AddModuleEntry ( const Tag & tag, const ModuleEntry & module ) [inline]`

Will add a ModuleEntry directly at root-level. See Macro for nested-included level.

25.168.4.3 `void gdcm::Module::Clear ( ) [inline]`

25.168.4.4 `bool gdcm::Module::FindModuleEntryInMacros ( Macros const & macros, const Tag & tag ) const`

Find or Get a ModuleEntry. ModuleEntry are either search are root-level or within nested-macro included in module.

#### Examples:

TraverseModules.cxx.

25.168.4.5 `const ModuleEntry& gdcM::Module::GetModuleEntryInMacros ( Macros const & macros, const Tag & tag ) const`

Examples:

TraverseModules.cxx.

25.168.4.6 `const char* gdcM::Module::GetName ( ) const` [inline]

25.168.4.7 `void gdcM::Module::SetName ( const char * name )` [inline]

25.168.4.8 `bool gdcM::Module::Verify ( const DataSet & ds, Usage const & usage ) const`

## 25.168.5 Friends And Related Function Documentation

25.168.5.1 `std::ostream& operator<< ( std::ostream & os, const Module & val )` [friend]

The documentation for this class was generated from the following file:

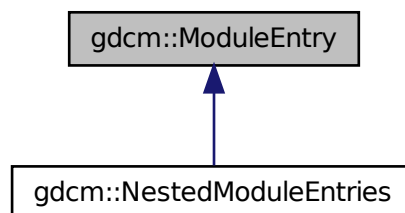
- gdcMModule.h

## 25.169 gdcM::ModuleEntry Class Reference

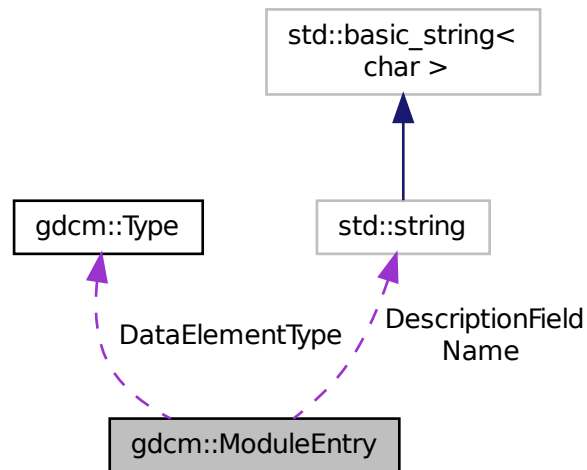
Class for representing a ModuleEntry.

```
#include <gdcMModuleEntry.h>
```

Inheritance diagram for gdcM::ModuleEntry:



Collaboration diagram for gdcm::ModuleEntry:



## Public Types

- typedef std::string Description

## Public Member Functions

- ModuleEntry (const char \*name="", const char \*type="3", const char \*description="")
- virtual ~ModuleEntry ()
- const Description & GetDescription () const
- const char \* GetName () const
- const Type & GetType () const
- void SetDescription (const char \*d)
- void SetName (const char \*name)
- void SetType (const Type &type)

## Protected Attributes

- Type DataElementType
- Description DescriptionField
- std::string Name

## Friends

- std::ostream & operator<< (std::ostream &\_os, const ModuleEntry &\_val)

### 25.169.1 Detailed Description

Class for representing a ModuleEntry.

#### Note

bla

#### See Also

DictEntry

#### Examples:

TraverseModules.cxx.

### 25.169.2 Member Typedef Documentation

25.169.2.1 `typedef std::string gdcmm::ModuleEntry::Description`

### 25.169.3 Constructor & Destructor Documentation

25.169.3.1 `gdcmm::ModuleEntry::ModuleEntry ( const char * name = " ", const char * type = "3", const char * description = " " )`  
`[inline]`

References `gdcmm::Type::GetTypeType()`.

25.169.3.2 `virtual gdcmm::ModuleEntry::~~ModuleEntry ( )` `[inline],[virtual]`

### 25.169.4 Member Function Documentation

25.169.4.1 `const Description& gdcmm::ModuleEntry::GetDescription ( ) const` `[inline]`

25.169.4.2 `const char* gdcmm::ModuleEntry::GetName ( ) const` `[inline]`

25.169.4.3 `const Type& gdcmm::ModuleEntry::GetType ( ) const` `[inline]`

#### Examples:

TraverseModules.cxx.

25.169.4.4 `void gdcmm::ModuleEntry::SetDescription ( const char * d )` `[inline]`

25.169.4.5 `void gdcmm::ModuleEntry::SetName ( const char * name )` `[inline]`

25.169.4.6 `void gdcmm::ModuleEntry::SetType ( const Type & type )` `[inline]`

### 25.169.5 Friends And Related Function Documentation

25.169.5.1 `std::ostream& operator<< ( std::ostream & _os, const ModuleEntry & _val )` `[friend]`

### 25.169.6 Member Data Documentation

#### 25.169.6.1 Type gdcm::ModuleEntry::DataElementType [protected]

Referenced by gdcm::operator<<().

#### 25.169.6.2 Description gdcm::ModuleEntry::DescriptionField [protected]

Referenced by gdcm::operator<<().

#### 25.169.6.3 std::string gdcm::ModuleEntry::Name [protected]

Referenced by gdcm::operator<<().

The documentation for this class was generated from the following file:

- gdcmModuleEntry.h

## 25.170 gdcm::Modules Class Reference

Class for representing a Modules.

```
#include <gdcmModules.h>
```

### Public Types

- typedef std::map< std::string, Module > ModuleMapType

### Public Member Functions

- Modules ()
- void AddModule (const char \*ref, const Module &module)
- void Clear ()
- const Module & GetModule (const char \*name) const
- bool IsEmpty () const

### Friends

- std::ostream & operator<< (std::ostream &\_os, const Modules &\_val)

### 25.170.1 Detailed Description

Class for representing a Modules.

#### Note

bla

See Also

Module

Examples:

TraverseModules.cxx.

## 25.170.2 Member Typedef Documentation

25.170.2.1 `typedef std::map<std::string, Module> gdcm::Modules::ModuleMapType`

## 25.170.3 Constructor & Destructor Documentation

25.170.3.1 `gdcm::Modules::Modules ( ) [inline]`

## 25.170.4 Member Function Documentation

25.170.4.1 `void gdcm::Modules::AddModule ( const char * ref, const Module & module ) [inline]`

25.170.4.2 `void gdcm::Modules::Clear ( ) [inline]`

25.170.4.3 `const Module& gdcm::Modules::GetModule ( const char * name ) const [inline]`

25.170.4.4 `bool gdcm::Modules::IsEmpty ( ) const [inline]`

## 25.170.5 Friends And Related Function Documentation

25.170.5.1 `std::ostream& operator<< ( std::ostream & os, const Modules & val ) [friend]`

The documentation for this class was generated from the following file:

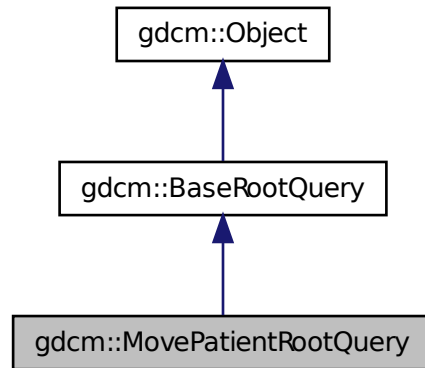
- `gdcmModules.h`

## 25.171 gdcm::MovePatientRootQuery Class Reference

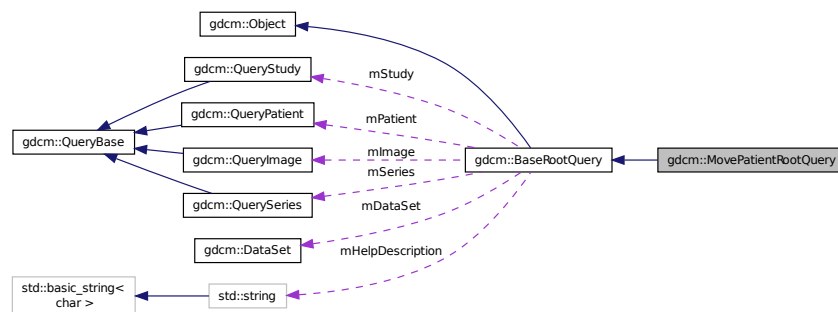
MovePatientRootQuery contains: the class which will produce a dataset for c-move with patient root.

```
#include <gdcmMovePatientRootQuery.h>
```

Inheritance diagram for gdcmm::MovePatientRootQuery:



Collaboration diagram for gdcmm::MovePatientRootQuery:



## Public Member Functions

- MovePatientRootQuery ()
- UIDs::TSName GetAbstractSyntaxUID () const
- std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)
- void InitializeDataSet (const EQueryLevel &inQueryLevel)
- bool ValidateQuery (bool inStrict=true) const

## Friends

- class QueryFactory

## Additional Inherited Members

### 25.171.1 Detailed Description

MovePatientRootQuery contains: the class which will produce a dataset for c-move with patient root.

### 25.171.2 Constructor & Destructor Documentation

25.171.2.1 `gdcm::MovePatientRootQuery::MovePatientRootQuery ( )`

### 25.171.3 Member Function Documentation

25.171.3.1 `UIDs::TSName gdcm::MovePatientRootQuery::GetAbstractSyntaxUID ( ) const` `[virtual]`

Implements `gdcm::BaseRootQuery`.

25.171.3.2 `std::vector<Tag> gdcm::MovePatientRootQuery::GetTagListByLevel ( const EQueryLevel & inQueryLevel )`  
`[virtual]`

this function will return all tags at a given query level, so that they maybe selected for searching. The boolean `forFind` is true if the query is a find query, or false for a move query.

Implements `gdcm::BaseRootQuery`.

25.171.3.3 `void gdcm::MovePatientRootQuery::InitializeDataSet ( const EQueryLevel & inQueryLevel )` `[virtual]`

this function sets tag 8,52 to the appropriate value based on query level also fills in the right unique tags, as per the standard's requirements should allow for connection with dcm4chee

Implements `gdcm::BaseRootQuery`.

25.171.3.4 `bool gdcm::MovePatientRootQuery::ValidateQuery ( bool inStrict=true ) const` `[virtual]`

have to be able to ensure that 0x8,0x52 is set (which will be true if `InitializeDataSet` is called...) that the level is appropriate (ie, not setting PATIENT for a study query that the tags in the query match the right level (either required, unique, optional) by default, this function checks to see if the query is for finding, which is more permissive than for moving. For moving, only the unique tags are allowed. 10 Jan 2011: adding in the 'strict' mode. according to the standard (at least, how I've read it), only tags for a particular level should be allowed in a particular query (ie, just series level tags in a series level query). However, it seems that dcm4chee doesn't share that interpretation. So, if 'inStrict' is false, then tags from the current level and all higher levels are now considered valid. So, if you're doing a non-strict series-level query, tags from the patient and study level can be passed along as well.

Implements `gdcm::BaseRootQuery`.

### 25.171.4 Friends And Related Function Documentation

25.171.4.1 `friend class QueryFactory` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmMovePatientRootQuery.h`

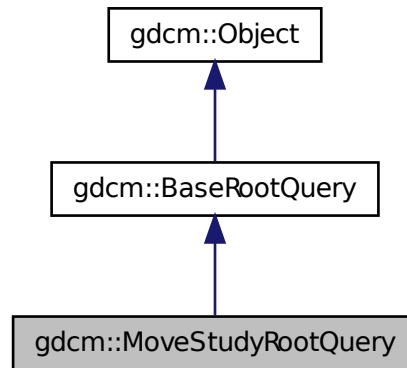


## 25.172 gdcm::MoveStudyRootQuery Class Reference

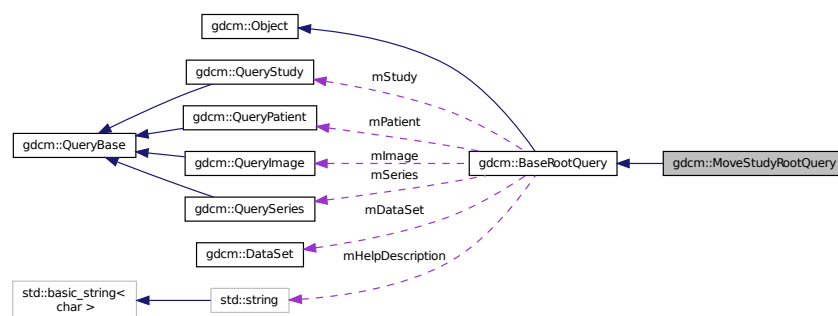
MoveStudyRootQuery contains: the class which will produce a dataset for C-MOVE with study root.

```
#include <gdcmMoveStudyRootQuery.h>
```

Inheritance diagram for gdcm::MoveStudyRootQuery:



Collaboration diagram for gdcm::MoveStudyRootQuery:



### Public Member Functions

- `MoveStudyRootQuery ()`
- `UIDs::TSName GetAbstractSyntaxUID () const`
- `std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)`
- `void InitializeDataSet (const EQueryLevel &inQueryLevel)`
- `bool ValidateQuery (bool inStrict=true) const`

## Friends

- class QueryFactory

## Additional Inherited Members

### 25.172.1 Detailed Description

MoveStudyRootQuery contains: the class which will produce a dataset for C-MOVE with study root.

### 25.172.2 Constructor & Destructor Documentation

25.172.2.1 `gdcmm::MoveStudyRootQuery::MoveStudyRootQuery ( )`

### 25.172.3 Member Function Documentation

25.172.3.1 `UIDs::TSName gdcmm::MoveStudyRootQuery::GetAbstractSyntaxUID ( ) const` `[virtual]`

Implements `gdcmm::BaseRootQuery`.

25.172.3.2 `std::vector<Tag> gdcmm::MoveStudyRootQuery::GetTagListByLevel ( const EQueryLevel & inQueryLevel )` `[virtual]`

this function will return all tags at a given query level, so that they maybe selected for searching. The boolean `forFind` is true if the query is a find query, or false for a move query.

Implements `gdcmm::BaseRootQuery`.

25.172.3.3 `void gdcmm::MoveStudyRootQuery::InitializeDataSet ( const EQueryLevel & inQueryLevel )` `[virtual]`

this function sets tag 8,52 to the appropriate value based on query level also fills in the right unique tags, as per the standard's requirements should allow for connection with `dcm4tk`

Implements `gdcmm::BaseRootQuery`.

25.172.3.4 `bool gdcmm::MoveStudyRootQuery::ValidateQuery ( bool inStrict = true ) const` `[virtual]`

have to be able to ensure that 0x8,0x52 is set (which will be true if `InitializeDataSet` is called...) that the level is appropriate (ie, not setting `PATIENT` for a study query that the tags in the query match the right level (either required, unique, optional) by default, this function checks to see if the query is for finding, which is more permissive than for moving. For moving, only the unique tags are allowed. 10 Jan 2011: adding in the 'strict' mode. according to the standard (at least, how I've read it), only tags for a particular level should be allowed in a particular query (ie, just series level tags in a series level query). However, it seems that `dcm4chee` doesn't share that interpretation. So, if 'inStrict' is false, then tags from the current level and all higher levels are now considered valid. So, if you're doing a non-strict series-level query, tags from the patient and study level can be passed along as well.

Implements `gdcmm::BaseRootQuery`.

### 25.172.4 Friends And Related Function Documentation

## 25.172.4.1 friend class QueryFactory [friend]

The documentation for this class was generated from the following file:

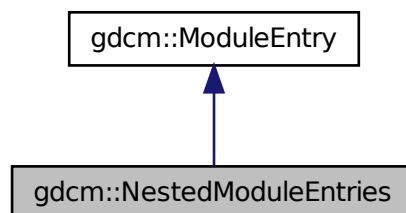
- gdcmMoveStudyRootQuery.h

## 25.173 gdcm::NestedModuleEntries Class Reference

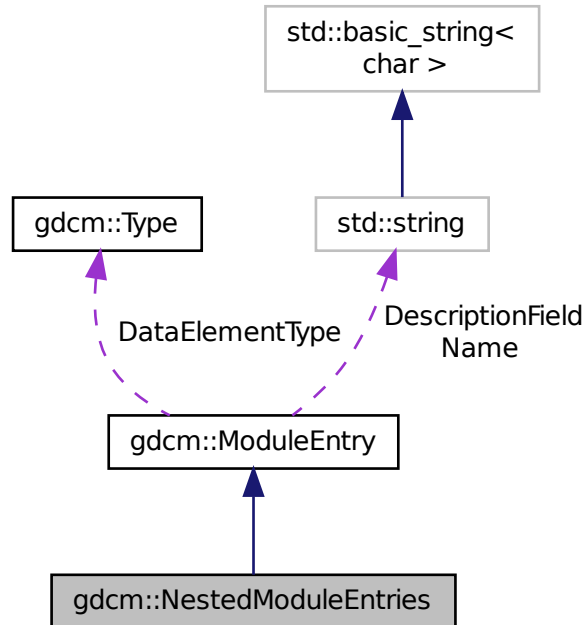
Class for representing a NestedModuleEntries.

```
#include <gdcmNestedModuleEntries.h>
```

Inheritance diagram for gdcm::NestedModuleEntries:



Collaboration diagram for `gdcm::NestedModuleEntries`:



## Public Types

- `typedef std::vector< ModuleEntry >::size_type SizeType`

## Public Member Functions

- `NestedModuleEntries (const char *name="", const char *type="3", const char *description="")`
- `void AddModuleEntry (const ModuleEntry &me)`
- `const ModuleEntry & GetModuleEntry (SizeType idx) const`
- `ModuleEntry & GetModuleEntry (SizeType idx)`
- `SizeType GetNumberOfModuleEntries ()`

## Friends

- `std::ostream & operator<< (std::ostream &_os, const NestedModuleEntries &_val)`

## Additional Inherited Members

### 25.173.1 Detailed Description

Class for representing a NestedModuleEntries.

#### Note

bla

#### See Also

ModuleEntry

### 25.173.2 Member Typedef Documentation

25.173.2.1 `typedef std::vector<ModuleEntry>::size_type gdcm::NestedModuleEntries::SizeType`

### 25.173.3 Constructor & Destructor Documentation

25.173.3.1 `gdcm::NestedModuleEntries::NestedModuleEntries ( const char * name = " ", const char * type = "3", const char * description = " " )` `[inline]`

### 25.173.4 Member Function Documentation

25.173.4.1 `void gdcm::NestedModuleEntries::AddModuleEntry ( const ModuleEntry & me )` `[inline]`

25.173.4.2 `const ModuleEntry& gdcm::NestedModuleEntries::GetModuleEntry ( SizeType idx ) const` `[inline]`

25.173.4.3 `ModuleEntry& gdcm::NestedModuleEntries::GetModuleEntry ( SizeType idx )` `[inline]`

25.173.4.4 `SizeType gdcm::NestedModuleEntries::GetNumberOfModuleEntries ( )` `[inline]`

### 25.173.5 Friends And Related Function Documentation

25.173.5.1 `std::ostream& operator<< ( std::ostream & _os, const NestedModuleEntries & _val )` `[friend]`

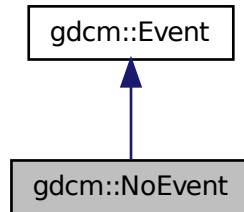
The documentation for this class was generated from the following file:

- `gdcmNestedModuleEntries.h`

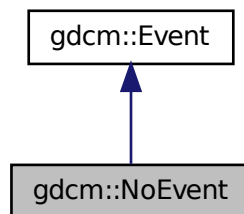
## 25.174 gdcm::NoEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for `gdcm::NoEvent`:



Collaboration diagram for `gdcm::NoEvent`:



### Additional Inherited Members

#### 25.174.1 Detailed Description

Define some common GDCM events

The documentation for this class was generated from the following file:

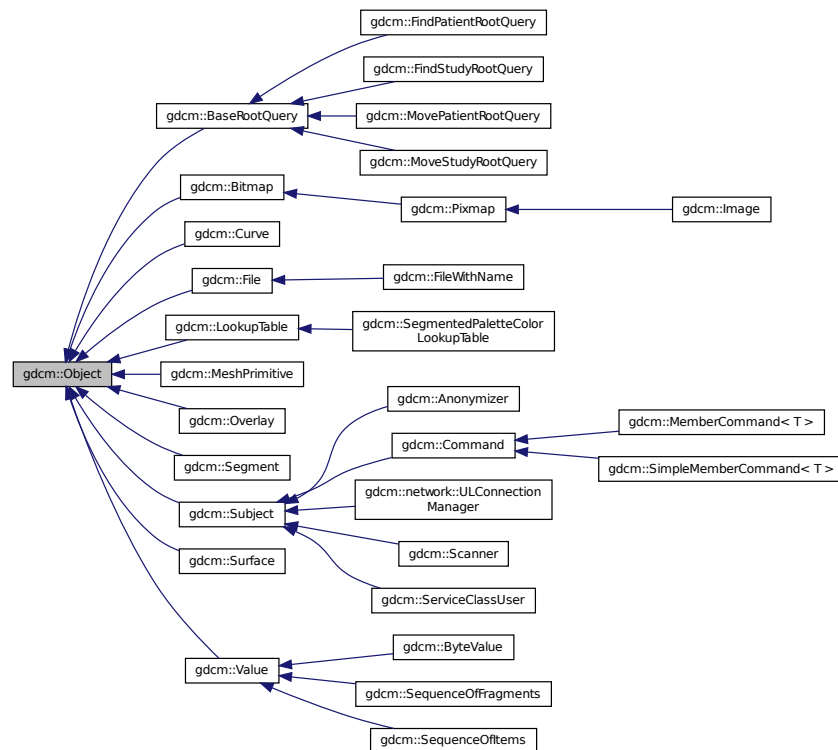
- `gdcmEvent.h`

### 25.175 `gdcm::Object` Class Reference

Object.

```
#include <gdcmObject.h>
```

Inheritance diagram for gdcm::Object:



## Public Member Functions

- Object ()
  - Object (const Object &)
  - virtual ~Object ()
  - void operator= (const Object &)
  - virtual void Print (std::ostream &) const
- Special requirement for copy/cstor, assignment operator.*

## Protected Member Functions

- void Register ()
- void UnRegister ()

## Friends

- std::ostream & operator<< (std::ostream &os, const Object &obj)
- class SmartPointer

### 25.175.1 Detailed Description

Object.

#### Note

main superclass for object that want to use SmartPointer invasive ref counting system

#### See Also

SmartPointer

### 25.175.2 Constructor & Destructor Documentation

25.175.2.1 `gdcmm::Object::Object ( )` `[inline]`

25.175.2.2 `virtual gdcmm::Object::~~Object ( )` `[inline]`, `[virtual]`

25.175.2.3 `gdcmm::Object::Object ( const Object & )` `[inline]`

Special requirement for copy/cstor, assignment operator.

### 25.175.3 Member Function Documentation

25.175.3.1 `void gdcmm::Object::operator= ( const Object & )` `[inline]`

25.175.3.2 `virtual void gdcmm::Object::Print ( std::ostream & ) const` `[inline]`, `[virtual]`

Reimplemented in `gdcmm::ByteValue`, `gdcmm::SequenceOfItems`, `gdcmm::SequenceOfFragments`, `gdcmm::Scanner`, `gdcmm::Image`, `gdcmm::Overlay`, `gdcmm::Bitmap`, `gdcmm::Curve`, `gdcmm::LookupTable`, `gdcmm::Pixmap`, and `gdcmm::SegmentedPaletteColorLookupTable`.

#### Examples:

`ReadAndDumpDICOMDIR.cxx`.

Referenced by `gdcmm::operator<<()`.

25.175.3.3 `void gdcmm::Object::Register ( )` `[inline]`, `[protected]`

25.175.3.4 `void gdcmm::Object::UnRegister ( )` `[inline]`, `[protected]`

### 25.175.4 Friends And Related Function Documentation

25.175.4.1 `std::ostream& operator<< ( std::ostream & os, const Object & obj )` `[friend]`

25.175.4.2 `friend class SmartPointer` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmmObject.h`



## 25.176 gdcm::OneShotReadBuf Struct Reference

```
#include <gdcmStreamImageReader.h>
```

### Public Member Functions

- OneShotReadBuf (void \*s, std::size\_t n)

### 25.176.1 Constructor & Destructor Documentation

25.176.1.1 gdcm::OneShotReadBuf::OneShotReadBuf ( void \* s, std::size\_t n ) [inline]

The documentation for this struct was generated from the following file:

- gdcmStreamImageReader.h

## 25.177 gdcm::Orientation Class Reference

class to handle Orientation

```
#include <gdcmOrientation.h>
```

### Public Types

- enum OrientationType {  
UNKNOWN,  
AXIAL,  
CORONAL,  
SAGITTAL,  
OBLIQUE }

### Public Member Functions

- Orientation ()
- ~Orientation ()
- void Print (std::ostream &) const  
*Print.*

### Static Public Member Functions

- static const char \* GetLabel (OrientationType type)  
*Return the label of an Orientation.*
- static double GetObliquityThresholdCosineValue ()
- static OrientationType GetType (const double dircos[6])
- static void SetObliquityThresholdCosineValue (double val)  
*ObliquityThresholdCosineValue stuff.*

## Static Protected Member Functions

- static char GetMajorAxisFromPatientRelativeDirectionCosine (double x, double y, double z)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const Orientation &o)

### 25.177.1 Detailed Description

class to handle Orientation

### 25.177.2 Member Enumeration Documentation

#### 25.177.2.1 enum gdcm::Orientation::OrientationType

Enumerator:

**UNKNOWN**

**AXIAL**

**CORONAL**

**SAGITTAL**

**OBLIQUE**

### 25.177.3 Constructor & Destructor Documentation

#### 25.177.3.1 gdcm::Orientation::Orientation ( )

#### 25.177.3.2 gdcm::Orientation::~~Orientation ( )

### 25.177.4 Member Function Documentation

#### 25.177.4.1 static const char\* gdcm::Orientation::GetLabel ( OrientationType type ) [static]

Return the label of an Orientation.

#### 25.177.4.2 static char gdcm::Orientation::GetMajorAxisFromPatientRelativeDirectionCosine ( double x, double y, double z ) [static], [protected]

#### 25.177.4.3 static double gdcm::Orientation::GetObliquityThresholdCosineValue ( ) [static]

#### 25.177.4.4 static OrientationType gdcm::Orientation::GetType ( const double dircos[6] ) [static]

Return the type of orientation from a direction cosines Input is an array of 6 double

25.177.4.5 void gdcm::Orientation::Print ( std::ostream & ) const

Print.

Referenced by gdcm::operator<<().

25.177.4.6 static void gdcm::Orientation::SetObliquityThresholdCosineValue ( double *val* ) [static]

ObliquityThresholdCosineValue stuff.

## 25.177.5 Friends And Related Function Documentation

25.177.5.1 std::ostream& operator<< ( std::ostream & *os*, const Orientation & *o* ) [friend]

The documentation for this class was generated from the following file:

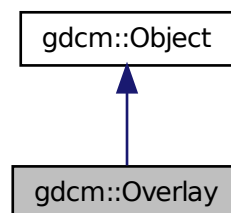
- gdcmOrientation.h

## 25.178 gdcm::Overlay Class Reference

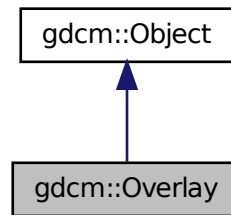
Overlay class.

```
#include <gdcmOverlay.h>
```

Inheritance diagram for gdcm::Overlay:



Collaboration diagram for `gdcm::Overlay`:



## Public Member Functions

- `Overlay ()`
- `Overlay (Overlay const &ov)`
- `~Overlay ()`
- `void Decode (std::istream &is, std::ostream &os)`
- `void Decompress (std::ostream &os) const`
- `unsigned short GetBitPosition () const`  
*return bit position*
- `unsigned short GetBitsAllocated () const`  
*return bits allocated*
- `bool GetBuffer (char *buffer) const`
- `unsigned short GetColumns () const`  
*get columns*
- `const char * GetDescription () const`  
*get description*
- `unsigned short GetGroup () const`  
*Get Group number.*
- `const signed short * GetOrigin () const`  
*get origin*
- `const ByteValue & GetOverlayData () const`
- `unsigned short GetRows () const`  
*get rows*
- `const char * GetType () const`  
*get type*
- `bool GetUnpackBuffer (unsigned char *buffer) const`
- `bool GrabOverlayFromPixelData (DataSet const &ds)`
- `bool IsEmpty () const`
- `bool IsInPixelData () const`
- `void IsInPixelData (bool b)`
- `bool IsZero () const`  
*return true if all bits are set to 0*

- void Print (std::ostream &) const  
*Print.*
- void SetBitPosition (unsigned short bitposition)  
*set bit position*
- void SetBitsAllocated (unsigned short bitsallocated)  
*set bits allocated*
- void SetColumns (unsigned short columns)  
*set columns*
- void SetDescription (const char \*description)  
*set description*
- void SetFrameOrigin (unsigned short frameorigin)  
*set frame origin*
- void SetGroup (unsigned short group)  
*Set Group number.*
- void SetNumberOfFrames (unsigned int numberofframes)  
*set number of frames*
- void SetOrigin (const signed short \*origin)  
*set origin*
- void SetOverlay (const char \*array, unsigned int length)  
*set overlay from byte array + length*
- void SetRows (unsigned short rows)  
*set rows*
- void SetType (const char \*type)  
*set type*
- void Update (const DataElement &de)  
*Update overlay from data element de:*

## Additional Inherited Members

### 25.178.1 Detailed Description

Overlay class.

#### Note

see AreOverlaysInPixelData

**Todo** Is there actually any way to recognize an overlay ? On images with multiple overlay I do not see any way to differentiate them (other than the group tag).

Example:

## 25.178.2 Constructor & Destructor Documentation

25.178.2.1 `gdcm::Overlay::Overlay ( )`

25.178.2.2 `gdcm::Overlay::~~Overlay ( )`

25.178.2.3 `gdcm::Overlay::Overlay ( Overlay const & ov )`

## 25.178.3 Member Function Documentation

25.178.3.1 `void gdcm::Overlay::Decode ( std::istream & is, std::ostream & os )`

25.178.3.2 `void gdcm::Overlay::Decompress ( std::ostream & os ) const`

25.178.3.3 `unsigned short gdcm::Overlay::GetBitPosition ( ) const`

return bit position

25.178.3.4 `unsigned short gdcm::Overlay::GetBitsAllocated ( ) const`

return bits allocated

25.178.3.5 `bool gdcm::Overlay::GetBuffer ( char * buffer ) const`

25.178.3.6 `unsigned short gdcm::Overlay::GetColumns ( ) const`

get columns

25.178.3.7 `const char* gdcm::Overlay::GetDescription ( ) const`

get description

25.178.3.8 `unsigned short gdcm::Overlay::GetGroup ( ) const`

Get Group number.

25.178.3.9 `const signed short* gdcm::Overlay::GetOrigin ( ) const`

get origin

25.178.3.10 `const ByteValue& gdcm::Overlay::GetOverlayData ( ) const`

25.178.3.11 `unsigned short gdcm::Overlay::GetRows ( ) const`

get rows

25.178.3.12 `const char* gdcm::Overlay::GetType ( ) const`

get type

25.178.3.13 `bool gdcm::Overlay::GetUnpackBuffer ( unsigned char * buffer ) const`

25.178.3.14 `bool gdcm::Overlay::GrabOverlayFromPixelData ( DataSet const & ds )`

25.178.3.15 `bool gdcm::Overlay::IsEmpty ( ) const`

25.178.3.16 `bool gdcm::Overlay::IsInPixelData ( ) const`

25.178.3.17 `void gdcm::Overlay::IsInPixelData ( bool b )`

25.178.3.18 `bool gdcm::Overlay::IsZero ( ) const`

return true if all bits are set to 0

25.178.3.19 `void gdcm::Overlay::Print ( std::ostream & ) const` [virtual]

Print.

Reimplemented from gdcm::Object.

25.178.3.20 `void gdcm::Overlay::SetBitPosition ( unsigned short bitposition )`

set bit position

25.178.3.21 `void gdcm::Overlay::SetBitsAllocated ( unsigned short bitsallocated )`

set bits allocated

25.178.3.22 `void gdcm::Overlay::SetColumns ( unsigned short columns )`

set columns

25.178.3.23 `void gdcm::Overlay::SetDescription ( const char * description )`

set description

25.178.3.24 `void gdcm::Overlay::SetFrameOrigin ( unsigned short frameorigin )`

set frame origin

25.178.3.25 `void gdcm::Overlay::SetGroup ( unsigned short group )`

Set Group number.

25.178.3.26 void `gdcm::Overlay::SetNumberOfFrames` ( unsigned int *numberofframes* )

set number of frames

25.178.3.27 void `gdcm::Overlay::SetOrigin` ( const signed short \* *origin* )

set origin

25.178.3.28 void `gdcm::Overlay::SetOverlay` ( const char \* *array*, unsigned int *length* )

set overlay from byte array + length

25.178.3.29 void `gdcm::Overlay::SetRows` ( unsigned short *rows* )

set rows

25.178.3.30 void `gdcm::Overlay::SetType` ( const char \* *type* )

set type

25.178.3.31 void `gdcm::Overlay::Update` ( const `DataElement` & *de* )

Update overlay from data element de:

The documentation for this class was generated from the following file:

- `gdcmOverlay.h`

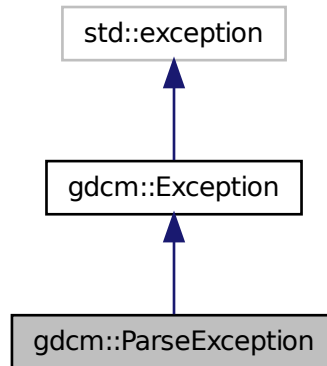
## 25.179 `gdcm::ParseException` Class Reference

`ParseException` Standard exception handling object.

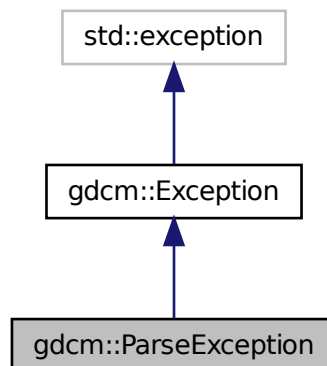
```
#include <gdcmParseException.h>
```



Inheritance diagram for gdcm::ParseException:



Collaboration diagram for gdcm::ParseException:



## Public Member Functions

- ParseException ()
- virtual ~ParseException () throw ()
- const DataElement & GetLastElement () const
- ParseException & operator= (const ParseException &orig)
- void SetLastElement (DataElement &de)

### 25.179.1 Detailed Description

ParseException Standard exception handling object.

### 25.179.2 Constructor & Destructor Documentation

25.179.2.1 `gdcM::ParseException::ParseException ( ) [inline]`

25.179.2.2 `virtual gdcM::ParseException::~~ParseException ( ) throw () [inline],[virtual]`

### 25.179.3 Member Function Documentation

25.179.3.1 `const DataElement& gdcM::ParseException::GetLastElement ( ) const [inline]`

25.179.3.2 `ParseException& gdcM::ParseException::operator= ( const ParseException & orig ) [inline]`

Assignment operator.

25.179.3.3 `void gdcM::ParseException::SetLastElement ( DataElement & de ) [inline]`

Equivalence operator.

Referenced by `gdcM::Fragment::ReadValue()`.

The documentation for this class was generated from the following file:

- `gdcMParseException.h`

## 25.180 gdcM::Parser Class Reference

Parser ala XML\_Parser from expat (SAX)

```
#include <gdcMParser.h>
```

### Public Types

- `typedef void(* EndElementHandler )(void *userData, const Tag &name)`
- `enum ErrorType {`  
     `NoError,`  
     `NoMemoryError,`  
     `SyntaxError,`  
     `NoElementsError,`  
     `TagMismatchError,`  
     `DuplicateAttributeError,`  
     `JunkAfterDocElementError,`  
     `UndefinedEntityError,`  
     `UnexpectedStateError }`
- `typedef void(* StartElementHandler )(void *userData, const Tag &tag, const char *atts[])`

## Public Member Functions

- Parser ()
- ~Parser ()
- unsigned long GetCurrentByteIndex () const
- ErrorType GetErrorCode () const
- void \* GetUserData () const
- bool Parse (const char \*s, int len, bool isFinal)
- void SetElementHandler (StartElementHandler start, EndElementHandler end)
- void SetUserData (void \*userData)

## Static Public Member Functions

- static const char \* GetErrorString (ErrorType const &err)

## Protected Member Functions

- char \* GetBuffer (int len)
- bool ParseBuffer (int len, bool isFinal)
- ErrorType Process ()

### 25.180.1 Detailed Description

Parser ala XML\_Parser from expat (SAX)

Detailed description here

#### Note

Simple API for DICOM

### 25.180.2 Member Typedef Documentation

25.180.2.1 typedef void(\* gdcm::Parser::EndElementHandler)(void \*userData, const Tag &name)

25.180.2.2 typedef void(\* gdcm::Parser::StartElementHandler)(void \*userData, const Tag &tag, const char \*atts[])

### 25.180.3 Member Enumeration Documentation

25.180.3.1 enum gdcm::Parser::ErrorType

Enumerator:

**NoError**

**NoMemoryError**

**SyntaxError**

**NoElementsError**

**TagMismatchError**

**DuplicateAttributeError**

*JunkAfterDocElementError*

*UndefinedEntityError*

*UnexpectedStateError*

## 25.180.4 Constructor & Destructor Documentation

25.180.4.1 `gdcm::Parser::Parser ( ) [inline]`

25.180.4.2 `gdcm::Parser::~~Parser ( ) [inline]`

## 25.180.5 Member Function Documentation

25.180.5.1 `char* gdcm::Parser::GetBuffer ( int len ) [protected]`

25.180.5.2 `unsigned long gdcm::Parser::GetCurrentByteIndex ( ) const`

25.180.5.3 `ErrorType gdcm::Parser::GetErrorCode ( ) const`

25.180.5.4 `static const char* gdcm::Parser::GetErrorString ( ErrorType const & err ) [static]`

25.180.5.5 `void* gdcm::Parser::GetUserData ( ) const`

25.180.5.6 `bool gdcm::Parser::Parse ( const char * s, int len, bool isFinal )`

25.180.5.7 `bool gdcm::Parser::ParseBuffer ( int len, bool isFinal ) [protected]`

25.180.5.8 `ErrorType gdcm::Parser::Process ( ) [protected]`

25.180.5.9 `void gdcm::Parser::SetElementHandler ( StartElementHandler start, EndElementHandler end )`

25.180.5.10 `void gdcm::Parser::SetUserData ( void * userData )`

The documentation for this class was generated from the following file:

- `gdcmParser.h`

## 25.181 gdcm::Patient Class Reference

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

```
#include <gdcmPatient.h>
```

### Public Member Functions

- `Patient ()`

### 25.181.1 Detailed Description

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

## 25.181.2 Constructor & Destructor Documentation

### 25.181.2.1 gdcm::Patient::Patient ( ) [inline]

The documentation for this class was generated from the following file:

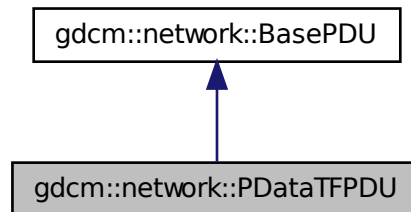
- gdcmPatient.h

## 25.182 gdcm::network::PDataTFPDU Class Reference

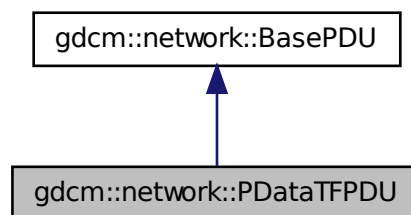
PDataTFPDU Table 9-22 P-DATA-TF PDU FIELDS.

```
#include <gdcmPDataTFPDU.h>
```

Inheritance diagram for gdcm::network::PDataTFPDU:



Collaboration diagram for gdcm::network::PDataTFPDU:



## Public Types

- typedef std::vector  
< PresentationDataValue >

`::size_type SizeType`

## Public Member Functions

- `PDataTFPDU ()`
- `void AddPresentationDataValue (PresentationDataValue const &pdv)`
- `SizeType GetNumberOfPresentationDataValues () const`
- `PresentationDataValue const & GetPresentationDataValue (SizeType i) const`
- `bool IsLastFragment () const`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

## Protected Member Functions

- `std::istream & ReadInto (std::istream &is, std::ostream &os)`

### 25.182.1 Detailed Description

PDataTFPDU Table 9-22 P-DATA-TF PDU FIELDS.

### 25.182.2 Member Typedef Documentation

25.182.2.1 `typedef std::vector<PresentationDataValue>::size_type gdcmm::network::PDataTFPDU::SizeType`

### 25.182.3 Constructor & Destructor Documentation

25.182.3.1 `gdcmm::network::PDataTFPDU::PDataTFPDU ( )`

### 25.182.4 Member Function Documentation

25.182.4.1 `void gdcmm::network::PDataTFPDU::AddPresentationDataValue ( PresentationDataValue const & pdv )`  
[inline]

25.182.4.2 `SizeType gdcmm::network::PDataTFPDU::GetNumberOfPresentationDataValues ( ) const` [inline]

25.182.4.3 `PresentationDataValue const& gdcmm::network::PDataTFPDU::GetPresentationDataValue ( SizeType i ) const`  
[inline]

25.182.4.4 `bool gdcmm::network::PDataTFPDU::IsLastFragment ( ) const` [virtual]

Implements `gdcmm::network::BasePDU`.

25.182.4.5 `void gdcmm::network::PDataTFPDU::Print ( std::ostream & os ) const` [virtual]

Implements `gdcmm::network::BasePDU`.

25.182.4.6 `std::istream& gdcm::network::PDataTFPDU::Read ( std::istream & is )` [virtual]

Implements `gdcm::network::BasePDU`.

25.182.4.7 `std::istream& gdcm::network::PDataTFPDU::ReadInto ( std::istream & is, std::ostream & os )` [protected]

25.182.4.8 `size_t gdcm::network::PDataTFPDU::Size ( )` const [virtual]

Implements `gdcm::network::BasePDU`.

25.182.4.9 `const std::ostream& gdcm::network::PDataTFPDU::Write ( std::ostream & os )` const [virtual]

Implements `gdcm::network::BasePDU`.

The documentation for this class was generated from the following file:

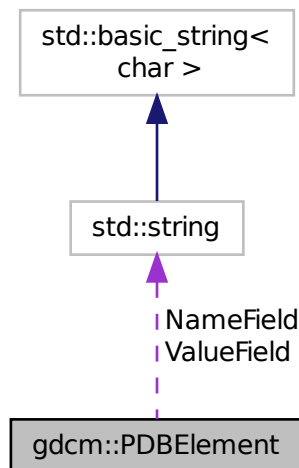
- `gdcmPDataTFPDU.h`

## 25.183 gdcm::PDBelement Class Reference

Class to represent a PDB Element.

```
#include <gdcmPDBelement.h>
```

Collaboration diagram for `gdcm::PDBelement`:



### Public Member Functions

- `PDBelement ( )`

- `const char * GetName () const`  
*Set/Get Name.*
- `const char * GetValue () const`  
*Set/Get Value.*
- `bool operator== (const PDBElement &de) const`
- `void SetName (const char *name)`
- `void SetValue (const char *value)`

### Protected Attributes

- `std::string NameField`
- `std::string ValueField`

### Friends

- `std::ostream & operator<< (std::ostream &os, const PDBElement &val)`

## 25.183.1 Detailed Description

Class to represent a PDB Element.

### See Also

PDBHeader

## 25.183.2 Constructor & Destructor Documentation

25.183.2.1 `gdcm::PDBElement::PDBElement ( )` `[inline]`

## 25.183.3 Member Function Documentation

25.183.3.1 `const char* gdcm::PDBElement::GetName ( ) const` `[inline]`

Set/Get Name.

25.183.3.2 `const char* gdcm::PDBElement::GetValue ( ) const` `[inline]`

Set/Get Value.

25.183.3.3 `bool gdcm::PDBElement::operator== ( const PDBElement & de ) const` `[inline]`

References NameField, and ValueField.



25.183.3.4 void gdcm::PDBElement::SetName ( const char \* *name* ) [inline]

25.183.3.5 void gdcm::PDBElement::SetValue ( const char \* *value* ) [inline]

## 25.183.4 Friends And Related Function Documentation

25.183.4.1 std::ostream& operator<< ( std::ostream & *os*, const PDBElement & *val* ) [friend]

## 25.183.5 Member Data Documentation

25.183.5.1 std::string gdcm::PDBElement::NameField [protected]

Referenced by gdcm::operator<<(), and operator==().

25.183.5.2 std::string gdcm::PDBElement::ValueField [protected]

Referenced by gdcm::operator<<(), and operator==().

The documentation for this class was generated from the following file:

- gdcmPDBElement.h

## 25.184 gdcm::PDBHeader Class Reference

Class for PDBHeader.

```
#include <gdcmPDBHeader.h>
```

### Public Member Functions

- PDBHeader ()
- ~PDBHeader ()
- bool FindPDBElementByName (const char \*name)  
*Return true if the PDB element matching name is found or not.*
- const PDBElement & GetPDBElementByName (const char \*name)
- bool LoadFromDataElement (DataElement const &de)  
*Load the PDB Header from a DataElement of a DataSet.*
- void Print (std::ostream &os) const  
*Print.*

### Static Public Member Functions

- static const PrivateTag & GetPDBInfoTag ()  
*Return the Private Tag where the PDB header is stored within a DICOM DataSet.*

### Protected Member Functions

- const PDBElement & GetPDBEEnd () const

## Friends

- `std::ostream & operator<< (std::ostream &_os, const PDBHeader &d)`

### 25.184.1 Detailed Description

Class for PDBHeader.

GEMS MR Image have an Attribute (0025,1b,GEMS\_SERS\_01) which store the Acquisition parameter of the MR Image. It is compressed and can therefore not be used as is. This class de-encapsulated the Protocol Data Block and allow users to query element by name.

#### Warning

Everything you do with this code is at your own risk, since decoding process was not written from specification documents.  
: the API of this class might change.

#### See Also

CSAHeader

### 25.184.2 Constructor & Destructor Documentation

25.184.2.1 `gdcm::PDBHeader::PDBHeader ( ) [inline]`

25.184.2.2 `gdcm::PDBHeader::~~PDBHeader ( ) [inline]`

### 25.184.3 Member Function Documentation

25.184.3.1 `bool gdcm::PDBHeader::FindPDBElementByName ( const char * name )`

Return true if the PDB element matching name is found or not.

25.184.3.2 `const PDBElement& gdcm::PDBHeader::GetPDBEEnd ( ) const [protected]`

25.184.3.3 `const PDBElement& gdcm::PDBHeader::GetPDBElementByName ( const char * name )`

Lookup in the PDB header if a PDB element match the name 'name':

#### Warning

Case Sensitive

25.184.3.4 `static const PrivateTag& gdcm::PDBHeader::GetPDBInfoTag ( ) [static]`

Return the Private Tag where the PDB header is stored within a DICOM DataSet.

25.184.3.5 `bool gdcm::PDBHeader::LoadFromDataElement ( DataElement const & de )`

Load the PDB Header from a DataElement of a DataSet.

25.184.3.6 void gdcm::PDBHeader::Print ( std::ostream & os ) const

Print.

Referenced by gdcm::operator<<().

## 25.184.4 Friends And Related Function Documentation

25.184.4.1 std::ostream& operator<< ( std::ostream & os, const PDBHeader & d ) [friend]

The documentation for this class was generated from the following file:

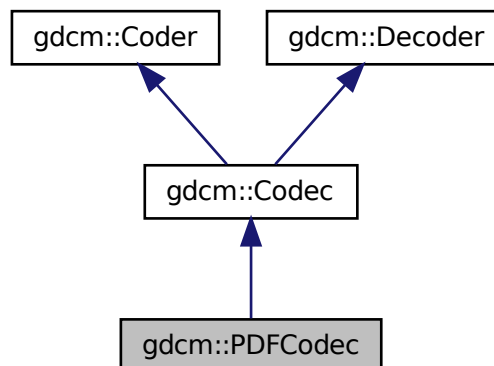
- gdcmPDBHeader.h

## 25.185 gdcm::PDFCodec Class Reference

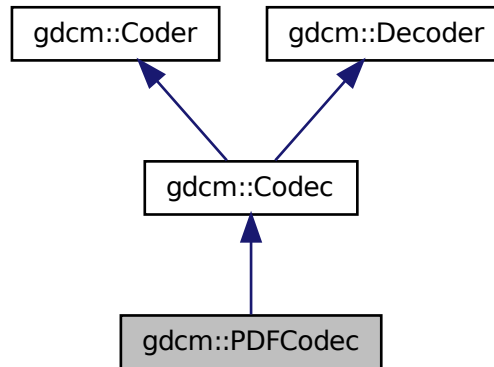
PDFCodec class.

```
#include <gdcmPDFCodec.h>
```

Inheritance diagram for gdcm::PDFCodec:



Collaboration diagram for `gdcm::PDFCodec`:



## Public Member Functions

- `PDFCodec ()`
- `~PDFCodec ()`
- `bool CanCode (TransferSyntax const &) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

## Additional Inherited Members

### 25.185.1 Detailed Description

`PDFCodec` class.

### 25.185.2 Constructor & Destructor Documentation

25.185.2.1 `gdcm::PDFCodec::PDFCodec ( )`

25.185.2.2 `gdcm::PDFCodec::~~PDFCodec ( )`

### 25.185.3 Member Function Documentation

25.185.3.1 `bool gdcm::PDFCodec::CanCode ( TransferSyntax const & ) const` `[inline]`, `[virtual]`

Return whether this coder support this transfer syntax (can code it)

Implements gdcm::Coder.

**25.185.3.2** `bool gdcm::PDFCodec::CanDecode ( TransferSyntax const & ) const` `[inline], [virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Implements gdcm::Decoder.

**25.185.3.3** `bool gdcm::PDFCodec::Decode ( DataElement const & is, DataElement & os )` `[virtual]`

Decode.

Reimplemented from gdcm::Decoder.

The documentation for this class was generated from the following file:

- gdcmPDFCodec.h

## 25.186 gdcm::network::PDUFactory Class Reference

PDUFactory basically, given an initial byte, construct the appropriate PDU. This way, the event loop doesn't have to know about all the different PDU types.

```
#include <gdcmPDUFactory.h>
```

### Static Public Member Functions

- static BasePDU \* ConstructAbortPDU ()
- static BasePDU \* ConstructPDU (uint8\_t itemtype)
- static BasePDU \* ConstructReleasePDU ()
- static std::vector< BasePDU \* > CreateCEchoPDU (const ULConnection &inConnection)
- static std::vector< BasePDU \* > CreateCFindPDU (const ULConnection &inConnection, const BaseRootQuery \*inRootQuery)
- static std::vector< BasePDU \* > CreateCMovePDU (const ULConnection &inConnection, const BaseRootQuery \*inRootQuery)
- static std::vector< BasePDU \* > CreateCStoreRQPDU (const ULConnection &inConnection, const File &file)
- static std::vector< BasePDU \* > CreateCStoreRSPPDU (const DataSet \*inDataSet, const BasePDU \*inPC)
- static EEventID DetermineEventByPDU (const BasePDU \*inPDU)
- static std::vector< PresentationDataValue > GetPDVs (const std::vector< BasePDU \* > &inDataPDUs)

### 25.186.1 Detailed Description

PDUFactory basically, given an initial byte, construct the appropriate PDU. This way, the event loop doesn't have to know about all the different PDU types.

## 25.186.2 Member Function Documentation

- 25.186.2.1 static **BasePDU\*** `gdcmm::network::PDUFactory::ConstructAbortPDU ( )` [static]
- 25.186.2.2 static **BasePDU\*** `gdcmm::network::PDUFactory::ConstructPDU ( uint8_t itemtype )` [static]
- 25.186.2.3 static **BasePDU\*** `gdcmm::network::PDUFactory::ConstructReleasePDU ( )` [static]
- 25.186.2.4 static **std::vector<BasePDU\*>** `gdcmm::network::PDUFactory::CreateCEchoPDU ( const ULConnection & inConnection )` [static]
- 25.186.2.5 static **std::vector<BasePDU\*>** `gdcmm::network::PDUFactory::CreateCFindPDU ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery )` [static]
- 25.186.2.6 static **std::vector<BasePDU\*>** `gdcmm::network::PDUFactory::CreateCMovePDU ( const ULConnection & inConnection, const BaseRootQuery * inRootQuery )` [static]
- 25.186.2.7 static **std::vector<BasePDU\*>** `gdcmm::network::PDUFactory::CreateCStoreRQPDU ( const ULConnection & inConnection, const File & file )` [static]
- 25.186.2.8 static **std::vector<BasePDU\*>** `gdcmm::network::PDUFactory::CreateCStoreRSPPDU ( const DataSet * inDataSet, const BasePDU * inPC )` [static]
- 25.186.2.9 static **EEventID** `gdcmm::network::PDUFactory::DetermineEventByPDU ( const BasePDU * inPDU )` [static]
- 25.186.2.10 static **std::vector<PresentationDataValue>** `gdcmm::network::PDUFactory::GetPDVs ( const std::vector<BasePDU * > & inDataPDUs )` [static]

The documentation for this class was generated from the following file:

- `gdcmmPDUFactory.h`

## 25.187 gdcmm::PersonName Class Reference

PersonName class.

```
#include <gdcmmPersonName.h>
```

### Public Member Functions

- unsigned int `GetMaxLength ()` const
- unsigned int `GetNumberOfComponents ()` const
- void `Print (std::ostream &os)` const
- void `SetBlob (const std::vector< char > &v)`
- void `SetComponents (const char *comp1="", const char *comp2="", const char *comp3="", const char *comp4="", const char *comp5="")`
- void `SetComponents (const char *components[])`

### Public Attributes

- char `Component [MaxNumberOfComponents][MaxLength+1]`

## Static Public Attributes

- static const unsigned int MaxLength = 64
- static const unsigned int MaxNumberOfComponents = 5
- static const char Padding = ' '
- static const char Separator = '^'

### 25.187.1 Detailed Description

PersonName class.

### 25.187.2 Member Function Documentation

25.187.2.1 unsigned int gdcm::PersonName::GetMaxLength ( ) const [inline]

25.187.2.2 unsigned int gdcm::PersonName::GetNumberOfComponents ( ) const [inline]

25.187.2.3 void gdcm::PersonName::Print ( std::ostream & os ) const [inline]

25.187.2.4 void gdcm::PersonName::SetBlob ( const std::vector< char > & v ) [inline]

25.187.2.5 void gdcm::PersonName::SetComponents ( const char \* comp1 = " ", const char \* comp2 = " ", const char \* comp3 = " ", const char \* comp4 = " ", const char \* comp5 = " " ) [inline]

25.187.2.6 void gdcm::PersonName::SetComponents ( const char \* components[] ) [inline]

### 25.187.3 Member Data Documentation

25.187.3.1 char gdcm::PersonName::Component[MaxNumberOfComponents][MaxLength+1]

25.187.3.2 const unsigned int gdcm::PersonName::MaxLength = 64 [static]

25.187.3.3 const unsigned int gdcm::PersonName::MaxNumberOfComponents = 5 [static]

25.187.3.4 const char gdcm::PersonName::Padding = ' ' [static]

25.187.3.5 const char gdcm::PersonName::Separator = '^' [static]

The documentation for this class was generated from the following file:

- gdcmPersonName.h

## 25.188 gdcm::PhotometricInterpretation Class Reference

Class to represent an PhotometricInterpretation.

```
#include <gdcmPhotometricInterpretation.h>
```

## Public Types

- enum PType {  
    UNKNOWN = 0,  
    MONOCHROME1,  
    MONOCHROME2,  
    PALETTE\_COLOR,  
    RGB,  
    HSV,  
    ARGB,  
    CMYK,  
    YBR\_FULL,  
    YBR\_FULL\_422,  
    YBR\_PARTIAL\_422,  
    YBR\_PARTIAL\_420,  
    YBR\_ICT,  
    YBR\_RCT,  
    PI\_END }

## Public Member Functions

- PhotometricInterpretation (PType pi=UNKNOWN)
- unsigned short GetSamplesPerPixel () const  
    *return the value for Sample Per Pixel associated with a particular Photometric Interpretation*
- const char \* GetString () const
- PType GetType () const
- bool IsLossless () const
- bool IsLossy () const
- bool IsSameColorSpace (PhotometricInterpretation const &pi) const
- operator PType () const

## Static Public Member Functions

- static const char \* GetPIString (PType pi)
- static PType GetPType (const char \*pi)
- static bool IsRetired (PType pi)

## Friends

- std::ostream & operator<< (std::ostream &os, const PhotometricInterpretation &pi)

## 25.188.1 Detailed Description

Class to represent an PhotometricInterpretation.

### Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, HelloVizWorld.cxx, and iU22tomultisc.cxx.



## 25.188.2 Member Enumeration Documentation

### 25.188.2.1 enum gdcm::PhotometricInterpretation::PIType

Enumerator:

**UNKNOWN**  
**MONOCHROME1**  
**MONOCHROME2**  
**PALETTE\_COLOR**  
**RGB**  
**HSV**  
**ARGB**  
**CMYK**  
**YBR\_FULL**  
**YBR\_FULL\_422**  
**YBR\_PARTIAL\_422**  
**YBR\_PARTIAL\_420**  
**YBR\_ICT**  
**YBR\_RCT**  
**PI\_END**

## 25.188.3 Constructor & Destructor Documentation

25.188.3.1 `gdcm::PhotometricInterpretation::PhotometricInterpretation ( PIType pi = UNKNOWN )` `[inline]`

## 25.188.4 Member Function Documentation

25.188.4.1 `static const char* gdcm::PhotometricInterpretation::GetPIString ( PIType pi )` `[static]`

Referenced by `gdcm::operator<<()`.

25.188.4.2 `static PIType gdcm::PhotometricInterpretation::GetPIType ( const char * pi )` `[static]`

25.188.4.3 `unsigned short gdcm::PhotometricInterpretation::GetSamplesPerPixel ( )` `const`

return the value for Sample Per Pixel associated with a particular Photometric Interpretation

25.188.4.4 `const char* gdcm::PhotometricInterpretation::GetString ( )` `const`

25.188.4.5 `PIType gdcm::PhotometricInterpretation::GetType ( )` `const` `[inline]`

25.188.4.6 `bool gdcm::PhotometricInterpretation::IsLossless ( )` `const`

25.188.4.7 `bool gdcm::PhotometricInterpretation::IsLossy ( )` `const`

25.188.4.8 `static bool gdcm::PhotometricInterpretation::IsRetired ( PIType pi )` `[static]`

25.188.4.9 `bool gdcM::PhotometricInterpretation::IsSameColorSpace ( PhotometricInterpretation const & pi ) const`

25.188.4.10 `gdcM::PhotometricInterpretation::operator PType ( ) const` `[inline]`

## 25.188.5 Friends And Related Function Documentation

25.188.5.1 `std::ostream& operator<< ( std::ostream & os, const PhotometricInterpretation & pi )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcMPhotometricInterpretation.h`

## 25.189 gdcM::PixelFormat Class Reference

PixelFormat.

```
#include <gdcMPixelFormat.h>
```

### Public Types

- enum ScalarType {  
 UINT8,  
 INT8,  
 UINT12,  
 INT12,  
 UINT16,  
 INT16,  
 UINT32,  
 INT32,  
 FLOAT16,  
 FLOAT32,  
 FLOAT64,  
 SINGLEBIT,  
 UNKNOWN }

### Public Member Functions

- PixelFormat (unsigned short samplesperpixel=1, unsigned short bitsallocated=8, unsigned short bitsstored=8, unsigned short highbit=7, unsigned short pixelrepresentation=0)
- PixelFormat (ScalarType st)
- ~PixelFormat ()
- unsigned short GetBitsAllocated () const  
*BitsAllocated see Tag (0028,0100) US Bits Allocated.*
- unsigned short GetBitsStored () const  
*BitsStored see Tag (0028,0101) US Bits Stored.*
- unsigned short GetHighBit () const  
*HighBit see Tag (0028,0102) US High Bit.*
- int64\_t GetMax () const  
*return the max possible of the pixel*

- int64\_t GetMin () const  
*return the min possible of the pixel*
- unsigned short GetPixelRepresentation () const  
*PixelRepresentation: 0 or 1, see Tag (0028,0103) US Pixel Representation.*
- uint8\_t GetPixelSize () const
- unsigned short GetSamplesPerPixel () const
- ScalarType GetScalarType () const  
*ScalarType does not take into account the sample per pixel.*
- const char \* GetScalarTypeAsString () const
- bool IsValid ()  
*return IsValid*
- operator ScalarType () const
- bool operator!= (ScalarType st) const
- bool operator!= (const PixelFormat &pf) const
- bool operator== (ScalarType st) const
- bool operator== (const PixelFormat &pf) const
- void Print (std::ostream &os) const  
*Print.*
- void SetBitsAllocated (unsigned short ba)
- void SetBitsStored (unsigned short bs)
- void SetHighBit (unsigned short hb)
- void SetPixelRepresentation (unsigned short pr)
- void SetSamplesPerPixel (unsigned short spp)
- void SetScalarType (ScalarType st)

## Protected Member Functions

- bool Validate ()  
*When image with 24/24/23 was read, need to validate.*

## Friends

- class Bitmap
- std::ostream & operator<< (std::ostream &\_os, const PixelFormat &pf)

## 25.189.1 Detailed Description

PixelFormat.

### Note

By default the Pixel Type will be instantiated with the following parameters:

- SamplesPerPixel : 1
- BitsAllocated : 8
- BitsStored : 8
- HighBit : 7
- PixelRepresentation : 0

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, csa2img.cxx, FixJAIBugJPEGLS.cxx, GetJPEGSamplePrecision.cxx, iU22tomultisc.cxx, and threadgdcm.cxx.

## 25.189.2 Member Enumeration Documentation

### 25.189.2.1 enum gdcm::PixelFormat::ScalarType

Enumerator:

**UINT8**  
**INT8**  
**UINT12**  
**INT12**  
**UINT16**  
**INT16**  
**UINT32**  
**INT32**  
**FLOAT16**  
**FLOAT32**  
**FLOAT64**  
**SINGLEBIT**  
**UNKNOWN**

## 25.189.3 Constructor & Destructor Documentation

25.189.3.1 `gdcm::PixelFormat::PixelFormat ( unsigned short samplesperpixel = 1, unsigned short bitsallocated = 8, unsigned short bitsstored = 8, unsigned short highbit = 7, unsigned short pixelrepresentation = 0 )` `[inline]`, `[explicit]`

25.189.3.2 `gdcm::PixelFormat::PixelFormat ( ScalarType st )`

25.189.3.3 `gdcm::PixelFormat::~~PixelFormat ( )` `[inline]`

## 25.189.4 Member Function Documentation

25.189.4.1 `unsigned short gdcm::PixelFormat::GetBitsAllocated ( ) const` `[inline]`

BitsAllocated see Tag (0028,0100) US Bits Allocated.

Examples:

GetJPEGSamplePrecision.cxx.

25.189.4.2 `unsigned short gdcm::PixelFormat::GetBitsStored ( ) const` `[inline]`

BitsStored see Tag (0028,0101) US Bits Stored.

Examples:

GetJPEGSamplePrecision.cxx.

25.189.4.3 `unsigned short gdcm::PixelFormat::GetHighBit ( ) const` `[inline]`

HighBit see Tag (0028,0102) US High Bit.

25.189.4.4 `int64_t gdcm::PixelFormat::GetMax ( ) const`

return the max possible of the pixel

25.189.4.5 `int64_t gdcm::PixelFormat::GetMin ( ) const`

return the min possible of the pixel

25.189.4.6 `unsigned short gdcm::PixelFormat::GetPixelRepresentation ( ) const` `[inline]`

PixelRepresentation: 0 or 1, see Tag (0028,0103) US Pixel Representation.

25.189.4.7 `uint8_t gdcm::PixelFormat::GetPixelSize ( ) const`

return the size of the pixel This is the number of words it would take to store one pixel

#### Warning

the return value takes into account the SamplesPerPixel  
in the rare case when BitsAllocated == 12, the function assume word padding and value returned will be identical  
as if BitsAllocated == 16

#### Examples:

```
threadgdcm.cxx.
```

25.189.4.8 `unsigned short gdcm::PixelFormat::GetSamplesPerPixel ( ) const`

Samples Per Pixel see (0028,0002) US Samples Per Pixel DICOM - only allows 1, 3 and 4 as valid value. Other value are undefined behavior.

#### Examples:

```
threadgdcm.cxx.
```

25.189.4.9 `ScalarType gdcm::PixelFormat::GetScalarType ( ) const`

ScalarType does not take into account the sample per pixel.

25.189.4.10 `const char* gdcm::PixelFormat::GetScalarTypeAsString ( ) const`

25.189.4.11 `bool gdcm::PixelFormat::IsValid ( )`

return IsValid

```

25.189.4.12  gdcm::PixelFormat::operator ScalarType ( ) const  [inline]

25.189.4.13  bool gdcm::PixelFormat::operator!= ( ScalarType st ) const  [inline]

25.189.4.14  bool gdcm::PixelFormat::operator!= ( const PixelFormat & pf ) const  [inline]

25.189.4.15  bool gdcm::PixelFormat::operator== ( ScalarType st ) const  [inline]

25.189.4.16  bool gdcm::PixelFormat::operator== ( const PixelFormat & pf ) const  [inline]

25.189.4.17  void gdcm::PixelFormat::Print ( std::ostream & os ) const

```

Print.

Referenced by gdcm::operator<<().

```

25.189.4.18  void gdcm::PixelFormat::SetBitsAllocated ( unsigned short ba )  [inline]

25.189.4.19  void gdcm::PixelFormat::SetBitsStored ( unsigned short bs )  [inline]

25.189.4.20  void gdcm::PixelFormat::SetHighBit ( unsigned short hb )  [inline]

25.189.4.21  void gdcm::PixelFormat::SetPixelRepresentation ( unsigned short pr )  [inline]

25.189.4.22  void gdcm::PixelFormat::SetSamplesPerPixel ( unsigned short spp )  [inline]

```

Examples:

CreateARGBImage.cxx, CreateCMYKImage.cxx, and GenFakelImage.cxx.

References gdcmAssertMacro.

```

25.189.4.23  void gdcm::PixelFormat::SetScalarType ( ScalarType st )

```

Set PixelFormat based only on the ScalarType

Warning

: You need to call SetScalarType *before* SetSamplesPerPixel

```

25.189.4.24  bool gdcm::PixelFormat::Validate ( )  [protected]

```

When image with 24/24/23 was read, need to validate.

Referenced by gdcm::Bitmap::SetPixelFormat().

## 25.189.5 Friends And Related Function Documentation

```

25.189.5.1  friend class Bitmap  [friend]

```

25.189.5.2 `std::ostream& operator<< ( std::ostream & os, const PixelFormat & pf )` `[friend]`

The documentation for this class was generated from the following file:

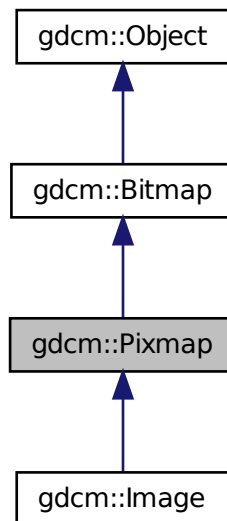
- `gdcmPixelFormat.h`

## 25.190 gdcm::Pixmap Class Reference

**Pixmap class** A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)

```
#include <gdcmPixmap.h>
```

Inheritance diagram for `gdcm::Pixmap`:







## Additional Inherited Members

### 25.190.1 Detailed Description

Pixmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)

#### See Also

PixmapReader

### 25.190.2 Constructor & Destructor Documentation

25.190.2.1 `gdcm::Pixmap::Pixmap ( )`

25.190.2.2 `gdcm::Pixmap::~~Pixmap ( )`

### 25.190.3 Member Function Documentation

25.190.3.1 `bool gdcm::Pixmap::AreOverlaysInPixelData ( ) const` `[virtual]`

returns if Overlays are stored in the unused bit of the pixel data:

Reimplemented from `gdcm::Bitmap`.

25.190.3.2 `Curve& gdcm::Pixmap::GetCurve ( unsigned int i = 0 )` `[inline]`

Curve: group 50xx.

25.190.3.3 `const Curve& gdcm::Pixmap::GetCurve ( unsigned int i = 0 ) const` `[inline]`

25.190.3.4 `const IconImage& gdcm::Pixmap::GetIconImage ( ) const` `[inline]`

Set/Get Icon Image.

25.190.3.5 `IconImage& gdcm::Pixmap::GetIconImage ( )` `[inline]`

25.190.3.6 `size_t gdcm::Pixmap::GetNumberOfCurves ( ) const` `[inline]`

25.190.3.7 `size_t gdcm::Pixmap::GetNumberOfOverlays ( ) const` `[inline]`

25.190.3.8 `Overlay& gdcm::Pixmap::GetOverlay ( size_t i = 0 )` `[inline]`

Overlay: group 60xx.

25.190.3.9 `const Overlay& gdcm::Pixmap::GetOverlay ( size_t i = 0 ) const` `[inline]`

25.190.3.10 `void gdcm::Pixmap::Print ( std::ostream & ) const` `[virtual]`

Reimplemented from `gdcm::Bitmap`.

Reimplemented in `gdcm::Image`.

25.190.3.11 `void gdcm::Pixmap::RemoveOverlay ( size_t i ) [inline]`

25.190.3.12 `void gdcm::Pixmap::SetIconImage ( IconImage const & ii ) [inline]`

25.190.3.13 `void gdcm::Pixmap::SetNumberOfCurves ( size_t n ) [inline]`

25.190.3.14 `void gdcm::Pixmap::SetNumberOfOverlays ( size_t n ) [inline]`

#### 25.190.4 Member Data Documentation

25.190.4.1 `std::vector<Curve> gdcm::Pixmap::Curves [protected]`

25.190.4.2 `SmartPointer<IconImage> gdcm::Pixmap::Icon [protected]`

25.190.4.3 `std::vector<Overlay> gdcm::Pixmap::Overlays [protected]`

The documentation for this class was generated from the following file:

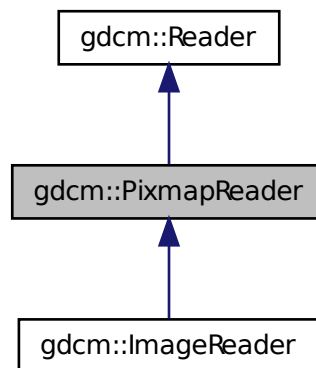
- `gdcmPixmap.h`

### 25.191 gdcm::PixmapReader Class Reference

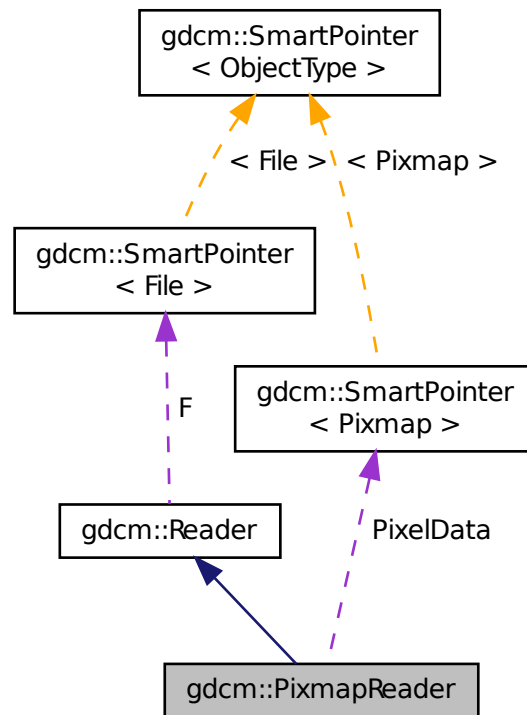
`PixmapReader`.

```
#include <gdcmPixmapReader.h>
```

Inheritance diagram for `gdcm::PixmapReader`:



Collaboration diagram for gdcm::PixmapReader:



### Public Member Functions

- PixmapReader ()
- virtual ~PixmapReader ()
- const Pixmap & GetPixmap () const  
*Return the read image (need to call Read() first)*
- Pixmap & GetPixmap ()
- virtual bool Read ()

### Protected Member Functions

- virtual bool ReadACRNEMAIImage ()
- virtual bool ReadImage (MediaStorage const &ms)

### Protected Attributes

- SmartPointer< Pixmap > PixelData

### 25.191.1 Detailed Description

PixmapReader.

#### Note

its role is to convert the DICOM DataSet into a `gdcm::Pixmap` representation By default it is also loading the lookup table and overlay when found as they impact the rendering or the image

See PS 3.3-2008, Table C.7-11b IMAGE PIXEL MACRO ATTRIBUTES for the list of attribute that belong to what `gdcm` calls a 'Pixmap'

#### Warning

the API `ReadUpToTag` and `ReadSelectedTag`

#### See Also

Pixmap

### 25.191.2 Constructor & Destructor Documentation

25.191.2.1 `gdcm::PixmapReader::PixmapReader ( )`

25.191.2.2 `virtual gdcm::PixmapReader::~~PixmapReader ( ) [virtual]`

### 25.191.3 Member Function Documentation

25.191.3.1 `const Pixmap& gdcm::PixmapReader::GetPixmap ( ) const`

Return the read image (need to call `Read()` first)

25.191.3.2 `Pixmap& gdcm::PixmapReader::GetPixmap ( )`

25.191.3.3 `virtual bool gdcm::PixmapReader::Read ( ) [virtual]`

Read the DICOM image. There are two reason for failure:

1. The input filename is not DICOM
2. The input DICOM file does not contains an Pixmap.

Reimplemented from `gdcm::Reader`.

Reimplemented in `gdcm::ImageReader`.

25.191.3.4 `virtual bool gdcm::PixmapReader::ReadACRNEMAIImage ( ) [protected], [virtual]`

Reimplemented in `gdcm::ImageReader`.

25.191.3.5 `virtual bool gdcm::PixmapReader::ReadImage ( MediaStorage const & ms ) [protected], [virtual]`

Reimplemented in `gdcm::ImageReader`.

### 25.191.4 Member Data Documentation

#### 25.191.4.1 SmartPointer<Pixmap> gdcm::PixmapReader::PixelData [protected]

The documentation for this class was generated from the following file:

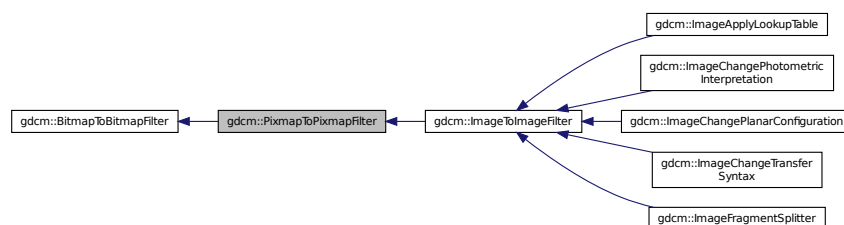
- gdcmPixmapReader.h

## 25.192 gdcm::PixmapToPixmapFilter Class Reference

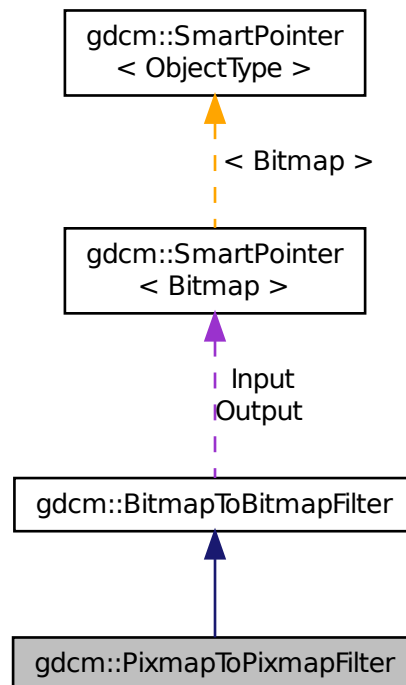
PixmapToPixmapFilter class Super class for all filter taking an image and producing an output image.

```
#include <gdcmPixmapToPixmapFilter.h>
```

Inheritance diagram for gdcm::PixmapToPixmapFilter:



Collaboration diagram for gdcM::PixmapToPixmapFilter:



## Public Member Functions

- PixmapToPixmapFilter ()
- ~PixmapToPixmapFilter ()
- Pixmap & GetInput ()
- const Pixmap & GetOutput () const

*Get Output image.*

## Additional Inherited Members

### 25.192.1 Detailed Description

PixmapToPixmapFilter class Super class for all filter taking an image and producing an output image.

### 25.192.2 Constructor & Destructor Documentation

#### 25.192.2.1 gdcM::PixmapToPixmapFilter::PixmapToPixmapFilter ( )

25.192.2.2 `gdcm::PixmapToPixmapFilter::~~PixmapToPixmapFilter ( ) [inline]`

### 25.192.3 Member Function Documentation

25.192.3.1 `Pixmap& gdcm::PixmapToPixmapFilter::GetInput ( )`

Reimplemented in `gdcm::ImageToImageFilter`.

25.192.3.2 `const Pixmap& gdcm::PixmapToPixmapFilter::GetOutput ( ) const`

Get Output image.

Reimplemented from `gdcm::BitmapToBitmapFilter`.

Reimplemented in `gdcm::ImageToImageFilter`.

The documentation for this class was generated from the following file:

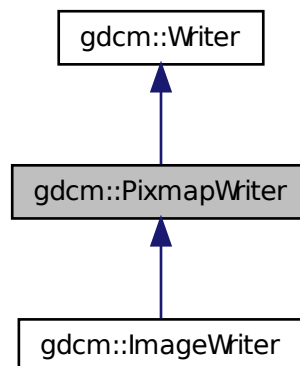
- `gdcmPixmapToPixmapFilter.h`

## 25.193 gdcm::PixmapWriter Class Reference

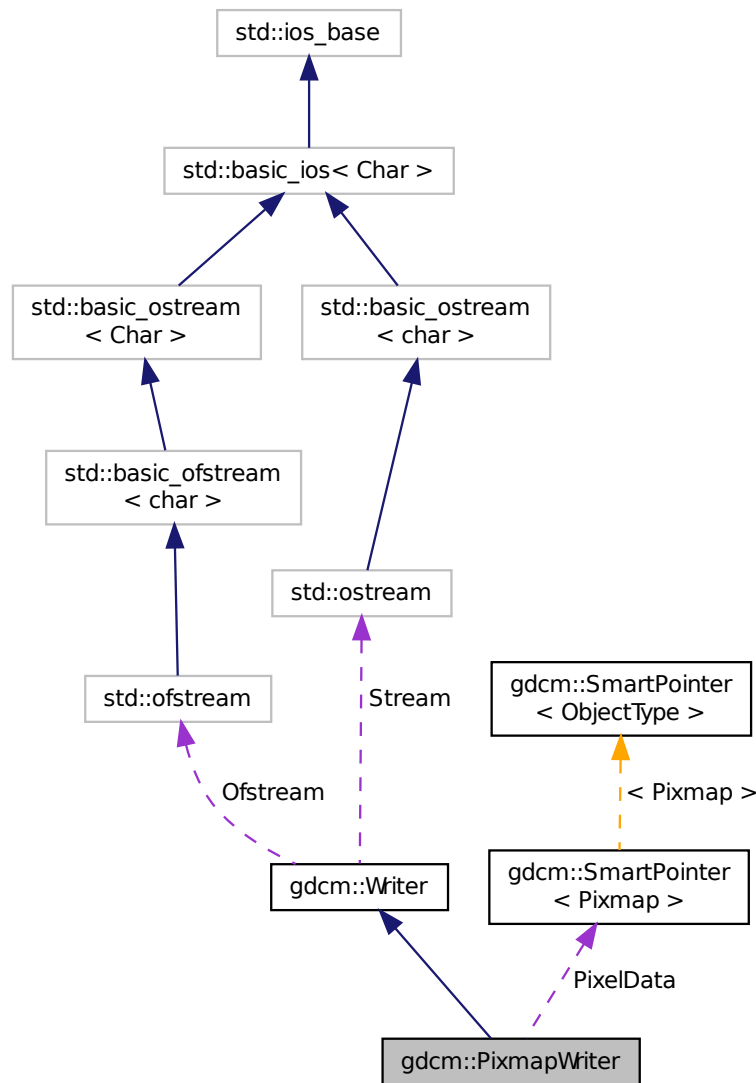
`PixmapWriter` This class will takes two inputs:

```
#include <gdcmPixmapWriter.h>
```

Inheritance diagram for `gdcm::PixmapWriter`:



Collaboration diagram for `gdcm::PixmapWriter`:



## Public Member Functions

- `PixmapWriter ()`
- `~PixmapWriter ()`
- `virtual const Pixmap & GetImage () const`
- `virtual Pixmap & GetImage ()`
- `const Pixmap & GetPixmap () const`
- `Pixmap & GetPixmap ()`
- `virtual void SetImage (Pixmap const &img)`



- void SetPixmap (Pixmap const &img)
- bool Write ()

*Write.*

### Protected Member Functions

- void DolconImage (DataSet &ds, Pixmap const &image)
- bool PrepareWrite ()

### Protected Attributes

- SmartPointer< Pixmap > PixelData

#### 25.193.1 Detailed Description

PixmapWriter This class will takes two inputs:

1. The DICOM DataSet
2. The Image input It will override any info from the Image over the DataSet.

For instance when one read in a lossy compressed image and write out as unencapsulated (ie implicitly lossless) then some attribute are definitely needed to mark this dataset as Lossy (typically 0028,2114)

#### 25.193.2 Constructor & Destructor Documentation

25.193.2.1 `gdcm::PixmapWriter::PixmapWriter ( )`

25.193.2.2 `gdcm::PixmapWriter::~~PixmapWriter ( )`

#### 25.193.3 Member Function Documentation

25.193.3.1 `void gdcm::PixmapWriter::DolconImage ( DataSet & ds, Pixmap const & image )` [protected]

25.193.3.2 `virtual const Pixmap& gdcm::PixmapWriter::GetImage ( ) const` [inline],[virtual]

Set/Get Pixmap to be written It will overwrite anything Pixmap infos found in DataSet (see parent class to see how to pass dataset)

Reimplemented in `gdcm::ImageWriter`.

25.193.3.3 `virtual Pixmap& gdcm::PixmapWriter::GetImage ( )` [inline],[virtual]

Reimplemented in `gdcm::ImageWriter`.

25.193.3.4 `const Pixmap& gdcm::PixmapWriter::GetPixmap ( ) const` [inline]

25.193.3.5 `Pixmap& gdcm::PixmapWriter::GetPixmap ( )` [inline]

25.193.3.6 `bool gdcm::PixmapWriter::PrepareWrite ( )` [protected]

25.193.3.7 `virtual void gdcm::PixmapWriter::SetImage ( Pixmap const & img )` [virtual]

#### Examples:

CompressImage.cxx, GenFakelImage.cxx, GetSubSequenceData.cxx, HelloVizWorld.cxx, and MergeTwoFiles.cxx.

25.193.3.8 `void gdcm::PixmapWriter::SetPixmap ( Pixmap const & img )`

25.193.3.9 `bool gdcm::PixmapWriter::Write ( )` [virtual]

Write.

Reimplemented from `gdcm::Writer`.

Reimplemented in `gdcm::ImageWriter`.

## 25.193.4 Member Data Documentation

25.193.4.1 `SmartPointer<Pixmap> gdcm::PixmapWriter::PixelData` [protected]

The documentation for this class was generated from the following file:

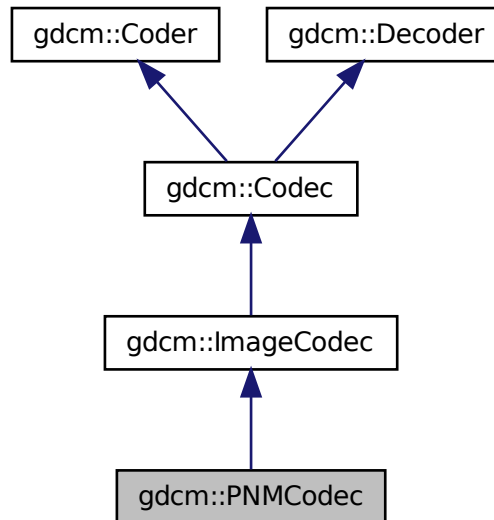
- `gdcmPixmapWriter.h`

## 25.194 gdcm::PNMCodec Class Reference

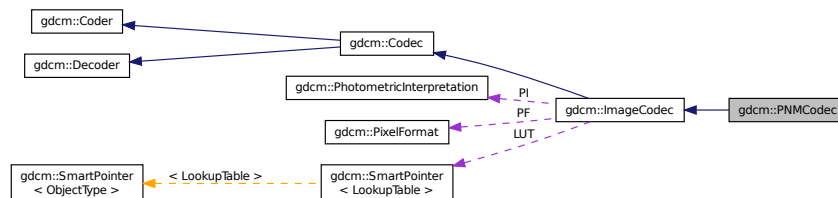
Class to do PNM PNM is the Portable anymap file format. The main web page can be found at: <http://netpbm.sourceforge.net/>.

```
#include <gdcmPNMCodec.h>
```

Inheritance diagram for gdcm::PNMCodec:



Collaboration diagram for gdcm::PNMCodec:



## Public Member Functions

- `PNMCodec ()`
- `~PNMCodec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `unsigned long GetBufferLength () const`
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)`
- `bool Read (const char *filename, DataElement &out) const`
- `void SetBufferLength (unsigned long l)`
- `bool Write (const char *filename, const DataElement &out) const`

## Additional Inherited Members

### 25.194.1 Detailed Description

Class to do PNM PNM is the Portable anymap file format. The main web page can be found at: <http://netpbm.sourceforge.net/>.

#### Note

Only support P5 & P6 PNM file (binary grayscale and binary rgb)

#### Examples:

ExtractIconFromFile.cxx.

### 25.194.2 Constructor & Destructor Documentation

25.194.2.1 `gdcm::PNMCodec::PNMCodec ( )`

25.194.2.2 `gdcm::PNMCodec::~~PNMCodec ( )`

### 25.194.3 Member Function Documentation

25.194.3.1 `bool gdcm::PNMCodec::CanCode ( TransferSyntax const & ) const` `[virtual]`

Return whether this coder support this transfer syntax (can code it)

Reimplemented from `gdcm::ImageCodec`.

25.194.3.2 `bool gdcm::PNMCodec::CanDecode ( TransferSyntax const & ) const` `[virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from `gdcm::ImageCodec`.

25.194.3.3 `unsigned long gdcm::PNMCodec::GetBufferLength ( ) const` `[inline]`

25.194.3.4 `bool gdcm::PNMCodec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` `[virtual]`

Reimplemented from `gdcm::ImageCodec`.

25.194.3.5 `bool gdcm::PNMCodec::Read ( const char * filename, DataElement & out ) const`

25.194.3.6 `void gdcm::PNMCodec::SetBufferLength ( unsigned long l )` `[inline]`

25.194.3.7 `bool gdcm::PNMCodec::Write ( const char * filename, const DataElement & out ) const`

#### Examples:

ExtractIconFromFile.cxx.

The documentation for this class was generated from the following file:

- gdcmPNMCodec.h

## 25.195 gdcm::Preamble Class Reference

DICOM Preamble (Part 10)

```
#include <gdcmPreamble.h>
```

### Public Member Functions

- Preamble ()
- Preamble (Preamble const &)
- ~Preamble ()
- void Clear ()
- void Create ()
- const char \* GetInternal () const
- VL GetLength () const
- bool IsEmpty () const
- Preamble & operator= (Preamble const &)
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- void Remove ()
- void Valid ()
- std::ostream const & Write (std::ostream &os) const

### Protected Member Functions

- bool IsValid () const

### Friends

- std::ostream & operator<< (std::ostream &\_os, const Preamble &\_val)

## 25.195.1 Detailed Description

DICOM Preamble (Part 10)

## 25.195.2 Constructor & Destructor Documentation

25.195.2.1 gdcm::Preamble::Preamble ( )

25.195.2.2 gdcm::Preamble::~~Preamble ( )

25.195.2.3 gdcm::Preamble::Preamble ( Preamble const & ) [inline]

## 25.195.3 Member Function Documentation

```

25.195.3.1 void gdcM::Preamble::Clear ( )
25.195.3.2 void gdcM::Preamble::Create ( )
25.195.3.3 const char* gdcM::Preamble::GetInternal ( ) const [inline]
25.195.3.4 VL gdcM::Preamble::GetLength ( ) const [inline]
25.195.3.5 bool gdcM::Preamble::IsEmpty ( ) const [inline]
25.195.3.6 bool gdcM::Preamble::IsValid ( ) const [inline],[protected]
25.195.3.7 Preamble& gdcM::Preamble::operator= ( Preamble const & ) [inline]
25.195.3.8 void gdcM::Preamble::Print ( std::ostream & os ) const
25.195.3.9 std::istream& gdcM::Preamble::Read ( std::istream & is )
25.195.3.10 void gdcM::Preamble::Remove ( )
25.195.3.11 void gdcM::Preamble::Valid ( )
25.195.3.12 std::ostream const& gdcM::Preamble::Write ( std::ostream & os ) const

```

## 25.195.4 Friends And Related Function Documentation

```

25.195.4.1 std::ostream& operator<< ( std::ostream & _os, const Preamble & _val ) [friend]

```

The documentation for this class was generated from the following file:

- gdcM\_Preamble.h

## 25.196 gdcM::PresentationContext Class Reference

PresentationContext.

```
#include <gdcM_PresentationContext.h>
```

### Public Types

- typedef  
TransferSyntaxArrayType::size\_type SizeType
- typedef std::vector< std::string > TransferSyntaxArrayType

### Public Member Functions

- PresentationContext ()
- PresentationContext (UIDs::TSName asname, UIDs::TSName tsname=UIDs::ImplicitVRLittleEndianDefault-TransferSyntaxforDICOM)
- void AddTransferSyntax (const char \*tsstr)

- `const char * GetAbstractSyntax () const`
- `SizeType GetNumberOfTransferSyntaxes () const`
- `uint8_t GetPresentationContextID () const`
- `const char * GetTransferSyntax (SizeType i) const`
- `bool operator== (const PresentationContext &pc) const`
- `void Print (std::ostream &os) const`
- `void SetAbstractSyntax (const char *as)`
- `void SetPresentationContextID (uint8_t id)`

### 25.196.1 Detailed Description

PresentationContext.

See Also

PresentationContextAC PresentationContextRQ

### 25.196.2 Member Typedef Documentation

25.196.2.1 `typedef TransferSyntaxArrayType::size_type gdcm::PresentationContext::SizeType`

25.196.2.2 `typedef std::vector<std::string> gdcm::PresentationContext::TransferSyntaxArrayType`

### 25.196.3 Constructor & Destructor Documentation

25.196.3.1 `gdcm::PresentationContext::PresentationContext ( )`

25.196.3.2 `gdcm::PresentationContext::PresentationContext ( UIDs::TSName asname, UIDs::TSName tsname = UIDs::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM )`

Initialize Presentation Context with AbstractSyntax set to asname and with a single TransferSyntax set to tsname (default to Implicit VR LittleEndian when not specified ).

### 25.196.4 Member Function Documentation

25.196.4.1 `void gdcm::PresentationContext::AddTransferSyntax ( const char * tsstr )`

25.196.4.2 `const char* gdcm::PresentationContext::GetAbstractSyntax ( ) const` `[inline]`

25.196.4.3 `SizeType gdcm::PresentationContext::GetNumberOfTransferSyntaxes ( ) const` `[inline]`

25.196.4.4 `uint8_t gdcm::PresentationContext::GetPresentationContextID ( ) const`

25.196.4.5 `const char* gdcm::PresentationContext::GetTransferSyntax ( SizeType i ) const` `[inline]`

25.196.4.6 `bool gdcm::PresentationContext::operator== ( const PresentationContext & pc ) const` `[inline]`

25.196.4.7 `void gdcm::PresentationContext::Print ( std::ostream & os ) const`

25.196.4.8 `void gdcm::PresentationContext::SetAbstractSyntax ( const char * as )` `[inline]`

25.196.4.9 void gdcmm::PresentationContext::SetPresentationContextID ( uint8\_t id )

The documentation for this class was generated from the following file:

- gdcmmPresentationContext.h

## 25.197 gdcmm::network::PresentationContextAC Class Reference

PresentationContextAC Table 9-18 PRESENTATION CONTEXT ITEM FIELDS.

```
#include <gdcmmPresentationContextAC.h>
```

### Public Member Functions

- PresentationContextAC ()
- uint8\_t GetPresentationContextID () const
- TransferSyntaxSub const & GetTransferSyntax () const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- void SetPresentationContextID (uint8\_t id)
- void SetTransferSyntax (TransferSyntaxSub const &ts)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### 25.197.1 Detailed Description

PresentationContextAC Table 9-18 PRESENTATION CONTEXT ITEM FIELDS.

See Also

PresentationContext

### 25.197.2 Constructor & Destructor Documentation

25.197.2.1 gdcmm::network::PresentationContextAC::PresentationContextAC ( )

### 25.197.3 Member Function Documentation

25.197.3.1 uint8\_t gdcmm::network::PresentationContextAC::GetPresentationContextID ( ) const [inline]

25.197.3.2 TransferSyntaxSub const& gdcmm::network::PresentationContextAC::GetTransferSyntax ( ) const [inline]

25.197.3.3 void gdcmm::network::PresentationContextAC::Print ( std::ostream & os ) const

25.197.3.4 std::istream& gdcmm::network::PresentationContextAC::Read ( std::istream & is )

25.197.3.5 void gdcmm::network::PresentationContextAC::SetPresentationContextID ( uint8\_t id )

25.197.3.6 void gdcmm::network::PresentationContextAC::SetTransferSyntax ( TransferSyntaxSub const & ts )



25.197.3.7 `size_t gdcm::network::PresentationContextAC::Size ( ) const`

25.197.3.8 `const std::ostream& gdcm::network::PresentationContextAC::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

- `gdcmPresentationContextAC.h`

## 25.198 gdcm::PresentationContextGenerator Class Reference

**PresentationContextGenerator** This class is responsible for generating the proper **PresentationContext** that will be used in subsequent operation during a DICOM Query/Retrieve association. The step of the association is very sensible as special care need to be taken to explicitly define what instance are going to be send and how they are encoded.

```
#include <gdcmPresentationContextGenerator.h>
```

### Public Types

- `typedef std::vector  
< PresentationContext > PresentationContextArrayType`
- `typedef  
PresentationContextArrayType::size_type SizeType`

### Public Member Functions

- `PresentationContextGenerator ()`
- `bool GenerateFromFilenames (const Directory::FilenamesType &files)`
- `bool GenerateFromUID (UIDs::TSName asname)`  
*Generate the PresentationContext array from a UID (eg. VerificationSOPClass)*
- `PresentationContextArrayType  
const & GetPresentationContexts ()`
- `void SetDefaultTransferSyntax (const TransferSyntax &ts)`  
*Not implemented for now. GDCM internally uses Implicit Little Endian.*
- `void SetMergeModeToAbstractSyntax ()`
- `void SetMergeModeToTransferSyntax ()`

### Protected Member Functions

- `bool AddPresentationContext (const char *as, const char *ts)`
- `const char * GetDefaultTransferSyntax () const`

#### 25.198.1 Detailed Description

**PresentationContextGenerator** This class is responsible for generating the proper **PresentationContext** that will be used in subsequent operation during a DICOM Query/Retrieve association. The step of the association is very sensible as special care need to be taken to explicitly define what instance are going to be send and how they are encoded.

For example a **PresentationContext** will express that negotiation requires that CT Image Storage are send using JPEG Lossless, while US Image Storage are sent using RLE Transfer Syntax.

Two very different API are exposed one which will always default to little endian transfer syntax see `GenerateFromUID()`. This API is used for C-ECHO, C-FIND and C-MOVE (SCU). Another API: `GenerateFromFilenames()` is used for C-STORE (SCU) as it will loop over all filenames argument to detect the actual encoding. and therefore find the proper encoding to be used.

Two modes are available. The default mode (`SetMergeModeToAbstractSyntax`) append `PresentationContext` (one `AbstractSyntax` and one `TransferSyntax`), as long a they are different. Eg MR Image Storage/JPEG2000 and MR Image Storage/JPEGLossless would be considered different. the other mode `SetMergeModeToTransferSyntax` merge any new `TransferSyntax` to the already existing `PresentationContext` in order to re-use the same `AbstractSyntax`.

#### See Also

`PresentationContext`

#### Examples:

`CStoreQtProgress.cxx`.

### 25.198.2 Member Typedef Documentation

25.198.2.1 `typedef std::vector<PresentationContext> gdcm::PresentationContextGenerator::PresentationContextArrayType`

25.198.2.2 `typedef PresentationContextArrayType::size_type gdcm::PresentationContextGenerator::SizeType`

### 25.198.3 Constructor & Destructor Documentation

25.198.3.1 `gdcm::PresentationContextGenerator::PresentationContextGenerator ( )`

### 25.198.4 Member Function Documentation

25.198.4.1 `bool gdcm::PresentationContextGenerator::AddPresentationContext ( const char * as, const char * ts )`  
[protected]

25.198.4.2 `bool gdcm::PresentationContextGenerator::GenerateFromFilenames ( const Directory::FilenamesType & files )`

Generate the `PresentationContext` array from a File-Set. File specified needs to be valid DICOM files. Used for C-STORE operations

#### Examples:

`CStoreQtProgress.cxx`.

25.198.4.3 `bool gdcm::PresentationContextGenerator::GenerateFromUID ( UIDs::TSName asname )`

Generate the `PresentationContext` array from a UID (eg. `VerificationSOPClass`)

25.198.4.4 `const char* gdcm::PresentationContextGenerator::GetDefaultTransferSyntax ( ) const` [protected]

25.198.4.5 **PresentationContextArrayType** const& gdcm::PresentationContextGenerator::GetPresentationContexts ( )  
[inline]

Examples:

CStoreQtProgress.cxx.

25.198.4.6 void gdcm::PresentationContextGenerator::SetDefaultTransferSyntax ( const TransferSyntax & ts )

Not implemented for now. GDCM internally uses Implicit Little Endian.

25.198.4.7 void gdcm::PresentationContextGenerator::SetMergeModeToAbstractSyntax ( )

25.198.4.8 void gdcm::PresentationContextGenerator::SetMergeModeToTransferSyntax ( )

The documentation for this class was generated from the following file:

- gdcmPresentationContextGenerator.h

## 25.199 gdcm::network::PresentationContextRQ Class Reference

PresentationContextRQ Table 9-13 PRESENTATION CONTEXT ITEM FIELDS.

```
#include <gdcmPresentationContextRQ.h>
```

### Public Types

- typedef std::vector  
    < TransferSyntaxSub >  
    ::size\_type SizeType

### Public Member Functions

- PresentationContextRQ ()
- PresentationContextRQ (UIDs::TSName asname, UIDs::TSName tsname=UIDs::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM)
- PresentationContextRQ (const PresentationContext &pc)
- void AddTransferSyntax (TransferSyntaxSub const &ts)
- AbstractSyntax const & GetAbstractSyntax () const
- AbstractSyntax & GetAbstractSyntax ()
- SizeType GetNumberOfTransferSyntaxes () const
- uint8\_t GetPresentationContextID () const
- TransferSyntaxSub const & GetTransferSyntax (SizeType i) const
- TransferSyntaxSub & GetTransferSyntax (SizeType i)
- std::vector< TransferSyntaxSub >  
    const & GetTransferSyntaxes () const
- bool operator== (const PresentationContextRQ &pc) const
- void Print (std::ostream &os) const

- `std::istream & Read (std::istream &is)`
- `void SetAbstractSyntax (AbstractSyntax const &as)`
- `void SetPresentationContextID (uint8_t id)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.199.1 Detailed Description

PresentationContextRQ Table 9-13 PRESENTATION CONTEXT ITEM FIELDS.

See Also

PresentationContextAC

### 25.199.2 Member Typedef Documentation

25.199.2.1 `typedef std::vector<TransferSyntaxSub>::size_type gdcmm::network::PresentationContextRQ::SizeType`

### 25.199.3 Constructor & Destructor Documentation

25.199.3.1 `gdcmm::network::PresentationContextRQ::PresentationContextRQ ( )`

25.199.3.2 `gdcmm::network::PresentationContextRQ::PresentationContextRQ ( UIDs::TSName asname, UIDs::TSName tsname = UIDs::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM )`

Initialize Presentation Context with AbstractSyntax set to asname and with a single TransferSyntax set to tsname (default to Implicit VR LittleEndian when not specified ).

25.199.3.3 `gdcmm::network::PresentationContextRQ::PresentationContextRQ ( const PresentationContext &pc )`

### 25.199.4 Member Function Documentation

25.199.4.1 `void gdcmm::network::PresentationContextRQ::AddTransferSyntax ( TransferSyntaxSub const &ts )`

25.199.4.2 `AbstractSyntax const& gdcmm::network::PresentationContextRQ::GetAbstractSyntax ( ) const [inline]`

25.199.4.3 `AbstractSyntax& gdcmm::network::PresentationContextRQ::GetAbstractSyntax ( ) [inline]`

25.199.4.4 `SizeType gdcmm::network::PresentationContextRQ::GetNumberOfTransferSyntaxes ( ) const [inline]`

25.199.4.5 `uint8_t gdcmm::network::PresentationContextRQ::GetPresentationContextID ( ) const`

25.199.4.6 `TransferSyntaxSub const& gdcmm::network::PresentationContextRQ::GetTransferSyntax ( SizeType i ) const [inline]`

25.199.4.7 `TransferSyntaxSub& gdcmm::network::PresentationContextRQ::GetTransferSyntax ( SizeType i ) [inline]`

25.199.4.8 `std::vector<TransferSyntaxSub> const& gdcmm::network::PresentationContextRQ::GetTransferSyntaxes ( ) const [inline]`

- 25.199.4.9 `bool gdcm::network::PresentationContextRQ::operator== ( const PresentationContextRQ & pc ) const`  
[inline]
- 25.199.4.10 `void gdcm::network::PresentationContextRQ::Print ( std::ostream & os ) const`
- 25.199.4.11 `std::istream& gdcm::network::PresentationContextRQ::Read ( std::istream & is )`
- 25.199.4.12 `void gdcm::network::PresentationContextRQ::SetAbstractSyntax ( AbstractSyntax const & as )`
- 25.199.4.13 `void gdcm::network::PresentationContextRQ::SetPresentationContextID ( uint8_t id )`
- 25.199.4.14 `size_t gdcm::network::PresentationContextRQ::Size ( ) const`
- 25.199.4.15 `const std::ostream& gdcm::network::PresentationContextRQ::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

- gdcmPresentationContextRQ.h

## 25.200 gdcm::network::PresentationDataValue Class Reference

PresentationDataValue Table 9-23 PRESENTATION-DATA-VALUE ITEM FIELDS.

```
#include <gdcmPresentationDataValue.h>
```

### Public Member Functions

- PresentationDataValue ()
- const std::string & GetBlob () const
- bool GetIsCommand () const
- bool GetIsLastFragment () const
- uint8\_t GetMessageHeader () const
- uint8\_t GetPresentationContextID () const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- std::istream & ReadInto (std::istream &is, std::ostream &os)
- void SetBlob (const std::string &partialblob)
- void SetCommand (bool inCommand)
- void SetDataSet (const DataSet &ds)
- void SetLastFragment (bool inLast)
- void SetMessageHeader (uint8\_t messageheader)
- void SetPresentationContextID (uint8\_t id)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### Static Public Member Functions

- static DataSet ConcatenatePDVBlobs (const std::vector< PresentationDataValue > &inPDVs)

### 25.200.1 Detailed Description

PresentationDataValue Table 9-23 PRESENTATION-DATA-VALUE ITEM FIELDS.

### 25.200.2 Constructor & Destructor Documentation

25.200.2.1 `gdcm::network::PresentationDataValue::PresentationDataValue ( )`

### 25.200.3 Member Function Documentation

25.200.3.1 `static DataSet gdcm::network::PresentationDataValue::ConcatenatePDVBlobs ( const std::vector< PresentationDataValue > & inPDVs ) [static]`

#### Warning

DataSet will be read as Implicit Little Endian TS

25.200.3.2 `const std::string& gdcm::network::PresentationDataValue::GetBlob ( ) const`

25.200.3.3 `bool gdcm::network::PresentationDataValue::GetIsCommand ( ) const`

25.200.3.4 `bool gdcm::network::PresentationDataValue::GetIsLastFragment ( ) const`

25.200.3.5 `uint8_t gdcm::network::PresentationDataValue::GetMessageHeader ( ) const [inline]`

25.200.3.6 `uint8_t gdcm::network::PresentationDataValue::GetPresentationContextID ( ) const [inline]`

25.200.3.7 `void gdcm::network::PresentationDataValue::Print ( std::ostream & os ) const`

25.200.3.8 `std::istream& gdcm::network::PresentationDataValue::Read ( std::istream & is )`

25.200.3.9 `std::istream& gdcm::network::PresentationDataValue::ReadInto ( std::istream & is, std::ostream & os )`

25.200.3.10 `void gdcm::network::PresentationDataValue::SetBlob ( const std::string & partialblob )`

25.200.3.11 `void gdcm::network::PresentationDataValue::SetCommand ( bool inCommand )`

25.200.3.12 `void gdcm::network::PresentationDataValue::SetDataSet ( const DataSet & ds )`

Set DataSet. Write DataSet in implicit.

#### Warning

size of dataset should be below maxpdu size

25.200.3.13 `void gdcm::network::PresentationDataValue::SetLastFragment ( bool inLast )`

25.200.3.14 `void gdcm::network::PresentationDataValue::SetMessageHeader ( uint8_t messageheader ) [inline]`

25.200.3.15 `void gdcm::network::PresentationDataValue::SetPresentationContextID ( uint8_t id ) [inline]`

25.200.3.16 `size_t gdcm::network::PresentationDataValue::Size ( ) const`

25.200.3.17 `const std::ostream& gdcm::network::PresentationDataValue::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

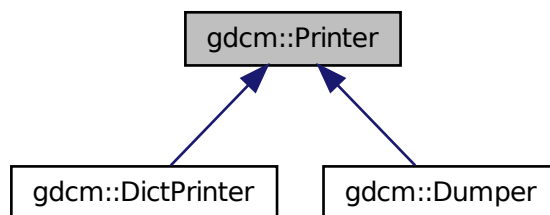
- `gdcmPresentationDataValue.h`

## 25.201 gdcm::Printer Class Reference

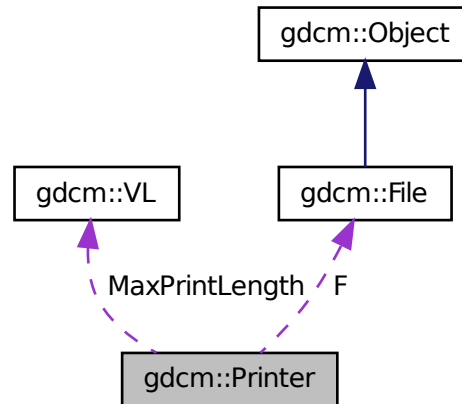
Printer class.

```
#include <gdcmPrinter.h>
```

Inheritance diagram for `gdcm::Printer`:



Collaboration diagram for `gdcM::Printer`:



## Public Types

- enum `PrintStyles` {  
`VERBOSE_STYLE = 0`,  
`CONDENSED_STYLE`,  
`XML` }

## Public Member Functions

- `Printer ()`
- `~Printer ()`
- `PrintStyles GetPrintStyle () const`  
*Get PrintStyle value.*
- `void Print (std::ostream &os)`  
*Print.*
- `void PrintDataSet (const DataSet &ds, std::ostream &os, const std::string &s="")`  
*Print an individual dataset.*
- `void SetColor (bool c)`  
*Set color mode or not.*
- `void SetFile (File const &f)`  
*Set file.*
- `void SetStyle (PrintStyles ps)`  
*Set PrintStyle value.*



## Protected Member Functions

- VR PrintDataElement (std::ostream &os, const Dicts &dicts, const DataSet &ds, const DataElement &de, std::ostream &out, std::string const &indent)
- void PrintSQ (const SequenceOfItems \*sqi, std::ostream &os, std::string const &indent)

## Protected Attributes

- const File \* F
- VL MaxPrintLength
- PrintStyles PrintStyle

### 25.201.1 Detailed Description

Printer class.

### 25.201.2 Member Enumeration Documentation

#### 25.201.2.1 enum gdcM::Printer::PrintStyles

Enumerator:

**VERBOSE\_STYLE**  
**CONDENSED\_STYLE**  
**XML**

### 25.201.3 Constructor & Destructor Documentation

#### 25.201.3.1 gdcM::Printer::Printer ( )

#### 25.201.3.2 gdcM::Printer::~~Printer ( )

### 25.201.4 Member Function Documentation

#### 25.201.4.1 PrintStyles gdcM::Printer::GetPrintStyle ( ) const [inline]

Get PrintStyle value.

#### 25.201.4.2 void gdcM::Printer::Print ( std::ostream & os )

Print.

Reimplemented in gdcM::DictPrinter.

#### 25.201.4.3 VR gdcM::Printer::PrintDataElement ( std::ostream & os, const Dicts & dicts, const DataSet & ds, const DataElement & de, std::ostream & out, std::string const & indent ) [protected]

#### 25.201.4.4 void gdcM::Printer::PrintDataSet ( const DataSet & ds, std::ostream & os, const std::string & s = " " )

Print an individual dataset.

25.201.4.5 void `gdcM::Printer::PrintSQ` ( const `SequenceOfItems` \* *sqi*, `std::ostream` & *os*, `std::string` const & *indent* )  
[protected]

25.201.4.6 void `gdcM::Printer::SetColor` ( bool *c* )

Set color mode or not.

25.201.4.7 void `gdcM::Printer::SetFile` ( `File` const & *f* ) [inline]

Set file.

25.201.4.8 void `gdcM::Printer::SetStyle` ( `PrintStyles` *ps* ) [inline]

Set `PrintStyle` value.

## 25.201.5 Member Data Documentation

25.201.5.1 const `File`\* `gdcM::Printer::F` [protected]

25.201.5.2 VL `gdcM::Printer::MaxPrintLength` [protected]

25.201.5.3 `PrintStyles` `gdcM::Printer::PrintStyle` [protected]

The documentation for this class was generated from the following file:

- `gdcMPrinter.h`

## 25.202 gdcM::PrivateDict Class Reference

Private Dict.

```
#include <gdcMDict.h>
```

### Public Member Functions

- `PrivateDict` ()
- `~PrivateDict` ()
- void `AddDictEntry` (const `PrivateTag` &*tag*, const `DictEntry` &*de*)
- bool `FindDictEntry` (const `PrivateTag` &*tag*) const
- const `DictEntry` & `GetDictEntry` (const `PrivateTag` &*tag*) const
- bool `IsEmpty` () const
- void `PrintXML` () const
- bool `RemoveDictEntry` (const `PrivateTag` &*tag*)

### Protected Member Functions

- void `LoadDefault` ()

## Friends

- class Dicts
- std::ostream & operator<< (std::ostream &os, const PrivateDict &val)

### 25.202.1 Detailed Description

Private Dict.

### 25.202.2 Constructor & Destructor Documentation

25.202.2.1 gdcmm::PrivateDict::PrivateDict ( ) [inline]

25.202.2.2 gdcmm::PrivateDict::~~PrivateDict ( ) [inline]

### 25.202.3 Member Function Documentation

25.202.3.1 void gdcmm::PrivateDict::AddDictEntry ( const PrivateTag &tag, const DictEntry &de ) [inline]

References gdcmm::DictEntry::GetVM(), gdcmm::DictEntry::GetVR(), gdcmm::DictEntry::SetVR(), and gdcmm::VR::UN.

25.202.3.2 bool gdcmm::PrivateDict::FindDictEntry ( const PrivateTag &tag ) const [inline]

25.202.3.3 const DictEntry& gdcmm::PrivateDict::GetDictEntry ( const PrivateTag &tag ) const [inline]

25.202.3.4 bool gdcmm::PrivateDict::IsEmpty ( ) const [inline]

25.202.3.5 void gdcmm::PrivateDict::LoadDefault ( ) [protected]

25.202.3.6 void gdcmm::PrivateDict::PrintXML ( ) const [inline]

References gdcmm::Tag::GetElement(), gdcmm::Tag::GetGroup(), gdcmm::DictEntry::GetName(), gdcmm::PrivateTag::GetOwner(), gdcmm::DictEntry::GetVM(), and gdcmm::DictEntry::GetVR().

25.202.3.7 bool gdcmm::PrivateDict::RemoveDictEntry ( const PrivateTag &tag ) [inline]

Remove entry 'tag'. Return true on success (element was found and remove). return false if element was not found.

### 25.202.4 Friends And Related Function Documentation

25.202.4.1 friend class Dicts [friend]

25.202.4.2 std::ostream& operator<< ( std::ostream &os, const PrivateDict &val ) [friend]

The documentation for this class was generated from the following file:

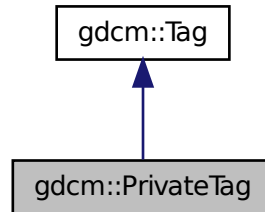
- gdcmmDict.h

## 25.203 gdcM::PrivateTag Class Reference

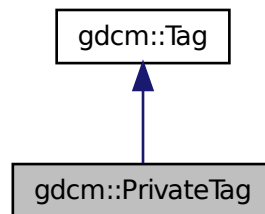
Class to represent a Private DICOM Data Element (Attribute) Tag (Group, Element, Owner)

```
#include <gdcMPrivateTag.h>
```

Inheritance diagram for gdcM::PrivateTag:



Collaboration diagram for gdcM::PrivateTag:



### Public Member Functions

- PrivateTag (uint16\_t group=0, uint16\_t element=0, const char \*owner="")
- const char \* GetOwner () const
- bool operator< (const PrivateTag &\_val) const
- bool ReadFromCommaSeparatedString (const char \*str)
- void SetOwner (const char \*owner)

### Friends

- std::ostream & operator<< (std::ostream &\_os, const PrivateTag &\_val)

### 25.203.1 Detailed Description

Class to represent a Private DICOM Data Element (Attribute) Tag (Group, Element, Owner)

#### Note

private tag have element value in: [0x10,0xff], for instance 0x0009,0x0000 is NOT a private tag

#### Examples:

csa2img.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, ELSCINT1WaveToText.cxx, GetSubSequenceData.cxx, iU22tomultisc.cxx, MrProtocol.cxx, pmsct\_rgb1.cxx, PublicDict.cxx, ReadGEMSSDO.cxx, and rle2img.cxx.

### 25.203.2 Constructor & Destructor Documentation

**25.203.2.1** `gdcm::PrivateTag::PrivateTag ( uint16_t group = 0, uint16_t element = 0, const char * owner = " " )` `[inline]`

### 25.203.3 Member Function Documentation

**25.203.3.1** `const char* gdcm::PrivateTag::GetOwner ( ) const` `[inline]`

#### Examples:

PublicDict.cxx.

Referenced by operator<(), and gdcm::PrivateDict::PrintXML().

**25.203.3.2** `bool gdcm::PrivateTag::operator< ( const PrivateTag & _val ) const` `[inline]`

References GetOwner(), and gdcm::System::StrCaseCmp().

**25.203.3.3** `bool gdcm::PrivateTag::ReadFromCommaSeparatedString ( const char * str )`

Read from a comma separated string. This is a highly user oriented function, the string should be formatted as: 1234,5678 to specify the tag (0x1234,0x5678) The notation comes from the DICOM standard, and is handy to use from a command line program

Reimplemented from gdcm::Tag.

**25.203.3.4** `void gdcm::PrivateTag::SetOwner ( const char * owner )` `[inline]`

### 25.203.4 Friends And Related Function Documentation

**25.203.4.1** `std::ostream& operator<< ( std::ostream & _os, const PrivateTag & _val )` `[friend]`

The documentation for this class was generated from the following file:

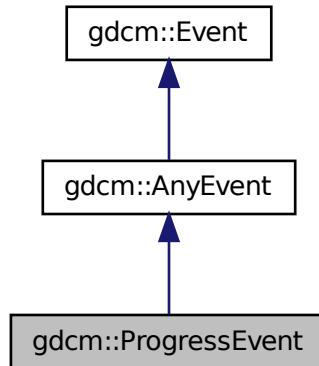
- gdcmPrivateTag.h

## 25.204 gdcm::ProgressEvent Class Reference

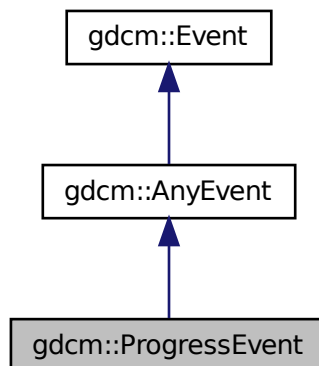
ProgressEvent Special type of event triggered during.

```
#include <gdcmProgressEvent.h>
```

Inheritance diagram for gdcm::ProgressEvent:



Collaboration diagram for gdcm::ProgressEvent:



### Public Types

- typedef ProgressEvent Self

- typedef AnyEvent Superclass

## Public Member Functions

- ProgressEvent (double p=0)
- ProgressEvent (const Self &s)
- virtual ~ProgressEvent ()
- virtual bool CheckEvent (const ::gdcmm::Event \*e) const
- virtual const char \* GetEventName () const
- double GetProgress () const
- virtual ::gdcmm::Event \* MakeObject () const
- void SetProgress (double p)

### 25.204.1 Detailed Description

ProgressEvent Special type of event triggered during.

See Also

AnyEvent

### 25.204.2 Member Typedef Documentation

25.204.2.1 typedef ProgressEvent gdcmm::ProgressEvent::Self

25.204.2.2 typedef AnyEvent gdcmm::ProgressEvent::Superclass

### 25.204.3 Constructor & Destructor Documentation

25.204.3.1 gdcmm::ProgressEvent::ProgressEvent ( double *p* = 0 ) [inline]

25.204.3.2 virtual gdcmm::ProgressEvent::~~ProgressEvent ( ) [inline],[virtual]

25.204.3.3 gdcmm::ProgressEvent::ProgressEvent ( const Self & *s* ) [inline]

### 25.204.4 Member Function Documentation

25.204.4.1 virtual bool gdcmm::ProgressEvent::CheckEvent ( const ::gdcmm::Event \* *e* ) const [inline],[virtual]

25.204.4.2 virtual const char\* gdcmm::ProgressEvent::GetEventName ( ) const [inline],[virtual]

Return the StringName associated with the event.

Implements gdcmm::Event.

25.204.4.3 double gdcmm::ProgressEvent::GetProgress ( ) const [inline]

25.204.4.4 virtual ::gdcmm::Event\* gdcmm::ProgressEvent::MakeObject ( ) const [inline],[virtual]

Create an Event of this type This method work as a Factory for creating events of each particular type.

Implements gdcmm::Event.

25.204.4.5 void gdcM::ProgressEvent::SetProgress ( double *p* ) [inline]

The documentation for this class was generated from the following file:

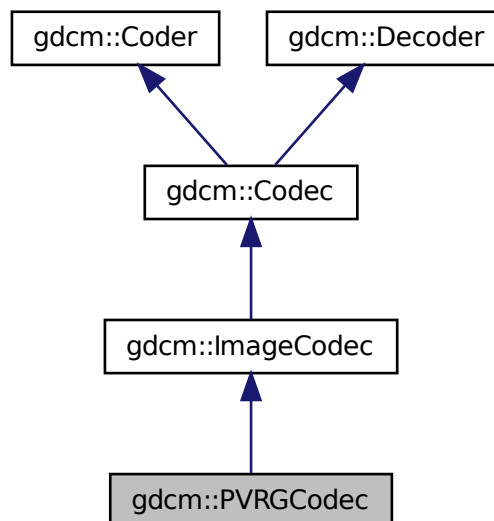
- gdcMProgressEvent.h

## 25.205 gdcM::PVRGCodec Class Reference

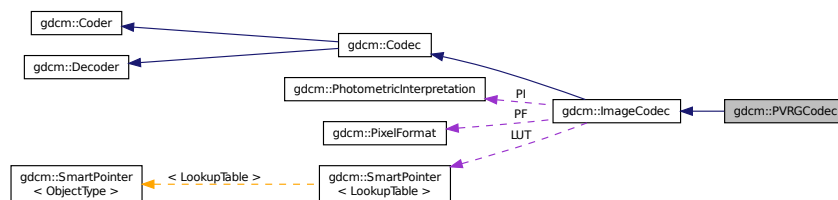
PVRGCodec.

```
#include <gdcMPVRGCodec.h>
```

Inheritance diagram for gdcM::PVRGCodec:



Collaboration diagram for gdcM::PVRGCodec:





## Public Member Functions

- PVRGCodec ()
- ~PVRGCodec ()
- bool CanCode (TransferSyntax const &ts) const  
*Return whether this coder support this transfer syntax (can code it)*
- bool CanDecode (TransferSyntax const &ts) const  
*Return whether this decoder support this transfer syntax (can decode it)*
- bool Code (DataElement const &in, DataElement &out)  
*Code.*
- bool Decode (DataElement const &is, DataElement &os)  
*Decode.*

## Additional Inherited Members

### 25.205.1 Detailed Description

PVRGCodec.

#### Note

pvrp is a broken implementation of the JPEG standard. It is known to have a bug in the 16bits lossless implementation of the standard.

In an ideal world, you should not need this codec at all. But to support some broken file such as:

PHILIPS\_Gyrosan-12-Jpeg\_Extended\_Process\_2\_4.dcm

we have to...

### 25.205.2 Constructor & Destructor Documentation

25.205.2.1 gdcm::PVRGCodec::PVRGCodec ( )

25.205.2.2 gdcm::PVRGCodec::~~PVRGCodec ( )

### 25.205.3 Member Function Documentation

25.205.3.1 bool gdcm::PVRGCodec::CanCode ( TransferSyntax const & ) const [virtual]

Return whether this coder support this transfer syntax (can code it)

Reimplemented from gdcm::ImageCodec.

25.205.3.2 bool gdcm::PVRGCodec::CanDecode ( TransferSyntax const & ) const [virtual]

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from gdcm::ImageCodec.

25.205.3.3 `bool gdcmm::PVRGCodec::Code ( DataElement const & in_, DataElement & out_ ) [virtual]`

Code.

Reimplemented from `gdcmm::Coder`.

25.205.3.4 `bool gdcmm::PVRGCodec::Decode ( DataElement const & is_, DataElement & os ) [virtual]`

Decode.

Reimplemented from `gdcmm::ImageCodec`.

The documentation for this class was generated from the following file:

- `gdcmmPVRGCodec.h`

## 25.206 gdcmm::PythonFilter Class Reference

`PythonFilter` `PythonFilter` is the class that make `gdcmm2.x` looks more like `gdcmm1` and transform the binary blob contained in a `DataElement` into a string, typically this is a nice feature to have for wrapped language.

```
#include <gdcmmPythonFilter.h>
```

### Public Member Functions

- `PythonFilter ()`
- `~PythonFilter ()`
- `File & GetFile ()`
- `const File & GetFile () const`
- `void SetDicts (const Dicts &dicts)`
- `void SetFile (const File &f)`
- `PyObject * ToPyObject (const Tag &t) const`
- `void UseDictAlways (bool use)`

### 25.206.1 Detailed Description

`PythonFilter` `PythonFilter` is the class that make `gdcmm2.x` looks more like `gdcmm1` and transform the binary blob contained in a `DataElement` into a string, typically this is a nice feature to have for wrapped language.

### 25.206.2 Constructor & Destructor Documentation

25.206.2.1 `gdcmm::PythonFilter::PythonFilter ( )`

25.206.2.2 `gdcmm::PythonFilter::~~PythonFilter ( )`

### 25.206.3 Member Function Documentation

25.206.3.1 `File& gdcmm::PythonFilter::GetFile ( ) [inline]`

25.206.3.2 `const File& gdcm::PythonFilter::GetFile ( ) const` `[inline]`

25.206.3.3 `void gdcm::PythonFilter::SetDicts ( const Dicts & dicts )`

25.206.3.4 `void gdcm::PythonFilter::SetFile ( const File & f )` `[inline]`

25.206.3.5 `PyObject* gdcm::PythonFilter::ToPyObject ( const Tag & t ) const`

25.206.3.6 `void gdcm::PythonFilter::UseDictAlways ( bool use )` `[inline]`

The documentation for this class was generated from the following file:

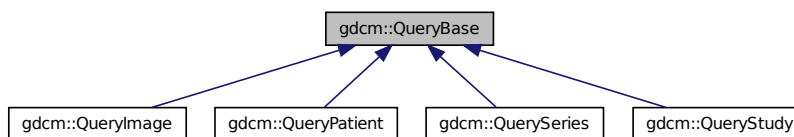
- `gdcmPythonFilter.h`

## 25.207 gdcm::QueryBase Class Reference

QueryBase contains: the base class for constructing a query dataset for a C-FIND and a C-MOVE.

```
#include <gdcmQueryBase.h>
```

Inheritance diagram for `gdcm::QueryBase`:



### Public Member Functions

- `virtual ~QueryBase ()`
- `virtual std::vector< Tag > GetAllTags (const ERootType &inRootType) const`
- `virtual std::string GetName () const =0`
- `virtual std::vector< Tag > GetOptionalTags (const ERootType &inRootType) const =0`
- `virtual DataElement GetQueryLevel () const =0`
- `virtual std::vector< Tag > GetRequiredTags (const ERootType &inRootType) const =0`
- `virtual std::vector< Tag > GetUniqueTags (const ERootType &inRootType) const =0`

### 25.207.1 Detailed Description

QueryBase contains: the base class for constructing a query dataset for a C-FIND and a C-MOVE.

There are four levels of C-FIND and C-MOVE query:

- Patient
- Study

- Series
- Image

Each one has its own required and optional tags. This class provides an interface for getting those tags. This is an interface class.

See 3.4 C 6.1 and 3.4 C 6.2 for the patient and study root query types. These sections define the tags allowed by a particular query. The caller must pass in which root type they want, patient or study. A third root type, Modality Worklist Query, isn't yet supported.

This class (or rather it's derived classes) will be held in the RootQuery types. These query types actually make the dataset, and will use this dataset to list the required, unique, and optional tags for each type of query. This design is somewhat overly complicated, but is kept so that if we ever wanted to try to guess the query type from the given tags, we could do so.

## 25.207.2 Constructor & Destructor Documentation

25.207.2.1 `virtual gdcm::QueryBase::~QueryBase ( ) [inline],[virtual]`

## 25.207.3 Member Function Documentation

25.207.3.1 `virtual std::vector<Tag> gdcm::QueryBase::GetAllTags ( const ERootType & inRootType ) const [virtual]`

In order to validate a query dataset, just check for the presence of a tag, not it's requirement level in the spec

25.207.3.2 `virtual std::string gdcm::QueryBase::GetName ( ) const [pure virtual]`

Implemented in `gdcm::QueryImage`, `gdcm::QueryPatient`, `gdcm::QuerySeries`, and `gdcm::QueryStudy`.

25.207.3.3 `virtual std::vector<Tag> gdcm::QueryBase::GetOptionalTags ( const ERootType & inRootType ) const [pure virtual]`

Implemented in `gdcm::QueryImage`, `gdcm::QueryPatient`, `gdcm::QuerySeries`, and `gdcm::QueryStudy`.

25.207.3.4 `virtual DataElement gdcm::QueryBase::GetQueryLevel ( ) const [pure virtual]`

Implemented in `gdcm::QueryImage`, `gdcm::QueryPatient`, `gdcm::QuerySeries`, and `gdcm::QueryStudy`.

25.207.3.5 `virtual std::vector<Tag> gdcm::QueryBase::GetRequiredTags ( const ERootType & inRootType ) const [pure virtual]`

Implemented in `gdcm::QueryImage`, `gdcm::QueryPatient`, `gdcm::QuerySeries`, and `gdcm::QueryStudy`.

25.207.3.6 `virtual std::vector<Tag> gdcm::QueryBase::GetUniqueTags ( const ERootType & inRootType ) const [pure virtual]`

Implemented in `gdcm::QueryImage`, `gdcm::QueryPatient`, `gdcm::QuerySeries`, and `gdcm::QueryStudy`.

The documentation for this class was generated from the following file:

- gdcmQueryBase.h

## 25.208 gdcm::QueryFactory Class Reference

QueryFactory.h.

```
#include <gdcmQueryFactory.h>
```

### Static Public Member Functions

- static ECharSet GetCharacterFromCurrentLocale ()
- static void ListCharSets (std::ostream &os)  
*List all possible CharSet.*
- static DataElement ProduceCharacterSetDataElement (const std::vector< ECharSet > &inCharSetType)
- static BaseRootQuery \* ProduceQuery (ERootType inRootType, EQueryType inQueryType, EQueryLevel inQueryLevel)

### 25.208.1 Detailed Description

QueryFactory.h.

#### Note

contains: a class to produce a query based off of user-entered information

Essentially, this class is used to construct a query based off of user input (typically from the command line; if in code directly, the query itself could just be instantiated)

In theory, could also be used as the interface to validate incoming datasets as belonging to a particular query style

### 25.208.2 Member Function Documentation

#### 25.208.2.1 static ECharSet gdcm::QueryFactory::GetCharacterFromCurrentLocale ( ) [static]

This function will return the corresponding ECharSet associated with the current locale of the running system (based on the value of locale() ).

#### 25.208.2.2 static void gdcm::QueryFactory::ListCharSets ( std::ostream & os ) [static]

List all possible CharSet.

#### 25.208.2.3 static DataElement gdcm::QueryFactory::ProduceCharacterSetDataElement ( const std::vector< ECharSet > & inCharSetType ) [static]

This function will produce the appropriate dataelement given a list of charsets. The first charset will be used directly, while the second and subsequent will be prepended with "ISO2022 ". Redundant character sets are not permitted, so if they are encountered, they will just be skipped. if UTF8 or GB18030 is used, no subsequent character sets will be used if the vector passed in is empty, then the dataelement that's passed out will be empty and Latin1 is the presumed encoding

25.208.2.4 **static BaseRootQuery\*** **gdcm::QueryFactory::ProduceQuery** ( **ERootType** *inRootType*, **EQueryType** *inQueryType*, **EQueryLevel** *inQueryLevel* ) [static]

this function will produce a query (basically, a wrapper to a dataset that can validate whether or not the query is a valid cfind/cmove query) and the level of the query (patient, study, series, image). If the user provides an invalid instantiation (ie, study root type, query level of patient), then the result is NULL.

The documentation for this class was generated from the following file:

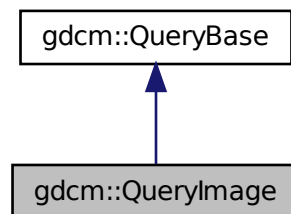
- gdcmQueryFactory.h

## 25.209 gdcm::QueryImage Class Reference

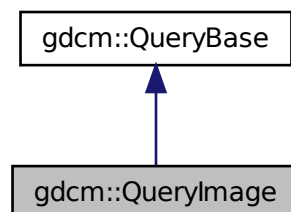
QueryImage contains: class to construct an image-based query for C-FIND and C-MOVE.

```
#include <gdcmQueryImage.h>
```

Inheritance diagram for gdcm::QueryImage:



Collaboration diagram for gdcm::QueryImage:



## Public Member Functions

- `std::string GetName () const`
- `std::vector< Tag > GetOptionalTags (const ERootType &inRootType) const`
- `DataElement GetQueryLevel () const`
- `std::vector< Tag > GetRequiredTags (const ERootType &inRootType) const`
- `std::vector< Tag > GetUniqueTags (const ERootType &inRootType) const`

### 25.209.1 Detailed Description

QueryImage contains: class to construct an image-based query for C-FIND and C-MOVE.

### 25.209.2 Member Function Documentation

**25.209.2.1** `std::string gdcm::QueryImage::GetName ( ) const` `[inline],[virtual]`

Implements `gdcm::QueryBase`.

**25.209.2.2** `std::vector<Tag> gdcm::QueryImage::GetOptionalTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.209.2.3** `DataElement gdcm::QueryImage::GetQueryLevel ( ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.209.2.4** `std::vector<Tag> gdcm::QueryImage::GetRequiredTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.209.2.5** `std::vector<Tag> gdcm::QueryImage::GetUniqueTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

The documentation for this class was generated from the following file:

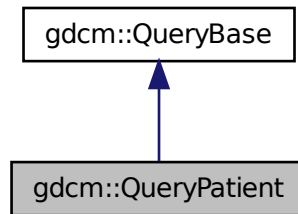
- `gdcmQueryImage.h`

## 25.210 gdcm::QueryPatient Class Reference

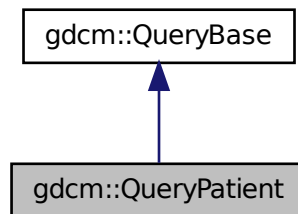
QueryPatient contains: class to construct a patient-based query for c-find and c-move.

```
#include <gdcmQueryPatient.h>
```

Inheritance diagram for `gdcm::QueryPatient`:



Collaboration diagram for `gdcm::QueryPatient`:



## Public Member Functions

- `std::string GetName () const`
- `std::vector< Tag > GetOptionalTags (const ERootType &inRootType) const`
- `DataElement GetQueryLevel () const`
- `std::vector< Tag > GetRequiredTags (const ERootType &inRootType) const`
- `std::vector< Tag > GetUniqueTags (const ERootType &inRootType) const`

### 25.210.1 Detailed Description

`QueryPatient` contains: class to construct a patient-based query for c-find and c-move.

### 25.210.2 Member Function Documentation

**25.210.2.1** `std::string gdcm::QueryPatient::GetName ( ) const` `[inline]`, `[virtual]`

Implements `gdcm::QueryBase`.



25.210.2.2 `std::vector<Tag> gdcmm::QueryPatient::GetOptionalTags ( const ERootType & inRootType ) const` [virtual]

Implements gdcmm::QueryBase.

25.210.2.3 `DataElement gdcmm::QueryPatient::GetQueryLevel ( ) const` [virtual]

Implements gdcmm::QueryBase.

25.210.2.4 `std::vector<Tag> gdcmm::QueryPatient::GetRequiredTags ( const ERootType & inRootType ) const` [virtual]

Implements gdcmm::QueryBase.

25.210.2.5 `std::vector<Tag> gdcmm::QueryPatient::GetUniqueTags ( const ERootType & inRootType ) const` [virtual]

Implements gdcmm::QueryBase.

The documentation for this class was generated from the following file:

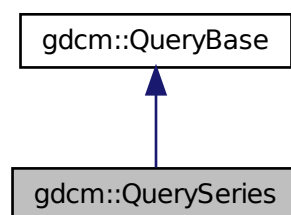
- gdcmmQueryPatient.h

## 25.211 gdcmm::QuerySeries Class Reference

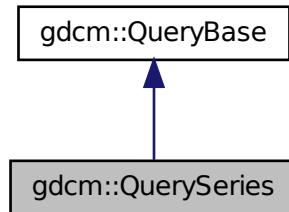
QuerySeries contains: class to construct a series-based query for c-find and c-move.

```
#include <gdcmmQuerySeries.h>
```

Inheritance diagram for gdcmm::QuerySeries:



Collaboration diagram for `gdcm::QuerySeries`:



## Public Member Functions

- `std::string GetName () const`
- `std::vector< Tag > GetOptionalTags (const ERootType &inRootType) const`
- `DataElement GetQueryLevel () const`
- `std::vector< Tag > GetRequiredTags (const ERootType &inRootType) const`
- `std::vector< Tag > GetUniqueTags (const ERootType &inRootType) const`

### 25.211.1 Detailed Description

`QuerySeries` contains: class to construct a series-based query for c-find and c-move.

### 25.211.2 Member Function Documentation

**25.211.2.1** `std::string gdcm::QuerySeries::GetName ( ) const` `[inline]`, `[virtual]`

Implements `gdcm::QueryBase`.

**25.211.2.2** `std::vector<Tag> gdcm::QuerySeries::GetOptionalTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.211.2.3** `DataElement gdcm::QuerySeries::GetQueryLevel ( ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.211.2.4** `std::vector<Tag> gdcm::QuerySeries::GetRequiredTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

25.211.2.5 `std::vector<Tag> gdcm::QuerySeries::GetUniqueTags ( const ERootType & inRootType ) const` [virtual]

Implements `gdcm::QueryBase`.

The documentation for this class was generated from the following file:

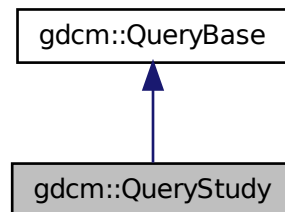
- `gdcmQuerySeries.h`

## 25.212 gdcm::QueryStudy Class Reference

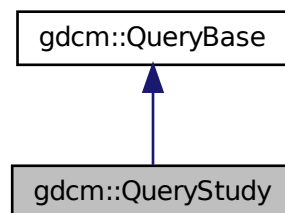
`QueryStudy.h` contains: class to construct a study-based query for C-FIND and C-MOVE.

```
#include <gdcmQueryStudy.h>
```

Inheritance diagram for `gdcm::QueryStudy`:



Collaboration diagram for `gdcm::QueryStudy`:



### Public Member Functions

- `std::string GetName () const`
- `std::vector< Tag > GetOptionalTags (const ERootType &inRootType) const`

- `DataElement GetQueryLevel () const`
- `std::vector< Tag > GetRequiredTags (const ERootType &inRootType) const`
- `std::vector< Tag > GetUniqueTags (const ERootType &inRootType) const`

### 25.212.1 Detailed Description

QueryStudy.h contains: class to construct a study-based query for C-FIND and C-MOVE.

### 25.212.2 Member Function Documentation

**25.212.2.1** `std::string gdcm::QueryStudy::GetName ( ) const` `[inline],[virtual]`

Implements `gdcm::QueryBase`.

**25.212.2.2** `std::vector<Tag> gdcm::QueryStudy::GetOptionalTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.212.2.3** `DataElement gdcm::QueryStudy::GetQueryLevel ( ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.212.2.4** `std::vector<Tag> gdcm::QueryStudy::GetRequiredTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

**25.212.2.5** `std::vector<Tag> gdcm::QueryStudy::GetUniqueTags ( const ERootType & inRootType ) const` `[virtual]`

Implements `gdcm::QueryBase`.

The documentation for this class was generated from the following file:

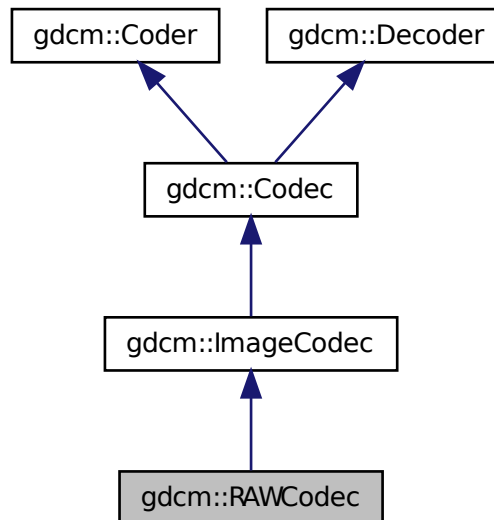
- `gdcmQueryStudy.h`

## 25.213 gdcm::RAWCodec Class Reference

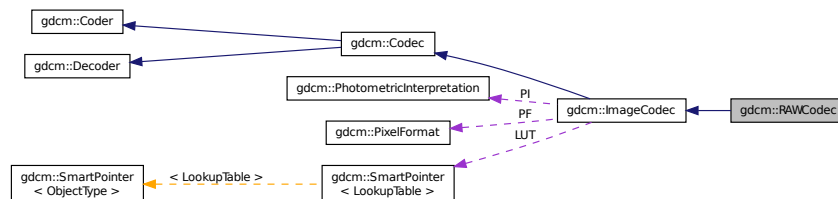
RAWCodec class.

```
#include <gdcmRAWCodec.h>
```

Inheritance diagram for gdcm::RAWCodec:



Collaboration diagram for gdcm::RAWCodec:



## Public Member Functions

- `RAWCodec ()`
- `~RAWCodec ()`
- `bool CanCode (TransferSyntax const &ts) const`  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const`  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool Code (DataElement const &in, DataElement &out)`  
*Code.*
- `bool Decode (DataElement const &is, DataElement &os)`  
*Decode.*

- `bool DecodeBytes (const char *inBytes, size_t inBufferLength, char *outBytes, size_t inOutBufferLength)`
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)`

### Protected Member Functions

- `bool Decode (std::istream &is, std::ostream &os)`

### Additional Inherited Members

#### 25.213.1 Detailed Description

RAWCodec class.

#### 25.213.2 Constructor & Destructor Documentation

25.213.2.1 `gdcm::RAWCodec::RAWCodec ( )`

25.213.2.2 `gdcm::RAWCodec::~~RAWCodec ( )`

#### 25.213.3 Member Function Documentation

25.213.3.1 `bool gdcm::RAWCodec::CanCode ( TransferSyntax const & ) const` `[virtual]`

Return whether this coder support this transfer syntax (can code it)

Reimplemented from `gdcm::ImageCodec`.

25.213.3.2 `bool gdcm::RAWCodec::CanDecode ( TransferSyntax const & ) const` `[virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from `gdcm::ImageCodec`.

25.213.3.3 `bool gdcm::RAWCodec::Code ( DataElement const & in_, DataElement & out_ )` `[virtual]`

Code.

Reimplemented from `gdcm::Coder`.

25.213.3.4 `bool gdcm::RAWCodec::Decode ( DataElement const & is_, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::ImageCodec`.

25.213.3.5 `bool gdcm::RAWCodec::Decode ( std::istream & is, std::ostream & os )` `[protected]`, `[virtual]`

Reimplemented from `gdcm::ImageCodec`.

25.213.3.6 `bool gdcm::RAWCodec::DecodeBytes ( const char * inBytes, size_t inBufferLength, char * outBytes, size_t inOutBufferLength )`

Used by the ImageStreamReader— converts a read in buffer into one with the proper encodings.

25.213.3.7 `bool gdcm::RAWCodec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` [virtual]

Reimplemented from `gdcm::ImageCodec`.

The documentation for this class was generated from the following file:

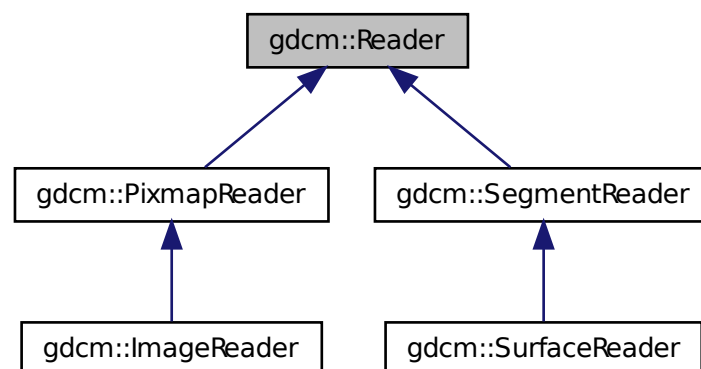
- `gdcmRAWCodec.h`

## 25.214 gdcm::Reader Class Reference

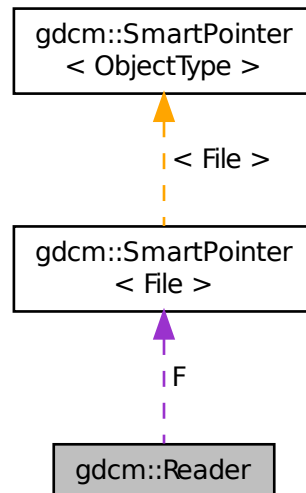
Reader ala DOM (Document Object Model)

```
#include <gdcmReader.h>
```

Inheritance diagram for `gdcm::Reader`:



Collaboration diagram for gdcM::Reader:



## Public Member Functions

- Reader ()
- virtual ~Reader ()
- bool CanRead () const
- const File & GetFile () const  
*Set/Get File.*
- File & GetFile ()  
*Set/Get File.*
- virtual bool Read ()  
*Main function to read a file.*
- bool ReadSelectedTags (std::set< Tag > const &tags)  
*Will only read the specified selected tags.*
- bool ReadUpToTag (const Tag &tag, std::set< Tag > const &skiptags=std::set< Tag >())
- void SetFile (File &file)  
*Set/Get File.*
- void SetFileName (const char \*filename\_native)
- void SetStream (std::istream &input\_stream)  
*Set the open-ed stream directly.*

## Protected Member Functions

- std::istream \* GetStreamPtr () const
- bool ReadDataSet ()



- bool ReadMetaInformation ()
- bool ReadPreamble ()

### Protected Attributes

- SmartPointer< File > F

### Friends

- class StreamImageReader

## 25.214.1 Detailed Description

Reader ala DOM (Document Object Model)

This class is a non-validating reader, it will only performs well- formedness check only, and to some extent catch known error (non well-formed document).

Detailed description here

A DataSet DOES NOT contains group 0x0002 (see FileMetaInformation)

This is really a DataSet reader. This will not make sure the dataset conform to any IOD at all. This is a completely different step. The reasoning was that user could control the IOD there lib would handle and thus we would not be able to read a DataSet if the IOD was not found Instead we separate the reading from the validation.

### Note

From GDCM1.x. Users will realize that one feature is missing from this DOM implementation. In GDCM 1.x user used to be able to control the size of the Value to be read. By default it was 0xffff. The main author of GDCM2 thought this was too dangerous and harmful and therefore this feature did not make it into GDCM2

### Warning

GDCM will not produce warning for unordered (non-alphabetical order).

### See Also

Writer FileMetaInformation DataSet File

### Examples:

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, csa2img.cxx, DiffFile.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, DuplicatePCDE.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, FixBrokenJ2K.cxx, gdcmrtionplan.cxx, gdcmrtplan.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, HelloWorld.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOMDIR.cxx, ReadAndPrintAttributes.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSD-O.cxx, ReadUTF8QtDir.cxx, rle2img.cxx, and TestReader.cxx.

## 25.214.2 Constructor & Destructor Documentation

### 25.214.2.1 gdcm::Reader::Reader ( ) [inline]

25.214.2.2 `virtual gdcm::Reader::~~Reader ( ) [virtual]`

### 25.214.3 Member Function Documentation

25.214.3.1 `bool gdcm::Reader::CanRead ( ) const`

Test whether this is a DICOM file

#### Warning

need to call either `SetFileName` or `SetStream` first

#### Examples:

`ReadUTF8QtDir.cxx`.

25.214.3.2 `const File& gdcm::Reader::GetFile ( ) const [inline]`

Set/Get File.

#### Examples:

`ChangeSequenceUltrasound.cxx`, `ClinicalTrialAnnotate.cxx`, `CompressImage.cxx`, `csa2img.cxx`, `DiffFile.cxx`, `DumpADAC.cxx`, `DuplicatePCDE.cxx`, `ELSCINT1WaveToText.cxx`, `ExtractEncryptedContent.cxx`, `ExtractIconFromFile.cxx`, `FixBrokenJ2K.cxx`, `FixJAIBugJPEGLS.cxx`, `gdcmrtionplan.cxx`, `gdcmrtplan.cxx`, `GenLongSeqs.cxx`, `GenSeqs.cxx`, `GetJPEGSamplePrecision.cxx`, `GetSequenceUltrasound.cxx`, `HelloWorld.cxx`, `iU22tomultisc.cxx`, `LargeVRDS-Explicit.cxx`, `MergeTwoFiles.cxx`, `MrProtocol.cxx`, `PatchFile.cxx`, `pmsct_rgb1.cxx`, `ReadAndDumpDICOMDIR.cxx`, `ReadAndPrintAttributes.cxx`, `ReadExplicitLengthSQIVR.cxx`, `ReadGEMSSDO.cxx`, `rle2img.cxx`, and `TestReader.cxx`.

25.214.3.3 `File& gdcm::Reader::GetFile ( ) [inline]`

Set/Get File.

25.214.3.4 `std::istream* gdcm::Reader::GetStreamPtr ( ) const [inline],[protected]`

25.214.3.5 `virtual bool gdcm::Reader::Read ( ) [virtual]`

Main function to read a file.

Reimplemented in `gdcm::PixmapReader`, `gdcm::ImageReader`, `gdcm::SegmentReader`, and `gdcm::SurfaceReader`.

#### Examples:

`ChangeSequenceUltrasound.cxx`, `ClinicalTrialAnnotate.cxx`, `csa2img.cxx`, `DiffFile.cxx`, `DumpADAC.cxx`, `DuplicatePCDE.cxx`, `ELSCINT1WaveToText.cxx`, `ExtractEncryptedContent.cxx`, `FixBrokenJ2K.cxx`, `gdcmrtionplan.cxx`, `gdcmrtplan.cxx`, `GenLongSeqs.cxx`, `GenSeqs.cxx`, `GetSequenceUltrasound.cxx`, `HelloWorld.cxx`, `iU22tomultisc.cxx`, `LargeVRDSEExplicit.cxx`, `PatchFile.cxx`, `pmsct_rgb1.cxx`, `ReadAndDumpDICOMDIR.cxx`, `ReadAndPrintAttributes.cxx`, `ReadExplicitLengthSQIVR.cxx`, `ReadGEMSSDO.cxx`, `rle2img.cxx`, and `TestReader.cxx`.

25.214.3.6 `bool gdcmm::Reader::ReadDataSet ( )` [protected]

25.214.3.7 `bool gdcmm::Reader::ReadMetaInformation ( )` [protected]

25.214.3.8 `bool gdcmm::Reader::ReadPreamble ( )` [protected]

25.214.3.9 `bool gdcmm::Reader::ReadSelectedTags ( std::set< Tag > const & tags )`

Will only read the specified selected tags.

25.214.3.10 `bool gdcmm::Reader::ReadUpToTag ( const Tag & tag, std::set< Tag > const & skiptags = std::set< Tag >() )`

Will read only up to Tag

#### Parameters

<i>tag</i>	and skipping any tag specified in
<i>skiptags</i>	

25.214.3.11 `void gdcmm::Reader::SetFile ( File & file )` [inline]

Set/Get File.

25.214.3.12 `void gdcmm::Reader::SetFileName ( const char * filename_native )`

Set the filename to open. This will create a `std::ifstream` internally See `SetStream` if you are dealing with different `std::istream` object

#### Examples:

ChangeSequenceUltrasound.cxx, CheckBigEndianBug.cxx, ClinicalTrialAnnotate.cxx, CompressImage.cxx, ConvertToQImage.cxx, csa2img.cxx, DiffFile.cxx, DumpADAC.cxx, DumpGEMSMovieGroup.cxx, DuplicatePC-DE.cxx, ELSCINT1WaveToText.cxx, ExtractEncryptedContent.cxx, ExtractIconFromFile.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, gdcmmrtonplan.cxx, gdcmmrtplan.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, HelloVizWorld.cxx, HelloWorld.cxx, i-U22tomultisc.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, MrProtocol.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, ReadAndDumpDICOMDIR.cxx, ReadAndPrintAttributes.cxx, ReadExplicitLengthSQIVR.cxx, ReadGEMSSDO.cxx, ReadMultiTimesException.cxx, ReadUTF8QtDir.cxx, rle2img.cxx, TestReader.cxx, and threadgdcmm.cxx.

25.214.3.13 `void gdcmm::Reader::SetStream ( std::istream & input_stream )` [inline]

Set the open-ed stream directly.

#### Examples:

ReadUTF8QtDir.cxx.

## 25.214.4 Friends And Related Function Documentation

25.214.4.1 friend class **StreamImageReader** [friend]

## 25.214.5 Member Data Documentation

25.214.5.1 **SmartPointer<File> gdcM::Reader::F** [protected]

The documentation for this class was generated from the following file:

- gdcMReader.h

## 25.215 gdcM::Rescaler Class Reference

**Rescale class** This class is meant to apply the linear transform of Stored Pixel Value to Real World Value. This is mostly found in CT or PET dataset, where the value are stored using one type, but need to be converted to another scale using a linear transform. There are basically two cases: In CT: the linear transform is generally integer based. E.g. the Stored Pixel Type is unsigned short 12bits, but to get Hounsfield unit, one need to apply the linear transform:

$$RWV = 1. * SV - 1024$$

So the best scalar to store the Real World Value will be 16 bits signed type.

```
#include <gdcMRescaler.h>
```

### Public Member Functions

- Rescaler ()
- ~Rescaler ()
- PixelFormat::ScalarType ComputeInterceptSlopePixelType ()
- PixelFormat ComputePixelTypeFromMinMax ()
- double GetIntercept () const
- double GetSlope () const
- bool InverseRescale (char \*out, const char \*in, size\_t n)  
*Inverse transform.*
- bool Rescale (char \*out, const char \*in, size\_t n)  
*Direct transform.*
- void SetIntercept (double i)  
*Set Intercept: used for both direct&inverse transformation.*
- void SetMinMaxForPixelType (double min, double max)
- void SetPixelFormat (PixelFormat const &pf)  
*Set Pixel Format of input data.*
- void SetSlope (double s)  
*Set Slope: user for both direct&inverse transformation.*
- void SetTargetPixelType (PixelFormat const &targetst)
- void SetUseTargetPixelType (bool b)  
*Override default behavior of Rescale.*

## Protected Member Functions

- `template<typename TIn >`  
`void InverseRescaleFunctionIntoBestFit (char *out, const TIn *in, size_t n)`
- `template<typename TIn >`  
`void RescaleFunctionIntoBestFit (char *out, const TIn *in, size_t n)`

### 25.215.1 Detailed Description

**Rescale class** This class is meant to apply the linear transform of Stored Pixel Value to Real World Value. This is mostly found in CT or PET dataset, where the value are stored using one type, but need to be converted to another scale using a linear transform. There are basically two cases: In CT: the linear transform is generally integer based. E.g. the Stored Pixel Type is unsigned short 12bits, but to get Hounsfield unit, one need to apply the linear transform:

$$RWV = 1. * SV - 1024$$

So the best scalar to store the Real World Value will be 16 bits signed type.

In PET: the linear transform is generally floating point based. Since the dynamic range can be quite high, the Rescale Slope / Rescale Intercept can be changing throughout the Series. So it is important to read all linear transform and deduce the best Pixel Type only at the end (when all the images to be read have been parsed).

#### Warning

Internally any time a floating point value is found either in the Rescale Slope or the Rescale Intercept it is assumed that the best matching output pixel type is FLOAT64 (in previous implementation it was FLOAT32). Because V-R:DS is closer to a 64bits floating point type FLOAT64 is thus a best matching pixel type for the floating point transformation.

Example: Let say input is FLOAT64, and we want UINT16 as ouput, we would do:

```
Rescaler ir;
ir.SetIntercept( 0 );
ir.SetSlope( 5.6789 );
ir.SetPixelFormat( FLOAT64 );
ir.SetMinMaxForPixelType( ((PixelFormat)UINT16).GetMin(), ((PixelFormat)
    UINT16).GetMax() );
ir.InverseRescale(output,input,numberofbytes );
*
```

#### Note

handle floating point transformation back and forth to integer properly (no loss)

#### See Also

Unpacker12Bits

### 25.215.2 Constructor & Destructor Documentation

**25.215.2.1** `gdcm::Rescaler::Rescaler ( )` `[inline]`

**25.215.2.2** `gdcm::Rescaler::~Rescaler ( )` `[inline]`

### 25.215.3 Member Function Documentation

25.215.3.1 **PixelFormat::ScalarType** `gdcm::Rescaler::ComputeInterceptSlopePixelType ( )`

Compute the Pixel Format of the output data Used for direct transformation

25.215.3.2 **PixelFormat** `gdcm::Rescaler::ComputePixelTypeFromMinMax ( )`

Compute the Pixel Format of the output data Used for inverse transformation

25.215.3.3 **double** `gdcm::Rescaler::GetIntercept ( ) const` `[inline]`

25.215.3.4 **double** `gdcm::Rescaler::GetSlope ( ) const` `[inline]`

25.215.3.5 **bool** `gdcm::Rescaler::InverseRescale ( char * out, const char * in, size_t n )`

Inverse transform.

25.215.3.6 **template<typename TIn > void** `gdcm::Rescaler::InverseRescaleFunctionIntoBestFit ( char * out, const TIn * in, size_t n )` `[protected]`

25.215.3.7 **bool** `gdcm::Rescaler::Rescale ( char * out, const char * in, size_t n )`

Direct transform.

25.215.3.8 **template<typename TIn > void** `gdcm::Rescaler::RescaleFunctionIntoBestFit ( char * out, const TIn * in, size_t n )` `[protected]`

25.215.3.9 **void** `gdcm::Rescaler::SetIntercept ( double i )` `[inline]`

Set Intercept: used for both direct&inverse transformation.

25.215.3.10 **void** `gdcm::Rescaler::SetMinMaxForPixelType ( double min, double max )` `[inline]`

Set target interval for output data. A best match will be computed (if possible) Used for inverse transformation

25.215.3.11 **void** `gdcm::Rescaler::SetPixelFormat ( PixelFormat const & pf )` `[inline]`

Set Pixel Format of input data.

25.215.3.12 **void** `gdcm::Rescaler::SetSlope ( double s )` `[inline]`

Set Slope: user for both direct&inverse transformation.

25.215.3.13 **void** `gdcm::Rescaler::SetTargetPixelType ( PixelFormat const & targetst )`

By default (when UseTargetPixelType is false), a best matching Target Pixel Type is computed. However user can override this auto selection by switching UseTargetPixelType:true and also specifying the specifix Target Pixel Type

25.215.3.14 void gdcm::Rescaler::SetUseTargetPixelType ( bool b )

Override default behavior of Rescale.

The documentation for this class was generated from the following file:

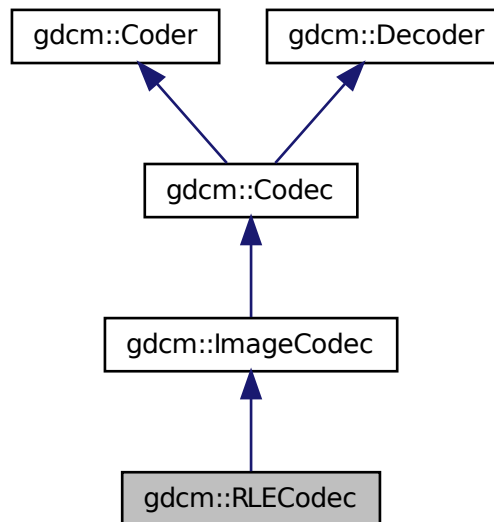
- gdcmRescaler.h

## 25.216 gdcm::RLECodec Class Reference

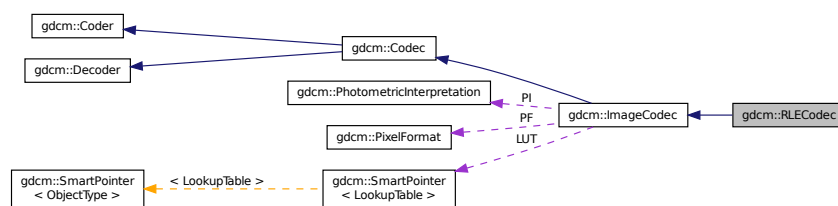
Class to do RLE.

```
#include <gdcmRLECodec.h>
```

Inheritance diagram for gdcm::RLECodec:



Collaboration diagram for gdcm::RLECodec:



## Public Member Functions

- RLECodec ()
- ~RLECodec ()
- bool CanCode (TransferSyntax const &ts) const  
*Return whether this coder support this transfer syntax (can code it)*
- bool CanDecode (TransferSyntax const &ts) const  
*Return whether this decoder support this transfer syntax (can decode it)*
- bool Code (DataElement const &in, DataElement &out)  
*Code.*
- bool Decode (DataElement const &is, DataElement &os)  
*Decode.*
- unsigned long GetBufferLength () const
- bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)
- void SetBufferLength (unsigned long l)
- void SetLength (unsigned long l)

## Protected Member Functions

- bool Decode (std::istream &is, std::ostream &os)

## Additional Inherited Members

### 25.216.1 Detailed Description

Class to do RLE.

#### Note

ANSI X3.9 A.4.2 RLE Compression Annex G defines a RLE Compression Transfer Syntax. This transfer Syntax is identified by the UID value "1.2.840.10008.1.2.5". If the object allows multi-frame images in the pixel data field, then each frame shall be encoded separately. Each frame shall be encoded in one and only one Fragment (see PS 3.5.8.2).

### 25.216.2 Constructor & Destructor Documentation

25.216.2.1 `gdcm::RLECodec::RLECodec ( )`

25.216.2.2 `gdcm::RLECodec::~~RLECodec ( )`

### 25.216.3 Member Function Documentation

25.216.3.1 `bool gdcm::RLECodec::CanCode ( TransferSyntax const & ) const` `[virtual]`

Return whether this coder support this transfer syntax (can code it)

Reimplemented from `gdcm::ImageCodec`.



25.216.3.2 `bool gdcm::RLECodec::CanDecode ( TransferSyntax const & ) const` `[virtual]`

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from `gdcm::ImageCodec`.

25.216.3.3 `bool gdcm::RLECodec::Code ( DataElement const & in_, DataElement & out_ )` `[virtual]`

Code.

Reimplemented from `gdcm::Coder`.

25.216.3.4 `bool gdcm::RLECodec::Decode ( DataElement const & is_, DataElement & os )` `[virtual]`

Decode.

Reimplemented from `gdcm::ImageCodec`.

25.216.3.5 `bool gdcm::RLECodec::Decode ( std::istream & is, std::ostream & os )` `[protected]`, `[virtual]`

Reimplemented from `gdcm::ImageCodec`.

25.216.3.6 `unsigned long gdcm::RLECodec::GetBufferLength ( ) const` `[inline]`

25.216.3.7 `bool gdcm::RLECodec::GetHeaderInfo ( std::istream & is, TransferSyntax & ts )` `[virtual]`

Reimplemented from `gdcm::ImageCodec`.

25.216.3.8 `void gdcm::RLECodec::SetBufferLength ( unsigned long / )` `[inline]`

25.216.3.9 `void gdcm::RLECodec::SetLength ( unsigned long / )` `[inline]`

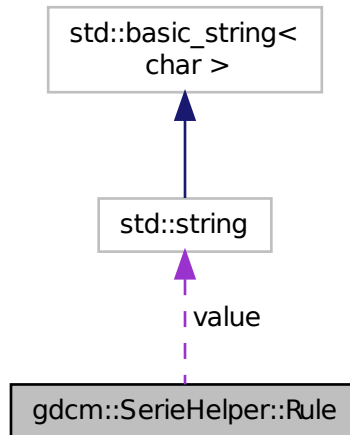
The documentation for this class was generated from the following file:

- `gdcmRLECodec.h`

## 25.217 gdcm::SerieHelper::Rule Struct Reference

```
#include <gdcmSerieHelper.h>
```

Collaboration diagram for `gdcm::SerieHelper::Rule`:



## Public Attributes

- `uint16_t` `elem`
- `uint16_t` `group`
- `int` `op`
- `std::string` `value`

## 25.217.1 Member Data Documentation

25.217.1.1 `uint16_t` `gdcm::SerieHelper::Rule::elem`

25.217.1.2 `uint16_t` `gdcm::SerieHelper::Rule::group`

25.217.1.3 `int` `gdcm::SerieHelper::Rule::op`

25.217.1.4 `std::string` `gdcm::SerieHelper::Rule::value`

The documentation for this struct was generated from the following file:

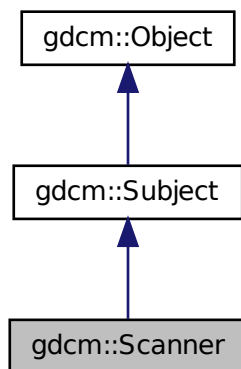
- `gdcmSerieHelper.h`

## 25.218 gdcm::Scanner Class Reference

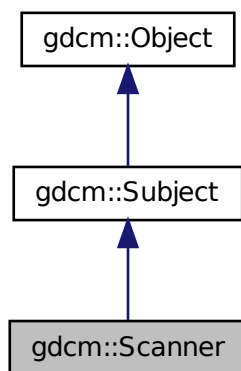
**Scanner** This filter is meant for quickly browsing a FileSet (a set of files on disk). Special consideration are taken so as to read the minimum amount of information in each file in order to retrieve the user specified set of DICOM Attribute.

```
#include <gdcmScanner.h>
```

Inheritance diagram for gdcm::Scanner:



Collaboration diagram for gdcm::Scanner:



## Classes

- struct Itstr

## Public Types

- typedef MappingType::const\_iterator ConstIterator

- typedef std::map< const char \*, TagToValue, Itstr > MappingType
- typedef std::map< Tag, const char \* > TagToValue
- typedef TagToValue::value\_type TagToValueValueType
- typedef std::set< std::string > ValueType

## Public Member Functions

- Scanner ()
- ~Scanner ()
- void AddPrivateTag (PrivateTag const &t)
- void AddSkipTag (Tag const &t)
  - Add a tag that will need to be skipped. Those are root level skip tags.*
- void AddTag (Tag const &t)
  - Add a tag that will need to be read. Those are root level skip tags.*
- ConstIterator Begin () const
- void ClearSkipTags ()
- void ClearTags ()
- ConstIterator End () const
- Directory::FilenameType GetAllFileNamesFromTagToValue (Tag const &t, const char \*valueref) const
- const char \* GetFilenameFromTagToValue (Tag const &t, const char \*valueref) const
- Directory::FilenameType const & GetFileNames () const
- Directory::FilenameType GetKeys () const
- TagToValue const & GetMapping (const char \*filename) const
  - Get the std::map mapping filenames to value for file 'filename'.*
- TagToValue const & GetMappingFromTagToValue (Tag const &t, const char \*value) const
  - See GetFilenameFromTagToValue(). This is simply GetFilenameFromTagToValue followed.*
- MappingType const & GetMappings () const
  - Mappings are the mapping from a particular tag to the map, mapping filename to value:*
- Directory::FilenameType GetOrderedValues (Tag const &t) const
- const char \* GetValue (const char \*filename, Tag const &t) const
- ValueType const & GetValues () const
  - Get all the values found (in lexicographic order)*
- ValueType GetValues (Tag const &t) const
  - Get all the values found (in lexicographic order) associated with Tag 't'.*
- bool IsKey (const char \*filename) const
- void Print (std::ostream &os) const
  - Print result.*
- bool Scan (Directory::FilenameType const &filenames)
  - Start the scan !*

## Static Public Member Functions

- static SmartPointer< Scanner > New ()
  - for wrapped language: instantiate a reference counted object*

## Protected Member Functions

- void ProcessPublicTag (StringFilter &sf, const char \*filename)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const Scanner &s)

### 25.218.1 Detailed Description

Scanner This filter is meant for quickly browsing a FileSet (a set of files on disk). Special consideration are taken so as to read the minimum amount of information in each file in order to retrieve the user specified set of DICOM Attribute.

This filter is dealing with both VRASCII and VRBINARY element, thanks to the help of gdcm::StringFilter

#### Warning

IMPORTANT In case of file where tags are not ordered (illegal as per DICOM specification), the output will be missing information

#### Note

implementation details. All values are stored in a std::set of std::string. Then the address of the cstring underlying the std::string is used in the std::map.

This class implement the Subject/Observer pattern trigger the following events:

- ProgressEvent
- StartEvent
- EndEvent

#### Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, SimpleScanner.cxx, SortImage.cxx, and VolumeSorter.cxx.

### 25.218.2 Member Typedef Documentation

25.218.2.1 `typedef MappingType::const_iterator gdcm::Scanner::ConstIterator`

25.218.2.2 `typedef std::map<const char *, TagToValue, Itstr> gdcm::Scanner::MappingType`

25.218.2.3 `typedef std::map<Tag, const char*> gdcm::Scanner::TagToValue`

struct to map a filename to a value Implementation note: all std::map in this class will be using const char \* and not std::string since we are pointing to existing std::string (hold in a std::vector) this avoid an extra copy of the byte array. Tag are used as Tag class since sizeof(tag) <= sizeof(pointer)

25.218.2.4 `typedef TagToValue::value_type gdcmm::Scanner::TagToValueValueType`

25.218.2.5 `typedef std::set< std::string > gdcmm::Scanner::ValuesType`

### 25.218.3 Constructor & Destructor Documentation

25.218.3.1 `gdcmm::Scanner::Scanner ( )` `[inline]`

25.218.3.2 `gdcmm::Scanner::~~Scanner ( )`

### 25.218.4 Member Function Documentation

25.218.4.1 `void gdcmm::Scanner::AddPrivateTag ( PrivateTag const & t )`

25.218.4.2 `void gdcmm::Scanner::AddSkipTag ( Tag const & t )`

Add a tag that will need to be skipped. Those are root level skip tags.

25.218.4.3 `void gdcmm::Scanner::AddTag ( Tag const & t )`

Add a tag that will need to be read. Those are root level skip tags.

Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, SimpleScanner.cxx, SortImage.cxx, and VolumeSorter.cxx.

25.218.4.4 `ConstIterator gdcmm::Scanner::Begin ( ) const` `[inline]`

25.218.4.5 `void gdcmm::Scanner::ClearSkipTags ( )`

25.218.4.6 `void gdcmm::Scanner::ClearTags ( )`

25.218.4.7 `ConstIterator gdcmm::Scanner::End ( ) const` `[inline]`

25.218.4.8 `Directory::FileNamesType gdcmm::Scanner::GetAllFileNamesFromTagToValue ( Tag const & t, const char * valuref ) const`

Will loop over all files and return a vector of std::strings of filenames where value match the reference value 'valuref'

25.218.4.9 `const char* gdcmm::Scanner::GetFilenameFromTagToValue ( Tag const & t, const char * valuref ) const`

Will loop over all files and return the first file where value match the reference value 'valuref'

25.218.4.10 `Directory::FileNamesType const& gdcmm::Scanner::GetFileNames ( ) const` `[inline]`

25.218.4.11 `Directory::FileNamesType gdcmm::Scanner::GetKeys ( ) const`

Return the list of filename that are key in the internal map, which means those filename were properly parsed

**Examples:**

VolumeSorter.cxx.

**25.218.4.12 TagToValue const& gdcm::Scanner::GetMapping ( const char \* filename ) const**

Get the std::map mapping filenames to value for file 'filename'.

**Examples:**

DumpToSQLITE3.cxx, and SimpleScanner.cxx.

**25.218.4.13 TagToValue const& gdcm::Scanner::GetMappingFromTagToValue ( Tag const & t, const char \* value ) const**

See GetFilenameFromTagToValue(). This is simply GetFilenameFromTagToValue followed.

**25.218.4.14 MappingType const& gdcm::Scanner::GetMappings ( ) const [inline]**

Mappings are the mapping from a particular tag to the map, mapping filename to value:

**25.218.4.15 Directory::FileNamesType gdcm::Scanner::GetOrderedValues ( Tag const & t ) const**

Get all the values found (in a vector) associated with Tag 't' This function is identical to GetValues, but is accessible from the wrapped layer (python, C#, java)

**25.218.4.16 const char\* gdcm::Scanner::GetValue ( const char \* filename, Tag const & t ) const**

Retrieve the value found for tag: t associated with file: filename This is meant for a single short call. If multiple calls (multiple tags) should be done, prefer the GetMapping function, and then reuse the TagToValue hash table.

**Warning**

Tag 't' should have been added via AddTag() prior to the Scan() call !

**25.218.4.17 ValuesType const& gdcm::Scanner::GetValues ( ) const [inline]**

Get all the values found (in lexicographic order)

**Examples:**

SortImage.cxx, and VolumeSorter.cxx.

**25.218.4.18 ValuesType gdcm::Scanner::GetValues ( Tag const & t ) const**

Get all the values found (in lexicographic order) associated with Tag 't'.

**25.218.4.19** `bool gdcm::Scanner::IsKey ( const char * filename ) const`

Check if filename is a key in the Mapping table. returns true only if file can be found, which means the file was indeed a DICOM file that could be processed

Examples:

DumpToSQLITE3.cxx, and SimpleScanner.cxx.

**25.218.4.20** `static SmartPointer<Scanner> gdcm::Scanner::New ( ) [inline],[static]`

for wrapped language: instantiate a reference counted object

**25.218.4.21** `void gdcm::Scanner::Print ( std::ostream & os ) const [virtual]`

Print result.

Reimplemented from `gdcm::Object`.

Referenced by `gdcm::operator<<()`.

**25.218.4.22** `void gdcm::Scanner::ProcessPublicTag ( StringFilter & sf, const char * filename ) [protected]`

**25.218.4.23** `bool gdcm::Scanner::Scan ( Directory::FileNamesType const & filenames )`

Start the scan !

Examples:

DiscriminateVolume.cxx, DumpToSQLITE3.cxx, SimpleScanner.cxx, SortImage.cxx, and VolumeSorter.cxx.

## 25.218.5 Friends And Related Function Documentation

**25.218.5.1** `std::ostream& operator<< ( std::ostream & os, const Scanner & s ) [friend]`

The documentation for this class was generated from the following file:

- `gdcmScanner.h`

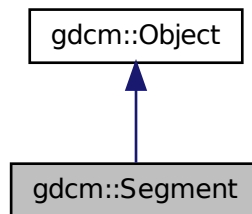
## 25.219 gdcm::Segment Class Reference

This class defines a segment. It mainly contains attributes of group 0x0062. In addition, it can be associated with surface.

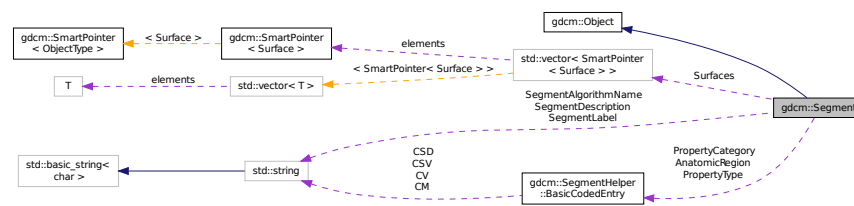
```
#include <gdcmSegment.h>
```



Inheritance diagram for gdcm::Segment:



Collaboration diagram for gdcm::Segment:



## Public Types

- enum ALGOType {  
  MANUAL = 0,  
  AUTOMATIC,  
  ALGOType\_END }
- typedef std::vector  
  < SmartPointer< Surface > > SurfaceVector

## Public Member Functions

- Segment ()
- virtual ~Segment ()
- void AddSurface (SmartPointer< Surface > surface)
- SegmentHelper::BasicCodedEntry  
  const & GetAnatomicRegion () const
- SegmentHelper::BasicCodedEntry & GetAnatomicRegion ()
- SegmentHelper::BasicCodedEntry  
  const & GetPropertyCategory () const
- SegmentHelper::BasicCodedEntry & GetPropertyCategory ()
- SegmentHelper::BasicCodedEntry  
  const & GetPropertyType () const

- SegmentHelper::BasicCodedEntry & GetPropertyType ()
- const char \* GetSegmentAlgorithmName () const
- ALGOType GetSegmentAlgorithmType () const
- const char \* GetSegmentDescription () const
- const char \* GetSegmentLabel () const
- unsigned short GetSegmentNumber () const
- SmartPointer< Surface > GetSurface (const unsigned int idx=0) const
- unsigned long GetSurfaceCount ()
- SurfaceVector const & GetSurfaces () const
- SurfaceVector & GetSurfaces ()
- void SetAnatomicRegion (SegmentHelper::BasicCodedEntry const &BSE)
- void SetPropertyCategory (SegmentHelper::BasicCodedEntry const &BSE)
- void SetPropertyType (SegmentHelper::BasicCodedEntry const &BSE)
- void SetSegmentAlgorithmName (const char \*name)
- void SetSegmentAlgorithmType (ALGOType type)
- void SetSegmentAlgorithmType (const char \*typeStr)
- void SetSegmentDescription (const char \*description)
- void SetSegmentLabel (const char \*label)
- void SetSegmentNumber (const unsigned short num)
- void SetSurfaceCount (const unsigned long nb)

### Static Public Member Functions

- static ALGOType GetALGOType (const char \*type)
- static const char \* GetALGOTypeString (ALGOType type)

### Protected Attributes

- SegmentHelper::BasicCodedEntry AnatomicRegion
- SegmentHelper::BasicCodedEntry PropertyCategory
- SegmentHelper::BasicCodedEntry PropertyType
- std::string SegmentAlgorithmName
- ALGOType SegmentAlgorithmType
- std::string SegmentDescription
- std::string SegmentLabel
- unsigned short SegmentNumber
- unsigned long SurfaceCount
- SurfaceVector Surfaces

### Additional Inherited Members

#### 25.219.1 Detailed Description

This class defines a segment. It mainly contains attributes of group 0x0062. In addition, it can be associated with surface.

#### See Also

PS 3.3 C.8.20.2 and C.8.23

## 25.219.2 Member Typedef Documentation

25.219.2.1 `typedef std::vector< SmartPointer< Surface > > gdcm::Segment::SurfaceVector`

## 25.219.3 Member Enumeration Documentation

25.219.3.1 `enum gdcm::Segment::ALGOType`

Enumerator:

***MANUAL***  
***AUTOMATIC***  
***ALGOType\_END***

## 25.219.4 Constructor & Destructor Documentation

25.219.4.1 `gdcm::Segment::Segment ( )`

25.219.4.2 `virtual gdcm::Segment::~~Segment ( )` [virtual]

## 25.219.5 Member Function Documentation

25.219.5.1 `void gdcm::Segment::AddSurface ( SmartPointer< Surface > surface )`

25.219.5.2 `static ALGOType gdcm::Segment::GetALGOType ( const char * type )` [static]

25.219.5.3 `static const char* gdcm::Segment::GetALGOTypeString ( ALGOType type )` [static]

25.219.5.4 `SegmentHelper::BasicCodedEntry const& gdcm::Segment::GetAnatomicRegion ( ) const`

25.219.5.5 `SegmentHelper::BasicCodedEntry& gdcm::Segment::GetAnatomicRegion ( )`

25.219.5.6 `SegmentHelper::BasicCodedEntry const& gdcm::Segment::GetPropertyCategory ( ) const`

25.219.5.7 `SegmentHelper::BasicCodedEntry& gdcm::Segment::GetPropertyCategory ( )`

25.219.5.8 `SegmentHelper::BasicCodedEntry const& gdcm::Segment::GetPropertyType ( ) const`

25.219.5.9 `SegmentHelper::BasicCodedEntry& gdcm::Segment::GetPropertyType ( )`

25.219.5.10 `const char* gdcm::Segment::GetSegmentAlgorithmName ( ) const`

25.219.5.11 `ALGOType gdcm::Segment::GetSegmentAlgorithmType ( ) const`

25.219.5.12 `const char* gdcm::Segment::GetSegmentDescription ( ) const`

25.219.5.13 `const char* gdcm::Segment::GetSegmentLabel ( ) const`

25.219.5.14 `unsigned short gdcm::Segment::GetSegmentNumber ( ) const`

25.219.5.15 `SmartPointer< Surface > gdcm::Segment::GetSurface ( const unsigned int idx = 0 ) const`

- 25.219.5.16 `unsigned long gdcmm::Segment::GetSurfaceCount ( )`
- 25.219.5.17 `SurfaceVector const& gdcmm::Segment::GetSurfaces ( ) const`
- 25.219.5.18 `SurfaceVector& gdcmm::Segment::GetSurfaces ( )`
- 25.219.5.19 `void gdcmm::Segment::SetAnatomicRegion ( SegmentHelper::BasicCodedEntry const & BSE )`
- 25.219.5.20 `void gdcmm::Segment::SetPropertyCategory ( SegmentHelper::BasicCodedEntry const & BSE )`
- 25.219.5.21 `void gdcmm::Segment::SetPropertyType ( SegmentHelper::BasicCodedEntry const & BSE )`
- 25.219.5.22 `void gdcmm::Segment::SetSegmentAlgorithmName ( const char * name )`
- 25.219.5.23 `void gdcmm::Segment::SetSegmentAlgorithmType ( ALGOType type )`
- 25.219.5.24 `void gdcmm::Segment::SetSegmentAlgorithmType ( const char * typeStr )`
- 25.219.5.25 `void gdcmm::Segment::SetSegmentDescription ( const char * description )`
- 25.219.5.26 `void gdcmm::Segment::SetSegmentLabel ( const char * label )`
- 25.219.5.27 `void gdcmm::Segment::SetSegmentNumber ( const unsigned short num )`
- 25.219.5.28 `void gdcmm::Segment::SetSurfaceCount ( const unsigned long nb )`

## 25.219.6 Member Data Documentation

- 25.219.6.1 `SegmentHelper::BasicCodedEntry gdcmm::Segment::AnatomicRegion` [protected]
- 25.219.6.2 `SegmentHelper::BasicCodedEntry gdcmm::Segment::PropertyCategory` [protected]
- 25.219.6.3 `SegmentHelper::BasicCodedEntry gdcmm::Segment::PropertyType` [protected]
- 25.219.6.4 `std::string gdcmm::Segment::SegmentAlgorithmName` [protected]
- 25.219.6.5 `ALGOType gdcmm::Segment::SegmentAlgorithmType` [protected]
- 25.219.6.6 `std::string gdcmm::Segment::SegmentDescription` [protected]
- 25.219.6.7 `std::string gdcmm::Segment::SegmentLabel` [protected]
- 25.219.6.8 `unsigned short gdcmm::Segment::SegmentNumber` [protected]
- 25.219.6.9 `unsigned long gdcmm::Segment::SurfaceCount` [protected]
- 25.219.6.10 `SurfaceVector gdcmm::Segment::Surfaces` [protected]

The documentation for this class was generated from the following file:

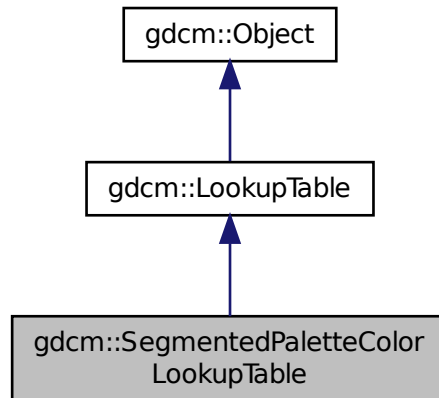
- `gdcmmSegment.h`

## 25.220 gdcm::SegmentedPaletteColorLookupTable Class Reference

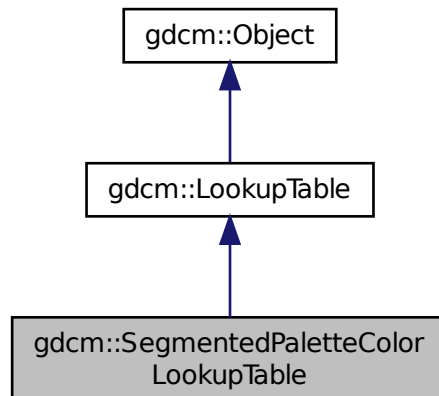
SegmentedPaletteColorLookupTable class.

```
#include <gdcmSegmentedPaletteColorLookupTable.h>
```

Inheritance diagram for gdcm::SegmentedPaletteColorLookupTable:



Collaboration diagram for gdcm::SegmentedPaletteColorLookupTable:



## Public Member Functions

- SegmentedPaletteColorLookupTable ()
- ~SegmentedPaletteColorLookupTable ()
- void Print (std::ostream &) const
- void SetLUT (LookupTableType type, const unsigned char \*array, unsigned int length)

*Initialize a SegmentedPaletteColorLookupTable.*

## Additional Inherited Members

### 25.220.1 Detailed Description

SegmentedPaletteColorLookupTable class.

### 25.220.2 Constructor & Destructor Documentation

25.220.2.1 `gdcm::SegmentedPaletteColorLookupTable::SegmentedPaletteColorLookupTable ( )`

25.220.2.2 `gdcm::SegmentedPaletteColorLookupTable::~~SegmentedPaletteColorLookupTable ( )`

### 25.220.3 Member Function Documentation

25.220.3.1 `void gdcm::SegmentedPaletteColorLookupTable::Print ( std::ostream & ) const` `[inline],[virtual]`

Reimplemented from `gdcm::LookupTable`.

25.220.3.2 `void gdcm::SegmentedPaletteColorLookupTable::SetLUT ( LookupTableType type, const unsigned char * array, unsigned int length )` `[virtual]`

Initialize a SegmentedPaletteColorLookupTable.

Reimplemented from `gdcm::LookupTable`.

The documentation for this class was generated from the following file:

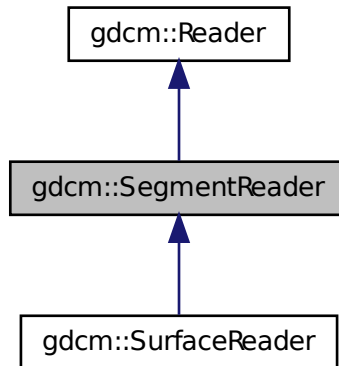
- `gdcmSegmentedPaletteColorLookupTable.h`

## 25.221 gdcm::SegmentReader Class Reference

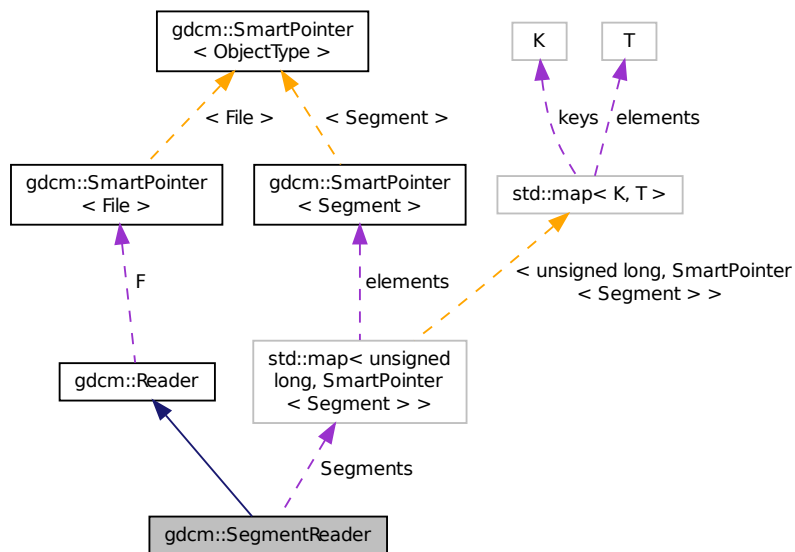
This class defines a segment reader. It reads attributes of group 0x0062.

```
#include <gdcmSegmentReader.h>
```

Inheritance diagram for gdcm::SegmentReader:



Collaboration diagram for gdcm::SegmentReader:



## Public Types

- `typedef std::vector< SmartPointer< Segment > > SegmentVector`

## Public Member Functions

- `SegmentReader ()`
- `virtual ~SegmentReader ()`
- `const SegmentVector GetSegments () const`
- `SegmentVector GetSegments ()`
- `virtual bool Read ()`

*Read.*

## Protected Types

- `typedef std::map< unsigned long, SmartPointer< Segment > > SegmentMap`

## Protected Member Functions

- `bool ReadSegment (const Item &segmentItem, const unsigned int idx)`
- `bool ReadSegments ()`

## Protected Attributes

- `SegmentMap Segments`

### 25.221.1 Detailed Description

This class defines a segment reader. It reads attributes of group 0x0062.

#### See Also

PS 3.3 C.8.20.2 and C.8.23

### 25.221.2 Member Typedef Documentation

25.221.2.1 `typedef std::map< unsigned long, SmartPointer< Segment > > gdcm::SegmentReader::SegmentMap`  
[protected]

25.221.2.2 `typedef std::vector< SmartPointer< Segment > > gdcm::SegmentReader::SegmentVector`

### 25.221.3 Constructor & Destructor Documentation

25.221.3.1 `gdcm::SegmentReader::SegmentReader ( )`

25.221.3.2 `virtual gdcm::SegmentReader::~~SegmentReader ( )` [virtual]

### 25.221.4 Member Function Documentation

25.221.4.1 `const SegmentVector gdcm::SegmentReader::GetSegments ( ) const`



25.221.4.2 **SegmentVector** gdcm::SegmentReader::GetSegments ( )

25.221.4.3 **virtual bool** gdcm::SegmentReader::Read ( ) [virtual]

Read.

Reimplemented from gdcm::Reader.

Reimplemented in gdcm::SurfaceReader.

25.221.4.4 **bool** gdcm::SegmentReader::ReadSegment ( const Item & *segmentItem*, const unsigned int *idx* ) [protected]

25.221.4.5 **bool** gdcm::SegmentReader::ReadSegments ( ) [protected]

## 25.221.5 Member Data Documentation

25.221.5.1 **SegmentMap** gdcm::SegmentReader::Segments [protected]

The documentation for this class was generated from the following file:

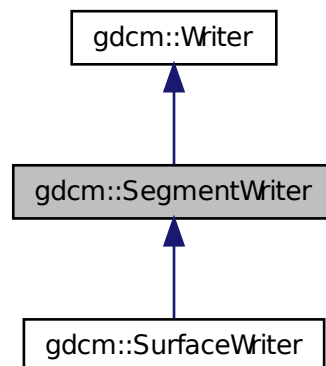
- gdcmSegmentReader.h

## 25.222 gdcm::SegmentWriter Class Reference

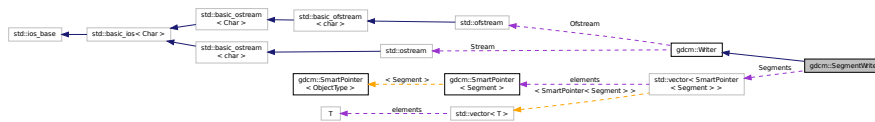
This class defines a segment writer. It writes attributes of group 0x0062.

```
#include <gdcmSegmentWriter.h>
```

Inheritance diagram for gdcm::SegmentWriter:



Collaboration diagram for `gdcm::SegmentWriter`:



## Public Types

- `typedef std::vector  
< SmartPointer< Segment > > SegmentVector`

## Public Member Functions

- `SegmentWriter ()`
- `virtual ~SegmentWriter ()`
- `void AddSegment (SmartPointer< Segment > segment)`
- `unsigned int GetNumberOfSegments () const`
- `SmartPointer< Segment > GetSegment (const unsigned int idx=0) const`
- `const SegmentVector & GetSegments () const`
- `SegmentVector & GetSegments ()`
- `void SetNumberOfSegments (const unsigned int size)`
- `void SetSegments (SegmentVector &segments)`
- `bool Write ()`

*Write.*

## Protected Member Functions

- `bool PrepareWrite ()`

## Protected Attributes

- `SegmentVector Segments`

### 25.222.1 Detailed Description

This class defines a segment writer. It writes attributes of group 0x0062.

#### See Also

PS 3.3 C.8.20.2 and C.8.23

### 25.222.2 Member Typedef Documentation

25.222.2.1 `typedef std::vector< SmartPointer< Segment > > gdcm::SegmentWriter::SegmentVector`

### 25.222.3 Constructor & Destructor Documentation

25.222.3.1 `gdcm::SegmentWriter::SegmentWriter ( )`

25.222.3.2 `virtual gdcm::SegmentWriter::~~SegmentWriter ( ) [virtual]`

### 25.222.4 Member Function Documentation

25.222.4.1 `void gdcm::SegmentWriter::AddSegment ( SmartPointer< Segment > segment )`

25.222.4.2 `unsigned int gdcm::SegmentWriter::GetNumberOfSegments ( ) const`

25.222.4.3 `SmartPointer< Segment > gdcm::SegmentWriter::GetSegment ( const unsigned int idx = 0 ) const`

25.222.4.4 `const SegmentVector& gdcm::SegmentWriter::GetSegments ( ) const`

25.222.4.5 `SegmentVector& gdcm::SegmentWriter::GetSegments ( )`

25.222.4.6 `bool gdcm::SegmentWriter::PrepareWrite ( ) [protected]`

Reimplemented in `gdcm::SurfaceWriter`.

25.222.4.7 `void gdcm::SegmentWriter::SetNumberOfSegments ( const unsigned int size )`

25.222.4.8 `void gdcm::SegmentWriter::SetSegments ( SegmentVector & segments )`

25.222.4.9 `bool gdcm::SegmentWriter::Write ( ) [virtual]`

Write.

Reimplemented from `gdcm::Writer`.

Reimplemented in `gdcm::SurfaceWriter`.

### 25.222.5 Member Data Documentation

25.222.5.1 `SegmentVector gdcm::SegmentWriter::Segments [protected]`

The documentation for this class was generated from the following file:

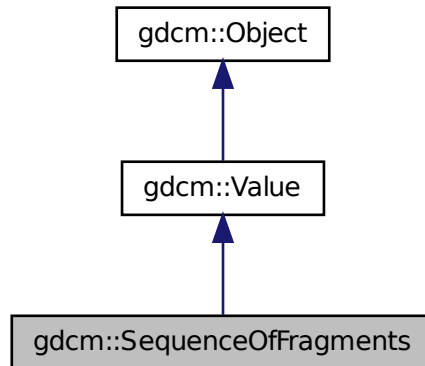
- `gdcmSegmentWriter.h`

## 25.223 gdcm::SequenceOfFragments Class Reference

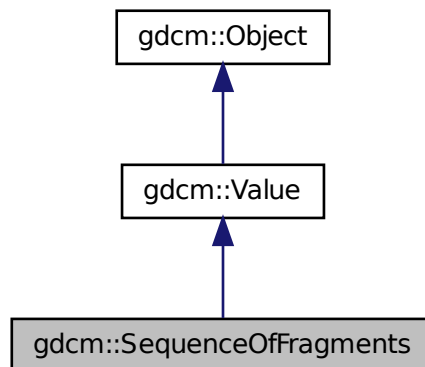
Class to represent a Sequence Of Fragments.

```
#include <gdcmSequenceOfFragments.h>
```

Inheritance diagram for `gdc::SequenceOfFragments`:



Collaboration diagram for `gdc::SequenceOfFragments`:



## Public Types

- typedef `FragmentVector::const_iterator` `ConstIterator`
- typedef `std::vector< Fragment >` `FragmentVector`
- typedef `FragmentVector::iterator` `Iterator`
- typedef `FragmentVector::size_type` `SizeType`

## Public Member Functions

- SequenceOfFragments ()  
*constructor (UndefinedLength by default)*
- void AddFragment (Fragment const &item)  
*Appends a Fragment to the already added ones.*
- Iterator Begin ()
- ConstIterator Begin () const
- void Clear ()  
*Clear.*
- unsigned long ComputeByteLength () const
- VL ComputeLength () const
- Iterator End ()
- ConstIterator End () const
- bool GetBuffer (char \*buffer, unsigned long length) const
- bool GetFragBuffer (unsigned int fragNb, char \*buffer, unsigned long &length) const
- const Fragment & GetFragment (SizeType num) const
- VL GetLength () const  
*Returns the SQ length, as read from disk.*
- SizeType GetNumberOfFragments () const
- const BasicOffsetTable & GetTable () const
- BasicOffsetTable & GetTable ()
- bool operator== (const Value &val) const
- void Print (std::ostream &os) const
- template<typename TSwap >  
std::istream & Read (std::istream &is)
- void SetLength (VL length)  
*Sets the actual SQ length.*
- template<typename TSwap >  
std::ostream const & Write (std::ostream &os) const
- bool WriteBuffer (std::ostream &os) const

## Static Public Member Functions

- static SmartPointer  
< SequenceOfFragments > New ()

## Additional Inherited Members

### 25.223.1 Detailed Description

Class to represent a Sequence Of Fragments.

**Todo** I do not enforce that Sequence of Fragments ends with a SQ end del

#### Examples:

FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, and GetJPEGSamplePrecision.cxx.

### 25.223.2 Member Typedef Documentation

25.223.2.1 `typedef FragmentVector::const_iterator gdcmm::SequenceOfFragments::ConstIterator`

25.223.2.2 `typedef std::vector<Fragment> gdcmm::SequenceOfFragments::FragmentVector`

25.223.2.3 `typedef FragmentVector::iterator gdcmm::SequenceOfFragments::Iterator`

25.223.2.4 `typedef FragmentVector::size_type gdcmm::SequenceOfFragments::SizeType`

### 25.223.3 Constructor & Destructor Documentation

25.223.3.1 `gdcmm::SequenceOfFragments::SequenceOfFragments ( ) [inline]`

constructor (UndefinedLength by default)

### 25.223.4 Member Function Documentation

25.223.4.1 `void gdcmm::SequenceOfFragments::AddFragment ( Fragment const & item )`

Appends a Fragment to the already added ones.

Examples:

FixBrokenJ2K.cxx.

25.223.4.2 `Iterator gdcmm::SequenceOfFragments::Begin ( ) [inline]`

25.223.4.3 `ConstIterator gdcmm::SequenceOfFragments::Begin ( ) const [inline]`

25.223.4.4 `void gdcmm::SequenceOfFragments::Clear ( ) [virtual]`

Clear.

Implements `gdcmm::Value`.

25.223.4.5 `unsigned long gdcmm::SequenceOfFragments::ComputeByteLength ( ) const`

25.223.4.6 `VL gdcmm::SequenceOfFragments::ComputeLength ( ) const`

25.223.4.7 `Iterator gdcmm::SequenceOfFragments::End ( ) [inline]`

25.223.4.8 `ConstIterator gdcmm::SequenceOfFragments::End ( ) const [inline]`

25.223.4.9 `bool gdcmm::SequenceOfFragments::GetBuffer ( char * buffer, unsigned long length ) const`

25.223.4.10 `bool gdcmm::SequenceOfFragments::GetFragBuffer ( unsigned int fragNb, char * buffer, unsigned long & length ) const`

25.223.4.11 `const Fragment& gdcmm::SequenceOfFragments::GetFragment ( SizeType num ) const`

Examples:

FixBrokenJ2K.cxx, and FixJAIBugJPEGLS.cxx.

25.223.4.12 `VL gdcmm::SequenceOfFragments::GetLength ( ) const [inline],[virtual]`

Returns the SQ length, as read from disk.

Implements gdcmm::Value.

25.223.4.13 `SizeType gdcmm::SequenceOfFragments::GetNumberOfFragments ( ) const`

Examples:

FixJAIBugJPEGLS.cxx.

25.223.4.14 `const BasicOffsetTable& gdcmm::SequenceOfFragments::GetTable ( ) const [inline]`

25.223.4.15 `BasicOffsetTable& gdcmm::SequenceOfFragments::GetTable ( ) [inline]`

25.223.4.16 `static SmartPointer<SequenceOfFragments> gdcmm::SequenceOfFragments::New ( ) [inline],  
[static]`

25.223.4.17 `bool gdcmm::SequenceOfFragments::operator== ( const Value & val ) const [inline],[virtual]`

Implements gdcmm::Value.

25.223.4.18 `void gdcmm::SequenceOfFragments::Print ( std::ostream & os ) const [inline],[virtual]`

Reimplemented from gdcmm::Object.

25.223.4.19 `template<typename TSwap > std::istream& gdcmm::SequenceOfFragments::Read ( std::istream & is ) [inline]`

References gdcmm::DebugMacro, gdcmm::WarningMacro, gdcmm::DataElement::GetTag(), gdcmm::DataElement::GetVL(), gdcmm::Fragment::Read(), gdcmm::DataElement::SetByteValue(), and gdcmm::Exception::what().

25.223.4.20 `void gdcmm::SequenceOfFragments::SetLength ( VL length ) [inline],[virtual]`

Sets the actual SQ length.

Implements gdcmm::Value.

25.223.4.21 `template<typename TSwap > std::ostream const& gdcmm::SequenceOfFragments::Write ( std::ostream & os ) const  
[inline]`

References gdcmm::VL::Write(), and gdcmm::Tag::Write().

25.223.4.22 `bool gdcm::SequenceOfFragments::WriteBuffer ( std::ostream & os ) const`

#### Examples:

GetJPEGSamplePrecision.cxx.

The documentation for this class was generated from the following file:

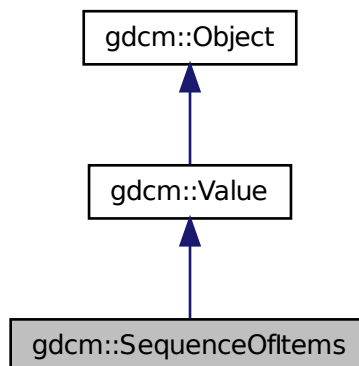
- `gdcmSequenceOfFragments.h`

## 25.224 `gdcm::SequenceOfItems` Class Reference

Class to represent a Sequence Of Items (value representation : SQ)

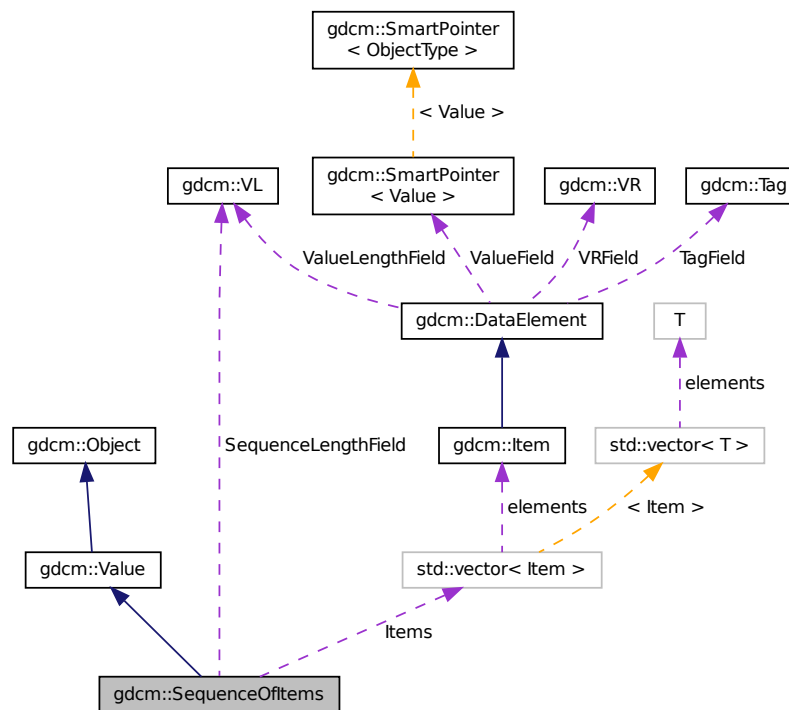
```
#include <gdcmSequenceOfItems.h>
```

Inheritance diagram for `gdcm::SequenceOfItems`:





Collaboration diagram for gdcm::SequenceOfItems:



## Public Types

- `typedef ItemVector::const_iterator ConstIterator`
- `typedef std::vector< Item > ItemVector`
- `typedef ItemVector::iterator Iterator`
- `typedef ItemVector::size_type SizeType`

## Public Member Functions

- `SequenceOfItems ()`  
*constructor (UndefinedLength by default)*
- `void AddItem (Item const &item)`  
*Appends an Item to the already added ones.*
- `Iterator Begin ()`
- `ConstIterator Begin () const`
- `void Clear ()`
- `template<typename TDE >`  
`VL ComputeLength () const`
- `Iterator End ()`
- `ConstIterator End () const`
- `bool FindDataElement (const Tag &t) const`

- const Item & GetItem (SizeType position) const
- Item & GetItem (SizeType position)
- VL GetLength () const  
*Returns the SQ length, as read from disk.*
- SizeType GetNumberOfItems () const
- bool IsUndefinedLength () const  
*return if Value Length if of undefined length*
- SequenceOfItems & operator= (const SequenceOfItems &val)
- bool operator== (const Value &val) const
- void Print (std::ostream &os) const
- template<typename TDE , typename TSwap >  
std::istream & Read (std::istream &is)
- void SetLength (VL length)  
*Sets the actual SQ length.*
- void SetLengthToUndefined ()  
*Properly set the Sequence of Item to be undefined length.*
- void SetNumberOfItems (SizeType n)
- template<typename TDE , typename TSwap >  
std::ostream const & Write (std::ostream &os) const

## Static Public Member Functions

- static SmartPointer  
< SequenceOfItems > New ()

## Public Attributes

- ItemVector Items  
*Vector of Sequence Items.*
- VL SequenceLengthField  
*Total length of the Sequence (or 0xffffffff) if undefined.*

## Additional Inherited Members

### 25.224.1 Detailed Description

Class to represent a Sequence Of Items (value representation : SQ)

- a Value Representation for Data Elements that contains a sequence of Data Sets.
- Sequence of Item allows for Nested Data Sets

See PS 3.5, 7.4.6 Data Element Type Within a Sequence

## Note

SEQUENCE OF ITEMS (VALUE REPRESENTATION SQ) A Value Representation for Data Elements that contain a sequence of Data Sets. Sequence of Items allows for Nested Data Sets.

## Examples:

DumpGEMSMovieGroup.cxx, ExtractEncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetSequenceUltrasound.cxx, and ReadExplicitLengthSQIVR.cxx.

## 25.224.2 Member Typedef Documentation

25.224.2.1 `typedef ItemVector::const_iterator gdcmm::SequenceOfItems::ConstIterator`

25.224.2.2 `typedef std::vector< Item > gdcmm::SequenceOfItems::ItemVector`

25.224.2.3 `typedef ItemVector::iterator gdcmm::SequenceOfItems::Iterator`

25.224.2.4 `typedef ItemVector::size_type gdcmm::SequenceOfItems::SizeType`

## 25.224.3 Constructor &amp; Destructor Documentation

25.224.3.1 `gdcmm::SequenceOfItems::SequenceOfItems ( ) [inline]`

constructor (UndefinedLength by default)

## 25.224.4 Member Function Documentation

25.224.4.1 `void gdcmm::SequenceOfItems::AddItem ( Item const & item )`

Appends an Item to the already added ones.

## Examples:

Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenLongSeqs.cxx, and GenSeqs.cxx.

25.224.4.2 `Iterator gdcmm::SequenceOfItems::Begin ( ) [inline]`

25.224.4.3 `ConstIterator gdcmm::SequenceOfItems::Begin ( ) const [inline]`

25.224.4.4 `void gdcmm::SequenceOfItems::Clear ( ) [inline],[virtual]`

Implements gdcmm::Value.

25.224.4.5 `template<typename TDE > VL gdcmm::SequenceOfItems::ComputeLength ( ) const`

25.224.4.6 `Iterator gdcmm::SequenceOfItems::End ( ) [inline]`

25.224.4.7 **ConstIterator** `gdcmm::SequenceOfItems::End ( ) const` `[inline]`

25.224.4.8 **bool** `gdcmm::SequenceOfItems::FindDataElement ( const Tag & t ) const`

25.224.4.9 **const Item&** `gdcmm::SequenceOfItems::GetItem ( SizeType position ) const`

Examples:

ChangeSequenceUltrasound.cxx, DumpGEMSMovieGroup.cxx, ExtractEncryptedContent.cxx, gdcmmrtionplan.cxx, gdcmmrtplan.cxx, GetSequenceUltrasound.cxx, LargeVRDSExplicit.cxx, and ReadAndDumpDICOMDIR.cxx.

25.224.4.10 **Item&** `gdcmm::SequenceOfItems::GetItem ( SizeType position )`

25.224.4.11 **VL** `gdcmm::SequenceOfItems::GetLength ( ) const` `[inline],[virtual]`

Returns the SQ length, as read from disk.

Implements `gdcmm::Value`.

25.224.4.12 **SizeType** `gdcmm::SequenceOfItems::GetNumberOfItems ( ) const` `[inline]`

Examples:

ChangeSequenceUltrasound.cxx, DumpGEMSMovieGroup.cxx, ExtractEncryptedContent.cxx, gdcmmrtionplan.cxx, gdcmmrtplan.cxx, GetSequenceUltrasound.cxx, and LargeVRDSExplicit.cxx.

25.224.4.13 **bool** `gdcmm::SequenceOfItems::IsUndefinedLength ( ) const` `[inline]`

return if Value Length if of undefined length

25.224.4.14 **static SmartPointer<SequenceOfItems>** `gdcmm::SequenceOfItems::New ( )` `[inline],[static]`

25.224.4.15 **SequenceOfItems&** `gdcmm::SequenceOfItems::operator= ( const SequenceOfItems & val )` `[inline]`

References Items, and SequenceLengthField.

25.224.4.16 **bool** `gdcmm::SequenceOfItems::operator==( const Value & val ) const` `[inline],[virtual]`

Implements `gdcmm::Value`.

References Items, and SequenceLengthField.

25.224.4.17 **void** `gdcmm::SequenceOfItems::Print ( std::ostream & os ) const` `[inline],[virtual]`

Reimplemented from `gdcmm::Object`.

25.224.4.18 `template<typename TDE , typename TSwap > std::istream& gdcmm::SequenceOfItems::Read ( std::istream & is )`  
`[inline]`

Examples:

`ReadExplicitLengthSQIVR.cxx.`

References `gdcmm::Item::Clear()`, `gdcmmDebugMacro`, `gdcmmWarningMacro`, `gdcmm::Exception::GetDescription()`, `gdcmm::Item::GetNestedDataSet()`, `gdcmm::DataElement::GetTag()`, `gdcmm::DataElement::GetVL()`, `gdcmm::Item::Read()`, and `gdcmm::DataSet::Size()`.

25.224.4.19 `void gdcmm::SequenceOfItems::SetLength ( VL length )` `[inline]`, `[virtual]`

Sets the actual SQ length.

Implements `gdcmm::Value`.

Examples:

`ReadExplicitLengthSQIVR.cxx.`

25.224.4.20 `void gdcmm::SequenceOfItems::SetLengthToUndefined ( )`

Properly set the Sequence of Item to be undefined length.

Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, `GenAllIVR.cxx`, `GenLongSeqs.cxx`, and `GenSeqs.cxx`.

25.224.4.21 `void gdcmm::SequenceOfItems::SetNumberOfItems ( SizeType n )` `[inline]`

25.224.4.22 `template<typename TDE , typename TSwap > std::ostream const& gdcmm::SequenceOfItems::Write ( std::ostream & os ) const` `[inline]`

References `gdcmm::VL::Write()`, and `gdcmm::Tag::Write()`.

## 25.224.5 Member Data Documentation

### 25.224.5.1 ItemVector `gdcmm::SequenceOfItems::Items`

Vector of Sequence Items.

Referenced by `operator=()`, and `operator==()`.

### 25.224.5.2 VL `gdcmm::SequenceOfItems::SequenceLengthField`

Total length of the Sequence (or 0xffffffff) if undefined.

Referenced by `operator=()`, and `operator==()`.

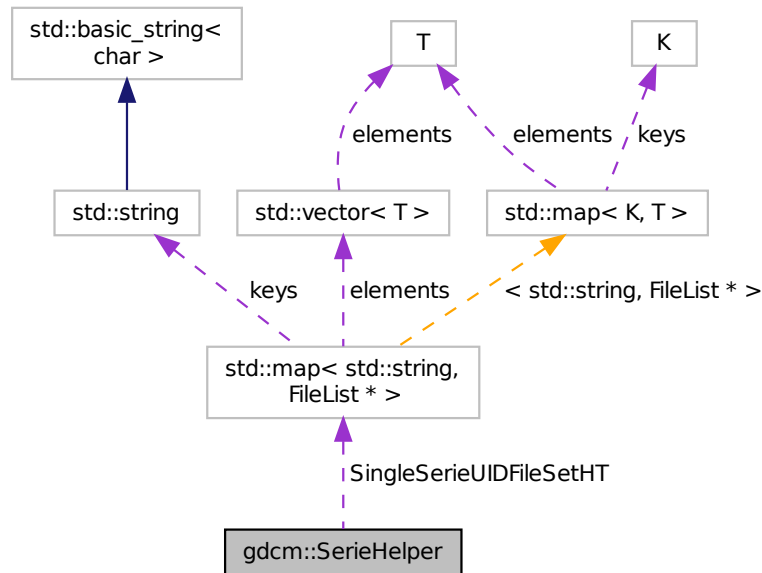
The documentation for this class was generated from the following file:

- gdcmSequenceOfItems.h

## 25.225 gdcm::SerieHelper Class Reference

```
#include <gdcmSerieHelper.h>
```

Collaboration diagram for gdcm::SerieHelper:



### Classes

- struct Rule

### Public Member Functions

- SerieHelper ()
- ~SerieHelper ()
- void AddRestriction (const std::string &tag)
- void AddRestriction (uint16\_t group, uint16\_t elem, std::string const &value, int op)
- void Clear ()
- void CreateDefaultUniqueSeriesIdentifier ()
- std::string CreateUniqueSeriesIdentifier (File \*inFile)
- FileList \* GetFirstSingleSerieUIDFileSet ()
- FileList \* GetNextSingleSerieUIDFileSet ()
- void OrderFileList (FileList \*fileSet)
- void SetDirectory (std::string const &dir, bool recursive=false)

- void SetLoadMode (int)
- void SetUseSeriesDetails (bool useSeriesDetails)

### Protected Types

- typedef std::vector< Rule > SerieRestrictions
- typedef std::map< std::string, FileList \* > SingleSerieUIDFileSetmap

### Protected Member Functions

- bool AddFile (FileWithName &header)
- void AddFileName (std::string const &filename)
- void AddRestriction (const Tag &tag)
- bool FileNameOrdering (FileList \*fileList)
- bool ImagePositionPatientOrdering (FileList \*fileSet)
- bool UserOrdering (FileList \*fileSet)

### Protected Attributes

- SingleSerieUIDFileSetmap::iterator ItFileSetHt
- SingleSerieUIDFileSetmap SingleSerieUIDFileSetHT

## 25.225.1 Detailed Description

DO NOT USE this class, it is only a temporary solution for ITK migration from GDCM 1.x to GDCM 2.x It will disapear soon, you've been warned.

Instead see gdcm::ImageHelper or gdcm::IPPSorter

## 25.225.2 Member Typedef Documentation

25.225.2.1 `typedef std::vector<Rule> gdcm::SerieHelper::SerieRestrictions` [protected]

25.225.2.2 `typedef std::map<std::string, FileList *> gdcm::SerieHelper::SingleSerieUIDFileSetmap` [protected]

## 25.225.3 Constructor & Destructor Documentation

25.225.3.1 `gdcm::SerieHelper::SerieHelper ( )`

25.225.3.2 `gdcm::SerieHelper::~SerieHelper ( )`

## 25.225.4 Member Function Documentation

25.225.4.1 `bool gdcm::SerieHelper::AddFile ( FileWithName & header )` [protected]

25.225.4.2 `void gdcm::SerieHelper::AddFileName ( std::string const & filename )` [protected]

- 25.225.4.3 void gdcM::SerieHelper::AddRestriction ( const std::string & tag )
- 25.225.4.4 void gdcM::SerieHelper::AddRestriction ( uint16\_t group, uint16\_t elem, std::string const & value, int op )
- 25.225.4.5 void gdcM::SerieHelper::AddRestriction ( const Tag & tag ) [protected]
- 25.225.4.6 void gdcM::SerieHelper::Clear ( )
- 25.225.4.7 void gdcM::SerieHelper::CreateDefaultUniqueSeriesIdentifier ( )
- 25.225.4.8 std::string gdcM::SerieHelper::CreateUniqueSeriesIdentifier ( File \* inFile )
- 25.225.4.9 bool gdcM::SerieHelper::FileNameOrdering ( FileList \* fileList ) [protected]
- 25.225.4.10 FileList\* gdcM::SerieHelper::GetFirstSingleSerieUIDFileSet ( )
- 25.225.4.11 FileList\* gdcM::SerieHelper::GetNextSingleSerieUIDFileSet ( )
- 25.225.4.12 bool gdcM::SerieHelper::ImagePositionPatientOrdering ( FileList \* fileSet ) [protected]
- 25.225.4.13 void gdcM::SerieHelper::OrderFileList ( FileList \* fileSet )
- 25.225.4.14 void gdcM::SerieHelper::SetDirectory ( std::string const & dir, bool recursive = false )
- 25.225.4.15 void gdcM::SerieHelper::SetLoadMode ( int ) [inline]
- 25.225.4.16 void gdcM::SerieHelper::SetUseSeriesDetails ( bool useSeriesDetails )
- 25.225.4.17 bool gdcM::SerieHelper::UserOrdering ( FileList \* fileSet ) [protected]
- 25.225.5 Member Data Documentation
- 25.225.5.1 SingleSerieUIDFileSetmap::iterator gdcM::SerieHelper::ItFileSetHt [protected]
- 25.225.5.2 SingleSerieUIDFileSetmap gdcM::SerieHelper::SingleSerieUIDFileSetHT [protected]

The documentation for this class was generated from the following file:

- gdcMSerieHelper.h

## 25.226 gdcM::Series Class Reference

Series.

```
#include <gdcMSeries.h>
```

### Public Member Functions

- Series ()



### 25.226.1 Detailed Description

Series.

### 25.226.2 Constructor & Destructor Documentation

#### 25.226.2.1 gdcm::Series::Series ( ) [inline]

The documentation for this class was generated from the following file:

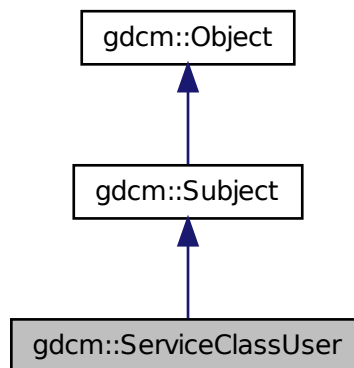
- gdcmSeries.h

## 25.227 gdcm::ServiceClassUser Class Reference

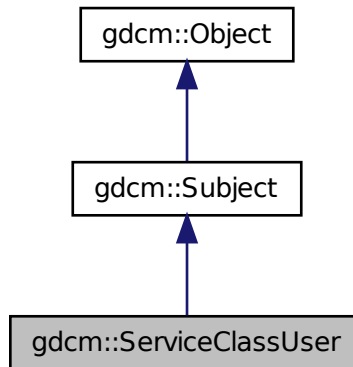
ServiceClassUser.

```
#include <gdcmServiceClassUser.h>
```

Inheritance diagram for gdcm::ServiceClassUser:



Collaboration diagram for `gdcm::ServiceClassUser`:



## Public Member Functions

- `ServiceClassUser ()`
- `~ServiceClassUser ()`
- `const char * GetAETitle () const`
- `const char * GetCalledAETitle () const`
- `time_t GetTimeout () const`
- `bool InitializeConnection ()`
- `bool SendEcho ()`  
*C-ECHO.*
- `bool SendFind (const BaseRootQuery *query, std::vector< DataSet > &retDatasets)`  
*C-FIND a query, return result are in retDatasets.*
- `bool SendMove (const BaseRootQuery *query, const char *outputdir)`  
*Execute a C-MOVE, based on query, return files are written in outputdir.*
- `bool SendMove (const BaseRootQuery *query, std::vector< DataSet > &retDatasets)`  
*Execute a C-MOVE, based on query, returned dataset are Implicit.*
- `bool SendMove (const BaseRootQuery *query, std::vector< File > &retFile)`  
*Execute a C-MOVE, based on query, returned Files are stored in vector.*
- `bool SendStore (const char *filename)`  
*Execute a C-STORE on file on disk, named filename.*
- `bool SendStore (File const &file)`
- `bool SendStore (DataSet const &ds)`  
*Execute a C-STORE on a DataSet, the transfer syntax used will be Implicit.*
- `void SetAETitle (const char *aetitle)`  
*set calling ae title*
- `void SetCalledAETitle (const char *aetitle)`  
*set called ae title*
- `void SetHostname (const char *hostname)`

- Set the name of the called hostname (hostname or IP address)*
- void SetPort (uint16\_t port)  
*Set port of remote host (called application)*
- void SetPortSCP (uint16\_t portscp)  
*Set the port for any incoming C-STORE-SCP operation (typically in a return of C-MOVE)*
- void SetPresentationContexts (std::vector< PresentationContext > const &pcs)  
*Set the Presentation Context used for the Association.*
- void SetTimeout (time\_t t)  
*set/get Timeout*
- bool StartAssociation ()  
*Start the association. Need to call SetPresentationContexts before.*
- bool StopAssociation ()  
*Stop the running association.*

## Additional Inherited Members

### 25.227.1 Detailed Description

ServiceClassUser.

Examples:

CStoreQtProgress.cxx.

### 25.227.2 Constructor & Destructor Documentation

#### 25.227.2.1 gdcm::ServiceClassUser::ServiceClassUser ( )

Construct a SCU with default:

- hostname = localhost
- port = 104

#### 25.227.2.2 gdcm::ServiceClassUser::~~ServiceClassUser ( )

### 25.227.3 Member Function Documentation

#### 25.227.3.1 const char\* gdcm::ServiceClassUser::GetAETitle ( ) const

#### 25.227.3.2 const char\* gdcm::ServiceClassUser::GetCalledAETitle ( ) const

#### 25.227.3.3 time\_t gdcm::ServiceClassUser::GetTimeout ( ) const

#### 25.227.3.4 bool gdcm::ServiceClassUser::InitializeConnection ( )

Will try to connect This will setup the actual timeout used during the whole connection time. Need to call SetTimeout first

Examples:

CStoreQtProgress.cxx.

25.227.3.5 `bool gdcmm::ServiceClassUser::SendEcho ( )`

C-ECHO.

25.227.3.6 `bool gdcmm::ServiceClassUser::SendFind ( const BaseRootQuery * query, std::vector< DataSet > & retDatasets )`

C-FIND a query, return result are in retDatasets.

25.227.3.7 `bool gdcmm::ServiceClassUser::SendMove ( const BaseRootQuery * query, const char * outputdir )`

Execute a C-MOVE, based on query, return files are written in outputdir.

25.227.3.8 `bool gdcmm::ServiceClassUser::SendMove ( const BaseRootQuery * query, std::vector< DataSet > & retDatasets )`

Execute a C-MOVE, based on query, returned dataset are Implicit.

25.227.3.9 `bool gdcmm::ServiceClassUser::SendMove ( const BaseRootQuery * query, std::vector< File > & retFile )`

Execute a C-MOVE, based on query, returned Files are stored in vector.

25.227.3.10 `bool gdcmm::ServiceClassUser::SendStore ( const char * filename )`

Execute a C-STORE on file on disk, named filename.

Examples:

CStoreQtProgress.cxx.

25.227.3.11 `bool gdcmm::ServiceClassUser::SendStore ( File const & file )`

Execute a C-STORE on a File, the transfer syntax used for the query is based on the file.

25.227.3.12 `bool gdcmm::ServiceClassUser::SendStore ( DataSet const & ds )`

Execute a C-STORE on a DataSet, the transfer syntax used will be Implicit.

25.227.3.13 `void gdcmm::ServiceClassUser::SetAETitle ( const char * aetitle )`

set calling ae title

25.227.3.14 void gdcm::ServiceClassUser::SetCalledAETitle ( const char \* *aetitle* )

set called ae title

Examples:

CStoreQtProgress.cxx.

25.227.3.15 void gdcm::ServiceClassUser::SetHostname ( const char \* *hostname* )

Set the name of the called hostname (hostname or IP address)

Examples:

CStoreQtProgress.cxx.

25.227.3.16 void gdcm::ServiceClassUser::SetPort ( uint16\_t *port* )

Set port of remote host (called application)

Examples:

CStoreQtProgress.cxx.

25.227.3.17 void gdcm::ServiceClassUser::SetPortSCP ( uint16\_t *portscp* )

Set the port for any incoming C-STORE-SCP operation (typically in a return of C-MOVE)

25.227.3.18 void gdcm::ServiceClassUser::SetPresentationContexts ( std::vector< PresentationContext > const & *pcs* )

Set the Presentation Context used for the Association.

Examples:

CStoreQtProgress.cxx.

25.227.3.19 void gdcm::ServiceClassUser::SetTimeout ( time\_t *t* )

set/get Timeout

Examples:

CStoreQtProgress.cxx.

25.227.3.20 bool gdcm::ServiceClassUser::StartAssociation ( )

Start the association. Need to call SetPresentationContexts before.

Examples:

CStoreQtProgress.cxx.

### 25.227.3.21 bool gdcM::ServiceClassUser::StopAssociation ( )

Stop the running association.

Examples:

```
CStoreQtProgress.cxx.
```

The documentation for this class was generated from the following file:

- gdcMServiceClassUser.h

## 25.228 gdcM::SHA1 Class Reference

Class for SHA1.

```
#include <gdcM_SHA1.h>
```

### Public Member Functions

- SHA1 ()
- ~SHA1 ()

### Static Public Member Functions

- static bool Compute (const char \*buffer, unsigned long buf\_len, char digest\_str[20 \*2+1])
- static bool ComputeFile (const char \*filename, char digest\_str[20 \*2+1])

### 25.228.1 Detailed Description

Class for SHA1.

#### Warning

this class is able to pick from one implementation:

1. the one from OpenSSL (when GDCM\_USE\_SYSTEM\_OPENSSL is turned ON)

In all other cases it will return an error

### 25.228.2 Constructor & Destructor Documentation

#### 25.228.2.1 gdcM::SHA1::SHA1 ( )

#### 25.228.2.2 gdcM::SHA1::~~SHA1 ( )

### 25.228.3 Member Function Documentation

25.228.3.1 static bool gdcm::SHA1::Compute ( const char \* *buffer*, unsigned long *buf\_len*, char *digest\_str*[20\*2+1] )  
[static]

25.228.3.2 static bool gdcm::SHA1::ComputeFile ( const char \* *filename*, char *digest\_str*[20\*2+1] ) [static]

The documentation for this class was generated from the following file:

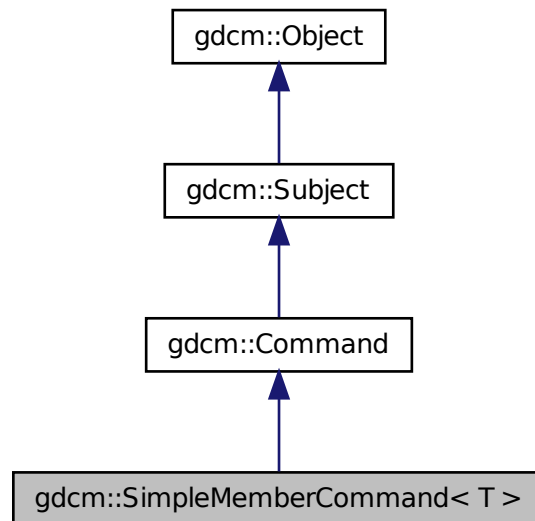
- gdcmSHA1.h

## 25.229 gdcm::SimpleMemberCommand< T > Class Template Reference

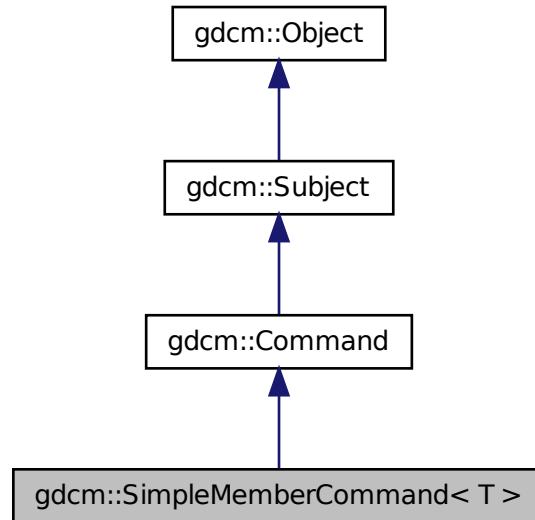
Command subclass that calls a pointer to a member function.

```
#include <gdcmCommand.h>
```

Inheritance diagram for gdcm::SimpleMemberCommand< T >:



Collaboration diagram for `gdcM::SimpleMemberCommand< T >`:



## Public Types

- `typedef SimpleMemberCommand Self`
- `typedef void(T::* TMemberFunctionPointer)()`

## Public Member Functions

- `virtual void Execute (Subject *, const Event &)`
- `virtual void Execute (const Subject *, const Event &)`
- `void SetCallbackFunction (T *object, TMemberFunctionPointer memberFunction)`

## Static Public Member Functions

- `static SmartPointer  
< SimpleMemberCommand > New ()`

## Protected Member Functions

- `SimpleMemberCommand ()`
- `virtual ~SimpleMemberCommand ()`



## Protected Attributes

- TMemberFunctionPointer m\_MemberFunction
- T \* m\_This

### 25.229.1 Detailed Description

```
template<typename T>class gdcm::SimpleMemberCommand< T >
```

Command subclass that calls a pointer to a member function.

SimpleMemberCommand calls a pointer to a member function with no arguments.

### 25.229.2 Member Typedef Documentation

25.229.2.1 `template<typename T > typedef SimpleMemberCommand gdcm::SimpleMemberCommand< T >::Self`

Standard class typedefs.

25.229.2.2 `template<typename T > typedef void(T::* gdcm::SimpleMemberCommand< T >::TMemberFunctionPointer)()`

A method callback.

### 25.229.3 Constructor & Destructor Documentation

25.229.3.1 `template<typename T > gdcm::SimpleMemberCommand< T >::SimpleMemberCommand ( )`  
`[inline], [protected]`

Referenced by `gdcm::SimpleMemberCommand< T >::New()`.

25.229.3.2 `template<typename T > virtual gdcm::SimpleMemberCommand< T >::~~SimpleMemberCommand ( )`  
`[inline], [protected], [virtual]`

### 25.229.4 Member Function Documentation

25.229.4.1 `template<typename T > virtual void gdcm::SimpleMemberCommand< T >::Execute ( Subject *, const Event & )` `[inline], [virtual]`

Invoke the callback function.

Implements `gdcm::Command`.

References `gdcm::SimpleMemberCommand< T >::m_MemberFunction`.

25.229.4.2 `template<typename T > virtual void gdcm::SimpleMemberCommand< T >::Execute ( const Subject * caller, const Event & event )` `[inline], [virtual]`

Abstract method that defines the action to be taken by the command. This variant is expected to be used when requests comes from a const Object

Implements `gdcm::Command`.

References `gdcM::SimpleMemberCommand< T >::m_MemberFunction`.

**25.229.4.3** `template<typename T > static SmartPointer<SimpleMemberCommand> gdcM::SimpleMemberCommand< T >::New ( ) [inline], [static]`

Run-time type information (and related methods). Method for creation through the object factory.

References `gdcM::SimpleMemberCommand< T >::SimpleMemberCommand()`.

**25.229.4.4** `template<typename T > void gdcM::SimpleMemberCommand< T >::SetCallbackFunction ( T * object, TMemberFunctionPointer memberFunction ) [inline]`

Specify the callback function.

References `gdcM::SimpleMemberCommand< T >::m_MemberFunction`, and `gdcM::SimpleMemberCommand< T >::m_This`.

## 25.229.5 Member Data Documentation

**25.229.5.1** `template<typename T > TMemberFunctionPointer gdcM::SimpleMemberCommand< T >::m_MemberFunction [protected]`

Referenced by `gdcM::SimpleMemberCommand< T >::Execute()`, and `gdcM::SimpleMemberCommand< T >::SetCallbackFunction()`.

**25.229.5.2** `template<typename T > T* gdcM::SimpleMemberCommand< T >::m_This [protected]`

Referenced by `gdcM::SimpleMemberCommand< T >::SetCallbackFunction()`.

The documentation for this class was generated from the following file:

- `gdcMCommand.h`

## 25.230 gdcM::SimpleSubjectWatcher Class Reference

**SimpleSubjectWatcher** This is a typical Subject Watcher class. It will observe all events.

```
#include <gdcMSimpleSubjectWatcher.h>
```

### Public Member Functions

- `SimpleSubjectWatcher (Subject *s, const char *comment="")`
- `virtual ~SimpleSubjectWatcher ()`

### Protected Member Functions

- `virtual void EndFilter ()`
- `virtual void ShowAbort ()`
- `virtual void ShowAnonymization (Subject *caller, const Event &evt)`

- virtual void ShowData (Subject \*caller, const Event &evt)
- virtual void ShowDataSet (Subject \*caller, const Event &evt)
- virtual void ShowIteration ()
- virtual void ShowProgress (Subject \*caller, const Event &evt)
- virtual void StartFilter ()
- void TestAbortOff ()
- void TestAbortOn ()

### 25.230.1 Detailed Description

SimpleSubjectWatcher This is a typical Subject Watcher class. It will observe all events.

### 25.230.2 Constructor & Destructor Documentation

25.230.2.1 `gdcm::SimpleSubjectWatcher::SimpleSubjectWatcher ( Subject * s, const char * comment = " " )`

25.230.2.2 `virtual gdcm::SimpleSubjectWatcher::~SimpleSubjectWatcher ( )` [virtual]

### 25.230.3 Member Function Documentation

25.230.3.1 `virtual void gdcm::SimpleSubjectWatcher::EndFilter ( )` [protected],[virtual]

25.230.3.2 `virtual void gdcm::SimpleSubjectWatcher::ShowAbort ( )` [protected],[virtual]

25.230.3.3 `virtual void gdcm::SimpleSubjectWatcher::ShowAnonymization ( Subject * caller, const Event & evt )`  
[protected],[virtual]

25.230.3.4 `virtual void gdcm::SimpleSubjectWatcher::ShowData ( Subject * caller, const Event & evt )` [protected],  
[virtual]

25.230.3.5 `virtual void gdcm::SimpleSubjectWatcher::ShowDataSet ( Subject * caller, const Event & evt )` [protected],  
[virtual]

25.230.3.6 `virtual void gdcm::SimpleSubjectWatcher::ShowIteration ( )` [protected],[virtual]

25.230.3.7 `virtual void gdcm::SimpleSubjectWatcher::ShowProgress ( Subject * caller, const Event & evt )` [protected],  
[virtual]

25.230.3.8 `virtual void gdcm::SimpleSubjectWatcher::StartFilter ( )` [protected],[virtual]

25.230.3.9 `void gdcm::SimpleSubjectWatcher::TestAbortOff ( )` [protected]

25.230.3.10 `void gdcm::SimpleSubjectWatcher::TestAbortOn ( )` [protected]

The documentation for this class was generated from the following file:

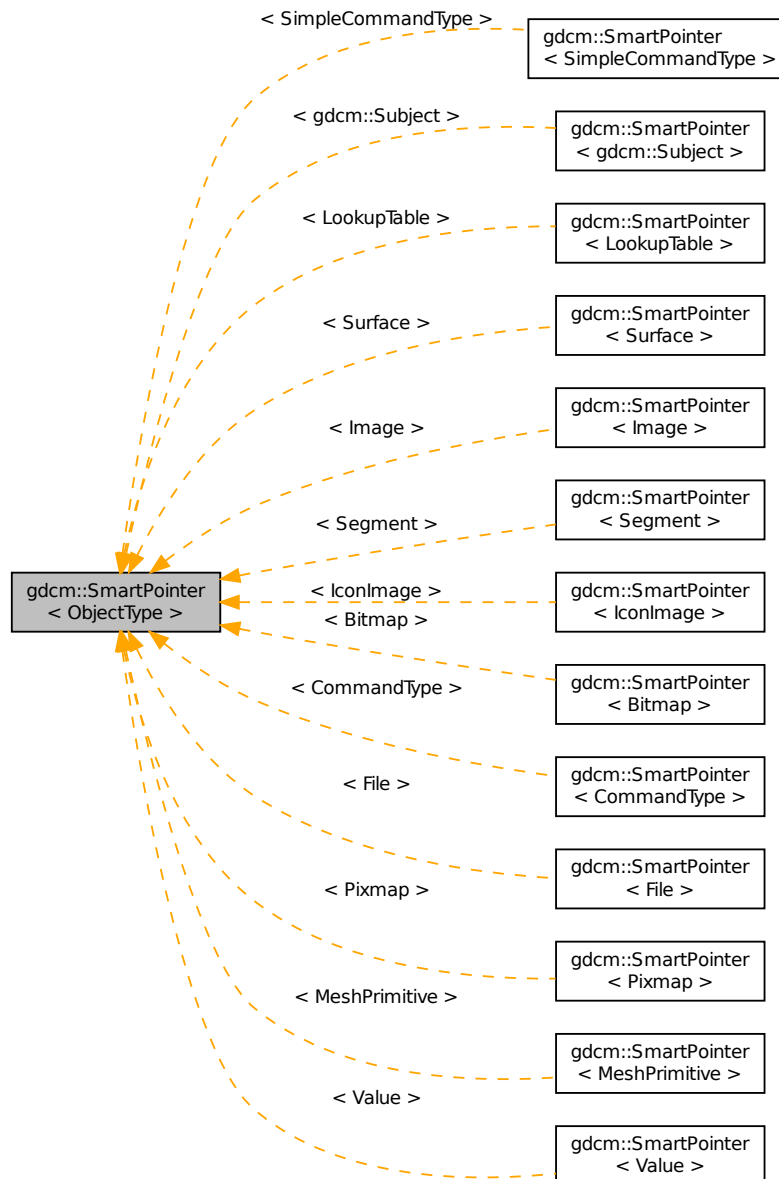
- gdcmSimpleSubjectWatcher.h

## 25.231 gdcmm::SmartPointer< ObjectType > Class Template Reference

Class for Smart Pointer.

```
#include <gdcmmSmartPointer.h>
```

Inheritance diagram for gdcmm::SmartPointer< ObjectType >:



### Public Member Functions

- `SmartPointer()`

- `SmartPointer (const SmartPointer< ObjectType > &p)`
- `SmartPointer (ObjectType *p)`
- `SmartPointer (ObjectType const &p)`
- `~SmartPointer ()`
- `ObjectType * GetPointer () const`  
*Explicit function to retrieve the pointer.*
- `operator ObjectType * () const`  
*Return pointer to object.*
- `ObjectType & operator* () const`
- `ObjectType * operator-> () const`  
*Overload operator ->*
- `SmartPointer & operator= (SmartPointer const &r)`  
*Overload operator assignment.*
- `SmartPointer & operator= (ObjectType *r)`  
*Overload operator assignment.*
- `SmartPointer & operator= (ObjectType const &r)`

### 25.231.1 Detailed Description

```
template<class ObjectType>class gdcmm::SmartPointer< ObjectType >
```

Class for Smart Pointer.

Will only work for subclass of `gdcmm::Object` See `tr1/shared_ptr` for a more general approach (not invasive) `#include <tr1/memory> { shared_ptr<Bla> b(new Bla); }`

#### Note

Class partly based on post by Bill Hubauer: <http://groups.google.com/group/comp.lang.c++.msg/173ddc38a827a930>

#### See Also

<http://www.davethehat.com/articles/smartp.htm>

and `itk::SmartPointer`

#### Examples:

`ChangeSequenceUltrasound.cxx`, `CStoreQtProgress.cxx`, `DumpGEMSMovieGroup.cxx`, `Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, `FixBrokenJ2K.cxx`, `gdcmmrtionplan.cxx`, `gdcmmrtplan.cxx`, `GenAllIVR.cxx`, `GenFakeIdentifyFile.cxx`, `GenFakeImage.cxx`, `GenLongSeqs.cxx`, `GenSeqs.cxx`, `GetSubSequenceData.cxx`, `LargeVRDSExplicit.cxx`, `ReadAndDumpDICOMDIR.cxx`, and `ReadExplicitLengthSQIVR.cxx`.

### 25.231.2 Constructor & Destructor Documentation

25.231.2.1 `template<class ObjectType> gdcmm::SmartPointer< ObjectType >::SmartPointer ( ) [inline]`

25.231.2.2 `template<class ObjectType> gdcmm::SmartPointer< ObjectType >::SmartPointer ( const SmartPointer< ObjectType > & p ) [inline]`

25.231.2.3 `template<class ObjectType> gdcM::SmartPointer< ObjectType >::SmartPointer ( ObjectType * p )`  
`[inline]`

25.231.2.4 `template<class ObjectType> gdcM::SmartPointer< ObjectType >::SmartPointer ( ObjectType const & p )`  
`[inline]`

25.231.2.5 `template<class ObjectType> gdcM::SmartPointer< ObjectType >::~~SmartPointer ( )` `[inline]`

### 25.231.3 Member Function Documentation

25.231.3.1 `template<class ObjectType> ObjectType* gdcM::SmartPointer< ObjectType >::GetPointer ( ) const`  
`[inline]`

Explicit function to retrieve the pointer.

25.231.3.2 `template<class ObjectType> gdcM::SmartPointer< ObjectType >::operator ObjectType * ( ) const`  
`[inline]`

Return pointer to object.

25.231.3.3 `template<class ObjectType> ObjectType& gdcM::SmartPointer< ObjectType >::operator* ( ) const`  
`[inline]`

25.231.3.4 `template<class ObjectType> ObjectType* gdcM::SmartPointer< ObjectType >::operator-> ( ) const`  
`[inline]`

Overload operator ->

25.231.3.5 `template<class ObjectType> SmartPointer& gdcM::SmartPointer< ObjectType >::operator= ( SmartPointer< ObjectType > const & r )` `[inline]`

Overload operator assignment.

Referenced by `gdcM::SmartPointer< Value >::operator=()`.

25.231.3.6 `template<class ObjectType> SmartPointer& gdcM::SmartPointer< ObjectType >::operator= ( ObjectType * r )`  
`[inline]`

Overload operator assignment.

25.231.3.7 `template<class ObjectType> SmartPointer& gdcM::SmartPointer< ObjectType >::operator= ( ObjectType const & r )` `[inline]`

The documentation for this class was generated from the following file:

- `gdcMSmartPointer.h`

## 25.232 gdcm::SOPClassUIDToIOD Class Reference

Class convert a class SOP Class UID into IOD.

```
#include <gdcmSOPClassUIDToIOD.h>
```

### Public Types

- typedef const char \* const (SOPClassUIDToIODType)[2]

### Static Public Member Functions

- static const char \* GetIOD (UIDs const &uid)
- static const char \* GetIODFromSOPClassUID (const char \*sopclassuid)
- static unsigned int GetNumberOfSOPClassToIOD ()  
*Return the number of SOP Class UID listed internally.*
- static const char \* GetSOPClassUIDFromIOD (const char \*iod)
- static SOPClassUIDToIODType & GetSOPClassUIDToIOD (unsigned int i)
- static SOPClassUIDToIODType \* GetSOPClassUIDToIODs ()

#### 25.232.1 Detailed Description

Class convert a class SOP Class UID into IOD.

Reference PS 3.4 Table B.5-1 STANDARD SOP CLASSES

#### 25.232.2 Member Typedef Documentation

25.232.2.1 typedef const char\* gdcm::SOPClassUIDToIOD::const(SOPClassUIDToIODType)[2]

#### 25.232.3 Member Function Documentation

25.232.3.1 static const char\* gdcm::SOPClassUIDToIOD::GetIOD ( **UIDs const & uid** ) [static]

Return the associated IOD based on a SOP Class UID uid (there is a one-to-one mapping from SOP Class UID to matching IOD)

Examples:

```
GenerateStandardSOPClasses.cxx.
```

25.232.3.2 static const char\* gdcm::SOPClassUIDToIOD::GetIODFromSOPClassUID ( **const char \* sopclassuid** ) [static]

25.232.3.3 static unsigned int gdcm::SOPClassUIDToIOD::GetNumberOfSOPClassToIOD ( ) [static]

Return the number of SOP Class UID listed internally.

25.232.3.4 `static const char* gdcm::SOPClassUIDToIOD::GetSOPClassUIDFromIOD ( const char * iod ) [static]`

25.232.3.5 `static SOPClassUIDToIODType& gdcm::SOPClassUIDToIOD::GetSOPClassUIDToIOD ( unsigned int i ) [static]`

25.232.3.6 `static SOPClassUIDToIODType* gdcm::SOPClassUIDToIOD::GetSOPClassUIDToIODs ( ) [static]`

The documentation for this class was generated from the following file:

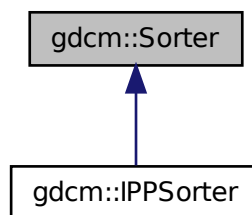
- `gdcmSOPClassUIDToIOD.h`

## 25.233 `gdcm::Sorter` Class Reference

Sorter General class to do sorting using a custom function You simply need to provide a function of type: `Sorter::SortFunction`.

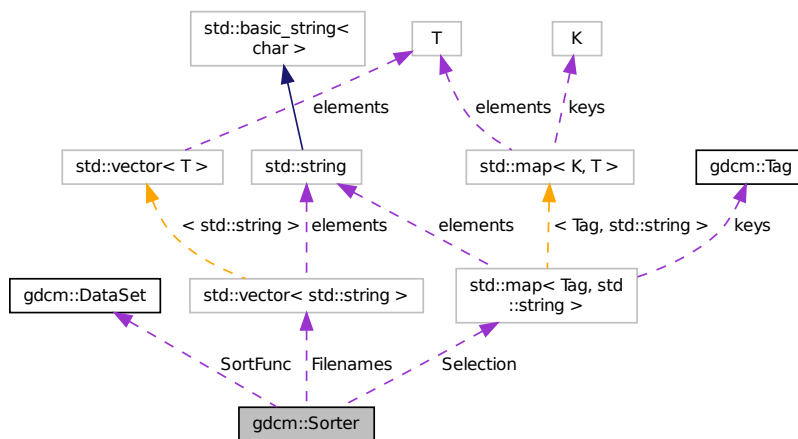
```
#include <gdcmSorter.h>
```

Inheritance diagram for `gdcm::Sorter`:





Collaboration diagram for gdcm::Sorter:



## Public Types

- typedef `bool(* SortFunction)(DataSet const &, DataSet const &)`  
Set the sort function which compares one dataset to the other.

## Public Member Functions

- `Sorter()`
- `virtual ~Sorter()`
- `bool AddSelect(Tag const &tag, const char *value)`  
*UNSUPPORTED FOR NOW.*
- `const std::vector< std::string > &GetFilenames() const`
- `void Print(std::ostream &os) const`  
*Print.*
- `void SetSortFunction(SortFunction f)`
- `virtual bool Sort(std::vector< std::string > const &filenames)`  
*Typically the output of `gdcm::Directory::GetFilenames()`*
- `virtual bool StableSort(std::vector< std::string > const &filenames)`

## Protected Types

- typedef `std::map< Tag, std::string > SelectionMap`

## Protected Attributes

- `std::vector< std::string > Filenames`
- `std::map< Tag, std::string > Selection`
- `SortFunction SortFunc`

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Sorter &s)`

### 25.233.1 Detailed Description

Sorter General class to do sorting using a custom function You simply need to provide a function of type: `Sorter::SortFunction`.

#### Warning

implementation details. For now there is no cache mechanism. Which means that everytime you call Sort, all files specified as input paramater are *read*

#### See Also

Scanner

#### Examples:

SortImage.cxx, and VolumeSorter.cxx.

### 25.233.2 Member Typedef Documentation

25.233.2.1 `typedef std::map<Tag,std::string> gdcmm::Sorter::SelectionMap` `[protected]`

25.233.2.2 `typedef bool(* gdcmm::Sorter::SortFunction)(DataSet const &, DataSet const &)`

Set the sort function which compares one dataset to the other.

### 25.233.3 Constructor & Destructor Documentation

25.233.3.1 `gdcmm::Sorter::Sorter ( )`

25.233.3.2 `virtual gdcmm::Sorter::~~Sorter ( )` `[virtual]`

### 25.233.4 Member Function Documentation

25.233.4.1 `bool gdcmm::Sorter::AddSelect ( Tag const & tag, const char * value )`

UNSUPPORTED FOR NOW.

25.233.4.2 `const std::vector<std::string>& gdcmm::Sorter::GetFileNames ( ) const` `[inline]`

Return the list of filenames as sorted by the specific algorithm used. Empty by default (before Sort() is called)

#### Examples:

gdcmmorthoplanes.cxx, reslicesphere.cxx, SortImage.cxx, and VolumeSorter.cxx.

25.233.4.3 void gdcmm::Sorter::Print ( std::ostream & os ) const

Print.

Examples:

gdcmmorthoplanes.cxx, SortImage.cxx, and VolumeSorter.cxx.

Referenced by gdcmm::operator<<().

25.233.4.4 void gdcmm::Sorter::SetSortFunction ( SortFunction f )

Examples:

SortImage.cxx, and VolumeSorter.cxx.

25.233.4.5 virtual bool gdcmm::Sorter::Sort ( std::vector< std::string > const & filenames ) [virtual]

Typically the output of gdcmm::Directory::GetFilenames()

Reimplemented in gdcmm::IPPSorter.

Examples:

SortImage.cxx.

25.233.4.6 virtual bool gdcmm::Sorter::StableSort ( std::vector< std::string > const & filenames ) [virtual]

Examples:

SortImage.cxx, and VolumeSorter.cxx.

## 25.233.5 Friends And Related Function Documentation

25.233.5.1 std::ostream& operator<< ( std::ostream & \_os, const Sorter & s ) [friend]

## 25.233.6 Member Data Documentation

25.233.6.1 std::vector<std::string> gdcmm::Sorter::Filenames [protected]

25.233.6.2 std::map<Tag,std::string> gdcmm::Sorter::Selection [protected]

25.233.6.3 SortFunction gdcmm::Sorter::SortFunc [protected]

The documentation for this class was generated from the following file:

- gdcmmSorter.h

## 25.234 gdcm::Spacing Class Reference

Class for Spacing.

```
#include <gdcmSpacing.h>
```

### Public Types

- enum SpacingType {  
DETECTOR = 0,  
MAGNIFIED,  
CALIBRATED,  
UNKNOWN }

### Public Member Functions

- Spacing ()
- ~Spacing ()

### Static Public Member Functions

- static Attribute< 0x28, 0x34 > ComputePixelAspectRatioFromPixelSpacing (const Attribute< 0x28, 0x30 > &pixelspacing)

#### 25.234.1 Detailed Description

Class for Spacing.

It all began with a mail to WG6:

Subject: Imager Pixel Spacing vs Pixel Spacing Body: [Apologies for the duplicate post, namely to David Clunie & OFFIS team]

I have been trying to understand CP-586 in the following two cases:

On the one hand:

- DISCIMG/IMAGES/CRIMAGE taken from <http://dclunie.com/images/pixelspacingtestimages.zip>

And on the other hand:

- [http://gdcm.sourceforge.net/thingies/cr\\_pixelspacing.dcm](http://gdcm.sourceforge.net/thingies/cr_pixelspacing.dcm)

If I understand correctly the CP, one is required to use Pixel Spacing for measurement ('true size' print) instead of Imager Pixel Spacing, since the two attributes are present and Pixel Spacing is different from Imager Pixel Spacing.

If this is correct, then the test data DISCIMG/IMAGES/CRIMAGE is incorrect. If this is incorrect (ie. I need to use Imager Pixel Spacing), then the display of cr\_pixelspacing.dcm for measurement will be incorrect.

Could someone please let me know what am I missing here? I could not find any information in any header that would allow me to differentiate those.

Thank you for your time,

Ref: <http://lists.nema.org/scripts/lyris.pl?sub=488573&id=400720477> See PS 3.3-2008, Table C.7-11b IMAGE PIXEL MACRO ATTRIBUTES

Ratio of the vertical size and horizontal size of the pixels in the image specified by a pair of integer values where the first value is the vertical pixel size, and the second value is the horizontal pixel size. Required if the aspect ratio values do not have a ratio of 1:1 and the physical pixel spacing is not specified by Pixel Spacing (0028,0030), or Imager Pixel Spacing (0018,1164) or Nominal Scanned Pixel Spacing (0018,2010), either for the entire Image or per-frame in a Functional Group Macro. See C.7.6.3.1.7.

PS 3.3-2008 10.7.1.3 Pixel Spacing Value Order and Valid Values All pixel spacing related attributes shall have non-zero values, except when there is only a single row or column or pixel of data present, in which case the corresponding value may be zero.

Ref: [http://apps.sourceforge.net/mediawiki/gdcm/index.php?title=Imager\\_Pixel\\_Spacing](http://apps.sourceforge.net/mediawiki/gdcm/index.php?title=Imager_Pixel_Spacing)

## 25.234.2 Member Enumeration Documentation

### 25.234.2.1 enum gdcm::Spacing::SpacingType

Enumerator:

**DETECTOR**  
**MAGNIFIED**  
**CALIBRATED**  
**UNKNOWN**

## 25.234.3 Constructor & Destructor Documentation

### 25.234.3.1 gdcm::Spacing::Spacing ( )

### 25.234.3.2 gdcm::Spacing::~~Spacing ( )

## 25.234.4 Member Function Documentation

### 25.234.4.1 static Attribute<0x28,0x34> gdcm::Spacing::ComputePixelAspectRatioFromPixelSpacing ( const Attribute< 0x28, 0x30 > & *pixelspacing* ) [static]

The documentation for this class was generated from the following file:

- gdcmSpacing.h

## 25.235 gdcm::Spectroscopy Class Reference

Spectroscopy class.

```
#include <gdcmSpectroscopy.h>
```

### Public Member Functions

- Spectroscopy ( )

### 25.235.1 Detailed Description

Spectroscopy class.

### 25.235.2 Constructor & Destructor Documentation

25.235.2.1 `gdcm::Spectroscopy::Spectroscopy ( ) [inline]`

The documentation for this class was generated from the following file:

- `gdcmSpectroscopy.h`

## 25.236 gdcm::SplitMosaicFilter Class Reference

`SplitMosaicFilter` class Class to reshuffle bytes for a SIEMENS Mosaic image Siemens CSA Image Header CSA:= Common Siemens Architecture, sometimes also known as Common syngo Architecture.

```
#include <gdcmSplitMosaicFilter.h>
```

### Public Member Functions

- `SplitMosaicFilter ()`
- `~SplitMosaicFilter ()`
- `bool ComputeMOSAICDimensions (unsigned int dims[3])`
- `File & GetFile ()`
- `const File & GetFile () const`
- `const Image & GetImage () const`
- `Image & GetImage ()`
- `void SetFile (const File &f)`
- `void SetImage (const Image &image)`
- `bool Split ()`

*Split the SIEMENS MOSAIC image.*

### 25.236.1 Detailed Description

`SplitMosaicFilter` class Class to reshuffle bytes for a SIEMENS Mosaic image Siemens CSA Image Header CSA:= Common Siemens Architecture, sometimes also known as Common syngo Architecture.

### 25.236.2 Constructor & Destructor Documentation

25.236.2.1 `gdcm::SplitMosaicFilter::SplitMosaicFilter ( )`

25.236.2.2 `gdcm::SplitMosaicFilter::~~SplitMosaicFilter ( )`

### 25.236.3 Member Function Documentation

25.236.3.1 `bool gdcm::SplitMosaicFilter::ComputeMOSAICDimensions ( unsigned int dims[3] )`

Compute the new dimensions according to private information stored in the MOSAIC header.

25.236.3.2 `File& gdcm::SplitMosaicFilter::GetFile ( )` `[inline]`

25.236.3.3 `const File& gdcm::SplitMosaicFilter::GetFile ( ) const` `[inline]`

25.236.3.4 `const Image& gdcm::SplitMosaicFilter::GetImage ( ) const` `[inline]`

25.236.3.5 `Image& gdcm::SplitMosaicFilter::GetImage ( )` `[inline]`

25.236.3.6 `void gdcm::SplitMosaicFilter::SetFile ( const File & f )` `[inline]`

25.236.3.7 `void gdcm::SplitMosaicFilter::SetImage ( const Image & image )`

25.236.3.8 `bool gdcm::SplitMosaicFilter::Split ( )`

Split the SIEMENS MOSAIC image.

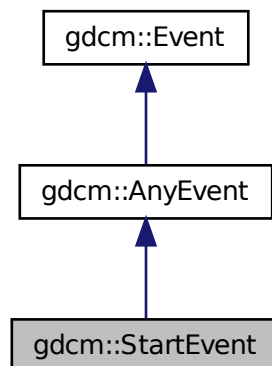
The documentation for this class was generated from the following file:

- `gdcmSplitMosaicFilter.h`

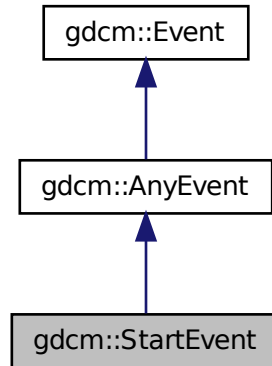
## 25.237 gdcm::StartEvent Class Reference

```
#include <gdcmEvent.h>
```

Inheritance diagram for `gdcm::StartEvent`:



Collaboration diagram for `gdcm::StartEvent`:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- `gdcmEvent.h`

## 25.238 `gdcm::static_assert_test< x >` Struct Template Reference

```
#include <gdcmStaticAssert.h>
```

The documentation for this struct was generated from the following file:

- `gdcmStaticAssert.h`

## 25.239 `gdcm::STATIC_ASSERTION_FAILURE< true >` Struct Template Reference

```
#include <gdcmStaticAssert.h>
```

### Public Types

- `enum { value = 1 }`

### 25.239.1 Member Enumeration Documentation



## 25.239.1.1 anonymous enum

Enumerator:

***value***

The documentation for this struct was generated from the following file:

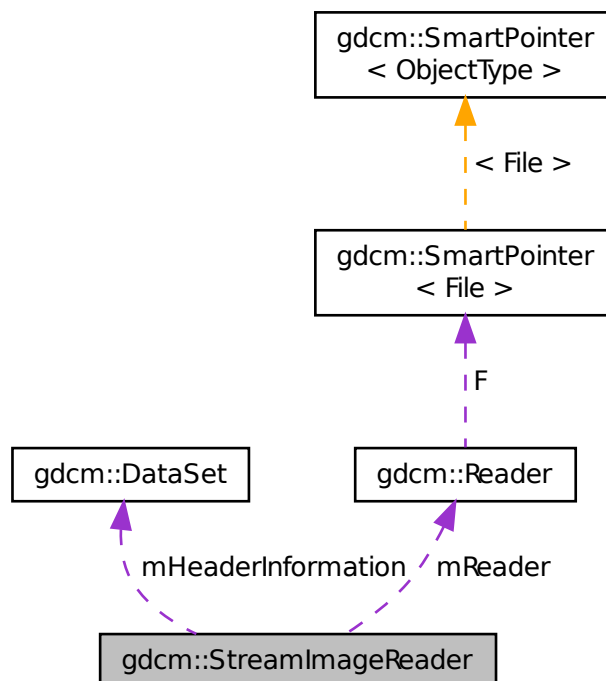
- gdcmStaticAssert.h

## 25.240 gdcm::StreamImageReader Class Reference

StreamImageReader.

```
#include <gdcmStreamImageReader.h>
```

Collaboration diagram for gdcm::StreamImageReader:



### Public Member Functions

- `StreamImageReader ()`
- `~StreamImageReader ()`
- `bool CanReadImage () const`

- void DefinePixelExtent (uint16\_t inXMin, uint16\_t inXMax, uint16\_t inYMin, uint16\_t inYMax, uint16\_t inZMin=0, uint16\_t inZMax=1)
- uint32\_t DefineProperBufferLength () const
- std::vector< unsigned int > GetDimensionsValueForResolution (unsigned int)
- File const & GetFile () const
- bool Read (void \*inReadBuffer, const std::size\_t &inBufferLength)
- virtual bool ReadImageInformation ()
- void SetFileName (const char \*inFileName)
- void SetStream (std::istream &inStream)

### Protected Member Functions

- bool ReadImageSubregionJpegLS (char \*inReadBuffer, const std::size\_t &inBufferLength)
- virtual bool ReadImageSubregionRAW (char \*inReadBuffer, const std::size\_t &inBufferLength)

### Protected Attributes

- std::streamoff mFileOffset
- std::streamoff mFileOffset1
- DataSet mHeaderInformation
- Reader mReader
- uint16\_t mXMax
- uint16\_t mXMin
- uint16\_t mYMax
- uint16\_t mYMin
- uint16\_t mZMax
- uint16\_t mZMin

## 25.240.1 Detailed Description

StreamImageReader.

#### Note

its role is to convert the DICOM DataSet into a gdcm::Image representation via an ITK streaming (ie, multithreaded) interface Image is different from Pixmap has it has a position and a direction in Space. Currently, this class is thread-safe in that it can read a single extent in a single thread. Multiple versions can be used for multiple extents/threads.

#### See Also

Image

#### Examples:

StreamImageReaderTest.cxx.

## 25.240.2 Constructor & Destructor Documentation

25.240.2.1 `gdcm::StreamImageReader::StreamImageReader ( )`

25.240.2.2 `gdcm::StreamImageReader::~~StreamImageReader ( )`

## 25.240.3 Member Function Documentation

25.240.3.1 `bool gdcm::StreamImageReader::CanReadImage ( ) const`

Only RAW images are currently readable by the stream reader. As more streaming codecs are added, then this function will be updated to reflect those changes. Calling this function prior to reading will ensure that only streamable files are streamed. Make sure to call `ReadImageInformation` prior to calling this function.

Examples:

`StreamImageReaderTest.cxx.`

25.240.3.2 `void gdcm::StreamImageReader::DefinePixelExtent ( uint16_t inXMin, uint16_t inXMax, uint16_t inYMin, uint16_t inYMax, uint16_t inZMin = 0, uint16_t inZMax = 1 )`

Defines an image extent for the `Read` function. DICOM states that an image can have no more than  $2^{16}$  pixels per edge (as of 2009). In this case, the pixel extents ignore the direction cosines entirely, and assumes that the origin of the image is at location 0,0 (regardless of the definition in space per the tags). So, if the first 100 pixels of the first row are to be read in, this function should be called with `DefinePixelExtent(0, 100, 0, 1)`, regardless of pixel size or orientation. 15 nov 2010: added z dimension, defaults to being 1 plane large

Examples:

`StreamImageReaderTest.cxx.`

25.240.3.3 `uint32_t gdcm::StreamImageReader::DefineProperBufferLength ( ) const`

Paying attention to the pixel format and so forth, define the proper buffer length for the user. The return amount is in bytes. Call this function to determine the size of the `char*` buffer that will need to be passed in to `ReadImageSubregion()`. If the return is 0, then that means that the pixel extent was not defined prior

Examples:

`StreamImageReaderTest.cxx.`

25.240.3.4 `std::vector<unsigned int> gdcm::StreamImageReader::GetDimensionsValueForResolution ( unsigned int )`

25.240.3.5 `File const& gdcm::StreamImageReader::GetFile ( ) const`

Returns the dataset read by `ReadImageInformation`. Couple this with the `ImageHelper` to get statistics about the image, like pixel extent, to be able to initialize buffers for reading

Examples:

`StreamImageReaderTest.cxx.`

**25.240.3.6** `bool gdcmm::StreamImageReader::Read ( void * inReadBuffer, const std::size_t & inBufferLength )`

Read the DICOM image. There are three reasons for failure:

1. The extent is not set
2. the conversion from void\* to std::ostream (internally) fails
3. the given buffer isn't large enough to accomodate the desired pixel extent. This method has been implemented to look similar to the metaimageio in itk MUST have an extent defined, or else Read will return false. If no particular extent is required, use ImageReader instead.

**Examples:**

StreamImageReaderTest.cxx.

**25.240.3.7** `virtual bool gdcmm::StreamImageReader::ReadImageInformation ( ) [virtual]`

Set the spacing and dimension information for the set filename. returns false if the file is not initialized or not an image, with the pixel 0x7fe0, 0x0010 tag.

**Examples:**

StreamImageReaderTest.cxx.

**25.240.3.8** `bool gdcmm::StreamImageReader::ReadImageSubregionJpegLS ( char * inReadBuffer, const std::size_t & inBufferLength ) [protected]`

Reads the file via JpegLS. The JpegLS codec, as of this writing, requires that the entire file be read in in order to decode a subregion, so that's what's done here.

**25.240.3.9** `virtual bool gdcmm::StreamImageReader::ReadImageSubregionRAW ( char * inReadBuffer, const std::size_t & inBufferLength ) [protected], [virtual]`

Using the min, max, etc set by DefinePixelExtent, this will fill the given buffer Make sure to call DefinePixelExtent and to initialize the buffer with the amount given by DefineProperBufferLength prior to calling this. reads by the RAW codec; other codecs are added once implemented

**25.240.3.10** `void gdcmm::StreamImageReader::SetFileName ( const char * inFileName )`

One of either SetFileName or SetStream must be called prior to any other functions. These initialize an internal Reader class to be able to get non-pixel image information.

**Examples:**

StreamImageReaderTest.cxx.

25.240.3.11 void gdcm::StreamImageReader::SetStream ( std::istream & *inStream* )

## 25.240.4 Member Data Documentation

25.240.4.1 std::streamoff gdcm::StreamImageReader::mFileOffset [protected]

25.240.4.2 std::streamoff gdcm::StreamImageReader::mFileOffset1 [protected]

25.240.4.3 DataSet gdcm::StreamImageReader::mHeaderInformation [protected]

25.240.4.4 Reader gdcm::StreamImageReader::mReader [protected]

25.240.4.5 uint16\_t gdcm::StreamImageReader::mXMax [protected]

25.240.4.6 uint16\_t gdcm::StreamImageReader::mXMin [protected]

25.240.4.7 uint16\_t gdcm::StreamImageReader::mYMax [protected]

25.240.4.8 uint16\_t gdcm::StreamImageReader::mYMin [protected]

25.240.4.9 uint16\_t gdcm::StreamImageReader::mZMax [protected]

25.240.4.10 uint16\_t gdcm::StreamImageReader::mZMin [protected]

The documentation for this class was generated from the following file:

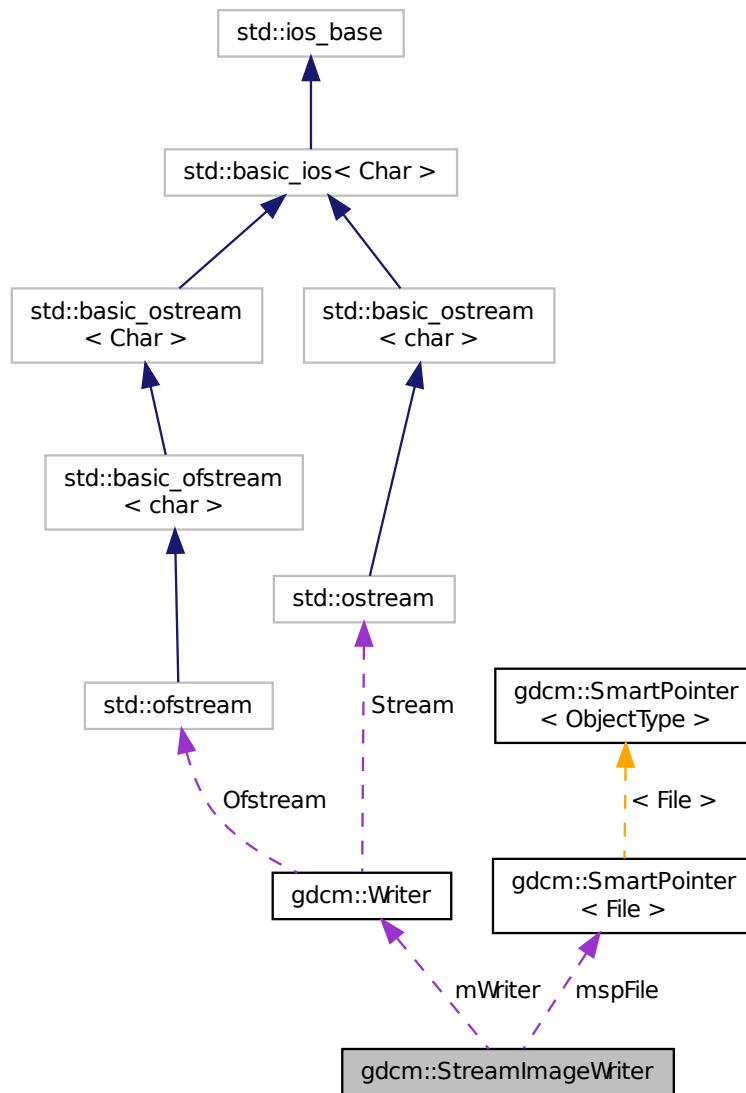
- gdcmStreamImageReader.h

## 25.241 gdcm::StreamImageWriter Class Reference

StreamImageReader.

```
#include <gdcmStreamImageWriter.h>
```

Collaboration diagram for `gdcm::StreamImageWriter`:



## Public Member Functions

- `StreamImageWriter ()`
- `~StreamImageWriter ()`
- `bool CanWriteFile () const`
- `void DefinePixelExtent (uint16_t inXMin, uint16_t inXMax, uint16_t inYMin, uint16_t inYMax, uint16_t inZMin=0, uint16_t inZMax=1)`
- `uint32_t DefineProperBufferLength ()`
- `void SetFile (const File &inFile)`

- void SetFileName (const char \*inFileName)
- void SetStream (std::ostream &inStream)
- bool Write (void \*inWriteBuffer, const std::size\_t &inBufferLength)
- virtual bool WriteImageInformation ()

### Protected Member Functions

- virtual bool WriteImageSubregionRAW (char \*inWriteBuffer, const std::size\_t &inBufferLength)
- int WriteRawHeader (RAWCodec \*inCodec, std::ostream \*inStream)

### Protected Attributes

- int mElementOffsets
- int mElementOffsets1
- SmartPointer< File > mspFile
- Writer mWriter
- uint16\_t mXMax
- uint16\_t mXMin
- uint16\_t mYMax
- uint16\_t mYMin
- uint16\_t mZMax
- uint16\_t mZMin

## 25.241.1 Detailed Description

StreamImageReader.

### Note

its role is to convert the DICOM DataSet into a gdcm::Image representation via an ITK streaming (ie, multithreaded) interface Image is different from Pixmap has it has a position and a direction in Space. Currently, this class is thread-safe in that it can read a single extent in a single thread. Multiple versions can be used for multiple extents/threads.

### See Also

Image

### Examples:

Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

## 25.241.2 Constructor & Destructor Documentation

25.241.2.1 gdcm::StreamImageWriter::StreamImageWriter ( )

25.241.2.2 gdcm::StreamImageWriter::~~StreamImageWriter ( )

## 25.241.3 Member Function Documentation

### 25.241.3.1 `bool gdcmm::StreamImageWriter::CanWriteFile ( ) const`

This function determines if a file can even be written using the streaming writer unlike the reader, can be called before `WriteImageInformation`, but must be called after `SetFile`.

#### Examples:

`Extracting_All_Resolution.cxx`, and `Fake_Image_Using_Stream_Image_Writer.cxx`.

### 25.241.3.2 `void gdcmm::StreamImageWriter::DefinePixelExtent ( uint16_t inXMin, uint16_t inXMax, uint16_t inYMin, uint16_t inYMax, uint16_t inZMin = 0, uint16_t inZMax = 1 )`

Defines an image extent for the `Read` function. DICOM states that an image can have no more than  $2^{16}$  pixels per edge (as of 2009) In this case, the pixel extents ignore the direction cosines entirely, and assumes that the origin of the image is at location 0,0 (regardless of the definition in space per the tags). So, if the first 100 pixels of the first row are to be read in, this function should be called with `DefinePixelExtent(0, 100, 0, 1)`, regardless of pixel size or orientation. 15 nov 2010: added z dimension, defaults to being 1 plane large

#### Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, and `StreamImageReaderTest.cxx`.

### 25.241.3.3 `uint32_t gdcmm::StreamImageWriter::DefineProperBufferLength ( )`

Paying attention to the pixel format and so forth, define the proper buffer length for the user. The return amount is in bytes. If the return is 0, then that means that the pixel extent was not defined prior this return is for RAW inputs which are then encoded by the writer, but are used to ensure that the writer gets the proper buffer size

#### Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, and `StreamImageReaderTest.cxx`.

### 25.241.3.4 `void gdcmm::StreamImageWriter::SetFile ( const File & inFile )`

Set the image information to be written to disk that is everything but the pixel information: (7fe0,0010) `PixelData`

#### Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, and `StreamImageReaderTest.cxx`.

### 25.241.3.5 `void gdcmm::StreamImageWriter::SetFileName ( const char * inFileName )`

One of either `SetFileName` or `SetStream` must be called prior to any other functions. These initialize an internal Reader class to be able to get non-pixel image information.

### 25.241.3.6 `void gdcmm::StreamImageWriter::SetStream ( std::ostream & inStream )`

#### Examples:

`Extracting_All_Resolution.cxx`, `Fake_Image_Using_Stream_Image_Writer.cxx`, and `StreamImageReaderTest.cxx`.



**25.241.3.7** `bool gdcm::StreamImageWriter::Write ( void * inWriteBuffer, const std::size_t & inBufferLength )`

Read the DICOM image. There are three reasons for failure:

1. The extent is not set
2. the conversion from void\* to std::ostream (internally) fails
3. the given buffer isn't large enough to accomodate the desired pixel extent. This method has been implemented to look similar to the metaimageio in itk MUST have an extent defined, or else Read will return false. If no particular extent is required, use ImageReader instead.

**Examples:**

Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

**25.241.3.8** `virtual bool gdcm::StreamImageWriter::WriteImageInformation ( ) [virtual]`

Write the header information to disk, and a bunch of zeros for the actual pixel information. Of course, if we're doing a non-compressed format, that works but if it's compressed, we have to force the ordering of chunks that are written.

**Examples:**

Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

**25.241.3.9** `virtual bool gdcm::StreamImageWriter::WriteImageSubregionRAW ( char * inWriteBuffer, const std::size_t & inBufferLength ) [protected], [virtual]`

Using the min, max, etc set by DefinePixelExtent, this will fill the given buffer. Make sure to call DefinePixelExtent and to initialize the buffer with the amount given by DefineProperBufferLength prior to calling this. reads by the RAW codec; other codecs are added once implemented

**25.241.3.10** `int gdcm::StreamImageWriter::WriteRawHeader ( RAWCodec * inCodec, std::ostream * inStream ) [protected]`

when writing a raw file, we know the full extent, and can just write the first 12 bytes out (the tag, the VR, and the size) when we do compressed files, we'll do it in chunks, as described in 2009-3, part 5, Annex A, section 4. Pass the raw codec so that in the rare case of a bigendian explicit raw, the first 12 bytes written out should still be kosher. returns -1 if there's any failure, or the complete offset (12 bytes) if it works. Those 12 bytes are then added to the position in order to determine where to write.

## 25.241.4 Member Data Documentation

**25.241.4.1** `int gdcm::StreamImageWriter::mElementOffsets [protected]`

The result of WriteRawHeader (or another header, when that's implemented) This result is saved so that the first N bytes aren't constantly being rewritten for each chunk that's passed in. For compressed data, the offset table will require rewrites of data.

- 25.241.4.2 `int gdcM::StreamImageWriter::mElementOffsets1` [protected]
- 25.241.4.3 `SmartPointer<File> gdcM::StreamImageWriter::mspFile` [protected]
- 25.241.4.4 `Writer gdcM::StreamImageWriter::mWriter` [protected]
- 25.241.4.5 `uint16_t gdcM::StreamImageWriter::mXMax` [protected]
- 25.241.4.6 `uint16_t gdcM::StreamImageWriter::mXMin` [protected]
- 25.241.4.7 `uint16_t gdcM::StreamImageWriter::mYMax` [protected]
- 25.241.4.8 `uint16_t gdcM::StreamImageWriter::mYMin` [protected]
- 25.241.4.9 `uint16_t gdcM::StreamImageWriter::mZMax` [protected]
- 25.241.4.10 `uint16_t gdcM::StreamImageWriter::mZMin` [protected]

The documentation for this class was generated from the following file:

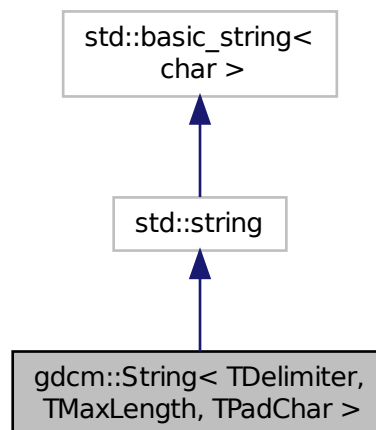
- `gdcMStreamImageWriter.h`

## 25.242 `gdcM::String< TDelimiter, TMaxLength, TPadChar >` Class Template Reference

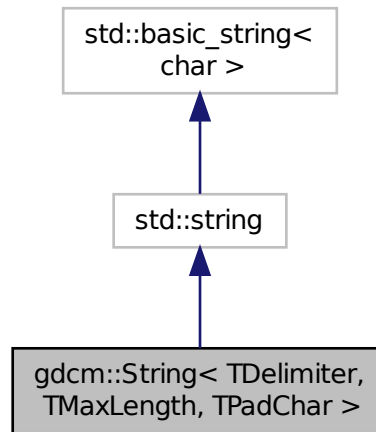
String.

```
#include <gdcMString.h>
```

Inheritance diagram for `gdcM::String< TDelimiter, TMaxLength, TPadChar >`:



Collaboration diagram for gdcmm::String< TDelimiter, TMaxLength, TPadChar >:



## Public Types

- typedef `std::string::const_iterator` `const_iterator`
- typedef `std::string::const_reference` `const_reference`
- typedef `std::string::const_reverse_iterator` `const_reverse_iterator`
- typedef `std::string::difference_type` `difference_type`
- typedef `std::string::iterator` `iterator`
- typedef `std::string::pointer` `pointer`
- typedef `std::string::reference` `reference`
- typedef `std::string::reverse_iterator` `reverse_iterator`
- typedef `std::string::size_type` `size_type`
- typedef `std::string::value_type` `value_type`

## Public Member Functions

- `String ()`  
*String constructors.*
- `String (const value_type *s)`
- `String (const value_type *s, size_type n)`
- `String (const std::string &s, size_type pos=0, size_type n=npow)`
- `bool IsValid () const`  
*return if string is valid*
- `operator const char * () const`

*WARNING: Trailing \0 might be lost in this operation:*

- `std::string Trim () const`
- `gdcmm::String< TDelimiter, TMaxLength, TPadChar > Truncate () const`

### 25.242.1 Detailed Description

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>class gdcmm::String< TDelimiter, TMaxLength, TPadChar >
```

String.

#### Note

TDelimiter template parameter is used to separate multiple String (VM1 >) TMaxLength is only a hint. Noone actually respect the max length TPadChar is the string padding (0 or space)

### 25.242.2 Member Typedef Documentation

- 25.242.2.1 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::const_iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >::const_iterator`
- 25.242.2.2 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::const_reference gdcmm::String< TDelimiter, TMaxLength, TPadChar >::const_reference`
- 25.242.2.3 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::const_reverse_iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >::const_reverse_iterator`
- 25.242.2.4 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::difference_type gdcmm::String< TDelimiter, TMaxLength, TPadChar >::difference_type`
- 25.242.2.5 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >::iterator`
- 25.242.2.6 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::pointer gdcmm::String< TDelimiter, TMaxLength, TPadChar >::pointer`
- 25.242.2.7 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::reference gdcmm::String< TDelimiter, TMaxLength, TPadChar >::reference`
- 25.242.2.8 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::reverse_iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >::reverse_iterator`
- 25.242.2.9 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::size_type gdcmm::String< TDelimiter, TMaxLength, TPadChar >::size_type`
- 25.242.2.10 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '> typedef std::string::value_type gdcmm::String< TDelimiter, TMaxLength, TPadChar >::value_type`

### 25.242.3 Constructor & Destructor Documentation

25.242.3.1 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String< TDelimiter, TMaxLength, TPadChar >::String ( ) [inline]`

String constructors.

25.242.3.2 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String< TDelimiter, TMaxLength, TPadChar >::String ( const value_type * s ) [inline]`

25.242.3.3 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String< TDelimiter, TMaxLength, TPadChar >::String ( const value_type * s, size_type n ) [inline]`

25.242.3.4 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String< TDelimiter, TMaxLength, TPadChar >::String ( const std::string & s, size_type pos=0, size_type n=npos ) [inline]`

## 25.242.4 Member Function Documentation

25.242.4.1 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> bool gdcm::String< TDelimiter, TMaxLength, TPadChar >::IsValid ( ) const [inline]`

return if string is valid

Referenced by `gdcm::LO::IsValid()`, and `gdcm::String< TDelimiter, TMaxLength, TPadChar >::Truncate()`.

25.242.4.2 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String< TDelimiter, TMaxLength, TPadChar >::operator const char * ( ) const [inline]`

WARNING: Trailing \0 might be lost in this operation:

25.242.4.3 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> std::string gdcm::String< TDelimiter, TMaxLength, TPadChar >::Trim ( ) const [inline]`

Trim function is required to return a `std::string` object, otherwise we could not create a `gdcm::String` object with an odd number of bytes...

25.242.4.4 `template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = '>'> gdcm::String<TDelimiter, TMaxLength, TPadChar> gdcm::String< TDelimiter, TMaxLength, TPadChar >::Truncate ( ) const [inline]`

References `gdcm::String< TDelimiter, TMaxLength, TPadChar >::IsValid()`.

The documentation for this class was generated from the following file:

- `gdcmString.h`

## 25.243 gdcm::StringFilter Class Reference

`StringFilter` `StringFilter` is the class that make `gdcm2.x` looks more like `gdcm1` and transform the binary blob contained in a `DataElement` into a string, typically this is a nice feature to have for wrapped language.

```
#include <gdcmStringFilter.h>
```

## Public Member Functions

- StringFilter ()
- ~StringFilter ()
- bool ExecuteQuery (std::string const &query, std::string &value) const
- std::string FromString (const Tag &t, const char \*value, VL const &vl)  
*DEPRECATED: NEVER USE IT.*
- std::string FromString (const Tag &t, const char \*value, size\_t len)
- File & GetFile ()
- const File & GetFile () const
- void SetDicts (const Dicts &dicts)  
*Allow user to pass in there own dicts.*
- void SetFile (const File &f)  
*Set/Get File.*
- std::string ToString (const Tag &t) const  
*Convert to string the ByteValue contained in a DataElement.*
- std::pair< std::string,  
std::string > ToStringPair (const Tag &t) const
- void UseDictAlways (bool)

## Protected Member Functions

- bool ExecuteQuery (std::string const &query, DataSet const &ds, std::string &value) const
- std::pair< std::string,  
std::string > ToStringPair (const Tag &t, DataSet const &ds) const

### 25.243.1 Detailed Description

StringFilter StringFilter is the class that make gdcmm2.x looks more like gdcmm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language.

#### Examples:

ReadAndPrintAttributes.cxx.

### 25.243.2 Constructor & Destructor Documentation

25.243.2.1 gdcmm::StringFilter::StringFilter ( )

25.243.2.2 gdcmm::StringFilter::~~StringFilter ( )

### 25.243.3 Member Function Documentation

25.243.3.1 bool gdcmm::StringFilter::ExecuteQuery ( std::string const & *query*, std::string & *value* ) const

Execute the XPATH query to find a value (as string) return false when attribute is not found (or an error in the XPATH query) You need to make sure that your XPATH query is syntatically correct

25.243.3.2 `bool gdcm::StringFilter::ExecuteQuery ( std::string const & query, DataSet const & ds, std::string & value ) const`  
`[protected]`

25.243.3.3 `std::string gdcm::StringFilter::FromString ( const Tag & t, const char * value, VL const & vl )`

DEPRECATED: NEVER USE IT.

25.243.3.4 `std::string gdcm::StringFilter::FromString ( const Tag & t, const char * value, size_t len )`

25.243.3.5 `File& gdcm::StringFilter::GetFile ( )` `[inline]`

25.243.3.6 `const File& gdcm::StringFilter::GetFile ( ) const` `[inline]`

25.243.3.7 `void gdcm::StringFilter::SetDicts ( const Dicts & dicts )`

Allow user to pass in there own dicts.

25.243.3.8 `void gdcm::StringFilter::SetFile ( const File & f )` `[inline]`

Set/Get File.

Examples:

`ReadAndPrintAttributes.cxx.`

25.243.3.9 `std::string gdcm::StringFilter::ToString ( const Tag & t ) const`

Convert to string the ByteValue contained in a DataElement.

Examples:

`ReadAndPrintAttributes.cxx.`

25.243.3.10 `std::pair<std::string, std::string> gdcm::StringFilter::ToStringPair ( const Tag & t ) const`

Convert to string the ByteValue contained in a DataElement the returned elements are: `pair.first` : the name as found in the dictionary of DataElement `pair.second` : the value encoded into a string (US,UL...) are properly converted

Examples:

`ReadAndPrintAttributes.cxx.`

25.243.3.11 `std::pair<std::string, std::string> gdcm::StringFilter::ToStringPair ( const Tag & t, DataSet const & ds ) const`  
`[protected]`

25.243.3.12 `void gdcm::StringFilter::UseDictAlways ( bool )` `[inline]`

The documentation for this class was generated from the following file:

- `gdcmStringFilter.h`

## 25.244 gdcmm::Study Class Reference

Study.

```
#include <gdcmmStudy.h>
```

### Public Member Functions

- [Study \(\)](#)

### 25.244.1 Detailed Description

Study.

### 25.244.2 Constructor & Destructor Documentation

#### 25.244.2.1 gdcmm::Study::Study ( ) [inline]

The documentation for this class was generated from the following file:

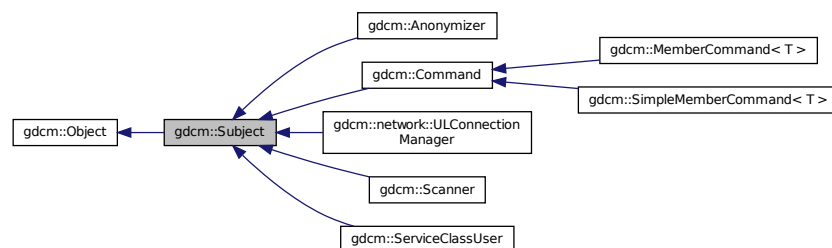
- [gdcmmStudy.h](#)

## 25.245 gdcmm::Subject Class Reference

Subject.

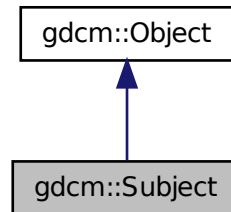
```
#include <gdcmmSubject.h>
```

Inheritance diagram for gdcmm::Subject:





Collaboration diagram for gdcmm::Subject:



### Public Member Functions

- Subject ()
- ~Subject ()
- unsigned long AddObserver (const Event &event, Command \*)
- unsigned long AddObserver (const Event &event, Command \*) const
- Command \* GetCommand (unsigned long tag)
- bool HasObserver (const Event &event) const
- void InvokeEvent (const Event &)
- void InvokeEvent (const Event &) const
- void RemoveAllObservers ()
- void RemoveObserver (unsigned long tag)

### Additional Inherited Members

#### 25.245.1 Detailed Description

Subject.

#### See Also

Command Event

#### 25.245.2 Constructor & Destructor Documentation

25.245.2.1 gdcmm::Subject::Subject ( )

25.245.2.2 gdcmm::Subject::~~Subject ( )

#### 25.245.3 Member Function Documentation

### 25.245.3.1 unsigned long gdcM::Subject::AddObserver ( const Event & event, Command \* )

Allow people to add/remove/invoke observers (callbacks) to any GDCM object. This is an implementation of the subject/observer design pattern. An observer is added by specifying an event to respond to and an gdcM::Command to execute. It returns an unsigned long tag which can be used later to remove the event or retrieve the command. The memory for the Command becomes the responsibility of this object, so don't pass the same instance of a command to two different objects

### 25.245.3.2 unsigned long gdcM::Subject::AddObserver ( const Event & event, Command \* ) const

### 25.245.3.3 Command\* gdcM::Subject::GetCommand ( unsigned long tag )

Get the command associated with the given tag. NOTE: This returns a pointer to a Command, but it is safe to assign this to a Command::Pointer. Since Command inherits from LightObject, at this point in the code, only a pointer or a reference to the Command can be used.

### 25.245.3.4 bool gdcM::Subject::HasObserver ( const Event & event ) const

Return true if an observer is registered for this event.

### 25.245.3.5 void gdcM::Subject::InvokeEvent ( const Event & )

Call Execute on all the Commands observing this event id.

### 25.245.3.6 void gdcM::Subject::InvokeEvent ( const Event & ) const

Call Execute on all the Commands observing this event id. The actions triggered by this call doesn't modify this object.

### 25.245.3.7 void gdcM::Subject::RemoveAllObservers ( )

Remove all observers .

### 25.245.3.8 void gdcM::Subject::RemoveObserver ( unsigned long tag )

Remove the observer with this tag value.

The documentation for this class was generated from the following file:

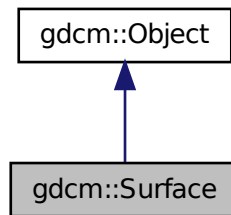
- gdcMSubject.h

## 25.246 gdcM::Surface Class Reference

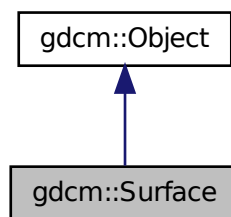
This class defines a SURFACE IE. This members are taken from required surface mesh module attributes.

```
#include <gdcMSurface.h>
```

Inheritance diagram for gdcm::Surface:



Collaboration diagram for gdcm::Surface:



## Public Types

- enum STATES {  
NO = 0,  
YES,  
UNKNOWN,  
STATES\_END }
- enum VIEWType {  
SURFACE = 0,  
WIREFRAME,  
POINTS,  
VIEWType\_END }

*Enumeration for Recommended Presentation Type.*

## Public Member Functions

- Surface ()

- virtual ~Surface ()
- SegmentHelper::BasicCodedEntry  
const & GetAlgorithmFamily () const
- SegmentHelper::BasicCodedEntry & GetAlgorithmFamily ()
- const char \* GetAlgorithmName () const
- const char \* GetAlgorithmVersion () const
- const float \* GetAxisOfRotation () const
- const float \* GetCenterOfRotation () const
- STATES GetFiniteVolume () const
- STATES GetManifold () const
- float GetMaximumPointDistance () const
- float GetMeanPointDistance () const
- MeshPrimitive const & GetMeshPrimitive () const
- MeshPrimitive & GetMeshPrimitive ()
- unsigned long GetNumberOfSurfacePoints () const
- unsigned long GetNumberOfVectors () const
- const DataElement & GetPointCoordinatesData () const
- DataElement & GetPointCoordinatesData ()
- const float \* GetPointPositionAccuracy () const
- const float \* GetPointsBoundingBoxCoordinates () const
- SegmentHelper::BasicCodedEntry  
const & GetProcessingAlgorithm () const
- SegmentHelper::BasicCodedEntry & GetProcessingAlgorithm ()
- const unsigned short \* GetRecommendedDisplayCIELabValue () const
- unsigned short GetRecommendedDisplayCIELabValue (const unsigned int idx) const
- unsigned short GetRecommendedDisplayGrayscaleValue () const
- float GetRecommendedPresentationOpacity () const
- VIEWType GetRecommendedPresentationType () const
- const char \* GetSurfaceComments () const
- unsigned long GetSurfaceNumber () const
- bool GetSurfaceProcessing () const
- const char \* GetSurfaceProcessingDescription () const
- float GetSurfaceProcessingRatio () const
- const float \* GetVectorAccuracy () const
- const DataElement & GetVectorCoordinateData () const
- DataElement & GetVectorCoordinateData ()
- unsigned short GetVectorDimensionality () const
- void SetAlgorithmFamily (SegmentHelper::BasicCodedEntry const &BSE)
- void SetAlgorithmName (const char \*str)
- void SetAlgorithmVersion (const char \*str)
- void SetAxisOfRotation (const float \*axis)
- void SetCenterOfRotation (const float \*center)
- void SetFiniteVolume (STATES state)
- void SetManifold (STATES state)
- void SetMaximumPointDistance (float maximum)
- void SetMeanPointDistance (float average)
- void SetMeshPrimitive (MeshPrimitive &mp)
- void SetNumberOfSurfacePoints (const unsigned long nb)
- void SetNumberOfVectors (const unsigned long nb)
- void SetPointCoordinatesData (DataElement const &de)
- void SetPointPositionAccuracy (const float \*accuracies)

- void SetPointsBoundingBoxCoordinates (const float \*coordinates)
- void SetProcessingAlgorithm (SegmentHelper::BasicCodedEntry const &BSE)
- void SetRecommendedDisplayCIELabValue (const unsigned short vl[3])
- void SetRecommendedDisplayCIELabValue (const unsigned short vl, const unsigned int idx=0)
- void SetRecommendedDisplayCIELabValue (const std::vector< unsigned short > &vl)
- void SetRecommendedDisplayGrayscaleValue (const unsigned short vl)
- void SetRecommendedPresentationOpacity (const float opacity)
- void SetRecommendedPresentationType (VIEWType type)
- void SetSurfaceComments (const char \*comment)
- void SetSurfaceNumber (const unsigned long nb)
- void SetSurfaceProcessing (bool b)
- void SetSurfaceProcessingDescription (const char \*description)
- void SetSurfaceProcessingRatio (const float ratio)
- void SetVectorAccuracy (const float \*accuracy)
- void SetVectorCoordinateData (DataElement const &de)
- void SetVectorDimensionality (const unsigned short dim)

### Static Public Member Functions

- static STATES GetSTATES (const char \*state)
- static const char \* GetSTATESString (STATES state)
- static VIEWType GetVIEWType (const char \*type)
- static const char \* GetVIEWTypeString (VIEWType type)

### Additional Inherited Members

#### 25.246.1 Detailed Description

This class defines a SURFACE IE. This members are taken from required surface mesh module attributes.

#### See Also

PS 3.3 A.1.2.18 , A.57 and C.27

#### 25.246.2 Member Enumeration Documentation

##### 25.246.2.1 enum gdcm::Surface::STATES

Enumerator:

**NO**

**YES**

**UNKNOWN**

**STATES\_END**

### 25.246.2.2 enum gdcm::Surface::VIEWType

Enumeration for Recommended Presentation Type.

See Also

Tag(0x0066, 0x000D) and PS 3.3 C.27.1.1.3

Enumerator:

***SURFACE***

***WIREFRAME***

***POINTS***

***VIEWType\_END***

### 25.246.3 Constructor & Destructor Documentation

25.246.3.1 gdcm::Surface::Surface ( )

25.246.3.2 virtual gdcm::Surface::~~Surface ( ) [virtual]

### 25.246.4 Member Function Documentation

25.246.4.1 SegmentHelper::BasicCodedEntry const& gdcm::Surface::GetAlgorithmFamily ( ) const

25.246.4.2 SegmentHelper::BasicCodedEntry& gdcm::Surface::GetAlgorithmFamily ( )

25.246.4.3 const char\* gdcm::Surface::GetAlgorithmName ( ) const

25.246.4.4 const char\* gdcm::Surface::GetAlgorithmVersion ( ) const

25.246.4.5 const float\* gdcm::Surface::GetAxisOfRotation ( ) const

Note

Pointer is null if undefined

25.246.4.6 const float\* gdcm::Surface::GetCenterOfRotation ( ) const

Note

Pointer is null if undefined

25.246.4.7 STATES gdcm::Surface::GetFiniteVolume ( ) const

25.246.4.8 STATES gdcm::Surface::GetManifold ( ) const

25.246.4.9 float gdcm::Surface::GetMaximumPointDistance ( ) const

25.246.4.10 float gdcm::Surface::GetMeanPointDistance ( ) const

25.246.4.11 **MeshPrimitive** const& gdcm::Surface::GetMeshPrimitive ( ) const

25.246.4.12 **MeshPrimitive&** gdcm::Surface::GetMeshPrimitive ( )

25.246.4.13 unsigned long gdcm::Surface::GetNumberOfSurfacePoints ( ) const

25.246.4.14 unsigned long gdcm::Surface::GetNumberOfVectors ( ) const

25.246.4.15 const **DataElement&** gdcm::Surface::GetPointCoordinatesData ( ) const

25.246.4.16 **DataElement&** gdcm::Surface::GetPointCoordinatesData ( )

25.246.4.17 const float\* gdcm::Surface::GetPointPositionAccuracy ( ) const

Note

Pointer is null if undefined

25.246.4.18 const float\* gdcm::Surface::GetPointsBoundingBoxCoordinates ( ) const

Note

Pointer is null if undefined

25.246.4.19 **SegmentHelper::BasicCodedEntry** const& gdcm::Surface::GetProcessingAlgorithm ( ) const

25.246.4.20 **SegmentHelper::BasicCodedEntry&** gdcm::Surface::GetProcessingAlgorithm ( )

25.246.4.21 const unsigned short\* gdcm::Surface::GetRecommendedDisplayCIELabValue ( ) const

25.246.4.22 unsigned short gdcm::Surface::GetRecommendedDisplayCIELabValue ( const unsigned int *idx* ) const

25.246.4.23 unsigned short gdcm::Surface::GetRecommendedDisplayGrayscaleValue ( ) const

25.246.4.24 float gdcm::Surface::GetRecommendedPresentationOpacity ( ) const

25.246.4.25 **VIEWType** gdcm::Surface::GetRecommendedPresentationType ( ) const

25.246.4.26 static **STATES** gdcm::Surface::GetSTATES ( const char \* *state* ) [static]

25.246.4.27 static const char\* gdcm::Surface::GetSTATESString ( **STATES** *state* ) [static]

25.246.4.28 const char\* gdcm::Surface::GetSurfaceComments ( ) const

25.246.4.29 unsigned long gdcm::Surface::GetSurfaceNumber ( ) const

25.246.4.30 bool gdcm::Surface::GetSurfaceProcessing ( ) const

25.246.4.31 const char\* gdcm::Surface::GetSurfaceProcessingDescription ( ) const

25.246.4.32 float gdcm::Surface::GetSurfaceProcessingRatio ( ) const

- 25.246.4.33 `const float* gdc::Surface::GetVectorAccuracy ( ) const`
- 25.246.4.34 `const DataElement& gdc::Surface::GetVectorCoordinateData ( ) const`
- 25.246.4.35 `DataElement& gdc::Surface::GetVectorCoordinateData ( )`
- 25.246.4.36 `unsigned short gdc::Surface::GetVectorDimensionality ( ) const`
- 25.246.4.37 `static VIEWType gdc::Surface::GetVIEWType ( const char * type ) [static]`
- 25.246.4.38 `static const char* gdc::Surface::GetVIEWTypeString ( VIEWType type ) [static]`
- 25.246.4.39 `void gdc::Surface::SetAlgorithmFamily ( SegmentHelper::BasicCodedEntry const & BSE )`
- 25.246.4.40 `void gdc::Surface::SetAlgorithmName ( const char * str )`
- 25.246.4.41 `void gdc::Surface::SetAlgorithmVersion ( const char * str )`
- 25.246.4.42 `void gdc::Surface::SetAxisOfRotation ( const float * axis )`
- 25.246.4.43 `void gdc::Surface::SetCenterOfRotation ( const float * center )`
- 25.246.4.44 `void gdc::Surface::SetFiniteVolume ( STATES state )`
- 25.246.4.45 `void gdc::Surface::SetManifold ( STATES state )`
- 25.246.4.46 `void gdc::Surface::SetMaximumPointDistance ( float maximum )`
- 25.246.4.47 `void gdc::Surface::SetMeanPointDistance ( float average )`
- 25.246.4.48 `void gdc::Surface::SetMeshPrimitive ( MeshPrimitive & mp )`
- 25.246.4.49 `void gdc::Surface::SetNumberOfSurfacePoints ( const unsigned long nb )`
- 25.246.4.50 `void gdc::Surface::SetNumberOfVectors ( const unsigned long nb )`
- 25.246.4.51 `void gdc::Surface::SetPointCoordinatesData ( DataElement const & de )`
- 25.246.4.52 `void gdc::Surface::SetPointPositionAccuracy ( const float * accuracies )`
- 25.246.4.53 `void gdc::Surface::SetPointsBoundingBoxCoordinates ( const float * coordinates )`
- 25.246.4.54 `void gdc::Surface::SetProcessingAlgorithm ( SegmentHelper::BasicCodedEntry const & BSE )`
- 25.246.4.55 `void gdc::Surface::SetRecommendedDisplayCIELabValue ( const unsigned short vl[3] )`
- 25.246.4.56 `void gdc::Surface::SetRecommendedDisplayCIELabValue ( const unsigned short vl, const unsigned int idx = 0 )`
- 25.246.4.57 `void gdc::Surface::SetRecommendedDisplayCIELabValue ( const std::vector< unsigned short > & vl )`
- 25.246.4.58 `void gdc::Surface::SetRecommendedDisplayGrayscaleValue ( const unsigned short vl )`



- 25.246.4.59 void gdcm::Surface::SetRecommendedPresentationOpacity ( const float *opacity* )
- 25.246.4.60 void gdcm::Surface::SetRecommendedPresentationType ( VIEWType *type* )
- 25.246.4.61 void gdcm::Surface::SetSurfaceComments ( const char \* *comment* )
- 25.246.4.62 void gdcm::Surface::SetSurfaceNumber ( const unsigned long *nb* )
- 25.246.4.63 void gdcm::Surface::SetSurfaceProcessing ( bool *b* )
- 25.246.4.64 void gdcm::Surface::SetSurfaceProcessingDescription ( const char \* *description* )
- 25.246.4.65 void gdcm::Surface::SetSurfaceProcessingRatio ( const float *ratio* )
- 25.246.4.66 void gdcm::Surface::SetVectorAccuracy ( const float \* *accuracy* )
- 25.246.4.67 void gdcm::Surface::SetVectorCoordinateData ( DataElement const & *de* )
- 25.246.4.68 void gdcm::Surface::SetVectorDimensionality ( const unsigned short *dim* )

The documentation for this class was generated from the following file:

- gdcmSurface.h

## 25.247 gdcm::SurfaceHelper Class Reference

```
#include <gdcmSurfaceHelper.h>
```

### Public Types

- typedef std::vector< unsigned short > ColorArray

### Static Public Member Functions

- template<typename T , typename U >  
static std::vector< T > RecommendedDisplayCIELabToRGB (const ColorArray &CIELab, const U rangeMax=255)  
*Convert a DICOM CIE-Lab (after reading) color into RGB.*
- template<typename U >  
static std::vector< float > RecommendedDisplayCIELabToRGB (const ColorArray &CIELab, const U rangeMax=255)  
*Convert a DICOM CIE-Lab (after reading) color into RGB.*
- template<typename T , typename U >  
static ColorArray RGBToRecommendedDisplayCIELab (const std::vector< T > &RGB, const U rangeMax=255)  
*Convert a RGB color into DICOM CIE-Lab (ready to write).*
- template<typename T , typename U >  
static unsigned short RGBToRecommendedDisplayGrayscale (const std::vector< T > &RGB, const U rangeMax=255)  
*Convert a RGB color into DICOM grayscale (ready to write).*

## 25.247.1 Member Typedef Documentation

25.247.1.1 `typedef std::vector< unsigned short > gdcm::SurfaceHelper::ColorArray`

## 25.247.2 Member Function Documentation

25.247.2.1 `template<typename U > std::vector< float > gdcm::SurfaceHelper::RecommendedDisplayCIELabToRGB ( const ColorArray & CIELab, const U rangeMax = 255 ) [static]`

Convert a DICOM CIE-Lab (after reading) color into RGB.

### See Also

PS 3.3 C.10.7.1.1

### Parameters

<i>CIELab</i>	DICOM CIE-Lab array.
<i>rangeMax</i>	Max value of the RGB range.

### Template Parameters

<i>T</i>	Type of CIELab components.
<i>U</i>	Type of rangeMax value.

25.247.2.2 `template<typename U > static std::vector<float> gdcm::SurfaceHelper::RecommendedDisplayCIELabToRGB ( const ColorArray & CIELab, const U rangeMax = 255 ) [static]`

Convert a DICOM CIE-Lab (after reading) color into RGB.

### See Also

PS 3.3 C.10.7.1.1

### Parameters

<i>CIELab</i>	DICOM CIE-Lab array.
<i>rangeMax</i>	Max value of the RGB range.

### Template Parameters

<i>U</i>	Type of rangeMax value.
----------	-------------------------

25.247.2.3 `template<typename T , typename U > SurfaceHelper::ColorArray gdcm::SurfaceHelper::RGBToRecommendedDisplayCIELab ( const std::vector< T > & RGB, const U rangeMax = 255 ) [static]`

Convert a RGB color into DICOM CIE-Lab (ready to write).

## See Also

PS 3.3 C.10.7.1.1

## Parameters

<i>RGB</i>	RGB array.
<i>rangeMax</i>	Max value of the RGB range.

## Template Parameters

<i>T</i>	Type of RGB components.
<i>U</i>	Type of rangeMax value.

**25.247.2.4** `template<typename T , typename U > unsigned short gdcm::SurfaceHelper::RGBToRecommendedDisplayGrayscale ( const std::vector< T > & RGB, const U rangeMax = 255 ) [static]`

Convert a RGB color into DICOM grayscale (ready to write).

## See Also

PS 3.3 C.27.1 tag(0062,000C)

## Parameters

<i>RGB</i>	RGB array.
<i>rangeMax</i>	Max value of the RGB range.

## Template Parameters

<i>T</i>	Type of RGB components.
<i>U</i>	Type of rangeMax value.

The documentation for this class was generated from the following file:

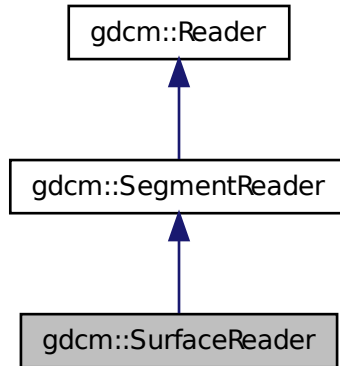
- gdcmSurfaceHelper.h

## 25.248 gdcm::SurfaceReader Class Reference

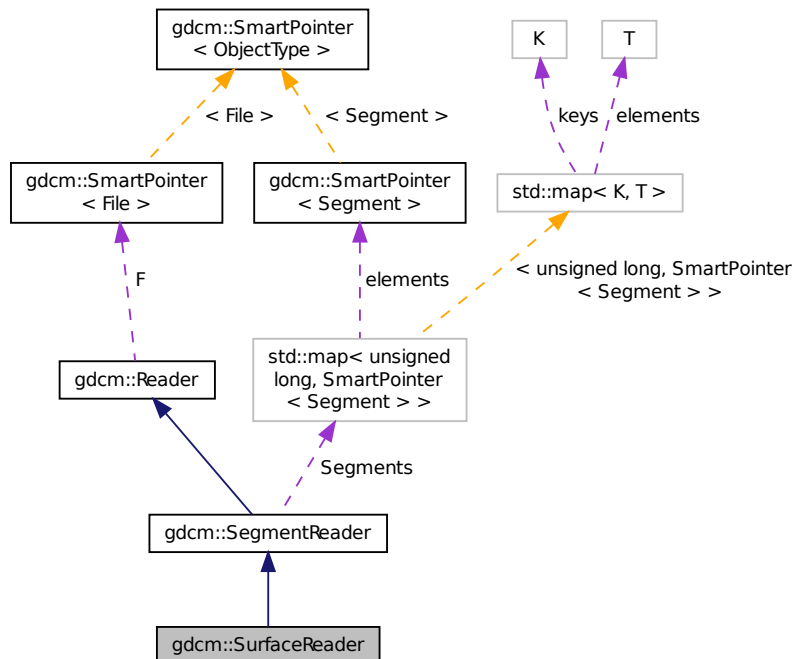
This class defines a SURFACE IE reader. It reads surface mesh module attributes.

```
#include <gdcmSurfaceReader.h>
```

Inheritance diagram for gdcM::SurfaceReader:



Collaboration diagram for gdcM::SurfaceReader:



## Public Member Functions

- SurfaceReader ()
- virtual ~SurfaceReader ()
- unsigned long GetNumberOfSurfaces () const
- virtual bool Read ()

*Read.*

## Protected Member Functions

- bool ReadPointMacro (SmartPointer< Surface > surface, const DataSet &surfaceDS)
- bool ReadSurface (const Item &surfaceItem, const unsigned long idx)
- bool ReadSurfaces ()

## Additional Inherited Members

### 25.248.1 Detailed Description

This class defines a SURFACE IE reader. It reads surface mesh module attributes.

#### See Also

PS 3.3 A.1.2.18 , A.57 and C.27

### 25.248.2 Constructor & Destructor Documentation

25.248.2.1 gdcm::SurfaceReader::SurfaceReader ( )

25.248.2.2 virtual gdcm::SurfaceReader::~~SurfaceReader ( ) [virtual]

### 25.248.3 Member Function Documentation

25.248.3.1 unsigned long gdcm::SurfaceReader::GetNumberOfSurfaces ( ) const

25.248.3.2 virtual bool gdcm::SurfaceReader::Read ( ) [virtual]

*Read.*

Reimplemented from gdcm::SegmentReader.

25.248.3.3 bool gdcm::SurfaceReader::ReadPointMacro ( SmartPointer< Surface > surface, const DataSet & surfaceDS )  
[protected]

25.248.3.4 bool gdcm::SurfaceReader::ReadSurface ( const Item & surfaceItem, const unsigned long idx ) [protected]

25.248.3.5 bool gdcm::SurfaceReader::ReadSurfaces ( ) [protected]

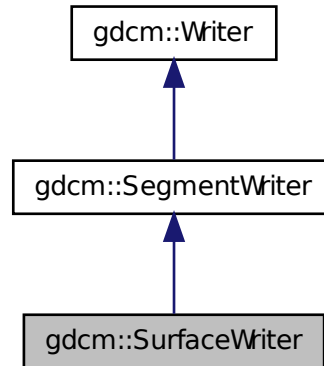
The documentation for this class was generated from the following file:

- gdcmSurfaceReader.h

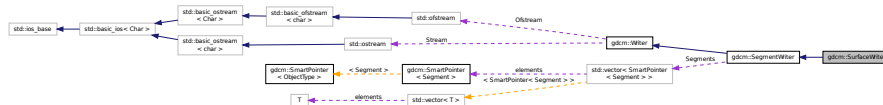
This class defines a SURFACE IE writer. It writes surface mesh module attributes.

```
#include <gdcmSurfaceWriter.h>
```

Inheritance diagram for gdcm::SurfaceWriter:



Collaboration diagram for gdcm::SurfaceWriter:



- SurfaceWriter ()
- virtual ~SurfaceWriter ()
- unsigned long GetNumberOfSurfaces ()
- void SetNumberOfSurfaces (const unsigned long nb)
- bool Write ()

*Write.*

- void ComputeNumberOfSurfaces ()
- bool PrepareWrite ()
- bool PrepareWritePointMacro (SmartPointer< Surface > surface, DataSet &surfaceDS, const TransferSyntax &ts)

## Protected Attributes

- unsigned long NumberOfSurfaces

## Additional Inherited Members

### 25.249.1 Detailed Description

This class defines a SURFACE IE writer. It writes surface mesh module attributes.

#### See Also

PS 3.3 A.1.2.18 , A.57 and C.27

### 25.249.2 Constructor & Destructor Documentation

25.249.2.1 `gdcm::SurfaceWriter::SurfaceWriter ( )`

25.249.2.2 `virtual gdcm::SurfaceWriter::~~SurfaceWriter ( ) [virtual]`

### 25.249.3 Member Function Documentation

25.249.3.1 `void gdcm::SurfaceWriter::ComputeNumberOfSurfaces ( ) [protected]`

25.249.3.2 `unsigned long gdcm::SurfaceWriter::GetNumberOfSurfaces ( )`

25.249.3.3 `bool gdcm::SurfaceWriter::PrepareWrite ( ) [protected]`

Reimplemented from `gdcm::SegmentWriter`.

25.249.3.4 `bool gdcm::SurfaceWriter::PrepareWritePointMacro ( SmartPointer< Surface > surface, DataSet & surfaceDS, const TransferSyntax & ts ) [protected]`

25.249.3.5 `void gdcm::SurfaceWriter::SetNumberOfSurfaces ( const unsigned long nb )`

25.249.3.6 `bool gdcm::SurfaceWriter::Write ( ) [virtual]`

Write.

Reimplemented from `gdcm::SegmentWriter`.

### 25.249.4 Member Data Documentation

25.249.4.1 `unsigned long gdcm::SurfaceWriter::NumberOfSurfaces [protected]`

The documentation for this class was generated from the following file:

- `gdcmSurfaceWriter.h`

## 25.250 gdcm::SwapCode Class Reference

SwapCode representation.

```
#include <gdcmSwapCode.h>
```

### Public Types

- enum SwapCodeType {  
    Unknown = 0,  
    LittleEndian = 1234,  
    BigEndian = 4321,  
    BadLittleEndian = 3412,  
    BadBigEndian = 2143 }

### Public Member Functions

- SwapCode (SwapCodeType sc=Unknown)
- operator SwapCode::SwapCodeType () const

### Static Public Member Functions

- static const char \* GetSwapCodeString (SwapCode const &sc)

### Static Protected Member Functions

- static int GetIndex (SwapCode const &sc)

### Friends

- std::ostream & operator<< (std::ostream &os, const SwapCode &sc)

### 25.250.1 Detailed Description

SwapCode representation.

Examples:

TestByteSwap.cxx.

### 25.250.2 Member Enumeration Documentation

#### 25.250.2.1 enum gdcm::SwapCode::SwapCodeType

Enumerator:

***Unknown***

***LittleEndian***

***BigEndian***



*BadLittleEndian**BadBigEndian*

### 25.250.3 Constructor & Destructor Documentation

25.250.3.1 `gdcm::SwapCode::SwapCode ( SwapCodeType sc = Unknown )` `[inline]`

### 25.250.4 Member Function Documentation

25.250.4.1 `static int gdcm::SwapCode::GetIndex ( SwapCode const & sc )` `[static]`, `[protected]`

25.250.4.2 `static const char* gdcm::SwapCode::GetSwapCodeString ( SwapCode const & sc )` `[static]`

Referenced by `gdcm::operator<<()`.

25.250.4.3 `gdcm::SwapCode::operator SwapCode::SwapCodeType ( ) const` `[inline]`

### 25.250.5 Friends And Related Function Documentation

25.250.5.1 `std::ostream& operator<< ( std::ostream & os, const SwapCode & sc )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmSwapCode.h`

## 25.251 gdcm::SwapperDoOp Class Reference

```
#include <gdcmSwapper.h>
```

### Static Public Member Functions

- `template<typename T >`  
`static T Swap ( T val )`
- `template<typename T >`  
`static void SwapArray ( T *array, size_t n )`

### 25.251.1 Member Function Documentation

25.251.1.1 `template<typename T > static T gdcm::SwapperDoOp::Swap ( T val )` `[static]`

Referenced by `gdcm::Item::Read()`.

25.251.1.2 `template<typename T > static void gdcm::SwapperDoOp::SwapArray ( T * array, size_t n )` `[inline]`,  
`[static]`

The documentation for this class was generated from the following file:

- `gdcmSwapper.h`

## 25.252 gdcm::SwapperNoOp Class Reference

```
#include <gdcmSwapper.h>
```

### Static Public Member Functions

- `template<typename T >`  
`static T Swap (T val)`
- `template<typename T >`  
`static void SwapArray (T *, size_t)`

### 25.252.1 Detailed Description

Examples:

`ReadExplicitLengthSQIVR.cxx.`

### 25.252.2 Member Function Documentation

**25.252.2.1** `template<typename T > static T gdcm::SwapperNoOp::Swap ( T val )` `[inline],[static]`

Referenced by `gdcm::EncodingImplementation< VR::VRBINARY >::Write()`.

**25.252.2.2** `template<typename T > static void gdcm::SwapperNoOp::SwapArray ( T *, size_t )` `[inline],[static]`

Referenced by `gdcm::EncodingImplementation< VR::VRBINARY >::Read()`.

The documentation for this class was generated from the following file:

- `gdcmSwapper.h`

## 25.253 gdcm::System Class Reference

Class to do system operation.

```
#include <gdcmSystem.h>
```

### Static Public Member Functions

- `static bool DeleteDirectory (const char *source)`  
*remove a directory named source*
- `static size_t EncodeBytes (char *out, const unsigned char *data, int size)`
- `static bool FileExists (const char *filename)`  
*Check whether the specified file exist on the sytem.*
- `static bool FileIsDirectory (const char *name)`  
*Check whether the file specified is a directory:*
- `static bool FileIsSymlink (const char *name)`  
*Check whether name is a symlink.*

- static size\_t FileSize (const char \*filename)
- static time\_t FileTime (const char \*filename)
- static bool FormatDateTime (char date[22], time\_t t, long milliseconds=0)
- static bool GetCurrentDateTime (char date[22])
- static const char \* GetCurrentModuleFileName ()
- static const char \* GetCurrentProcessFileName ()
- static const char \* GetCurrentResourcesDirectory ()
- static const char \* GetCWD ()
- static bool GetHostName (char hostname[255])
- static const char \* GetLastSystemError ()
  - Return the last error.*
- static const char \* GetLocaleCharset ()
  - return locale charmap*
- static const char \* GetTimezoneOffsetFromUTC ()
- static bool MakeDirectory (const char \*path)
  - Create a directory name path.*
- static bool ParseDateTime (time\_t &timep, const char date[22])
  - Parse a date stored as ASCII text into a time\_t structured (discard millisecond if any)*
- static bool ParseDateTime (time\_t &timep, long &milliseconds, const char date[22])
- static bool RemoveFile (const char \*source)
  - remove a file named source*
- static int StrCaseCmp (const char \*s1, const char \*s2)
  - consistent func for C99 spec of strcasecmp/strncasecmp*
- static int StrNCaseCmp (const char \*s1, const char \*s2, size\_t n)
- static char \* StrTokR (char \*ptr, const char \*sep, char \*\*end)
  - strtok\_r*

## Static Protected Member Functions

- static bool GetPermissions (const char \*file, unsigned short &mode)
  - NOT THREAD SAFE.*
- static bool SetPermissions (const char \*file, unsigned short mode)

### 25.253.1 Detailed Description

Class to do system operation.

OS independent functionalities

### 25.253.2 Member Function Documentation

**25.253.2.1** static bool gdcm::System::DeleteDirectory ( const char \* *source* ) [static]

remove a directory named source

**25.253.2.2** static size\_t gdcm::System::EncodeBytes ( char \* *out*, const unsigned char \* *data*, int *size* ) [static]

Used internally by the UIDGenerator class to convert a uuid tape to a DICOM VR:UI type

**25.253.2.3** `static bool gdcm::System::FileExists ( const char * filename ) [static]`

Check whether the specified file exist on the sytem.

Examples:

EncapsulateFileInRawData.cxx, gdcmorthoplanes.cxx, and MagnifyFile.cxx.

**25.253.2.4** `static bool gdcm::System::FilesDirectory ( const char * name ) [static]`

Check whether the file specified is a directory:

Examples:

gdcmorthoplanes.cxx, and threadgdcm.cxx.

**25.253.2.5** `static bool gdcm::System::FilesSymlink ( const char * name ) [static]`

Check whether name is a symlink.

**25.253.2.6** `static size_t gdcm::System::FileSize ( const char * filename ) [static]`

Return the filesize. 0 if file does not exist.

Warning

you need to use FileExists to differentiate between empty file and missing file.  
for very large size file and on system where size\_t is not appropriate to store off\_t value the function will return 0.

Examples:

CheckBigEndianBug.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, and EncapsulateFileInRawData.cxx.

**25.253.2.7** `static time_t gdcm::System::FileTime ( const char * filename ) [static]`

Return the time of last modification of file 0 if the file does not exist

**25.253.2.8** `static bool gdcm::System::FormatDateTime ( char date[22], time_t t, long milliseconds = 0 ) [static]`

format as ASCII text a time\_t with milliseconds See VR::DT from DICOM PS 3.5 milliseconds is in the range [0, 999999]

**25.253.2.9** `static bool gdcm::System::GetCurrentDateTime ( char date[22] ) [static]`

Return the current data time, and format it as ASCII text. This is simply a call to gettimeofday + FormatDateTime, since WIN32 do not have an implementation for gettimeofday, this is more portable. The call time(0) is not precise for our resolution

25.253.2.10 `static const char* gdcmm::System::GetCurrentModuleFileName ( ) [static]`

Return the directory the current module is located: NOT THREAD SAFE

25.253.2.11 `static const char* gdcmm::System::GetCurrentProcessFileName ( ) [static]`

Return the directory the current process (executable) is located: NOT THREAD SAFE

25.253.2.12 `static const char* gdcmm::System::GetCurrentResourcesDirectory ( ) [static]`

On some system (Apple) return the path to the current bundled 'Resources' directory NOT THREAD SAFE

25.253.2.13 `static const char* gdcmm::System::GetCurrentWorkingDirectory ( ) [static]`

Return current working directory Warning: if current working path is too long (>2048 bytes) the call will fail and call will return NULL NOT THREAD SAFE

25.253.2.14 `static bool gdcmm::System::GetHostName ( char hostname[255] ) [static]`

Retrieve the hostname, only the first 255 byte are copied. This may come handy to specify the Station Name

25.253.2.15 `static const char* gdcmm::System::GetLastError ( ) [static]`

Return the last error.

25.253.2.16 `static const char* gdcmm::System::GetLocaleCharSet ( ) [static]`

return locale charmap

25.253.2.17 `static bool gdcmm::System::GetPermissions ( const char * file, unsigned short & mode ) [static],  
[protected]`

NOT THREAD SAFE.

25.253.2.18 `static const char* gdcmm::System::GetTimezoneOffsetFromUTC ( ) [static]`

Return the value for Timezone Offset From UTC as string.

Warning

not thread safe

25.253.2.19 `static bool gdcmm::System::MakeDirectory ( const char * path ) [static]`

Create a directory name path.

25.253.2.20 `static bool gdcM::System::ParseDateTime ( time_t & timep, const char date[22] ) [static]`

Parse a date stored as ASCII text into a time\_t structured (discard millisecond if any)

25.253.2.21 `static bool gdcM::System::ParseDateTime ( time_t & timep, long & milliseconds, const char date[22] ) [static]`

Parse a date stored as ASCII text into a time\_t structured and millisecond

#### See Also

FormatDateTime

25.253.2.22 `static bool gdcM::System::RemoveFile ( const char * source ) [static]`

remove a file named source

25.253.2.23 `static bool gdcM::System::SetPermissions ( const char * file, unsigned short mode ) [static],  
[protected]`

25.253.2.24 `static int gdcM::System::StrCaseCmp ( const char * s1, const char * s2 ) [static]`

consistent func for C99 spec of strcasecmp/strncasecmp

Referenced by gdcM::PrivateTag::operator<().

25.253.2.25 `static int gdcM::System::StrNCaseCmp ( const char * s1, const char * s2, size_t n ) [static]`

#### Precondition

`n != 0`

25.253.2.26 `static char* gdcM::System::StrTokR ( char * ptr, const char * sep, char ** end ) [static]`

strtok\_r

The documentation for this class was generated from the following file:

- gdcMSystem.h

## 25.254 gdcM::Table Class Reference

Table.

```
#include <gdcMTable.h>
```

### Public Types

- `typedef std::map< Tag, TableEntry > MapTableEntry`

## Public Member Functions

- Table ()
- ~Table ()
- const TableEntry & GetTableEntry (const Tag &tag) const
- void InsertEntry (Tag const &tag, TableEntry const &te)

## Friends

- std::ostream & operator<< (std::ostream &\_os, const Table &\_val)

## 25.254.1 Detailed Description

Table.

## 25.254.2 Member Typedef Documentation

25.254.2.1 `typedef std::map<Tag, TableEntry> gdcm::Table::MapTableEntry`

## 25.254.3 Constructor & Destructor Documentation

25.254.3.1 `gdcm::Table::Table ( )` `[inline]`

25.254.3.2 `gdcm::Table::~~Table ( )` `[inline]`

## 25.254.4 Member Function Documentation

25.254.4.1 `const TableEntry& gdcm::Table::GetTableEntry ( const Tag & tag ) const` `[inline]`

25.254.4.2 `void gdcm::Table::InsertEntry ( Tag const & tag, TableEntry const & te )` `[inline]`

## 25.254.5 Friends And Related Function Documentation

25.254.5.1 `std::ostream& operator<< ( std::ostream & _os, const Table & _val )` `[friend]`

The documentation for this class was generated from the following file:

- gdcmTable.h

## 25.255 gdcm::TableEntry Class Reference

TableEntry.

```
#include <gdcmTableEntry.h>
```

## Public Member Functions

- TableEntry (const char \*attribute=0, Type const &type=Type(), const char \*des=0)
- ~TableEntry ()

### 25.255.1 Detailed Description

TableEntry.

### 25.255.2 Constructor & Destructor Documentation

25.255.2.1 `gdcM::TableEntry::TableEntry ( const char * attribute = 0, Type const & type = Type (), const char * des = 0 )`  
`[inline]`

25.255.2.2 `gdcM::TableEntry::~~TableEntry ( )` `[inline]`

The documentation for this class was generated from the following file:

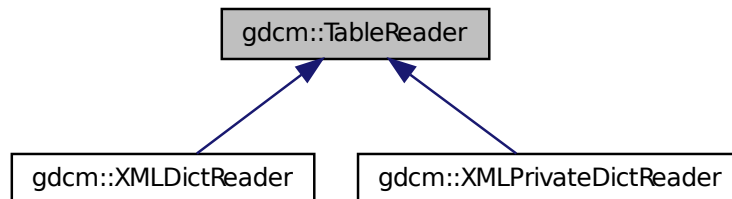
- `gdcMTableEntry.h`

## 25.256 gdcM::TableReader Class Reference

Class for representing a TableReader.

```
#include <gdcMTableReader.h>
```

Inheritance diagram for `gdcM::TableReader`:



### Public Member Functions

- `TableReader (Defs &defs)`
- `virtual ~TableReader ()`
- `virtual void CharacterDataHandler (const char *data, int length)`
- `virtual void EndElement (const char *name)`
- `const Defs & GetDefs () const`
- `const char * GetFilename ()`
- `void HandleIOD (const char **atts)`
- `void HandleIODEntry (const char **atts)`
- `void HandleMacro (const char **atts)`
- `void HandleMacroEntry (const char **atts)`
- `void HandleMacroEntryDescription (const char **atts)`



- void HandleModule (const char \*\*atts)
- void HandleModuleEntry (const char \*\*atts)
- void HandleModuleEntryDescription (const char \*\*atts)
- void HandleModuleInclude (const char \*\*atts)
- int Read ()
- void SetFilename (const char \*filename)
- virtual void StartElement (const char \*name, const char \*\*atts)

### 25.256.1 Detailed Description

Class for representing a TableReader.

#### Note

This class is an empty shell meant to be derived

### 25.256.2 Constructor & Destructor Documentation

25.256.2.1 `gdcm::TableReader::TableReader ( Defs & defs ) [inline]`

25.256.2.2 `virtual gdcm::TableReader::~~TableReader ( ) [inline],[virtual]`

### 25.256.3 Member Function Documentation

25.256.3.1 `virtual void gdcm::TableReader::CharacterDataHandler ( const char * data, int length ) [virtual]`

Reimplemented in `gdcm::XMLDictReader`, and `gdcm::XMLPrivateDictReader`.

25.256.3.2 `virtual void gdcm::TableReader::EndElement ( const char * name ) [virtual]`

Reimplemented in `gdcm::XMLDictReader`, and `gdcm::XMLPrivateDictReader`.

25.256.3.3 `const Defs& gdcm::TableReader::GetDefs ( ) const [inline]`

25.256.3.4 `const char* gdcm::TableReader::GetFilename ( ) [inline]`

25.256.3.5 `void gdcm::TableReader::HandleIOD ( const char ** atts )`

25.256.3.6 `void gdcm::TableReader::HandleIOEntry ( const char ** atts )`

25.256.3.7 `void gdcm::TableReader::HandleMacro ( const char ** atts )`

25.256.3.8 `void gdcm::TableReader::HandleMacroEntry ( const char ** atts )`

25.256.3.9 `void gdcm::TableReader::HandleMacroEntryDescription ( const char ** atts )`

25.256.3.10 `void gdcm::TableReader::HandleModule ( const char ** atts )`

25.256.3.11 `void gdcm::TableReader::HandleModuleEntry ( const char ** atts )`

25.256.3.12 void gdcM::TableReader::HandleModuleEntryDescription ( const char \*\* *atts* )

25.256.3.13 void gdcM::TableReader::HandleModuleInclude ( const char \*\* *atts* )

25.256.3.14 int gdcM::TableReader::Read ( )

25.256.3.15 void gdcM::TableReader::SetFilename ( const char \* *filename* ) [inline]

25.256.3.16 virtual void gdcM::TableReader::StartElement ( const char \* *name*, const char \*\* *atts* ) [virtual]

Reimplemented in gdcM::XMLDictReader, and gdcM::XMLPrivateDictReader.

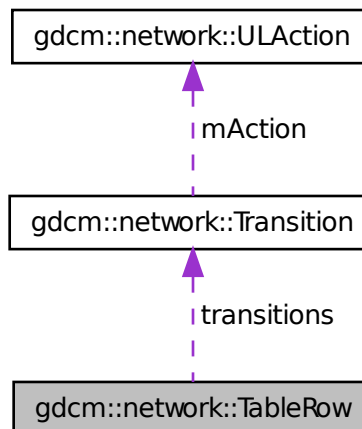
The documentation for this class was generated from the following file:

- gdcMTableReader.h

## 25.257 gdcM::network::TableRow Class Reference

```
#include <gdcMULTransitionTable.h>
```

Collaboration diagram for gdcM::network::TableRow:



### Public Attributes

- Transition transitions [cMaxStateID]

## 25.257.1 Member Data Documentation

## 25.257.1.1 Transition gdcm::network::TableRow::transitions[cMaxStateID]

The documentation for this class was generated from the following file:

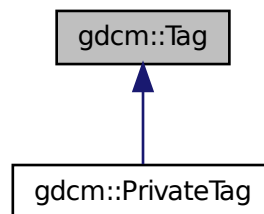
- gdcmULTransitionTable.h

## 25.258 gdcm::Tag Class Reference

Class to represent a DICOM Data Element (Attribute) Tag (Group, Element). Basically an uint32\_t which can also be expressed as two uint16\_t (group and element)

```
#include <gdcmTag.h>
```

Inheritance diagram for gdcm::Tag:



### Public Member Functions

- Tag (uint16\_t group, uint16\_t element)  
*Constructor with 2\*uint16\_t.*
- Tag (uint32\_t tag=0)  
*Constructor with 1\*uint32\_t Prefer the ctor that takes two uint16\_t.*
- Tag (const Tag &\_val)
- uint16\_t GetElement () const  
*Returns the 'Element number' of the given Tag.*
- uint32\_t GetElementTag () const  
*Returns the full tag value of the given Tag.*
- uint16\_t GetGroup () const  
*Returns the 'Group number' of the given Tag.*
- uint32\_t GetLength () const  
*return the length of tag (read: size on disk)*
- Tag GetPrivateCreator () const  
*Return the Private Creator Data Element tag of a private data element.*
- bool IsGroupLength () const  
*return whether the tag correspond to a group length tag:*
- bool IsGroupXX (const Tag &t) const

- e.g 6002,3000 belong to groupXX: 6000,3000*
- `bool IsIllegal () const`  
*return if the tag is considered to be an illegal tag*
  - `bool IsPrivate () const`
  - `bool IsPrivateCreator () const`
  - `bool IsPublic () const`
  - `bool operator!= (const Tag &_val) const`
  - `bool operator< (const Tag &_val) const`
  - `bool operator<= (const Tag &t2) const`
  - `Tag & operator= (const Tag &_val)`
  - `bool operator== (const Tag &_val) const`
  - `const uint16_t & operator[] (const unsigned int &_id) const`  
*Returns the Group or Element of the given Tag, depending on id (0/1)*
  - `uint16_t & operator[] (const unsigned int &_id)`  
*Returns the Group or Element of the given Tag, depending on id (0/1)*
  - `std::string PrintAsPipeSeparatedString () const`
  - `template<typename TSwap >`  
`std::istream & Read (std::istream &is)`  
*Read a tag from binary representation.*
  - `bool ReadFromCommaSeparatedString (const char *str)`
  - `bool ReadFromPipeSeparatedString (const char *str)`
  - `void SetElement (uint16_t element)`  
*Sets the 'Element number' of the given Tag.*
  - `void SetElementTag (uint16_t group, uint16_t element)`  
*Sets the 'Group number' & 'Element number' of the given Tag.*
  - `void SetElementTag (uint32_t tag)`  
*Sets the full tag value of the given Tag.*
  - `void SetGroup (uint16_t group)`  
*Sets the 'Group number' of the given Tag.*
  - `void SetPrivateCreator (Tag const &t)`  
*Set private creator:*
  - `template<typename TSwap >`  
`const std::ostream & Write (std::ostream &os) const`  
*Write a tag in binary rep.*

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Tag &_val)`
- `std::istream & operator>> (std::istream &_is, Tag &_val)`

## 25.258.1 Detailed Description

Class to represent a DICOM Data Element (Attribute) Tag (Group, Element). Basically an `uint32_t` which can also be expressed as two `uint16_t` (group and element)

**Note**

DATA ELEMENT TAG: A unique identifier for a Data Element composed of an ordered pair of numbers (a Group Number followed by an Element Number). GROUP NUMBER: The first number in the ordered pair of numbers that makes up a Data Element Tag. ELEMENT NUMBER: The second number in the ordered pair of numbers that makes up a Data Element Tag.

**Examples:**

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, CreateJPIPDataSet.cxx, DumpToSQLITE3.cxx, DuplicatePCDE.cxx, EncapsulateFileInRawData.cxx, Extract-EncryptedContent.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBroken-J2K.cxx, FixJAIBugJPEGLS.cxx, gdcmrtionplan.cxx, gdcmrtplan.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenFakeImage.cxx, GenLongSeqs.cxx, GenSeqs.cxx, GetJPEGSamplePrecision.cxx, GetSequenceUltrasound.cxx, GetSubSequenceData.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, PublicDict.cxx, ReadAndDumpDICOMDIR.cxx, ReadAndPrintAttributes.cxx, ReadExplicitLength-SQIVR.cxx, rle2img.cxx, SimpleScanner.cxx, SortImage.cxx, StreamImageReaderTest.cxx, TraverseModules.cxx, and VolumeSorter.cxx.

**25.258.2 Constructor & Destructor Documentation**

**25.258.2.1** `gdcm::Tag::Tag ( uint16_t group, uint16_t element )` `[inline]`

Constructor with 2\*uint16\_t.

**25.258.2.2** `gdcm::Tag::Tag ( uint32_t tag = 0 )` `[inline]`

Constructor with 1\*uint32\_t Prefer the ctor that takes two uint16\_t.

**25.258.2.3** `gdcm::Tag::Tag ( const Tag & val )` `[inline]`

References tag.

**25.258.3 Member Function Documentation**

**25.258.3.1** `uint16_t gdcm::Tag::GetElement ( )` `const` `[inline]`

Returns the 'Element number' of the given Tag.

**Examples:**

DuplicatePCDE.cxx, and PublicDict.cxx.

Referenced by `gdcm::DataSet::ComputeGroupLength()`, `IsGroupXX()`, `gdcm::PrivateDict::PrintXML()`, and `SetPrivate-Creator()`.

**25.258.3.2** `uint32_t gdcm::Tag::GetElementTag ( )` `const` `[inline]`

Returns the full tag value of the given Tag.

**25.258.3.3** `uint16_t gdcM::Tag::GetGroup ( ) const [inline]`

Returns the 'Group number' of the given Tag.

**Examples:**

DuplicatePCDE.cxx, and GenAllVR.cxx.

Referenced by `gdcM::DataSet::ComputeGroupLength()`, `gdcM::CommandDataSet::Insert()`, `gdcM::FileMetaInformation::Insert()`, `gdcM::DataSet::Insert()`, `IsGroupXX()`, `gdcM::PrivateDict::PrintXML()`, `gdcM::Attribute< Group, Element, TVR, TVM >::SetFromDataElement()`, `gdcM::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement()`, and `gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement()`.

**25.258.3.4** `uint32_t gdcM::Tag::GetLength ( ) const [inline]`

return the length of tag (read: size on disk)

**25.258.3.5** `Tag gdcM::Tag::GetPrivateCreator ( ) const [inline]`

Return the Private Creator Data Element tag of a private data element.

References `SetElement()`.

**25.258.3.6** `bool gdcM::Tag::IsGroupLength ( ) const [inline]`

return whether the tag correspond to a group length tag:

**25.258.3.7** `bool gdcM::Tag::IsGroupXX ( const Tag & t ) const [inline]`

e.g 6002,3000 belong to groupXX: 6000,3000

References `GetElement()`, `GetGroup()`, and `IsPrivate()`.

**25.258.3.8** `bool gdcM::Tag::IsIllegal ( ) const [inline]`

return if the tag is considered to be an illegal tag

**25.258.3.9** `bool gdcM::Tag::IsPrivate ( ) const [inline]`

PRIVATE DATA ELEMENT: Additional Data Element, defined by an implementor, to communicate information that is not contained in Standard Data Elements. Private Data elements have odd Group Numbers.

**Examples:**

DuplicatePCDE.cxx.

Referenced by `IsGroupXX()`, and `SetPrivateCreator()`.

25.258.3.10 `bool gdcmm::Tag::IsPrivateCreator ( ) const [inline]`

Returns if tag is a Private Creator (xxxx,00yy), where xxxx is odd number and yy in [0x10,0xFF]

Examples:

DuplicatePCDE.cxx.

25.258.3.11 `bool gdcmm::Tag::IsPublic ( ) const [inline]`

STANDARD DATA ELEMENT: A Data Element defined in the DICOM Standard, and therefore listed in the DICOM Data Element Dictionary in PS 3.6. Is the Tag from the Public dict...well the implementation is buggy it does not prove the element is indeed in the dict...

25.258.3.12 `bool gdcmm::Tag::operator!= ( const Tag & _val ) const [inline]`

References tag.

25.258.3.13 `bool gdcmm::Tag::operator< ( const Tag & _val ) const [inline]`

DICOM Standard expects the Data Element to be sorted by Tags All other comparison can be constructed from this one and operator ==

References tag, and tags.

25.258.3.14 `bool gdcmm::Tag::operator<= ( const Tag & t2 ) const [inline]`

25.258.3.15 `Tag& gdcmm::Tag::operator= ( const Tag & _val ) [inline]`

References tag.

25.258.3.16 `bool gdcmm::Tag::operator== ( const Tag & _val ) const [inline]`

References tag.

25.258.3.17 `const uint16_t& gdcmm::Tag::operator[] ( const unsigned int & _id ) const [inline]`

Returns the Group or Element of the given Tag, depending on id (0/1)

25.258.3.18 `uint16_t& gdcmm::Tag::operator[] ( const unsigned int & _id ) [inline]`

Returns the Group or Element of the given Tag, depending on id (0/1)

25.258.3.19 `std::string gdcmm::Tag::PrintAsPipeSeparatedString ( ) const`

Print as a pipe separated string (GDCM 1.x compat only). Do not use in newer code

## See Also

ReadFromPipeSeparatedString

**25.258.3.20** `template<typename TSwap> std::istream& gdcm::Tag::Read ( std::istream & is )` `[inline]`

Read a tag from binary representation.

**25.258.3.21** `bool gdcm::Tag::ReadFromCommaSeparatedString ( const char * str )`

Read from a comma separated string. This is a highly user oriented function, the string should be formatted as: 1234,5678 to specify the tag (0x1234,0x5678) The notation comes from the DICOM standard, and is handy to use from a command line program

Reimplemented in gdcm::PrivateTag.

**25.258.3.22** `bool gdcm::Tag::ReadFromPipeSeparatedString ( const char * str )`

Read from a pipe separated string (GDCM 1.x compat only). Do not use in newer code

## See Also

ReadFromCommaSeparatedString

**25.258.3.23** `void gdcm::Tag::SetElement ( uint16_t element )` `[inline]`

Sets the 'Element number' of the given Tag.

## Examples:

DuplicatePCDE.cxx, and PublicDict.cxx.

Referenced by GetPrivateCreator(), and gdcm::operator>>().

**25.258.3.24** `void gdcm::Tag::SetElementTag ( uint16_t group, uint16_t element )` `[inline]`

Sets the 'Group number' & 'Element number' of the given Tag.

**25.258.3.25** `void gdcm::Tag::SetElementTag ( uint32_t tag )` `[inline]`

Sets the full tag value of the given Tag.

**25.258.3.26** `void gdcm::Tag::SetGroup ( uint16_t group )` `[inline]`

Sets the 'Group number' of the given Tag.

Referenced by gdcm::operator>>().



25.258.3.27 `void gdcm::Tag::SetPrivateCreator ( Tag const & t ) [inline]`

Set private creator:

Examples:

DuplicatePCDE.cxx.

References `GetElement()`, and `IsPrivate()`.

25.258.3.28 `template<typename TSwap > const std::ostream& gdcm::Tag::Write ( std::ostream & os ) const [inline]`

Write a tag in binary rep.

Referenced by `gdcm::SequenceOfFragments::Write()`, `gdcm::SequenceOfItems::Write()`, and `gdcm::Item::Write()`.

## 25.258.4 Friends And Related Function Documentation

25.258.4.1 `std::ostream& operator<< ( std::ostream & _os, const Tag & _val ) [friend]`

25.258.4.2 `std::istream& operator>> ( std::istream & _is, Tag & _val ) [friend]`

## 25.258.5 Member Data Documentation

25.258.5.1 `char gdcm::Tag::bytes[4]`

25.258.5.2 `uint32_t gdcm::Tag::tag`

Referenced by `operator!=()`, `operator<()`, `operator=()`, `operator==()`, and `Tag()`.

25.258.5.3 `uint16_t gdcm::Tag::tags[2]`

Referenced by `operator<()`.

The documentation for this class was generated from the following file:

- `gdcmTag.h`

## 25.259 gdcm::TagPath Class Reference

class to handle a path of tag.

```
#include <gdcmTagPath.h>
```

### Public Member Functions

- `TagPath ()`
- `~TagPath ()`
- `bool ConstructFromString (const char *path)`
- `bool ConstructFromTagList (Tag const *l, unsigned int n)`

*Construct from a list of tags.*

- void Print (std::ostream &) const
- bool Push (Tag const &t)
- bool Push (unsigned int itemnum)

## Static Public Member Functions

- static bool IsValid (const char \*path)

*Return if path is valid or not.*

## 25.259.1 Detailed Description

class to handle a path of tag.

Any Resemblance to Existing XPath is Purely Coincidental [ftp://medical.nema.org/medical/dicom/supps/sup118-\\_pc.pdf](ftp://medical.nema.org/medical/dicom/supps/sup118-_pc.pdf)

## 25.259.2 Constructor & Destructor Documentation

25.259.2.1 gdcmm::TagPath::TagPath ( )

25.259.2.2 gdcmm::TagPath::~~TagPath ( )

## 25.259.3 Member Function Documentation

25.259.3.1 bool gdcmm::TagPath::ConstructFromString ( const char \* *path* )

"/0018,0018/"... No space allowed, comma is use to separate tag group from tag element and slash is used to separate tag return false if invalid

25.259.3.2 bool gdcmm::TagPath::ConstructFromTagList ( Tag const \* *l*, unsigned int *n* )

Construct from a list of tags.

25.259.3.3 static bool gdcmm::TagPath::IsValid ( const char \* *path* ) [static]

Return if path is valid or not.

25.259.3.4 void gdcmm::TagPath::Print ( std::ostream & ) const

25.259.3.5 bool gdcmm::TagPath::Push ( Tag const & *t* )

25.259.3.6 bool gdcmm::TagPath::Push ( unsigned int *itemnum* )

The documentation for this class was generated from the following file:

- gdcmmTagPath.h

## 25.260 gdcm::Testing Class Reference

class for testing

```
#include <gdcmTesting.h>
```

### Public Types

- typedef const char \*const (\* MD5DataImagesType )[2]
- typedef const char \*const (\* MediaStorageDataFilesType )[2]  
*return the table that map the media storage (as string) of a filename (gdcmData)*

### Public Member Functions

- Testing ()
- ~Testing ()
- void Print (std::ostream &os=std::cout)  
*Print.*

### Static Public Member Functions

- static bool ComputeFileMD5 (const char \*filename, char digest\_str[33])
- static bool ComputeMD5 (const char \*buffer, unsigned long buf\_len, char digest\_str[33])
- static const char \* GetDataExtraRoot ()  
*Return the GDCM DATA EXTRA ROOT.*
- static const char \* GetDataRoot ()  
*Return the GDCM DATA ROOT.*
- static const char \* GetFileName (unsigned int file)
- static const char \*const \* GetFileNames ()  
*return the table of fullpath to gdcmData DICOM files:*
- static int GetLossyFlagFromFile (const char \*filepath)
- static const char \*const \* GetMD5DataImage (unsigned int file)
- static MD5DataImagesType GetMD5DataImages ()
- static const char \* GetMD5FromBrokenFile (const char \*filepath)
- static const char \* GetMD5FromFile (const char \*filepath)
- static const char \*const \* GetMediaStorageDataFile (unsigned int file)
- static MediaStorageDataFilesType GetMediaStorageDataFiles ()
- static const char \* GetMediaStorageFromFile (const char \*filepath)
- static unsigned int GetNumberOfFileNames ()
- static unsigned int GetNumberOfMD5DataImages ()
- static unsigned int GetNumberOfMediaStorageDataFiles ()
- static const char \* GetPixelSpacingDataRoot ()  
*Return the GDCM PIXEL SPACING DATA ROOT (See David Clunie website for dataset)*
- static std::streamoff GetSelectedTagsOffsetFromFile (const char \*filepath)
- static const char \* GetSourceDirectory ()
- static std::streamoff GetStreamOffsetFromFile (const char \*filepath)
- static const char \* GetTempDirectory (const char \*subdir=0)
- static const wchar\_t \* GetTempDirectoryW (const wchar\_t \*subdir=0)

*NOT THREAD SAFE.*

- static const char \* GetTempFilename (const char \*filename, const char \*subdir=0)

*NOT THREAD SAFE.*

- static const wchar\_t \* GetTempFilenameW (const wchar\_t \*filename, const wchar\_t \*subdir=0)

*NOT THREAD SAFE.*

### 25.260.1 Detailed Description

class for testing

this class is used for the nightly regression system for GDCM It makes heavily use of md5 computation

See Also

gdcm::MD5 class for md5 computation

### 25.260.2 Member Typedef Documentation

25.260.2.1 `typedef const char* const(* gdcm::Testing::MD5DataImagesType)[2]`

return the table that map the md5 (as in md5sum) of the Pixel Data associated to a filename

25.260.2.2 `typedef const char* const(* gdcm::Testing::MediaStorageDataFileType)[2]`

return the table that map the media storage (as string) of a filename (gdcmData)

### 25.260.3 Constructor & Destructor Documentation

25.260.3.1 `gdcm::Testing::Testing ( ) [inline]`

25.260.3.2 `gdcm::Testing::~~Testing ( ) [inline]`

### 25.260.4 Member Function Documentation

25.260.4.1 `static bool gdcm::Testing::ComputeFileMD5 ( const char * filename, char digest_str[33] ) [static]`

25.260.4.2 `static bool gdcm::Testing::ComputeMD5 ( const char * buffer, unsigned long buf_len, char digest_str[33] ) [static]`

MD5 stuff digest\_str needs to be at least : strlen = [2\*16+1]; string will be \0 padded. (md5 are 32 bytes long) Testing is not meant to be shipped with an installed GDCM release, always prefer the gdcm::MD5 API when doing md5 computation.

25.260.4.3 `static const char* gdcm::Testing::GetDataExtraRoot ( ) [static]`

Return the GDCM DATA EXTRA ROOT.

Examples:

DiscriminateVolume.cxx, reslicesphere.cxx, and VolumeSorter.cxx.

25.260.4.4 `static const char* gdcm::Testing::GetDataRoot ( ) [static]`

Return the GDCM DATA ROOT.

Examples:

Convert16BitsTo8Bits.cxx, ConvertMultiFrameToSingleFrame.cxx, ConvertRGBToLuminance.cxx, and Magnify-File.cxx.

25.260.4.5 `static const char* gdcm::Testing::GetFileName ( unsigned int file ) [static]`

25.260.4.6 `static const char* const* gdcm::Testing::GetFileNames ( ) [static]`

return the table of fullpath to gdcmData DICOM files:

Examples:

TestReader.cxx.

25.260.4.7 `static int gdcm::Testing::GetLossyFlagFromFile ( const char * filepath ) [static]`

Return the lossy flag of the given filename -1 -> Error 0 -> Lossless 1 -> Lossy

25.260.4.8 `static const char* const* gdcm::Testing::GetMD5DataImage ( unsigned int file ) [static]`

25.260.4.9 `static MD5DataImagesType gdcm::Testing::GetMD5DataImages ( ) [static]`

25.260.4.10 `static const char* gdcm::Testing::GetMD5FromBrokenFile ( const char * filepath ) [static]`

Return what should have been the md5 of file 'filepath' This is based on current GDCM implementation to decipher a broken DICOM file.

25.260.4.11 `static const char* gdcm::Testing::GetMD5FromFile ( const char * filepath ) [static]`

25.260.4.12 `static const char* const* gdcm::Testing::GetMediaStorageDataFile ( unsigned int file ) [static]`

25.260.4.13 `static MediaStorageDataFilesType gdcm::Testing::GetMediaStorageDataFiles ( ) [static]`

25.260.4.14 `static const char* gdcm::Testing::GetMediaStorageFromFile ( const char * filepath ) [static]`

Examples:

TestReader.cxx.

25.260.4.15 `static unsigned int gdcm::Testing::GetNumberOfFileNames ( ) [static]`

25.260.4.16 `static unsigned int gdcm::Testing::GetNumberOfMD5DataImages ( ) [static]`

25.260.4.17 `static unsigned int gdcmm::Testing::GetNumberOfMediaStorageDataFiles ( ) [static]`

25.260.4.18 `static const char* gdcmm::Testing::GetPixelSpacingDataRoot ( ) [static]`

Return the GDCM PIXEL SPACING DATA ROOT (See David Clunie website for dataset)

25.260.4.19 `static std::streamoff gdcmm::Testing::GetSelectedTagsOffsetFromFile ( const char * filepath ) [static]`

Return the offset just after Pixel Data Length (7fe0,0000) if found. Otherwise the offset of the very first pixel cell in Pixel Data -1 if not found

25.260.4.20 `static const char* gdcmm::Testing::GetSourceDirectory ( ) [static]`

25.260.4.21 `static std::streamoff gdcmm::Testing::GetStreamOffsetFromFile ( const char * filepath ) [static]`

Return the offset of the very first pixel cell in the PixelData -1 if not found

25.260.4.22 `static const char* gdcmm::Testing::GetTempDirectory ( const char * subdir = 0 ) [static]`

NOT THREAD SAFE Returns the temp directory as used in testing needing to output data:

25.260.4.23 `static const wchar_t* gdcmm::Testing::GetTempDirectoryW ( const wchar_t * subdir = 0 ) [static]`

NOT THREAD SAFE.

25.260.4.24 `static const char* gdcmm::Testing::GetTempFilename ( const char * filename, const char * subdir = 0 ) [static]`

NOT THREAD SAFE.

25.260.4.25 `static const wchar_t* gdcmm::Testing::GetTempFilenameW ( const wchar_t * filename, const wchar_t * subdir = 0 ) [static]`

NOT THREAD SAFE.

25.260.4.26 `void gdcmm::Testing::Print ( std::ostream & os = std::cout )`

Print.

The documentation for this class was generated from the following file:

- `gdcmmTesting.h`

## 25.261 gdcmm::Trace Class Reference

Trace.

```
#include <gdcmmTrace.h>
```

## Public Member Functions

- `Trace ()`
- `~Trace ()`

## Static Public Member Functions

- `static void DebugOff ()`
- `static void DebugOn ()`
- `static void ErrorOff ()`
- `static void ErrorOn ()`
- `static bool GetDebugFlag ()`
- `static bool GetErrorFlag ()`
- `static std::ostream & GetStream ()`
- `static bool GetWarningFlag ()`
- `static void SetDebug (bool debug)`
- `static void SetError (bool debug)`
- `static void SetStream (std::ostream &os)`  
*Explicitely set the ostream for gdcm::Trace to report to.*
- `static void SetWarning (bool debug)`
- `static void WarningOff ()`
- `static void WarningOn ()`

### 25.261.1 Detailed Description

Trace.

Debug / Warning and Error are encapsulated in this class by default the Trace class will redirect any debug/warning/error to `std::cerr`. Unless `SetStream` was specified with another (open) stream.

### 25.261.2 Constructor & Destructor Documentation

25.261.2.1 `gdcm::Trace::Trace ( )`

25.261.2.2 `gdcm::Trace::~~Trace ( )`

### 25.261.3 Member Function Documentation

25.261.3.1 `static void gdcm::Trace::DebugOff ( )` `[static]`

Examples:

TestReader.cxx.

25.261.3.2 `static void gdcm::Trace::DebugOn ( )` `[static]`

Examples:

Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

25.261.3.3 `static void gdcm::Trace::ErrorOff ( ) [static]`

25.261.3.4 `static void gdcm::Trace::ErrorOn ( ) [static]`

25.261.3.5 `static bool gdcm::Trace::GetDebugFlag ( ) [static]`

25.261.3.6 `static bool gdcm::Trace::GetErrorFlag ( ) [static]`

25.261.3.7 `static std::ostream& gdcm::Trace::GetStream ( ) [static]`

25.261.3.8 `static bool gdcm::Trace::GetWarningFlag ( ) [static]`

25.261.3.9 `static void gdcm::Trace::SetDebug ( bool debug ) [static]`

Examples:

DumpToSQLITE3.cxx.

25.261.3.10 `static void gdcm::Trace::SetError ( bool debug ) [static]`

25.261.3.11 `static void gdcm::Trace::SetStream ( std::ostream & os ) [static]`

Explicitely set the ostream for gdcm::Trace to report to.

25.261.3.12 `static void gdcm::Trace::SetWarning ( bool debug ) [static]`

Examples:

DumpToSQLITE3.cxx.

25.261.3.13 `static void gdcm::Trace::WarningOff ( ) [static]`

Examples:

TestReader.cxx.

25.261.3.14 `static void gdcm::Trace::WarningOn ( ) [static]`

Examples:

Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, and StreamImageReaderTest.cxx.

The documentation for this class was generated from the following file:

- gdcmTrace.h

## 25.262 gdcm::TransferSyntax Class Reference

Class to manipulate Transfer Syntax.

```
#include <gdcmTransferSyntax.h>
```



## Public Types

- enum NegotiatedType {  
Unknown = 0,  
Explicit,  
Implicit }
- enum TSType {  
ImplicitVRLittleEndian = 0,  
ImplicitVRBigEndianPrivateGE,  
ExplicitVRLittleEndian,  
DeflatedExplicitVRLittleEndian,  
ExplicitVRBigEndian,  
JPEGBaselineProcess1,  
JPEGExtendedProcess2\_4,  
JPEGExtendedProcess3\_5,  
JPEGSpectralSelectionProcess6\_8,  
JPEGFullProgressionProcess10\_12,  
JPEGLosslessProcess14,  
JPEGLosslessProcess14\_1,  
JPEGLSLossless,  
JPEGLSNearLossless,  
JPEG2000Lossless,  
JPEG2000,  
JPIPReferenced,  
RLELossless,  
MPEG2MainProfile,  
ImplicitVRBigEndianACRNEMA,  
CT\_private\_ELE,  
TS\_END }

## Public Member Functions

- TransferSyntax (TSType type=ImplicitVRLittleEndian)
- bool CanStoreLossy () const
- NegotiatedType GetNegotiatedType () const
- const char \* GetString () const
- SwapCode GetSwapCode () const
- bool IsEncapsulated () const
- bool IsEncoded () const
- bool IsExplicit () const
- bool IsImplicit () const
- bool IsLossless () const
- bool IsLossy () const
- bool IsValid () const
- operator TSType () const

## Static Public Member Functions

- static const char \* GetTSSString (TSType ts)
- static TSType GetTSType (const char \*str)

## Friends

- `std::ostream & operator<< (std::ostream &os, const TransferSyntax &ts)`

### 25.262.1 Detailed Description

Class to manipulate Transfer Syntax.

#### Note

TRANSFER SYNTAX (Standard and Private): A set of encoding rules that allow Application Entities to unambiguously negotiate the encoding techniques (e.g., Data Element structure, byte ordering, compression) they are able to support, thereby allowing these Application Entities to communicate.

**Todo** : The implementation is completely retarded -> see `gdcm::UIDs` for a replacement We need: `IsSupported` We need preprocess of raw/xml file We need `GetFullName()`

Need a notion of Private Syntax. As defined in PS 3.5. Section 9.2

#### See Also

`UIDs`

#### Examples:

`GetJPEGSamplePrecision.cxx`, and `LargeVRDSExplicit.cxx`.

### 25.262.2 Member Enumeration Documentation

#### 25.262.2.1 enum `gdcm::TransferSyntax::NegociatedType`

Enumerator:

***Unknown***

***Explicit***

***Implicit***

#### 25.262.2.2 enum `gdcm::TransferSyntax::TSType`

Enumerator:

***ImplicitVRLittleEndian***

***ImplicitVRBigEndianPrivateGE***

***ExplicitVRLittleEndian***

***DeflatedExplicitVRLittleEndian***

***ExplicitVRBigEndian***

***JPEGBaselineProcess1***

***JPEGExtendedProcess2\_4***

***JPEGExtendedProcess3\_5***

***JPEGSpectralSelectionProcess6\_8***

*JPEGFULLProgressionProcess10\_12**JPEGLosslessProcess14**JPEGLosslessProcess14\_1**JPEGLSLossless**JPEGLSNearLossless**JPEG2000Lossless**JPEG2000**JPIPReferenced**RLELossless**MPEG2MainProfile**ImplicitVRBigEndianACRNEMA**CT\_private\_ELE**TS\_END*

### 25.262.3 Constructor & Destructor Documentation

25.262.3.1 `gdcm::TransferSyntax::TransferSyntax ( TSType type = ImplicitVRLittleEndian )` `[inline]`

### 25.262.4 Member Function Documentation

25.262.4.1 `bool gdcm::TransferSyntax::CanStoreLossy ( ) const`

return if TransFer Syntax Allow storing of Lossy Pixel Data

25.262.4.2 `NegotiatedType gdcm::TransferSyntax::GetNegociatedType ( ) const`

25.262.4.3 `const char* gdcm::TransferSyntax::GetString ( ) const` `[inline]`

References GetTSString().

25.262.4.4 `SwapCode gdcm::TransferSyntax::GetSwapCode ( ) const`

**Deprecated** Return the SwapCode associated with the Transfer Syntax. Be careful with the special GE private syntax the DataSet is written in little endian but the Pixel Data is in Big Endian.

25.262.4.5 `static const char* gdcm::TransferSyntax::GetTSString ( TSType ts )` `[static]`

Examples:

LargeVRDSExplicit.cxx.

Referenced by GetString(), and gdcm::operator<<().

25.262.4.6 `static TSType gdcM::TransferSyntax::GetTSType ( const char * str )` `[static]`

25.262.4.7 `bool gdcM::TransferSyntax::IsEncapsulated ( ) const`

Examples:

ExtractIconFromFile.cxx.

25.262.4.8 `bool gdcM::TransferSyntax::IsEncoded ( ) const`

25.262.4.9 `bool gdcM::TransferSyntax::IsExplicit ( ) const`

25.262.4.10 `bool gdcM::TransferSyntax::IsImplicit ( ) const`

25.262.4.11 `bool gdcM::TransferSyntax::IsLossless ( ) const`

Return if the transfer syntax algorithm is a lossless algorithm

25.262.4.12 `bool gdcM::TransferSyntax::IsLossy ( ) const`

Return if the transfer syntax algorithm is a lossy algorithm

25.262.4.13 `bool gdcM::TransferSyntax::IsValid ( ) const` `[inline]`

25.262.4.14 `gdcM::TransferSyntax::operator TSType ( ) const` `[inline]`

## 25.262.5 Friends And Related Function Documentation

25.262.5.1 `std::ostream& operator<< ( std::ostream & os, const TransferSyntax & ts )` `[friend]`

The documentation for this class was generated from the following file:

- gdcMTransferSyntax.h

## 25.263 gdcM::network::TransferSyntaxSub Class Reference

TransferSyntaxSub Table 9-15 TRANSFER SYNTAX SUB-ITEM FIELDS.

```
#include <gdcMTransferSyntaxSub.h>
```

### Public Member Functions

- TransferSyntaxSub ()
- const char \* GetName () const
- bool operator== (const TransferSyntaxSub &ts) const
- void Print (std::ostream &os) const
- std::istream & Read (std::istream &is)
- void SetName (const char \*name)

- void SetNameFromUID (UIDs::TSName tsname)
- size\_t Size () const
- const std::ostream & Write (std::ostream &os) const

### 25.263.1 Detailed Description

TransferSyntaxSub Table 9-15 TRANSFER SYNTAX SUB-ITEM FIELDS.

TODO what is the goal of :

Table 9-19 TRANSFER SYNTAX SUB-ITEM FIELDS

### 25.263.2 Constructor & Destructor Documentation

25.263.2.1 gdcm::network::TransferSyntaxSub::TransferSyntaxSub ( )

### 25.263.3 Member Function Documentation

25.263.3.1 const char\* gdcm::network::TransferSyntaxSub::GetName ( ) const [inline]

25.263.3.2 bool gdcm::network::TransferSyntaxSub::operator== ( const TransferSyntaxSub & ts ) const [inline]

25.263.3.3 void gdcm::network::TransferSyntaxSub::Print ( std::ostream & os ) const

25.263.3.4 std::istream& gdcm::network::TransferSyntaxSub::Read ( std::istream & is )

25.263.3.5 void gdcm::network::TransferSyntaxSub::SetName ( const char \* name )

25.263.3.6 void gdcm::network::TransferSyntaxSub::SetNameFromUID ( UIDs::TSName tsname )

25.263.3.7 size\_t gdcm::network::TransferSyntaxSub::Size ( ) const

25.263.3.8 const std::ostream& gdcm::network::TransferSyntaxSub::Write ( std::ostream & os ) const

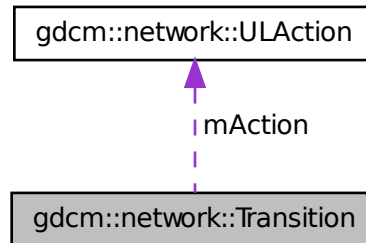
The documentation for this class was generated from the following file:

- gdcmTransferSyntaxSub.h

## 25.264 gdcm::network::Transition Struct Reference

```
#include <gdcmULTransitionTable.h>
```

Collaboration diagram for `gdc::network::Transition`:



### Public Member Functions

- `Transition ()`
- `Transition (int inEndState, ULAction *inAction)`
- `~Transition ()`

### Static Public Member Functions

- `static Transition * MakeNew (int inEndState, ULAction *inAction)`

### Public Attributes

- `ULAction * mAction`
- `int mEnd`

## 25.264.1 Constructor & Destructor Documentation

### 25.264.1.1 `gdc::network::Transition::Transition ( ) [inline]`

References `gdc::network::eStaDoesNotExist`, `mAction`, and `mEnd`.

Referenced by `MakeNew()`.

### 25.264.1.2 `gdc::network::Transition::~~Transition ( ) [inline]`

References `mAction`.

### 25.264.1.3 `gdc::network::Transition::Transition ( int inEndState, ULAction * inAction ) [inline]`

References `mAction`, and `mEnd`.

## 25.264.2 Member Function Documentation

25.264.2.1 `static Transition* gdcm::network::Transition::MakeNew ( int inEndState, ULAction * inAction ) [inline], [static]`

References `Transition()`.

## 25.264.3 Member Data Documentation

25.264.3.1 `ULAction* gdcm::network::Transition::mAction`

Referenced by `Transition()`, and `~Transition()`.

25.264.3.2 `int gdcm::network::Transition::mEnd`

Referenced by `Transition()`.

The documentation for this struct was generated from the following file:

- `gdcmULTransitionTable.h`

## 25.265 gdcm::Type Class Reference

Type.

```
#include <gdcmType.h>
```

### Public Types

- `enum TypeType {  
 T1 = 0,  
 T1C,  
 T2,  
 T2C,  
 T3,  
 UNKNOWN }`

### Public Member Functions

- `Type (TypeType type=UNKNOWN)`
- `operator TypeType () const`

### Static Public Member Functions

- `static const char * GetTypeString (TypeType type)`
- `static TypeType GetTypeType (const char *type)`

## Friends

- `std::ostream & operator<< (std::ostream &os, const Type &vr)`

## 25.265.1 Detailed Description

Type.

### Note

PS 3.5 7.4 DATA ELEMENT TYPE 7.4.1 TYPE 1 REQUIRED DATA ELEMENTS 7.4.2 TYPE 1C CONDITIONAL DATA ELEMENTS 7.4.3 TYPE 2 REQUIRED DATA ELEMENTS 7.4.4 TYPE 2C CONDITIONAL DATA ELEMENTS 7.4.5 TYPE 3 OPTIONAL DATA ELEMENTS

The intent of Type 2 Data Elements is to allow a zero length to be conveyed when the operator or application does not know its value or has a specific reason for not specifying its value. It is the intent that the device should support these Data Elements.

### Examples:

TraverseModules.cxx.

## 25.265.2 Member Enumeration Documentation

### 25.265.2.1 enum `gdcmm::Type::TypeType`

Enumerator:

***T1***  
***T1C***  
***T2***  
***T2C***  
***T3***  
***UNKNOWN***

## 25.265.3 Constructor & Destructor Documentation

25.265.3.1 `gdcmm::Type::Type ( TypeType type = UNKNOWN ) [inline]`

## 25.265.4 Member Function Documentation

25.265.4.1 `static const char* gdcmm::Type::GetTypeString ( TypeType type ) [static]`

Referenced by `gdcmm::operator<<()`.

25.265.4.2 `static TypeType gdcmm::Type::GetTypeType ( const char * type ) [static]`

Referenced by `gdcmm::ModuleEntry::ModuleEntry()`.



25.265.4.3 `gdcm::Type::operator TypeType ( ) const` `[inline]`

### 25.265.5 Friends And Related Function Documentation

25.265.5.1 `std::ostream& operator<< ( std::ostream & os, const Type & vr )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmType.h`

## 25.266 gdcm::UI Struct Reference

```
#include <gdcmVR.h>
```

### Public Attributes

- `char Internal [64+1]`

### Friends

- `std::ostream & operator<< (std::ostream &_os, const UI &_val)`

### 25.266.1 Friends And Related Function Documentation

25.266.1.1 `std::ostream& operator<< ( std::ostream & _os, const UI & _val )` `[friend]`

### 25.266.2 Member Data Documentation

25.266.2.1 `char gdcm::UI::Internal[64+1]`

Referenced by `gdcm::operator<<()`.

The documentation for this struct was generated from the following file:

- `gdcmVR.h`

## 25.267 gdcm::UIDGenerator Class Reference

Class for generating unique UID.

```
#include <gdcmUIDGenerator.h>
```

### Public Member Functions

- `UIDGenerator ()`  
*By default the root of a UID is a GDCM Root...*
- `const char * Generate ()`

## Static Public Member Functions

- static const char \* GetGDCMUID ()  
*Return the default (GDCM) root UID:*
- static const char \* GetRoot ()
- static bool IsValid (const char \*uid)
- static void SetRoot (const char \*root)

## Static Protected Member Functions

- static bool GenerateUUID (unsigned char \*uuid\_data)

### 25.267.1 Detailed Description

Class for generating unique UID.

#### Note

bla Usage: When constructing a Series or Study UID, user *has* to keep around the UID, otherwise the UID Generator will simply forget the value and create a new UID.

#### Examples:

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenFakeImage.cxx, GetSubSequenceData.cxx, StreamImageReaderTest.cxx, and uid\_unique.cxx.

### 25.267.2 Constructor & Destructor Documentation

#### 25.267.2.1 gdcm::UIDGenerator::UIDGenerator ( ) [inline]

By default the root of a UID is a GDCM Root...

### 25.267.3 Member Function Documentation

#### 25.267.3.1 const char\* gdcm::UIDGenerator::Generate ( )

Internally uses a std::string, so two calls have the same pointer ! save into a std::string In summary do not write code like that: const char \*uid1 = uid.Generate(); const char \*uid2 = uid.Generate(); since uid1 == uid2

#### Examples:

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenFakeImage.cxx, StreamImageReaderTest.cxx, and uid\_unique.cxx.

#### 25.267.3.2 static bool gdcm::UIDGenerator::GenerateUUID ( unsigned char \* uuid\_data ) [static],[protected]

#### 25.267.3.3 static const char\* gdcm::UIDGenerator::GetGDCMUID ( ) [static]

Return the default (GDCM) root UID:

25.267.3.4 `static const char* gdcm::UIDGenerator::GetRoot ( ) [static]`

25.267.3.5 `static bool gdcm::UIDGenerator::IsValid ( const char * uid ) [static]`

Find out if the string is a valid UID or not

**Todo** : Move that in DataStructureAndEncoding (see FileMetaInformation::CheckFileMetaInformation)

25.267.3.6 `static void gdcm::UIDGenerator::SetRoot ( const char * root ) [static]`

The current implementation in GDCM make use of the UUID implementation (RFC 4122) and has been successfully been tested for a root of size 26 bytes. Any longer root should work (the `::Generate()` function will return a string), but will truncate the high bits of the 128bits UUID until the generated string fits on 64 bits. The authors disclaims any responsibility for guaranteeing uniqueness of UIDs when the root is longer than 26 bytes.

#### Examples:

`uid_unique.cxx.`

The documentation for this class was generated from the following file:

- `gdcmUIDGenerator.h`

## 25.268 gdcm::UIDs Class Reference

all known uids

```
#include <gdcmUIDs.h>
```

### Public Types

- `typedef const char *const ( * TransferSyntaxStringsType )[2]`
- `enum TSName {`

```
VerificationSOPClass = 1,  
ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM = 2,  
ExplicitVRLittleEndian = 3,  
DeflatedExplicitVRLittleEndian = 4,  
ExplicitVRBigEndian = 5,  
JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImageCompression = 6,  
JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG12BitImageCompressionProcess4only = 7,  
JPEGExtendedProcess35Retired = 8,  
JPEGsSpectralSelectionNonHierarchicalProcess68Retired = 9,  
JPEGsSpectralSelectionNonHierarchicalProcess79Retired = 10,  
JPEGFullProgressionNonHierarchicalProcess1012Retired = 11,  
JPEGFullProgressionNonHierarchicalProcess1113Retired = 12,  
JPEGLosslessNonHierarchicalProcess14 = 13,  
JPEGLosslessNonHierarchicalProcess15Retired = 14,  
JPEGExtendedHierarchicalProcess1618Retired = 15,  
JPEGExtendedHierarchicalProcess1719Retired = 16,  
JPEGsSpectralSelectionHierarchicalProcess2022Retired = 17,  
JPEGsSpectralSelectionHierarchicalProcess2123Retired = 18,  
JPEGFullProgressionHierarchicalProcess2426Retired = 19,  
JPEGFullProgressionHierarchicalProcess2527Retired = 20,  
JPEGLosslessHierarchicalProcess28Retired = 21,  
JPEGLosslessHierarchicalProcess29Retired = 22,  
JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue1DefaultTransferSyntaxforLossless-
```

JPEGImageCompression = 23,  
JPEGLSLosslessImageCompression = 24,  
JPEGLSLossyNearLosslessImageCompression = 25,  
JPEG2000ImageCompressionLosslessOnly = 26,  
JPEG2000ImageCompression = 27,  
JPEG2000Part2MulticomponentImageCompressionLosslessOnly = 28,  
JPEG2000Part2MulticomponentImageCompression = 29,  
JPIPReferenced = 30,  
JPIPReferencedDeflate = 31,  
MPEG2MainProfileMainLevel = 32,  
RLELossless = 33,  
RFC2557MIMEencapsulation = 34,  
XMLEncoding = 35,  
MediaStorageDirectoryStorage = 36,  
TalairachBrainAtlasFrameofReference = 37,  
SPM2T1FrameofReference = 38,  
SPM2T2FrameofReference = 39,  
SPM2PDFFrameofReference = 40,  
SPM2EPIFrameofReference = 41,  
SPM2FILT1FrameofReference = 42,  
SPM2PETFrameofReference = 43,  
SPM2TRANSMFrameofReference = 44,  
SPM2SPECTFrameofReference = 45,  
SPM2GRAYFrameofReference = 46,  
SPM2WHITEFrameofReference = 47,  
SPM2CSFFFrameofReference = 48,  
SPM2BRAINMASKFrameofReference = 49,  
SPM2AVG305T1FrameofReference = 50,  
SPM2AVG152T1FrameofReference = 51,  
SPM2AVG152T2FrameofReference = 52,  
SPM2AVG152PDFFrameofReference = 53,  
SPM2SINGLESUBJT1FrameofReference = 54,  
ICBM452T1FrameofReference = 55,  
ICBMSingleSubjectMRIFrameofReference = 56,  
BasicStudyContentNotificationSOPClassRetired = 57,  
StorageCommitmentPushModelSOPClass = 58,  
StorageCommitmentPushModelSOPInstance = 59,  
StorageCommitmentPullModelSOPClassRetired = 60,  
StorageCommitmentPullModelSOPInstanceRetired = 61,  
ProceduralEventLoggingSOPClass = 62,  
ProceduralEventLoggingSOPInstance = 63,  
SubstanceAdministrationLoggingSOPClass = 64,  
SubstanceAdministrationLoggingSOPInstance = 65,  
DICOMUIDRegistry = 66,  
DICOMControlledTerminology = 67,  
DICOMApplicationContextName = 68,  
DetachedPatientManagementSOPClassRetired = 69,  
DetachedPatientManagementMetaSOPClassRetired = 70,  
DetachedVisitManagementSOPClassRetired = 71,  
DetachedStudyManagementSOPClassRetired = 72,  
StudyComponentManagementSOPClassRetired = 73,  
ModalityPerformedProcedureStepSOPClass = 74,  
ModalityPerformedProcedureStepRetrieveSOPClass = 75,  
ModalityPerformedProcedureStepNotificationSOPClass = 76,  
DetachedResultsManagementSOPClassRetired = 77,  
DetachedResultsManagementMetaSOPClassRetired = 78,  
DetachedStudyManagementMetaSOPClassRetired = 79,  
DetachedInterpretationManagementSOPClassRetired = 80,  
StorageServiceClass = 81,  
BasicFilmSessionSOPClass = 82,

VLWholeSlideMicroscopyImageStorage }

• enum TSType {

```
uid_1_2_840_10008_1_1 = 1,  
uid_1_2_840_10008_1_2 = 2,  
uid_1_2_840_10008_1_2_1 = 3,  
uid_1_2_840_10008_1_2_1_99 = 4,  
uid_1_2_840_10008_1_2_2 = 5,  
uid_1_2_840_10008_1_2_4_50 = 6,  
uid_1_2_840_10008_1_2_4_51 = 7,  
uid_1_2_840_10008_1_2_4_52 = 8,  
uid_1_2_840_10008_1_2_4_53 = 9,  
uid_1_2_840_10008_1_2_4_54 = 10,  
uid_1_2_840_10008_1_2_4_55 = 11,  
uid_1_2_840_10008_1_2_4_56 = 12,  
uid_1_2_840_10008_1_2_4_57 = 13,  
uid_1_2_840_10008_1_2_4_58 = 14,  
uid_1_2_840_10008_1_2_4_59 = 15,  
uid_1_2_840_10008_1_2_4_60 = 16,  
uid_1_2_840_10008_1_2_4_61 = 17,  
uid_1_2_840_10008_1_2_4_62 = 18,  
uid_1_2_840_10008_1_2_4_63 = 19,  
uid_1_2_840_10008_1_2_4_64 = 20,  
uid_1_2_840_10008_1_2_4_65 = 21,  
uid_1_2_840_10008_1_2_4_66 = 22,  
uid_1_2_840_10008_1_2_4_70 = 23,  
uid_1_2_840_10008_1_2_4_80 = 24,  
uid_1_2_840_10008_1_2_4_81 = 25,  
uid_1_2_840_10008_1_2_4_90 = 26,  
uid_1_2_840_10008_1_2_4_91 = 27,  
uid_1_2_840_10008_1_2_4_92 = 28,  
uid_1_2_840_10008_1_2_4_93 = 29,  
uid_1_2_840_10008_1_2_4_94 = 30,  
uid_1_2_840_10008_1_2_4_95 = 31,  
uid_1_2_840_10008_1_2_4_100 = 32,  
uid_1_2_840_10008_1_2_5 = 33,  
uid_1_2_840_10008_1_2_6_1 = 34,  
uid_1_2_840_10008_1_2_6_2 = 35,  
uid_1_2_840_10008_1_3_10 = 36,  
uid_1_2_840_10008_1_4_1_1 = 37,  
uid_1_2_840_10008_1_4_1_2 = 38,  
uid_1_2_840_10008_1_4_1_3 = 39,  
uid_1_2_840_10008_1_4_1_4 = 40,  
uid_1_2_840_10008_1_4_1_5 = 41,  
uid_1_2_840_10008_1_4_1_6 = 42,  
uid_1_2_840_10008_1_4_1_7 = 43,  
uid_1_2_840_10008_1_4_1_8 = 44,  
uid_1_2_840_10008_1_4_1_9 = 45,  
uid_1_2_840_10008_1_4_1_10 = 46,  
uid_1_2_840_10008_1_4_1_11 = 47,  
uid_1_2_840_10008_1_4_1_12 = 48,  
uid_1_2_840_10008_1_4_1_13 = 49,  
uid_1_2_840_10008_1_4_1_14 = 50,  
uid_1_2_840_10008_1_4_1_15 = 51,  
uid_1_2_840_10008_1_4_1_16 = 52,  
uid_1_2_840_10008_1_4_1_17 = 53,  
uid_1_2_840_10008_1_4_1_18 = 54,  
uid_1_2_840_10008_1_4_2_1 = 55,  
uid_1_2_840_10008_1_4_2_2 = 56,  
uid_1_2_840_10008_1_9 = 57,  
uid_1_2_840_10008_1_20_1 = 58,  
uid_1_2_840_10008_1_20_1_1 = 59,  
uid_1_2_840_10008_1_20_2 = 60,
```

```
uid_1_2_840_10008_5_1_4_1_1_77_1_6 }
```

## Public Member Functions

- const char \* GetName () const
- const char \* GetString () const
- operator TSType () const
- bool SetFromUID (const char \*str)

## Static Public Member Functions

- static unsigned int GetNumberOfTransferSyntaxStrings ()
- static const char \*const \* GetTransferSyntaxString (unsigned int ts)
- static TransferSyntaxStringsType GetTransferSyntaxStrings ()
- static const char \* GetUIDName (unsigned int ts)
- static const char \* GetUIDString (unsigned int ts)

### 25.268.1 Detailed Description

all known uids

Examples:

```
GenerateStandardSOPClasses.cxx.
```

### 25.268.2 Member Typedef Documentation

25.268.2.1 `typedef const char* const(* gdcmm::UIDs::TransferSyntaxStringsType)[2]`

### 25.268.3 Member Enumeration Documentation

25.268.3.1 `enum gdcmm::UIDs::TSName`

Enumerator:

***VerificationSOPClass***

***ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM***

***ExplicitVRLittleEndian***

***DeflatedExplicitVRLittleEndian***

***ExplicitVRBigEndian***

***JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImageCompression***

***JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG12BitImageCompressionProcess4only***

***JPEGExtendedProcess35Retired***

***JPEGSpectralSelectionNonHierarchicalProcess68Retired***

***JPEGSpectralSelectionNonHierarchicalProcess79Retired***

***JPEGFullProgressionNonHierarchicalProcess1012Retired***

***JPEGFullProgressionNonHierarchicalProcess1113Retired***



*JPEGLosslessNonHierarchicalProcess14*  
*JPEGLosslessNonHierarchicalProcess15Retired*  
*JPEGExtendedHierarchicalProcess1618Retired*  
*JPEGExtendedHierarchicalProcess1719Retired*  
*JPEGSpectralSelectionHierarchicalProcess2022Retired*  
*JPEGSpectralSelectionHierarchicalProcess2123Retired*  
*JPEGFullProgressionHierarchicalProcess2426Retired*  
*JPEGFullProgressionHierarchicalProcess2527Retired*  
*JPEGLosslessHierarchicalProcess28Retired*  
*JPEGLosslessHierarchicalProcess29Retired*  
*JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue1DefaultTransferSyntaxforLosslessJPEGImage*

*JPEGLSLosslessImageCompression*  
*JPEGLSLossyNearLosslessImageCompression*  
*JPEG2000ImageCompressionLosslessOnly*  
*JPEG2000ImageCompression*  
*JPEG2000Part2MulticomponentImageCompressionLosslessOnly*  
*JPEG2000Part2MulticomponentImageCompression*  
*JPIPRreferenced*  
*JPIPRreferencedDeflate*  
*MPEG2MainProfileMainLevel*  
*RLELossless*  
*RFC2557MIMEencapsulation*  
*XMLEncoding*  
*MediaStorageDirectoryStorage*  
*TalairachBrainAtlasFrameofReference*  
*SPM2T1FrameofReference*  
*SPM2T2FrameofReference*  
*SPM2PDFFrameofReference*  
*SPM2EPIFrameofReference*  
*SPM2FIL T1FrameofReference*  
*SPM2PETFrameofReference*  
*SPM2TRANSMFrameofReference*  
*SPM2SPECTFrameofReference*  
*SPM2GRAYFrameofReference*  
*SPM2WHITEFrameofReference*  
*SPM2CSFFFrameofReference*  
*SPM2BRAINMASKFrameofReference*  
*SPM2AVG305T1FrameofReference*  
*SPM2AVG152T1FrameofReference*  
*SPM2AVG152T2FrameofReference*  
*SPM2AVG152PDFFrameofReference*

*SPM2SINGLESUBJT1FrameofReference*  
*ICBM452T1FrameofReference*  
*ICBMSingleSubjectMRIFrameofReference*  
*BasicStudyContentNotificationSOPClassRetired*  
*StorageCommitmentPushModelSOPClass*  
*StorageCommitmentPushModelSOPInstance*  
*StorageCommitmentPullModelSOPClassRetired*  
*StorageCommitmentPullModelSOPInstanceRetired*  
*ProceduralEventLoggingSOPClass*  
*ProceduralEventLoggingSOPInstance*  
*SubstanceAdministrationLoggingSOPClass*  
*SubstanceAdministrationLoggingSOPInstance*  
*DICOMUIDRegistry*  
*DICOMControlledTerminology*  
*DICOMApplicationContextName*  
*DetachedPatientManagementSOPClassRetired*  
*DetachedPatientManagementMetaSOPClassRetired*  
*DetachedVisitManagementSOPClassRetired*  
*DetachedStudyManagementSOPClassRetired*  
*StudyComponentManagementSOPClassRetired*  
*ModalityPerformedProcedureStepSOPClass*  
*ModalityPerformedProcedureStepRetrieveSOPClass*  
*ModalityPerformedProcedureStepNotificationSOPClass*  
*DetachedResultsManagementSOPClassRetired*  
*DetachedResultsManagementMetaSOPClassRetired*  
*DetachedStudyManagementMetaSOPClassRetired*  
*DetachedInterpretationManagementSOPClassRetired*  
*StorageServiceClass*  
*BasicFilmSessionSOPClass*  
*BasicFilmBoxSOPClass*  
*BasicGrayscaleImageBoxSOPClass*  
*BasicColorImageBoxSOPClass*  
*ReferencedImageBoxSOPClassRetired*  
*BasicGrayscalePrintManagementMetaSOPClass*  
*ReferencedGrayscalePrintManagementMetaSOPClassRetired*  
*PrintJobSOPClass*  
*BasicAnnotationBoxSOPClass*  
*PrinterSOPClass*  
*PrinterConfigurationRetrievalSOPClass*  
*PrinterSOPInstance*  
*PrinterConfigurationRetrievalSOPInstance*  
*BasicColorPrintManagementMetaSOPClass*

*ReferencedColorPrintManagementMetaSOPClassRetired*  
*VOILUTBoxSOPClass*  
*PresentationLUTSOPClass*  
*ImageOverlayBoxSOPClassRetired*  
*BasicPrintImageOverlayBoxSOPClassRetired*  
*PrintQueueSOPInstanceRetired*  
*PrintQueueManagementSOPClassRetired*  
*StoredPrintStorageSOPClassRetired*  
*HardcopyGrayscaleImageStorageSOPClassRetired*  
*HardcopyColorImageStorageSOPClassRetired*  
*PullPrintRequestSOPClassRetired*  
*PullStoredPrintManagementMetaSOPClassRetired*  
*MediaCreationManagementSOPClassUID*  
*ComputedRadiographyImageStorage*  
*DigitalXRayImageStorageForPresentation*  
*DigitalXRayImageStorageForProcessing*  
*DigitalMammographyXRayImageStorageForPresentation*  
*DigitalMammographyXRayImageStorageForProcessing*  
*DigitalIntraoralXRayImageStorageForPresentation*  
*DigitalIntraoralXRayImageStorageForProcessing*  
*CTImageStorage*  
*EnhancedCTImageStorage*  
*UltrasoundMultiframeImageStorageRetired*  
*UltrasoundMultiframeImageStorage*  
*MRIImageStorage*  
*EnhancedMRIImageStorage*  
*MRSpectroscopyStorage*  
*NuclearMedicineImageStorageRetired*  
*UltrasoundImageStorageRetired*  
*UltrasoundImageStorage*  
*SecondaryCaptureImageStorage*  
*MultiframeSingleBitSecondaryCaptureImageStorage*  
*MultiframeGrayscaleByteSecondaryCaptureImageStorage*  
*MultiframeGrayscaleWordSecondaryCaptureImageStorage*  
*MultiframeTrueColorSecondaryCaptureImageStorage*  
*StandaloneOverlayStorageRetired*  
*StandaloneCurveStorageRetired*  
*WaveformStorageTrialRetired*  
*GeneralECGWaveformStorage*  
*AmbulatoryECGWaveformStorage*  
*HemodynamicWaveformStorage*  
*CardiacElectrophysiologyWaveformStorage*

*BasicVoiceAudioWaveformStorage*  
*StandaloneModalityLUTStorageRetired*  
*StandaloneVOILUTStorageRetired*  
*GrayscaleSoftcopyPresentationStateStorageSOPClass*  
*ColorSoftcopyPresentationStateStorageSOPClass*  
*PseudoColorSoftcopyPresentationStateStorageSOPClass*  
*BlendingSoftcopyPresentationStateStorageSOPClass*  
*XRayAngiographicImageStorage*  
*EnhancedXAImageStorage*  
*XRayRadiofluoroscopicImageStorage*  
*EnhancedXRImageStorage*  
*XRay3DAngiographicImageStorage*  
*XRay3DCraniofacialImageStorage*  
*XRayAngiographicBiPlaneImageStorageRetired*  
*NuclearMedicineImageStorage*  
*RawDataStorage*  
*SpatialRegistrationStorage*  
*SpatialFiducialsStorage*  
*DeformableSpatialRegistrationStorage*  
*SegmentationStorage*  
*RealWorldValueMappingStorage*  
*VLImageStorageTrialRetired*  
*VLMultiframeImageStorageTrialRetired*  
*VLEndoscopicImageStorage*  
*VideoEndoscopicImageStorage*  
*VLMicroscopicImageStorage*  
*VideoMicroscopicImageStorage*  
*VLSlideCoordinatesMicroscopicImageStorage*  
*VLPhotographicImageStorage*  
*VideoPhotographicImageStorage*  
*OphthalmicPhotography8BitImageStorage*  
*OphthalmicPhotography16BitImageStorage*  
*StereometricRelationshipStorage*  
*OphthalmicTomographyImageStorage*  
*TextSRStorageTrialRetired*  
*AudioSRStorageTrialRetired*  
*DetailSRStorageTrialRetired*  
*ComprehensiveSRStorageTrialRetired*  
*BasicTextSRStorage*  
*EnhancedSRStorage*  
*ComprehensiveSRStorage*  
*ProcedureLogStorage*

*MammographyCADSRStorage*  
*KeyObjectSelectionDocumentStorage*  
*ChestCADSRStorage*  
*XRayRadiationDoseSRStorage*  
*EncapsulatedPDFStorage*  
*EncapsulatedCDASStorage*  
*PositronEmissionTomographyImageStorage*  
*StandalonePETCurveStorageRetired*  
*RTImageStorage*  
*RTDoseStorage*  
*RTStructureSetStorage*  
*RTBeamsTreatmentRecordStorage*  
*RTPlanStorage*  
*RTBrachyTreatmentRecordStorage*  
*RTTreatmentSummaryRecordStorage*  
*RTIonPlanStorage*  
*RTIonBeamsTreatmentRecordStorage*  
*PatientRootQueryRetrieveInformationModelFIND*  
*PatientRootQueryRetrieveInformationModelMOVE*  
*PatientRootQueryRetrieveInformationModelGET*  
*StudyRootQueryRetrieveInformationModelFIND*  
*StudyRootQueryRetrieveInformationModelMOVE*  
*StudyRootQueryRetrieveInformationModelGET*  
*PatientStudyOnlyQueryRetrieveInformationModelFINDRetired*  
*PatientStudyOnlyQueryRetrieveInformationModelMOVERetired*  
*PatientStudyOnlyQueryRetrieveInformationModelGETRetired*  
*ModalityWorklistInformationModelFIND*  
*GeneralPurposeWorklistInformationModelFIND*  
*GeneralPurposeScheduledProcedureStepSOPClass*  
*GeneralPurposePerformedProcedureStepSOPClass*  
*GeneralPurposeWorklistManagementMetaSOPClass*  
*InstanceAvailabilityNotificationSOPClass*  
*RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft*  
*RTConventionalMachineVerificationSupplement74FrozenDraft*  
*RTIonMachineVerificationSupplement74FrozenDraft*  
*UnifiedWorklistandProcedureStepServiceClass*  
*UnifiedProcedureStepPushSOPClass*  
*UnifiedProcedureStepWatchSOPClass*  
*UnifiedProcedureStepPullSOPClass*  
*UnifiedProcedureStepEventSOPClass*  
*UnifiedWorklistandProcedureStepSOPInstance*  
*GeneralRelevantPatientInformationQuery*

*BreastImagingRelevantPatientInformationQuery*  
*CardiacRelevantPatientInformationQuery*  
*HangingProtocolStorage*  
*HangingProtocolInformationModelFIND*  
*HangingProtocolInformationModelMOVE*  
*ProductCharacteristicsQuerySOPClass*  
*SubstanceApprovalQuerySOPClass*  
*dicomDeviceName*  
*dicomDescription*  
*dicomManufacturer*  
*dicomManufacturerModelName*  
*dicomSoftwareVersion*  
*dicomVendorData*  
*dicomAETitle*  
*dicomNetworkConnectionReference*  
*dicomApplicationCluster*  
*dicomAssociationInitiator*  
*dicomAssociationAcceptor*  
*dicomHostname*  
*dicomPort*  
*dicomSOPClass*  
*dicomTransferRole*  
*dicomTransferSyntax*  
*dicomPrimaryDeviceType*  
*dicomRelatedDeviceReference*  
*dicomPreferredCalledAETitle*  
*dicomTLSCyphersuite*  
*dicomAuthorizedNodeCertificateReference*  
*dicomThisNodeCertificateReference*  
*dicomInstalled*  
*dicomStationName*  
*dicomDeviceSerialNumber*  
*dicomInstitutionName*  
*dicomInstitutionAddress*  
*dicomInstitutionDepartmentName*  
*dicomIssuerOfPatientID*  
*dicomPreferredCallingAETitle*  
*dicomSupportedCharacterSet*  
*dicomConfigurationRoot*  
*dicomDevicesRoot*  
*dicomUniqueAETitlesRegistryRoot*  
*dicomDevice*

*dicomNetworkAE*  
*dicomNetworkConnection*  
*dicomUniqueAETitle*  
*dicomTransferCapability*  
*VLWholeSlideMicroscopyImageStorage*

### 25.268.3.2 enum gdcM::UIDs::TSType

Enumerator:

*uid\_1\_2\_840\_10008\_1\_1*  
*uid\_1\_2\_840\_10008\_1\_2*  
*uid\_1\_2\_840\_10008\_1\_2\_1*  
*uid\_1\_2\_840\_10008\_1\_2\_1\_99*  
*uid\_1\_2\_840\_10008\_1\_2\_2*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_50*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_51*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_52*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_53*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_54*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_55*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_56*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_57*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_58*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_59*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_60*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_61*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_62*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_63*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_64*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_65*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_66*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_70*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_80*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_81*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_90*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_91*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_92*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_93*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_94*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_95*  
*uid\_1\_2\_840\_10008\_1\_2\_4\_100*

*uid\_1\_2\_840\_10008\_1\_2\_5*  
*uid\_1\_2\_840\_10008\_1\_2\_6\_1*  
*uid\_1\_2\_840\_10008\_1\_2\_6\_2*  
*uid\_1\_2\_840\_10008\_1\_3\_10*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_1*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_2*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_3*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_4*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_5*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_6*  
*uid\_1\_2\_840\_10008\_1\_4\_1\_7*  
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## 25.268.4 Member Function Documentation

### 25.268.4.1 `const char* gdcm::UIDs::GetName ( ) const`

When object is Initialize function return the well known name associated with uid return NULL when not initialized

Examples:

```
GenerateStandardSOPClasses.cxx.
```

Referenced by `gdcm::operator<<()`.

25.268.4.2 `static unsigned int gdcmm::UIDs::GetNumberOfTransferSyntaxStrings ( ) [static]`

25.268.4.3 `const char* gdcmm::UIDs::GetString ( ) const`

When object is Initialize function return the uid return NULL when not initialized

Examples:

GenerateStandardSOPClasses.cxx.

Referenced by `gdcmm::operator<<()`.

25.268.4.4 `static const char* const* gdcmm::UIDs::GetTransferSyntaxString ( unsigned int ts ) [static]`

25.268.4.5 `static TransferSyntaxStringsType gdcmm::UIDs::GetTransferSyntaxStrings ( ) [static]`

25.268.4.6 `static const char* gdcmm::UIDs::GetUIDName ( unsigned int ts ) [static]`

25.268.4.7 `static const char* gdcmm::UIDs::GetUIDString ( unsigned int ts ) [static]`

25.268.4.8 `gdcmm::UIDs::operator TSType ( ) const [inline]`

25.268.4.9 `bool gdcmm::UIDs::SetFromUID ( const char * str )`

Initialize object from a string (a uid number) return false on error, and internal state is set to 0

Examples:

GenerateStandardSOPClasses.cxx.

The documentation for this class was generated from the following file:

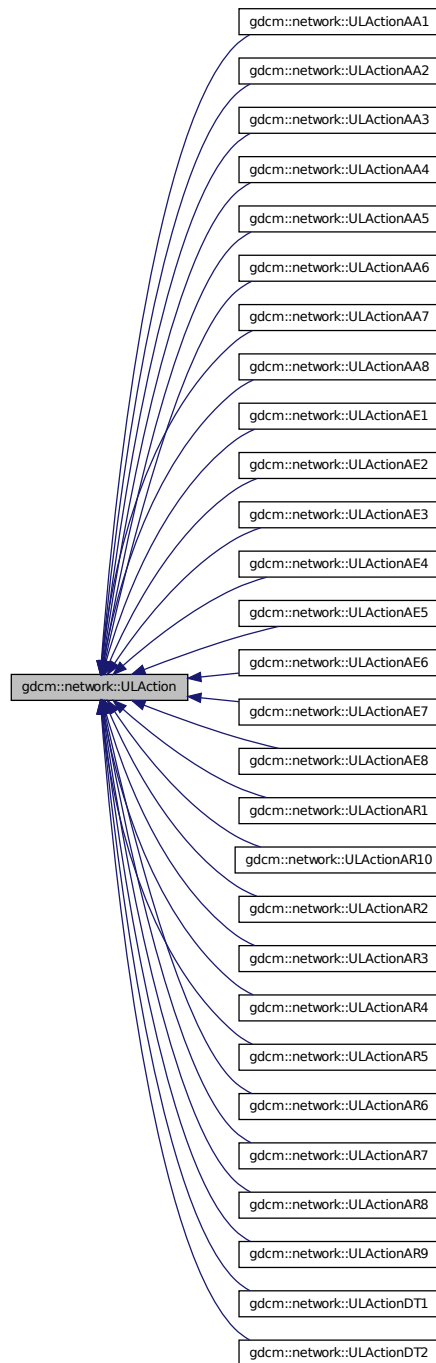
- `gdcmmUIDs.h`

## 25.269 `gdcmm::network::ULAction` Class Reference

`ULAction` A `ULConnection` in a given `ULState` can perform certain `ULActions`. This base class provides the interface for running those `ULActions` on a given `ULConnection`.

```
#include <gdcmmULAction.h>
```

Inheritance diagram for gdcmm::network::ULAction:



## Public Member Functions

- `ULAction ()`
- `virtual ~ULAction ()`

- virtual EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)=0

### 25.269.1 Detailed Description

ULAction A ULConnection in a given ULState can perform certain ULActions. This base class provides the interface for running those ULActions on a given ULConnection.

Essentially, the ULConnectionManager will take this object, determined from the current ULState of the ULConnection, and pass the ULConnection object to the ULAction. The ULAction will then invoke whatever necessary commands are required by a given action.

The result of a ULAction is a ULEvent (ie, what happened as a result of the action).

This ULEvent is passed to the ULState, so that the transition to the next state can occur.

Actions are associated with Payloads— be thos filestreams, AETitles to establish connections, whatever. The actual parameters that the user will pass via an action will come through a Payload object, which should, in itself, be some gdcmm-based object (but not all objects can be payloads; sending a single dataelement as a payload isn't meaningful). As such, each action has its own particular payload.

For the sake of keeping files together, both the particular payload class and the action class will be defined in the same header file. Payloads should JUST be data (or streams), NO METHODS.

Some actions perform changes that should raise events on the local system, and some actions perform changes that will require waiting for events from the remote system.

Therefore, this base action has been modified so that those events are set by each action. When the event loop runs an action, it will then test to see if a local event was raised by the action, and if so, perform the appropriate subsequent action. If the action requires waiting for a response from the remote system, then the event loop will sit there (presumably with the ARTIM timer running) and wait for a response from the remote system. Once a response is obtained, then the the rest of the state transitions can happen.

### 25.269.2 Constructor & Destructor Documentation

25.269.2.1 gdcmm::network::ULAction::ULAction ( ) [inline]

25.269.2.2 virtual gdcmm::network::ULAction::~~ULAction ( ) [inline], [virtual]

### 25.269.3 Member Function Documentation

25.269.3.1 virtual EStateID gdcmm::network::ULAction::PerformAction ( Subject \* s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [pure virtual]

Implemented in gdcmm::network::ULActionAR10, gdcmm::network::ULActionAR9, gdcmm::network::ULActionAE8, gdcmm::network::ULActionAA8, gdcmm::network::ULActionAR8, gdcmm::network::ULActionAE7, gdcmm::network::ULActionAA7, gdcmm::network::ULActionAR7, gdcmm::network::ULActionAE6, gdcmm::network::ULActionAA6, gdcmm::network::ULActionAR6, gdcmm::network::ULActionAA5, gdcmm::network::ULActionAE5, gdcmm::network::ULActionAR5, gdcmm::network::ULActionAA4, gdcmm::network::ULActionAE4, gdcmm::network::ULActionAR4, gdcmm::network::ULActionAA3, gdcmm::network::ULActionAE3, gdcmm::network::ULActionAR3, gdcmm::network::ULActionAA2, gdcmm::network::ULActionAE2, gdcmm::network::ULActionAR2, gdcmm::network::ULActionDT2, gdcmm::network::ULActionAA1, gdcmm::network::ULActionAE1, gdcmm::network::ULActionAR1, and gdcmm::network::ULActionDT1.

The documentation for this class was generated from the following file:

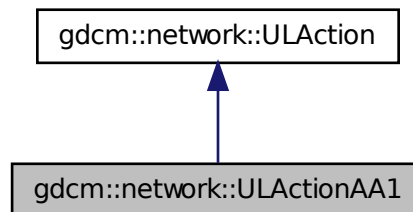
- gdcmmULAction.h



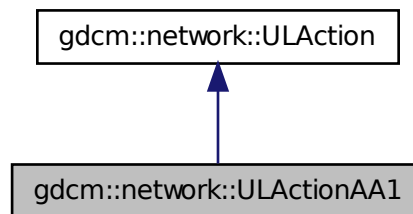
## 25.270 gdcmm::network::ULActionAA1 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA1:



Collaboration diagram for gdcmm::network::ULActionAA1:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.270.1 Member Function Documentation

**25.270.1.1** `EStateID gdcmm::network::ULActionAA1::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` `[virtual]`

Implements `gdcmm::network::ULAction`.

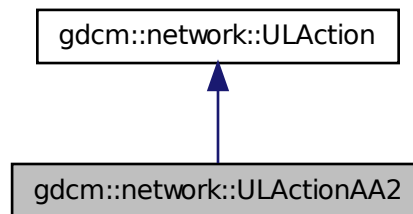
The documentation for this class was generated from the following file:

- gdcmlActionAA.h

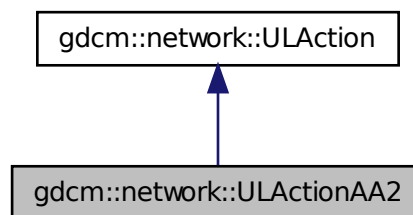
## 25.271 gdcmlnetwork::ULActionAA2 Class Reference

```
#include <gdcmlActionAA.h>
```

Inheritance diagram for gdcmlnetwork::ULActionAA2:



Collaboration diagram for gdcmlnetwork::ULActionAA2:



### Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.271.1 Member Function Documentation

25.271.1.1 **EStateID** gdcm::network::ULActionAA2::PerformAction ( **Subject** \* *s*, **ULError** & *inEvent*, **ULConnection** & *inConnection*, **bool** & *outWaitingForEvent*, **EEventID** & *outRaisedEvent* ) [virtual]

Implements gdcm::network::ULAction.

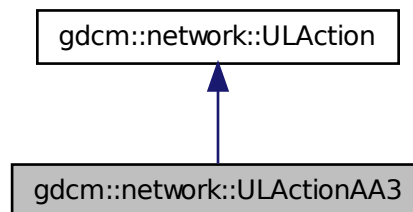
The documentation for this class was generated from the following file:

- gdcmULActionAA.h

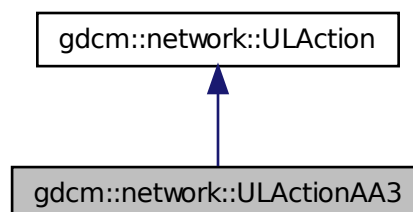
## 25.272 gdcm::network::ULActionAA3 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA3:



Collaboration diagram for gdcm::network::ULActionAA3:



### Public Member Functions

- **EStateID** PerformAction (Subject \*s, ULError &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.272.1 Member Function Documentation

25.272.1.1 **EStateID** `gdcmm::network::ULActionAA3::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` [virtual]

Implements `gdcmm::network::ULAction`.

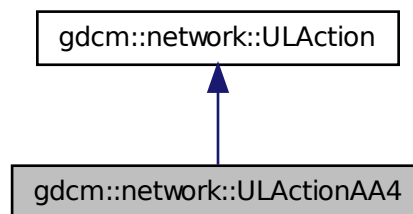
The documentation for this class was generated from the following file:

- `gdcmmULActionAA.h`

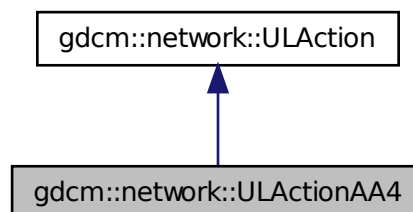
### 25.273 `gdcmm::network::ULActionAA4` Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for `gdcmm::network::ULActionAA4`:



Collaboration diagram for `gdcmm::network::ULActionAA4`:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.273.1 Member Function Documentation

25.273.1.1 EStateID gdcm::network::ULActionAA4::PerformAction ( Subject \* s, ULEvent & *inEvent*, ULConnection & *inConnection*, bool & *outWaitingForEvent*, EEventID & *outRaisedEvent* ) [virtual]

Implements gdcm::network::ULAction.

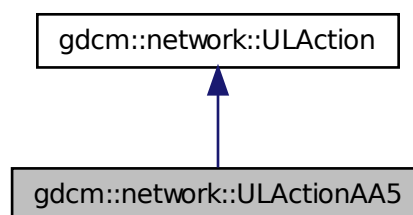
The documentation for this class was generated from the following file:

- gdcmULActionAA.h

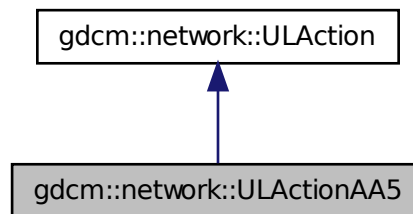
## 25.274 gdcm::network::ULActionAA5 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA5:



Collaboration diagram for `gdcm::network::ULActionAA5`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

## 25.274.1 Member Function Documentation

**25.274.1.1** `EStateID gdcm::network::ULActionAA5::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcm::network::ULAction`.

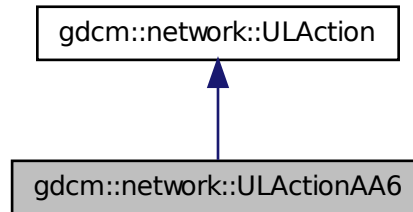
The documentation for this class was generated from the following file:

- `gdcmULActionAA.h`

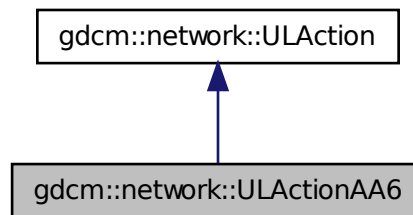
## 25.275 gdcm::network::ULActionAA6 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA6:



Collaboration diagram for gdcmm::network::ULActionAA6:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.275.1 Member Function Documentation

25.275.1.1 EStateID gdcmm::network::ULActionAA6::PerformAction ( Subject \* s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]

Implements gdcmm::network::ULAction.

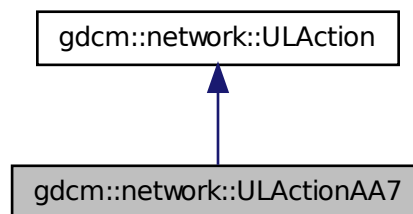
The documentation for this class was generated from the following file:

- gdcmmULActionAA.h

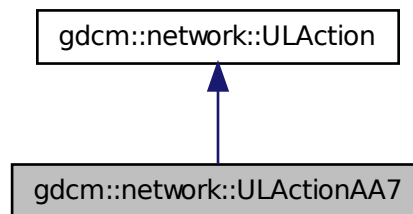
## 25.276 gdcmm::network::ULActionAA7 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA7:



Collaboration diagram for gdcmm::network::ULActionAA7:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.276.1 Member Function Documentation

**25.276.1.1** `EStateID gdcmm::network::ULActionAA7::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` `[virtual]`

Implements `gdcmm::network::ULAction`.

The documentation for this class was generated from the following file:

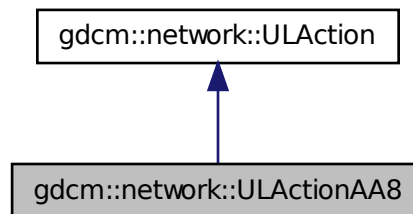


- gdcmmULActionAA.h

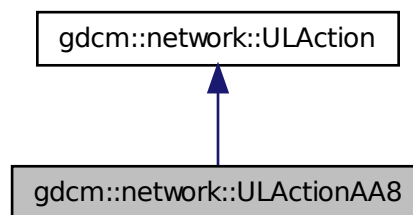
## 25.277 gdcmm::network::ULActionAA8 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA8:



Collaboration diagram for gdcmm::network::ULActionAA8:



### Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.277.1 Member Function Documentation

25.277.1.1 **EStateID** `gdcm::network::ULActionAA8::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` [virtual]

Implements `gdcm::network::ULAction`.

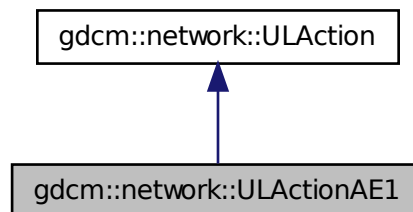
The documentation for this class was generated from the following file:

- `gdcmULActionAA.h`

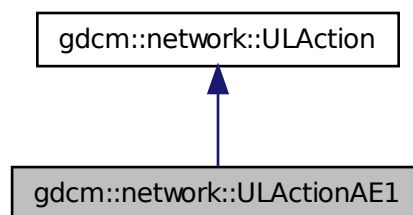
## 25.278 `gdcm::network::ULActionAE1` Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for `gdcm::network::ULActionAE1`:



Collaboration diagram for `gdcm::network::ULActionAE1`:



### Public Member Functions

- **EStateID** `PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.278.1 Member Function Documentation

25.278.1.1 **EStateID** gdcmm::network::ULActionAE1::PerformAction ( **Subject** \* *s*, **UEvent** & *inEvent*, **ULConnection** & *inConnection*, **bool** & *outWaitingForEvent*, **EEventID** & *outRaisedEvent* ) [virtual]

Implements gdcmm::network::ULAction.

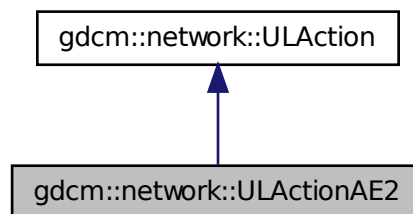
The documentation for this class was generated from the following file:

- gdcmmULActionAE.h

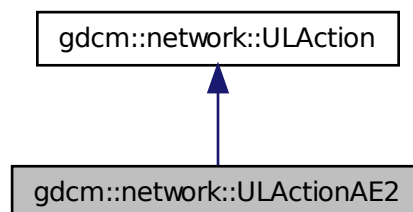
## 25.279 gdcmm::network::ULActionAE2 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for gdcmm::network::ULActionAE2:



Collaboration diagram for gdcmm::network::ULActionAE2:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.279.1 Member Function Documentation

25.279.1.1 EStateID gdcmm::network::ULActionAE2::PerformAction ( Subject \* s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]

Implements gdcmm::network::ULAction.

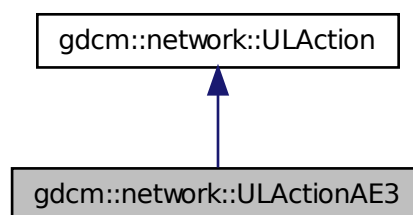
The documentation for this class was generated from the following file:

- gdcmmULActionAE.h

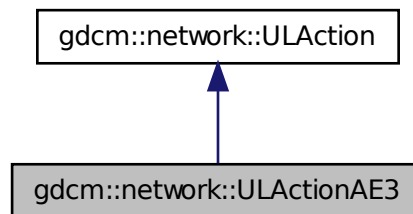
## 25.280 gdcmm::network::ULActionAE3 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for gdcmm::network::ULActionAE3:



Collaboration diagram for gdcm::network::ULActionAE3:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.280.1 Member Function Documentation

**25.280.1.1** `EStateID gdcm::network::ULActionAE3::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcm::network::ULAction`.

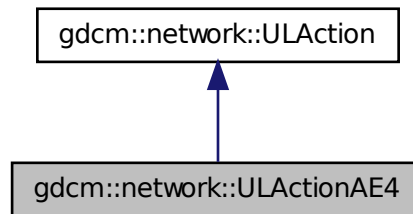
The documentation for this class was generated from the following file:

- `gdcmULActionAE.h`

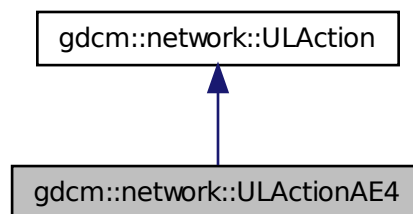
## 25.281 gdcm::network::ULActionAE4 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for `gdc::network::ULActionAE4`:



Collaboration diagram for `gdc::network::ULActionAE4`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.281.1 Member Function Documentation

**25.281.1.1** `EStateID gdc::network::ULActionAE4::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdc::network::ULAction`.

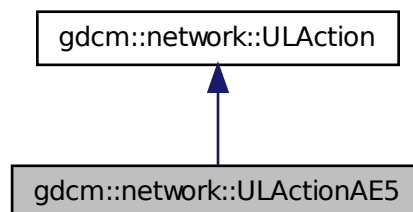
The documentation for this class was generated from the following file:

- `gdcULActionAE.h`

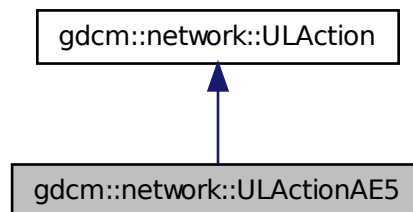
## 25.282 gdcm::network::ULActionAE5 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE5:



Collaboration diagram for gdcm::network::ULActionAE5:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.282.1 Member Function Documentation

**25.282.1.1** `EStateID gdcm::network::ULActionAE5::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` `[virtual]`

Implements `gdcm::network::ULAction`.

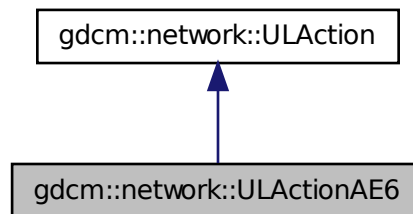
The documentation for this class was generated from the following file:

- `gdcmlActionAE.h`

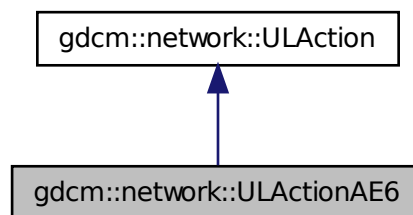
## 25.283 `gdcmlnetwork::ULActionAE6` Class Reference

```
#include <gdcmlActionAE.h>
```

Inheritance diagram for `gdcmlnetwork::ULActionAE6`:



Collaboration diagram for `gdcmlnetwork::ULActionAE6`:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.283.1 Member Function Documentation



25.283.1.1 **EStateID** gdcm::network::ULActionAE6::PerformAction ( **Subject** \* *s*, **ULError** & *inEvent*, **ULConnection** & *inConnection*, **bool** & *outWaitingForEvent*, **EEventID** & *outRaisedEvent* ) [virtual]

Implements gdcm::network::ULAction.

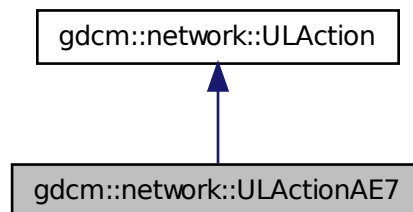
The documentation for this class was generated from the following file:

- gdcmULActionAE.h

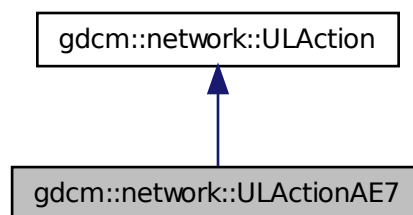
## 25.284 gdcm::network::ULActionAE7 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE7:



Collaboration diagram for gdcm::network::ULActionAE7:



### Public Member Functions

- **EStateID** PerformAction (Subject \*s, ULError &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.284.1 Member Function Documentation

25.284.1.1 **EStateID** `gdcmm::network::ULActionAE7::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` [virtual]

Implements `gdcmm::network::ULAction`.

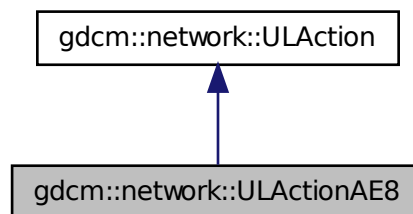
The documentation for this class was generated from the following file:

- `gdcmmULActionAE.h`

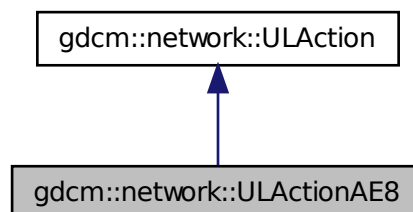
### 25.285 `gdcmm::network::ULActionAE8` Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for `gdcmm::network::ULActionAE8`:



Collaboration diagram for `gdcmm::network::ULActionAE8`:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.285.1 Member Function Documentation

25.285.1.1 EStateID gdcm::network::ULActionAE8::PerformAction ( Subject \* s, ULEvent & *inEvent*, ULConnection & *inConnection*, bool & *outWaitingForEvent*, EEventID & *outRaisedEvent* ) [virtual]

Implements gdcm::network::ULAction.

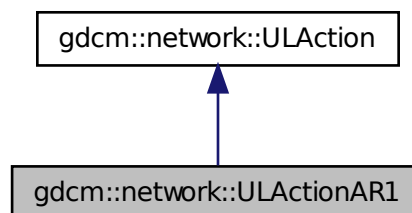
The documentation for this class was generated from the following file:

- gdcmULActionAE.h

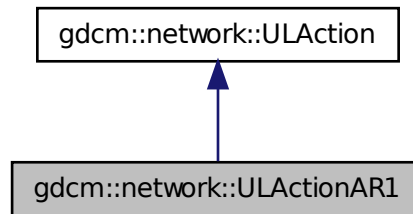
## 25.286 gdcm::network::ULActionAR1 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR1:



Collaboration diagram for `gdcm::network::ULActionAR1`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

## 25.286.1 Member Function Documentation

**25.286.1.1** `EStateID gdcm::network::ULActionAR1::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcm::network::ULAction`.

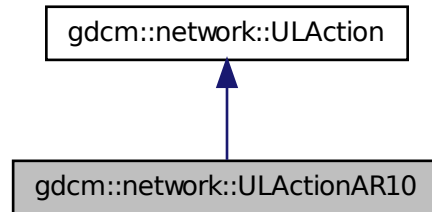
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

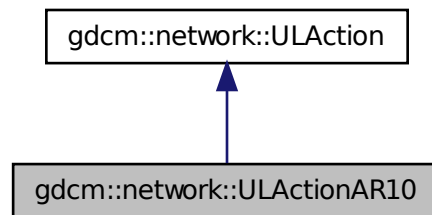
## 25.287 gdcm::network::ULActionAR10 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcn::network::ULActionAR10:



Collaboration diagram for gdcn::network::ULActionAR10:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.287.1 Member Function Documentation

**25.287.1.1** EStateID gdcn::network::ULActionAR10::PerformAction ( Subject \* s, ULEvent & *inEvent*, ULConnection & *inConnection*, bool & *outWaitingForEvent*, EEventID & *outRaisedEvent* ) [virtual]

Implements gdcn::network::ULAction.

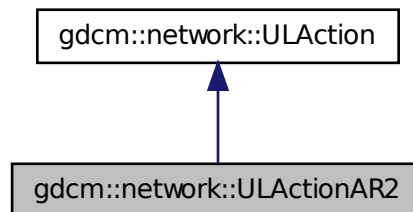
The documentation for this class was generated from the following file:

- gdcnULActionAR.h

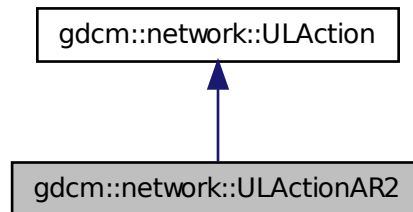
## 25.288 gdcmm::network::ULActionAR2 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR2:



Collaboration diagram for gdcmm::network::ULActionAR2:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.288.1 Member Function Documentation

**25.288.1.1** `EStateID gdcmm::network::ULActionAR2::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` `[virtual]`

Implements `gdcmm::network::ULAction`.

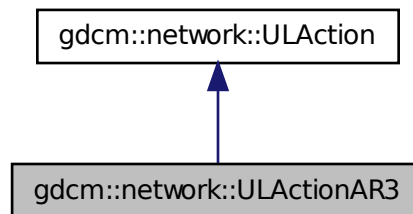
The documentation for this class was generated from the following file:

- gdcmmULActionAR.h

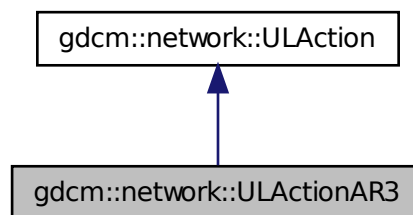
## 25.289 gdcmm::network::ULActionAR3 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR3:



Collaboration diagram for gdcmm::network::ULActionAR3:



### Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.289.1 Member Function Documentation

25.289.1.1 **EStateID** `gdcm::network::ULActionAR3::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcm::network::ULAction`.

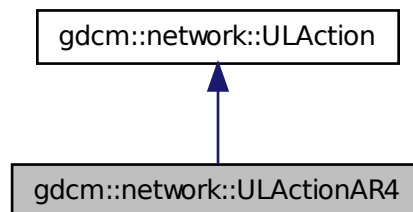
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

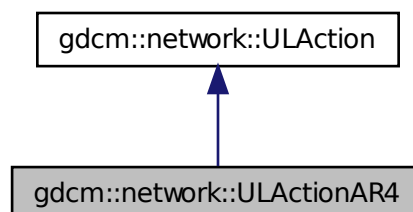
## 25.290 `gdcm::network::ULActionAR4` Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for `gdcm::network::ULActionAR4`:



Collaboration diagram for `gdcm::network::ULActionAR4`:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`



## 25.290.1 Member Function Documentation

25.290.1.1 **EStateID** gdcmm::network::ULActionAR4::PerformAction ( **Subject** \* *s*, **UEvent** & *inEvent*, **ULConnection** & *inConnection*, **bool** & *outWaitingForEvent*, **EEventID** & *outRaisedEvent* ) [virtual]

Implements gdcmm::network::ULAction.

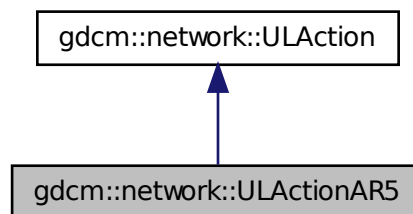
The documentation for this class was generated from the following file:

- gdcmmULActionAR.h

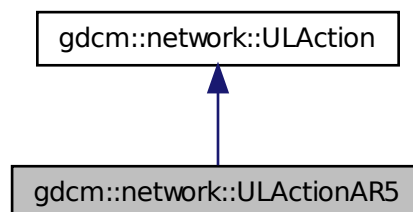
## 25.291 gdcmm::network::ULActionAR5 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR5:



Collaboration diagram for gdcmm::network::ULActionAR5:



## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.291.1 Member Function Documentation

25.291.1.1 EStateID gdcmm::network::ULActionAR5::PerformAction ( Subject \* s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]

Implements gdcmm::network::ULAction.

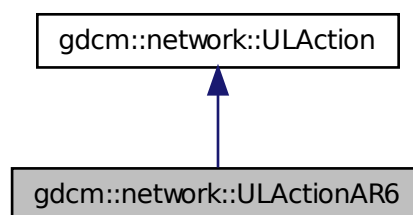
The documentation for this class was generated from the following file:

- gdcmmULActionAR.h

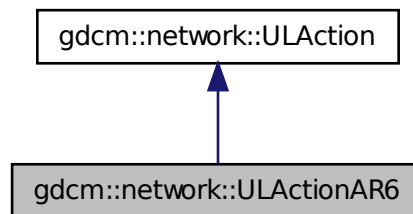
## 25.292 gdcmm::network::ULActionAR6 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR6:



Collaboration diagram for gdcm::network::ULActionAR6:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.292.1 Member Function Documentation

**25.292.1.1** `EStateID gdcm::network::ULActionAR6::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcm::network::ULAction`.

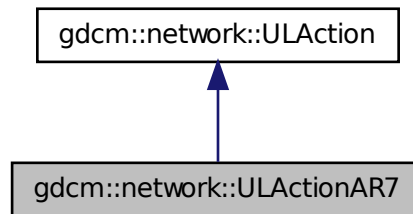
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

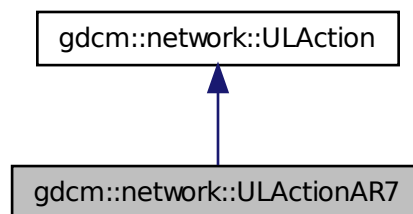
## 25.293 gdcm::network::ULActionAR7 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for `gdcn::network::ULActionAR7`:



Collaboration diagram for `gdcn::network::ULActionAR7`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.293.1 Member Function Documentation

**25.293.1.1** `EStateID gdcn::network::ULActionAR7::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]`

Implements `gdcn::network::ULAction`.

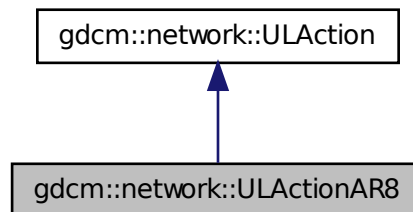
The documentation for this class was generated from the following file:

- `gdcnULActionAR.h`

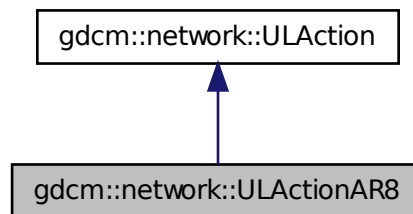
## 25.294 gdcm::network::ULActionAR8 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR8:



Collaboration diagram for gdcm::network::ULActionAR8:



### Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)`

### 25.294.1 Member Function Documentation

**25.294.1.1** `EStateID gdcm::network::ULActionAR8::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` `[virtual]`

Implements `gdcm::network::ULAction`.

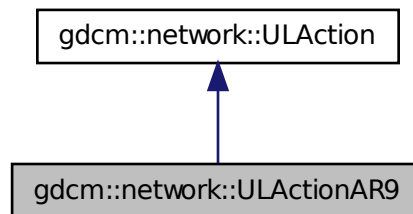
The documentation for this class was generated from the following file:

- gdcmlActionAR.h

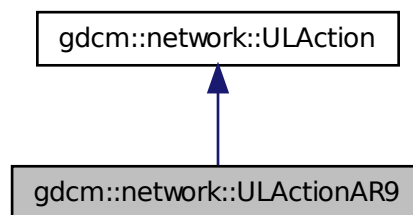
## 25.295 gdcmlnetwork::ULActionAR9 Class Reference

```
#include <gdcmlActionAR.h>
```

Inheritance diagram for gdcmlnetwork::ULActionAR9:



Collaboration diagram for gdcmlnetwork::ULActionAR9:



### Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.295.1 Member Function Documentation

25.295.1.1 **EStateID** gdcm::network::ULActionAR9::PerformAction ( **Subject** \* *s*, **UEvent** & *inEvent*, **ULConnection** & *inConnection*, **bool** & *outWaitingForEvent*, **EEventID** & *outRaisedEvent* ) [virtual]

Implements gdcm::network::ULAction.

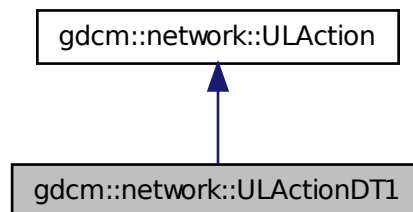
The documentation for this class was generated from the following file:

- gdcmULActionAR.h

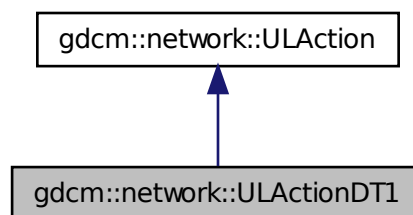
## 25.296 gdcm::network::ULActionDT1 Class Reference

```
#include <gdcmULActionDT.h>
```

Inheritance diagram for gdcm::network::ULActionDT1:



Collaboration diagram for gdcm::network::ULActionDT1:



### Public Member Functions

- **EStateID** PerformAction (Subject \*s, UEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.296.1 Member Function Documentation

25.296.1.1 **EStateID** `gdcmm::network::ULActionDT1::PerformAction ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent )` [virtual]

Implements `gdcmm::network::ULAction`.

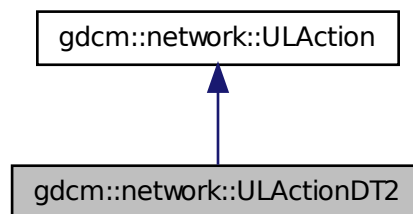
The documentation for this class was generated from the following file:

- `gdcmmULActionDT.h`

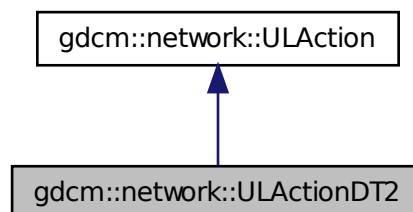
### 25.297 `gdcmm::network::ULActionDT2` Class Reference

```
#include <gdcmmULActionDT.h>
```

Inheritance diagram for `gdcmm::network::ULActionDT2`:



Collaboration diagram for `gdcmm::network::ULActionDT2`:





## Public Member Functions

- EStateID PerformAction (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)

### 25.297.1 Member Function Documentation

25.297.1.1 EStateID gdcmm::network::ULActionDT2::PerformAction ( Subject \* s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) [virtual]

Implements gdcmm::network::ULAction.

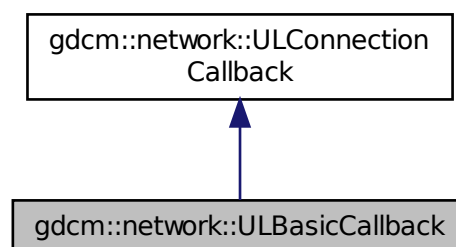
The documentation for this class was generated from the following file:

- gdcmmULActionDT.h

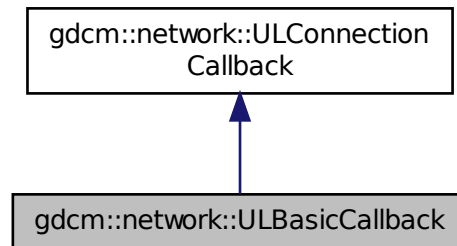
## 25.298 gdcmm::network::ULBasicCallback Class Reference

```
#include <gdcmmULBasicCallback.h>
```

Inheritance diagram for gdcmm::network::ULBasicCallback:



Collaboration diagram for `gdcm::network::ULBasicCallback`:



## Public Member Functions

- `ULBasicCallback ()`
- `virtual ~ULBasicCallback ()`
- `std::vector< DataSet > const & GetDataSets () const`
- `virtual void HandleDataSet (const DataSet &inDataSet)`

## Additional Inherited Members

### 25.298.1 Detailed Description

This is the most basic of callbacks for how the `ULConnectionManager` handles incoming datasets. `DataSets` are just concatenated to the `mDataSets` vector, and the result can be pulled out of the vector by later code. Alternatives to this method include progress updates, saving to disk, etc. This class is NOT THREAD SAFE. Access the dataset vector after the entire set of datasets has been returned by the `ULConnectionManager`.

### 25.298.2 Constructor & Destructor Documentation

25.298.2.1 `gdcm::network::ULBasicCallback::ULBasicCallback ( )` `[inline]`

25.298.2.2 `virtual gdcm::network::ULBasicCallback::~~ULBasicCallback ( )` `[inline], [virtual]`

### 25.298.3 Member Function Documentation

25.298.3.1 `std::vector<DataSet> const& gdcm::network::ULBasicCallback::GetDataSets ( ) const`

25.298.3.2 `virtual void gdcm::network::ULBasicCallback::HandleDataSet ( const DataSet & inDataSet )` `[virtual]`

Implements `gdcm::network::ULConnectionCallback`.

The documentation for this class was generated from the following file:

- `gdcmULBasicCallback.h`

## 25.299 gdcmm::network::ULConnection Class Reference

ULConnection This is the class that contains the socket to another machine, and passes data through itself, as well as maintaining a sense of state.

```
#include <gdcmmULConnection.h>
```

### Public Member Functions

- ULConnection (const ULConnectionInfo &inUserInformation)
- virtual ~ULConnection ()
- void AddAcceptedPresentationContext (const PresentationContextAC &inPC)
- PresentationContextRQ FindContext (const DataElement &de) const
- std::vector< PresentationContextAC > const & GetAcceptedPresentationContexts () const
- std::vector< PresentationContextAC > & GetAcceptedPresentationContexts ()
- const ULConnectionInfo & GetConnectionInfo () const
- uint32\_t GetMaxPDUSize () const
- const PresentationContextAC \* GetPresentationContextACByID (uint8\_t id) const
- uint8\_t GetPresentationContextIDFromPresentationContext (PresentationContextRQ const &pc) const  
*return 0 upon error*
- const PresentationContextRQ \* GetPresentationContextRQByID (uint8\_t id) const
- std::vector< PresentationContextRQ > const & GetPresentationContexts () const
- std::iostream \* GetProtocol ()
- EStateID GetState () const
- ARTIMTimer & GetTimer ()
- bool InitializeConnection ()  
*used to establish scu connections*
- bool InitializeIncomingConnection ()  
*used to establish scp connections*
- void SetMaxPDUSize (uint32\_t inSize)
- void SetPresentationContexts (const std::vector< PresentationContextRQ > &inContexts)
- void SetPresentationContexts (const std::vector< PresentationContext > &inContexts)
- void SetState (const EStateID &inState)
- void StopProtocol ()

### 25.299.1 Detailed Description

ULConnection This is the class that contains the socket to another machine, and passes data through itself, as well as maintaining a sense of state.

The ULConnectionManager tells the ULConnection what data can actually be sent.

This class is done this way so that it can be eventually be replaced with a ULSecureConnection, if such a protocol is warranted, so that all data that passes through can be managed through a secure connection. For now, this class provides a simple pass-through mechanism to the socket itself.

So, for instance, a `gdc`m object will be passes to this object, and it will then get passed along the connection, if that connection is in the proper state to do so.

For right now, this class is not directly intended to be inherited from, but the potential for future `ULSecureConnection` warrants the addition, rather than having everything be managed from within the `ULConnectionManager` (or this class) without a wrapper.

## 25.299.2 Constructor & Destructor Documentation

25.299.2.1 `gdc`m::network::ULConnection::ULConnection ( const `ULConnectionInfo` & *inUserInfo* )

25.299.2.2 virtual `gdc`m::network::ULConnection::~~ULConnection ( ) [virtual]

## 25.299.3 Member Function Documentation

25.299.3.1 void `gdc`m::network::ULConnection::AddAcceptedPresentationContext ( const `PresentationContextAC` & *inPC* )

25.299.3.2 `PresentationContextRQ` `gdc`m::network::ULConnection::FindContext ( const `DataElement` & *de* ) const

25.299.3.3 std::vector<`PresentationContextAC`> const& `gdc`m::network::ULConnection::GetAcceptedPresentationContexts ( ) const

25.299.3.4 std::vector<`PresentationContextAC`>& `gdc`m::network::ULConnection::GetAcceptedPresentationContexts ( )

25.299.3.5 const `ULConnectionInfo`& `gdc`m::network::ULConnection::GetConnectionInfo ( ) const

25.299.3.6 uint32\_t `gdc`m::network::ULConnection::GetMaxPDUSize ( ) const

25.299.3.7 const `PresentationContextAC`\* `gdc`m::network::ULConnection::GetPresentationContextACByID ( uint8\_t *id* ) const

25.299.3.8 uint8\_t `gdc`m::network::ULConnection::GetPresentationContextIDFromPresentationContext ( `PresentationContextRQ` const & *pc* ) const

return 0 upon error

25.299.3.9 const `PresentationContextRQ`\* `gdc`m::network::ULConnection::GetPresentationContextRQByID ( uint8\_t *id* ) const

25.299.3.10 std::vector<`PresentationContextRQ`> const& `gdc`m::network::ULConnection::GetPresentationContexts ( ) const

25.299.3.11 std::iostream\* `gdc`m::network::ULConnection::GetProtocol ( )

25.299.3.12 `EStateID` `gdc`m::network::ULConnection::GetState ( ) const

25.299.3.13 `ARTIMTimer`& `gdc`m::network::ULConnection::GetTimer ( )

25.299.3.14 bool `gdc`m::network::ULConnection::InitializeConnection ( )

used to establish scu connections

25.299.3.15 `bool gdcm::network::ULConnection::InitializeIncomingConnection ( )`

used to establish scp connections

25.299.3.16 `void gdcm::network::ULConnection::SetMaxPDUSize ( uint32_t inSize )`

25.299.3.17 `void gdcm::network::ULConnection::SetPresentationContexts ( const std::vector< PresentationContextRQ > & inContexts )`

25.299.3.18 `void gdcm::network::ULConnection::SetPresentationContexts ( const std::vector< PresentationContext > & inContexts )`

25.299.3.19 `void gdcm::network::ULConnection::SetState ( const EStateID & inState )`

25.299.3.20 `void gdcm::network::ULConnection::StopProtocol ( )`

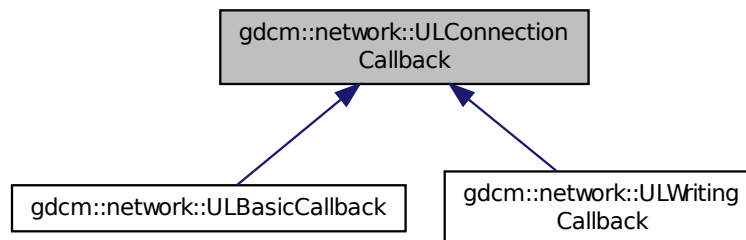
The documentation for this class was generated from the following file:

- `gdcmULConnection.h`

## 25.300 gdcm::network::ULConnectionCallback Class Reference

```
#include <gdcmULConnectionCallback.h>
```

Inheritance diagram for `gdcm::network::ULConnectionCallback`:



### Public Member Functions

- `ULConnectionCallback ()`
- `~ULConnectionCallback ()`
- `bool DataSetHandles () const`
- `virtual void HandleDataSet (const DataSet &inDataSet)=0`
- `void ResetHandledDataSet ()`

## Protected Member Functions

- void DataSetHandled ()

### 25.300.1 Detailed Description

When a dataset comes back from a query/move/etc, the result can either be stored entirely in memory, or could be stored on disk. This class provides a mechanism to indicate what the ULConnectionManager should do with datasets that are produced through query results. The ULConnectionManager will call the HandleDataSet function during the course of receiving datasets. Particular implementations should fill in what that function does, including updating progress, etc. NOTE: since cmove requires that multiple event loops be employed, the callback function MUST set mHandledDataSet to true. otherwise, the cmove event loop handler will not know data was received, and proceed to end the loop prematurely.

### 25.300.2 Constructor & Destructor Documentation

25.300.2.1 `gdcm::network::ULConnectionCallback::ULConnectionCallback ( ) [inline]`

25.300.2.2 `gdcm::network::ULConnectionCallback::~~ULConnectionCallback ( ) [inline]`

### 25.300.3 Member Function Documentation

25.300.3.1 `void gdcm::network::ULConnectionCallback::DataSetHandled ( ) [inline], [protected]`

25.300.3.2 `bool gdcm::network::ULConnectionCallback::DataSetHandles ( ) const [inline]`

25.300.3.3 `virtual void gdcm::network::ULConnectionCallback::HandleDataSet ( const DataSet & inDataSet ) [pure virtual]`

Implemented in `gdcm::network::ULWritingCallback`, and `gdcm::network::ULBasicCallback`.

25.300.3.4 `void gdcm::network::ULConnectionCallback::ResetHandledDataSet ( ) [inline]`

The documentation for this class was generated from the following file:

- `gdcmULConnectionCallback.h`

## 25.301 gdcm::network::ULConnectionInfo Class Reference

ULConnectionInfo this class contains all the information about a particular connection as established by the user. That is, it's: User Information Calling AE Title Called AE Title IP address/computer name IP Port A connection must be established with this information, that's subsequently placed into various primitives for actual communication.

```
#include <gdcmULConnectionInfo.h>
```

## Public Member Functions

- ULConnectionInfo ()
- const char \* GetCalledAETitle () const

- std::string GetCalledComputerName () const
- unsigned long GetCalledIPAddress () const
- int GetCalledIPPort () const
- const char \* GetCallingAETitle () const
- unsigned long GetMaxPDULength () const
- UserInformation GetUserInformation () const
- bool Initialize (UserInformation inUserInformation, const char inCalledAETitle[16], const char inCallingAETitle[16], unsigned long inCalledIPAddress, int inCalledIPPort, std::string inCalledComputerName)
- void SetMaxPDULength (unsigned long inMaxPDULength)

### 25.301.1 Detailed Description

ULConnectionInfo this class contains all the information about a particular connection as established by the user. That is, it's: User Information Calling AE Title Called AE Title IP address/computer name IP Port A connection must be established with this information, that's subsequently placed into various primitives for actual communication.

### 25.301.2 Constructor & Destructor Documentation

25.301.2.1 gdcmm::network::ULConnectionInfo::ULConnectionInfo ( )

### 25.301.3 Member Function Documentation

25.301.3.1 const char\* gdcmm::network::ULConnectionInfo::GetCalledAETitle ( ) const

25.301.3.2 std::string gdcmm::network::ULConnectionInfo::GetCalledComputerName ( ) const

25.301.3.3 unsigned long gdcmm::network::ULConnectionInfo::GetCalledIPAddress ( ) const

25.301.3.4 int gdcmm::network::ULConnectionInfo::GetCalledIPPort ( ) const

25.301.3.5 const char\* gdcmm::network::ULConnectionInfo::GetCallingAETitle ( ) const

25.301.3.6 unsigned long gdcmm::network::ULConnectionInfo::GetMaxPDULength ( ) const

25.301.3.7 UserInformation gdcmm::network::ULConnectionInfo::GetUserInformation ( ) const

25.301.3.8 bool gdcmm::network::ULConnectionInfo::Initialize ( UserInformation inUserInformation, const char inCalledAETitle[16], const char inCallingAETitle[16], unsigned long inCalledIPAddress, int inCalledIPPort, std::string inCalledComputerName )

25.301.3.9 void gdcmm::network::ULConnectionInfo::SetMaxPDULength ( unsigned long inMaxPDULength )

The documentation for this class was generated from the following file:

- gdcmmULConnectionInfo.h

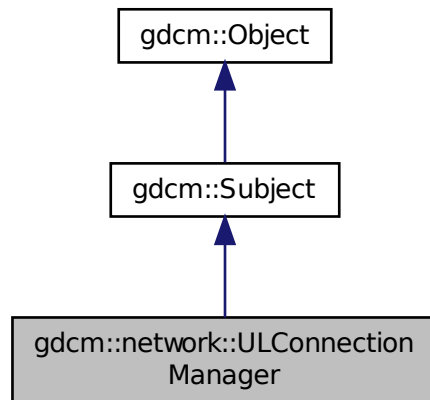
## 25.302 gdcmm::network::ULConnectionManager Class Reference

ULConnectionManager The ULConnectionManager performs actions on the ULConnection given inputs from the user and from the state of what's going on around the connection (ie, timeouts of the ARTIM timer, responses from the peer

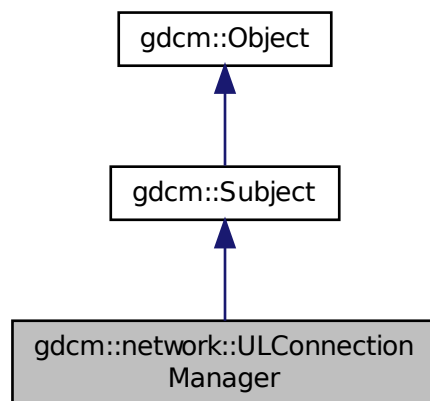
across the connection, etc).

```
#include <gdcmULConnectionManager.h>
```

Inheritance diagram for gdcm::network::ULConnectionManager:



Collaboration diagram for gdcm::network::ULConnectionManager:



## Public Member Functions

- ULConnectionManager ()
- ~ULConnectionManager ()



- bool BreakConnection (const double &inTimeout)
- void BreakConnectionNow ()
- bool EstablishConnection (const std::string &inAETitle, const std::string &inConnectAETitle, const std::string &inComputerName, long inIPAddress, uint16\_t inConnectPort, double inTimeout, std::vector< PresentationContext > const &pcVector)
- bool EstablishConnectionMove (const std::string &inAETitle, const std::string &inConnectAETitle, const std::string &inComputerName, long inIPAddress, uint16\_t inConnectPort, double inTimeout, uint16\_t inReturnPort, std::vector< PresentationContext > const &pcVector)
- std::vector< PresentationDataValue > SendEcho ()
- std::vector< DataSet > SendFind (const BaseRootQuery \*inRootQuery)
- void SendFind (const BaseRootQuery \*inRootQuery, ULConnectionCallback \*inCallback)
- std::vector< DataSet > SendMove (const BaseRootQuery \*inRootQuery)
- void SendMove (const BaseRootQuery \*inRootQuery, ULConnectionCallback \*inCallback)
- std::vector< DataSet > SendStore (const File &file)
- void SendStore (const File &file, ULConnectionCallback \*inCallback)

*callback based API*

## Additional Inherited Members

### 25.302.1 Detailed Description

ULConnectionManager The ULConnectionManager performs actions on the ULConnection given inputs from the user and from the state of what's going on around the connection (ie, timeouts of the ARTIM timer, responses from the peer across the connection, etc).

Its inputs are ULEvents, and it performs ULActions.

### 25.302.2 Constructor & Destructor Documentation

25.302.2.1 gdcmm::network::ULConnectionManager::ULConnectionManager ( )

25.302.2.2 gdcmm::network::ULConnectionManager::~~ULConnectionManager ( )

### 25.302.3 Member Function Documentation

25.302.3.1 bool gdcmm::network::ULConnectionManager::BreakConnection ( const double & *inTimeout* )

25.302.3.2 void gdcmm::network::ULConnectionManager::BreakConnectionNow ( )

25.302.3.3 bool gdcmm::network::ULConnectionManager::EstablishConnection ( const std::string & *inAETitle*, const std::string & *inConnectAETitle*, const std::string & *inComputerName*, long *inIPAddress*, uint16\_t *inConnectPort*, double *inTimeout*, std::vector< PresentationContext > const & *pcVector* )

returns true if a connection of the given AETitle (ie, 'this' program) is able to connect to the given AETitle and Port in a certain amount of time providing the connection type will establish the proper exchange syntax with a server; if a different functionality is required, a different connection should be established. returns false if the connection type is 'move'— have to give a return port for move to work as specified.

25.302.3.4 `bool gdcmm::network::ULConnectionManager::EstablishConnectionMove ( const std::string & inAETitle, const std::string & inConnectAETitle, const std::string & inComputerName, long inIPAddress, uint16_t inConnectPort, double inTimeout, uint16_t inReturnPort, std::vector< PresentationContext > const & pcVector )`

returns true for above reasons, but contains the special 'move' port

25.302.3.5 `std::vector<PresentationDataValue> gdcmm::network::ULConnectionManager::SendEcho ( )`

25.302.3.6 `std::vector<DataSet> gdcmm::network::ULConnectionManager::SendFind ( const BaseRootQuery * inRootQuery )`

25.302.3.7 `void gdcmm::network::ULConnectionManager::SendFind ( const BaseRootQuery * inRootQuery, ULConnectionCallback * inCallback )`

25.302.3.8 `std::vector<DataSet> gdcmm::network::ULConnectionManager::SendMove ( const BaseRootQuery * inRootQuery )`

25.302.3.9 `void gdcmm::network::ULConnectionManager::SendMove ( const BaseRootQuery * inRootQuery, ULConnectionCallback * inCallback )`

25.302.3.10 `std::vector<DataSet> gdcmm::network::ULConnectionManager::SendStore ( const File & file )`

25.302.3.11 `void gdcmm::network::ULConnectionManager::SendStore ( const File & file, ULConnectionCallback * inCallback )`

callback based API

The documentation for this class was generated from the following file:

- `gdcmmULConnectionManager.h`

## 25.303 gdcmm::network::ULEvent Class Reference

ULEvent base class for network events.

```
#include <gdcmmULEvent.h>
```

### Public Member Functions

- `ULEvent (const EEventID &inEventID, std::vector< BasePDU * > inBasePDU)`
- `ULEvent (const EEventID &inEventID, BasePDU *inBasePDU)`
- `~ULEvent ()`
- `EEventID GetEvent () const`
- `std::vector< BasePDU * > GetPDUs () const`
- `void SetEvent (const EEventID &inEvent)`
- `void SetPDU (std::vector< BasePDU * > inPDU)`

### 25.303.1 Detailed Description

ULEvent base class for network events.

An event consists of the event ID and the data associated with that event.

Note that once a PDU is created, it is now the responsibility of the associated event to destroy it!

### 25.303.2 Constructor & Destructor Documentation

25.303.2.1 `gdcmm::network::ULEvent::ULEvent ( const EEventID & inEventID, std::vector< BasePDU * > inBasePDU ) [inline]`

25.303.2.2 `gdcmm::network::ULEvent::ULEvent ( const EEventID & inEventID, BasePDU * inBasePDU ) [inline]`

25.303.2.3 `gdcmm::network::ULEvent::~~ULEvent ( ) [inline]`

### 25.303.3 Member Function Documentation

25.303.3.1 `EEventID gdcmm::network::ULEvent::GetEvent ( ) const [inline]`

25.303.3.2 `std::vector<BasePDU*> gdcmm::network::ULEvent::GetPDUs ( ) const [inline]`

25.303.3.3 `void gdcmm::network::ULEvent::SetEvent ( const EEventID & inEvent ) [inline]`

25.303.3.4 `void gdcmm::network::ULEvent::SetPDU ( std::vector< BasePDU * > inPDU ) [inline]`

The documentation for this class was generated from the following file:

- gdcmmULEvent.h

## 25.304 gdcmm::network::ULTransitionTable Class Reference

ULTransitionTable The transition table of all the ULEvents, new ULActions, and ULStates.

```
#include <gdcmmULTransitionTable.h>
```

### Public Member Functions

- ULTransitionTable ()
- void HandleEvent (Subject \*s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, E-EventID &outRaisedEvent) const
- void PrintTable () const

### 25.304.1 Detailed Description

ULTransitionTable The transition table of all the ULEvents, new ULActions, and ULStates.

Based roughly on the solutions in player2.cpp in the boost examples and this so question: <http://stackoverflow.com/questions/1647631/c-state-machine-design>

The transition table is constructed of TableRows. Each row is based on an event, and an event handler in the Transition-Table object takes a given event, and then finds the given row.

Then, given the current state of the connection, determines the appropriate action to take and then the state to transition to next.

### 25.304.2 Constructor & Destructor Documentation

25.304.2.1 `gdcmm::network::ULTransitionTable::ULTransitionTable ( )`

### 25.304.3 Member Function Documentation

25.304.3.1 `void gdcmm::network::ULTransitionTable::HandleEvent ( Subject * s, ULEvent & inEvent, ULConnection & inConnection, bool & outWaitingForEvent, EEventID & outRaisedEvent ) const`

25.304.3.2 `void gdcmm::network::ULTransitionTable::PrintTable ( ) const`

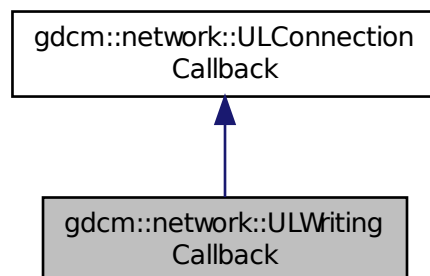
The documentation for this class was generated from the following file:

- `gdcmmULTransitionTable.h`

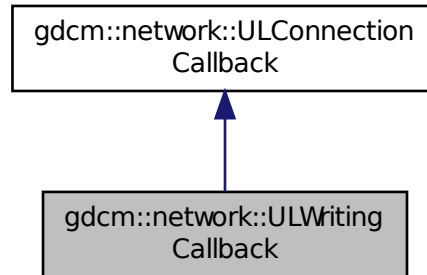
## 25.305 `gdcmm::network::ULWritingCallback` Class Reference

```
#include <gdcmmULWritingCallback.h>
```

Inheritance diagram for `gdcmm::network::ULWritingCallback`:



Collaboration diagram for gdcm::network::ULWritingCallback:



## Public Member Functions

- `ULWritingCallback ()`
- `virtual ~ULWritingCallback ()`
- `virtual void HandleDataSet (const DataSet &inDataSet)`
- `void SetDirectory (const std::string &inDirectoryName)`

*provide the directory into which all files are written.*

## Additional Inherited Members

### 25.305.1 Constructor & Destructor Documentation

25.305.1.1 `gdcm::network::ULWritingCallback::ULWritingCallback ( )` `[inline]`

25.305.1.2 `virtual gdcm::network::ULWritingCallback::~~ULWritingCallback ( )` `[inline]`, `[virtual]`

### 25.305.2 Member Function Documentation

25.305.2.1 `virtual void gdcm::network::ULWritingCallback::HandleDataSet ( const DataSet & inDataSet )` `[virtual]`

Implements `gdcm::network::ULConnectionCallback`.

25.305.2.2 `void gdcm::network::ULWritingCallback::SetDirectory ( const std::string & inDirectoryName )` `[inline]`

provide the directory into which all files are written.

The documentation for this class was generated from the following file:

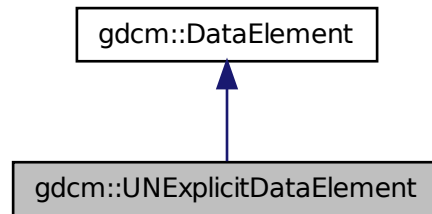
- `gdcmULWritingCallback.h`

## 25.306 gdcm::UNExplicitDataElement Class Reference

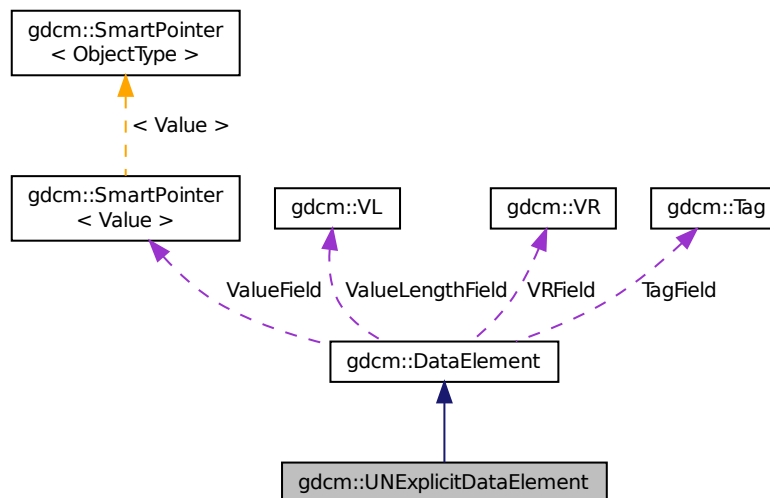
Class to read/write a DataElement as UNExplicit Data Element.

```
#include <gdcmUNExplicitDataElement.h>
```

Inheritance diagram for gdcm::UNExplicitDataElement:



Collaboration diagram for gdcm::UNExplicitDataElement:



### Public Member Functions

- VL GetLength () const
- template<typename TSwap >  
std::istream & Read (std::istream &is)

- `template<typename TSwap >`  
`std::istream & ReadPreValue (std::istream &is)`
- `template<typename TSwap >`  
`std::istream & ReadValue (std::istream &is)`
- `template<typename TSwap >`  
`std::istream & ReadWithLength (std::istream &is, VL &length)`

## Additional Inherited Members

### 25.306.1 Detailed Description

Class to read/write a DataElement as UNExplicit Data Element.

#### Note

bla

### 25.306.2 Member Function Documentation

#### 25.306.2.1 VL gdcm::UNExplicitDataElement::GetLength ( ) const

Reimplemented from `gdcm::DataElement`.

#### 25.306.2.2 `template<typename TSwap > std::istream& gdcm::UNExplicitDataElement::Read ( std::istream & is )`

Reimplemented from `gdcm::DataElement`.

#### 25.306.2.3 `template<typename TSwap > std::istream& gdcm::UNExplicitDataElement::ReadPreValue ( std::istream & is )`

#### 25.306.2.4 `template<typename TSwap > std::istream& gdcm::UNExplicitDataElement::ReadValue ( std::istream & is )`

#### 25.306.2.5 `template<typename TSwap > std::istream& gdcm::UNExplicitDataElement::ReadWithLength ( std::istream & is, VL & length )`

Reimplemented from `gdcm::DataElement`.

The documentation for this class was generated from the following file:

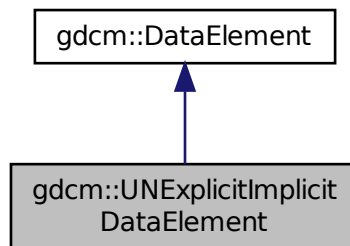
- `gdcmUNExplicitDataElement.h`

## 25.307 gdcm::UNExplicitImplicitDataElement Class Reference

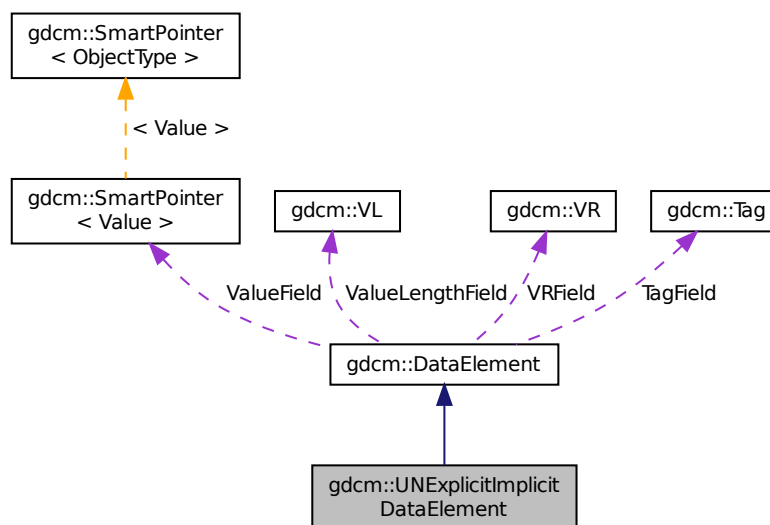
Class to read/write a DataElement as ExplicitImplicit Data Element This class gather two known bugs:

```
#include <gdcmUNExplicitImplicitDataElement.h>
```

Inheritance diagram for `gdcm::UNExplicitImplicitDataElement`:



Collaboration diagram for `gdcm::UNExplicitImplicitDataElement`:



## Public Member Functions

- `VL GetLength () const`
- `template<typename TSwap > std::istream & Read (std::istream &is)`
- `template<typename TSwap > std::istream & ReadPreValue (std::istream &is)`
- `template<typename TSwap > std::istream & ReadValue (std::istream &is)`



## Additional Inherited Members

### 25.307.1 Detailed Description

Class to read/write a DataElement as ExplicitImplicit Data Element This class gather two known bugs:

1. GDCM 1.2.0 would rewrite VR=UN Value Length on 2 bytes instead of 4 bytes
2. GDCM 1.2.0 would also rewrite DataElement as Implicit when the VR would not be known this would only happen in some very rare cases. gdcm 2.X design could handle bug #1 or #2 exclusively, this class can now handle file which have both issues. See: gdcmData/TheralysGDCM120Bug.dcm

### 25.307.2 Member Function Documentation

#### 25.307.2.1 VL gdcm::UNExplicitImplicitDataElement::GetLength ( ) const

Reimplemented from gdcm::DataElement.

#### 25.307.2.2 template<typename TSwap > std::istream& gdcm::UNExplicitImplicitDataElement::Read ( std::istream & is )

Reimplemented from gdcm::DataElement.

#### 25.307.2.3 template<typename TSwap > std::istream& gdcm::UNExplicitImplicitDataElement::ReadPreValue ( std::istream & is )

#### 25.307.2.4 template<typename TSwap > std::istream& gdcm::UNExplicitImplicitDataElement::ReadValue ( std::istream & is )

The documentation for this class was generated from the following file:

- gdcmUNExplicitImplicitDataElement.h

## 25.308 gdcm::Unpacker12Bits Class Reference

Pack/Unpack 12 bits pixel into 16bits.

```
#include <gdcmUnpacker12Bits.h>
```

### Static Public Member Functions

- static bool Pack (char \*out, const char \*in, size\_t n)
- static bool Unpack (char \*out, const char \*in, size\_t n)

### 25.308.1 Detailed Description

Pack/Unpack 12 bits pixel into 16bits.

- You can only pack an even number of 16bits, which means a multiple of 4 (expressed in bytes)
- You can only unpack a multiple of 3 bytes

This class has no purpose in general purpose DICOM implementation. However to be able to cope with some early ACR-NEMA file generated by a well-known private vendor, one would need to unpack 12bits Stored Pixel Value into a more standard 16bits Stored Pixel Value.

#### See Also

Rescaler

## 25.308.2 Member Function Documentation

**25.308.2.1** `static bool gdcm::Unpacker12Bits::Pack ( char * out, const char * in, size_t n ) [static]`

Pack an array of 16bits where all values are 12bits into a pack form. n is the length in bytes of array in, out will be a fake 8bits array of size  $(n / 2) * 3$

**25.308.2.2** `static bool gdcm::Unpacker12Bits::Unpack ( char * out, const char * in, size_t n ) [static]`

Unpack an array of 'packed' 12bits data into a more conventional 16bits array. n is the length in bytes of array in, out will be a 16bits array of size  $(n / 3) * 2$

The documentation for this class was generated from the following file:

- gdcmUnpacker12Bits.h

## 25.309 gdcm::Usage Class Reference

Usage.

```
#include <gdcmUsage.h>
```

### Public Types

- enum UsageType {  
Mandatory,  
Conditional,  
UserOption,  
Invalid }

### Public Member Functions

- Usage (UsageType type=Invalid)
- operator UsageType () const

### Static Public Member Functions

- static const char \* GetUsageString (UsageType type)
- static UsageType GetUsageType (const char \*type)

## Friends

- `std::ostream & operator<< (std::ostream &os, const Usage &vr)`

### 25.309.1 Detailed Description

Usage.

#### Note

A.1.3 IOD Module Table and Functional Group Macro Table This Section of each IOD defines in a tabular form the Modules comprising the IOD. The following information must be specified for each Module in the table:

- The name of the Module or Functional Group
- A reference to the Section in Annex C which defines the Module or Functional Group
- The usage of the Module or Functional Group; whether it is:
  - Mandatory (see A.1.3.1) , abbreviated M
  - Conditional (see A.1.3.2) , abbreviated C
  - User Option (see A.1.3.3) , abbreviated U The Modules referenced are defined in Annex C. A.1.3.1 MANDATORY MODULES For each IOD, Mandatory Modules shall be supported per the definitions, semantics and requirements defined in Annex C.

A.1.3.2 CONDITIONAL MODULES Conditional Modules are Mandatory Modules if specific conditions are met. If the specified conditions are not met, this Module shall not be supported; that is, no information defined in that Module shall be sent. A.1.3.3 USER OPTION MODULES User Option Modules may or may not be supported. If an optional Module is supported, the Attribute Types specified in the Modules in Annex C shall be supported.

### 25.309.2 Member Enumeration Documentation

#### 25.309.2.1 `enum gdcm::Usage::UsageType`

Enumerator:

***Mandatory***

***Conditional***

***UserOption***

***Invalid***

### 25.309.3 Constructor & Destructor Documentation

#### 25.309.3.1 `gdcm::Usage::Usage ( UsageType type = Invalid ) [inline]`

### 25.309.4 Member Function Documentation

#### 25.309.4.1 `static const char* gdcm::Usage::GetUsageString ( UsageType type ) [static]`

Referenced by `gdcm::operator<<()`.

25.309.4.2 `static UsageType gdcM::Usage::GetUsageType ( const char * type )` `[static]`

25.309.4.3 `gdcM::Usage::operator UsageType ( ) const` `[inline]`

### 25.309.5 Friends And Related Function Documentation

25.309.5.1 `std::ostream& operator<< ( std::ostream & os, const Usage & vr )` `[friend]`

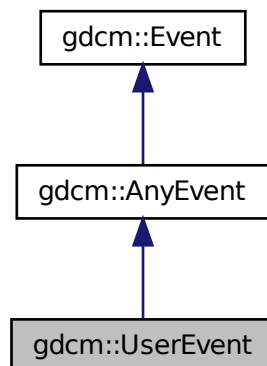
The documentation for this class was generated from the following file:

- `gdcMUsage.h`

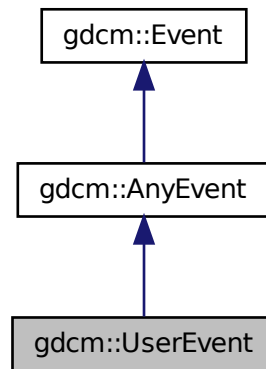
## 25.310 gdcM::UserEvent Class Reference

```
#include <gdcMEvent.h>
```

Inheritance diagram for `gdcM::UserEvent`:



Collaboration diagram for gdcm::UserEvent:



### Additional Inherited Members

The documentation for this class was generated from the following file:

- `gdcmEvent.h`

## 25.311 gdcm::network::UserInfo Class Reference

UserInfo Table 9-16 USER INFORMATION ITEM FIELDS.

```
#include <gdcmUserInfo.h>
```

### Public Member Functions

- `UserInfo ()`
- `const MaximumLengthSub & GetMaximumLengthSub () const`
- `MaximumLengthSub & GetMaximumLengthSub ()`
- `void Print (std::ostream &os) const`
- `std::istream & Read (std::istream &is)`
- `size_t Size () const`
- `const std::ostream & Write (std::ostream &os) const`

### 25.311.1 Detailed Description

UserInfo Table 9-16 USER INFORMATION ITEM FIELDS.

TODO what is the goal of :

Table 9-20 USER INFORMATION ITEM FIELDS

## 25.311.2 Constructor & Destructor Documentation

25.311.2.1 `gdcm::network::UserInformation::UserInformation ( )`

## 25.311.3 Member Function Documentation

25.311.3.1 `const MaximumLengthSub& gdcm::network::UserInformation::GetMaximumLengthSub ( ) const` `[inline]`

25.311.3.2 `MaximumLengthSub& gdcm::network::UserInformation::GetMaximumLengthSub ( )` `[inline]`

25.311.3.3 `void gdcm::network::UserInformation::Print ( std::ostream & os ) const`

25.311.3.4 `std::istream& gdcm::network::UserInformation::Read ( std::istream & is )`

25.311.3.5 `size_t gdcm::network::UserInformation::Size ( ) const`

25.311.3.6 `const std::ostream& gdcm::network::UserInformation::Write ( std::ostream & os ) const`

The documentation for this class was generated from the following file:

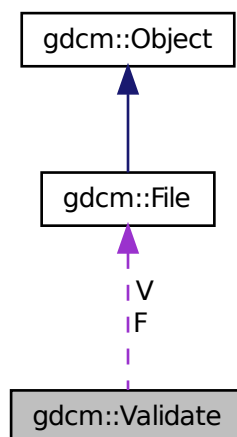
- `gdcmUserInformation.h`

## 25.312 gdcm::Validate Class Reference

Validate class.

```
#include <gdcmValidate.h>
```

Collaboration diagram for `gdcm::Validate`:



## Public Member Functions

- `Validate ()`
- `~Validate ()`
- `const File & GetValidatedFile ()`
- `void SetFile (File const &f)`
- `void Validation ()`

## Protected Attributes

- `const File * F`
- `File V`

### 25.312.1 Detailed Description

Validate class.

### 25.312.2 Constructor & Destructor Documentation

25.312.2.1 `gdcm::Validate::Validate ( )`

25.312.2.2 `gdcm::Validate::~~Validate ( )`

### 25.312.3 Member Function Documentation

25.312.3.1 `const File& gdcm::Validate::GetValidatedFile ( )` `[inline]`

25.312.3.2 `void gdcm::Validate::SetFile ( File const & f )` `[inline]`

25.312.3.3 `void gdcm::Validate::Validation ( )`

### 25.312.4 Member Data Documentation

25.312.4.1 `const File* gdcm::Validate::F` `[protected]`

25.312.4.2 `File gdcm::Validate::V` `[protected]`

The documentation for this class was generated from the following file:

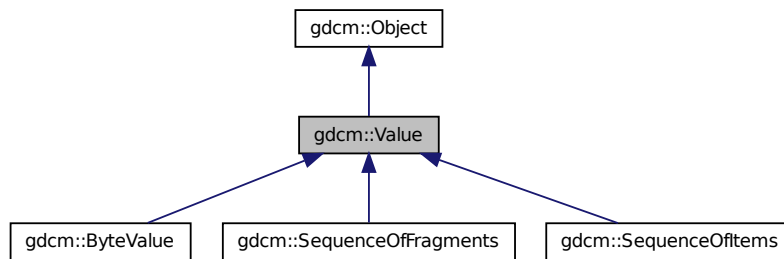
- `gdcmValidate.h`

## 25.313 gdcm::Value Class Reference

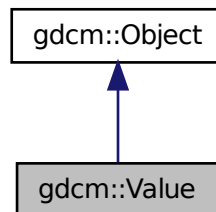
Class to represent the value of a Data Element.

```
#include <gdcmValue.h>
```

Inheritance diagram for `gdcm::Value`:



Collaboration diagram for `gdcm::Value`:



## Public Member Functions

- `Value ()`
- `~Value ()`
- `virtual void Clear ()=0`
- `virtual VL GetLength () const =0`
- `virtual bool operator== (const Value &val) const =0`
- `virtual void SetLength (VL l)=0`

## Additional Inherited Members

### 25.313.1 Detailed Description

Class to represent the value of a Data Element.

#### Note

VALUE: A component of a Value Field. A Value Field may consist of one or more of these components.



### 25.313.2 Constructor & Destructor Documentation

25.313.2.1 `gdcm::Value::Value ( ) [inline]`

25.313.2.2 `gdcm::Value::~~Value ( ) [inline]`

### 25.313.3 Member Function Documentation

25.313.3.1 `virtual void gdcm::Value::Clear ( ) [pure virtual]`

Implemented in `gdcm::ByteValue`, `gdcm::SequenceOfItems`, and `gdcm::SequenceOfFragments`.

25.313.3.2 `virtual VL gdcm::Value::GetLength ( ) const [pure virtual]`

Implemented in `gdcm::ByteValue`, `gdcm::SequenceOfItems`, and `gdcm::SequenceOfFragments`.

Referenced by `gdcm::DataSet::InsertDataElement()`, and `gdcm::DataElement::SetValue()`.

25.313.3.3 `virtual bool gdcm::Value::operator== ( const Value & val ) const [pure virtual]`

Implemented in `gdcm::SequenceOfItems`, `gdcm::SequenceOfFragments`, and `gdcm::ByteValue`.

25.313.3.4 `virtual void gdcm::Value::SetLength ( VL / ) [pure virtual]`

Implemented in `gdcm::ByteValue`, `gdcm::SequenceOfItems`, and `gdcm::SequenceOfFragments`.

The documentation for this class was generated from the following file:

- `gdcmValue.h`

## 25.314 gdcm::ValueIO< TDE, TSwap, TType > Class Template Reference

Class to dispatch template calls.

```
#include <gdcmValueIO.h>
```

### Static Public Member Functions

- static `std::istream & Read (std::istream &is, Value &v)`
- static `const std::ostream & Write (std::ostream &os, const Value &v)`

### 25.314.1 Detailed Description

```
template<typename TDE, typename TSwap, typename TType = uint8_t>class gdcm::ValueIO< TDE, TSwap, TType >
```

Class to dispatch template calls.

### 25.314.2 Member Function Documentation

25.314.2.1 `template<typename TDE , typename TSwap , typename TType = uint8_t> static std::istream& gdcmm::ValueIO< TDE, TSwap, TType >::Read ( std::istream & is, Value & v ) [static]`

25.314.2.2 `template<typename TDE , typename TSwap , typename TType = uint8_t> static const std::ostream& gdcmm::ValueIO< TDE, TSwap, TType >::Write ( std::ostream & os, const Value & v ) [static]`

The documentation for this class was generated from the following file:

- `gdcmmValueIO.h`

## 25.315 gdcmm::Version Class Reference

major/minor and build version

```
#include <gdcmmVersion.h>
```

### Public Member Functions

- `Version ()`
- `~Version ()`
- `void Print (std::ostream &os=std::cout) const`

### Static Public Member Functions

- `static int GetBuildVersion ()`
- `static int GetMajorVersion ()`
- `static int GetMinorVersion ()`
- `static const char * GetVersion ()`

### Friends

- `std::ostream & operator<< (std::ostream &_os, const Version &v)`

### 25.315.1 Detailed Description

major/minor and build version

### 25.315.2 Constructor & Destructor Documentation

25.315.2.1 `gdcmm::Version::Version ( ) [inline]`

25.315.2.2 `gdcmm::Version::~~Version ( ) [inline]`

### 25.315.3 Member Function Documentation

25.315.3.1 static int gdcm::Version::GetBuildVersion ( ) [static]

25.315.3.2 static int gdcm::Version::GetMajorVersion ( ) [static]

25.315.3.3 static int gdcm::Version::GetMinorVersion ( ) [static]

25.315.3.4 static const char\* gdcm::Version::GetVersion ( ) [static]

25.315.3.5 void gdcm::Version::Print ( std::ostream & os = std::cout ) const

Referenced by gdcm::operator<<().

## 25.315.4 Friends And Related Function Documentation

25.315.4.1 std::ostream& operator<< ( std::ostream & os, const Version & v ) [friend]

The documentation for this class was generated from the following file:

- gdcmVersion.h

## 25.316 gdcm::VL Class Reference

Value Length.

```
#include <gdcmVL.h>
```

### Public Types

- typedef uint32\_t Type

### Public Member Functions

- VL (uint32\_t vl=0)
- VL GetLength () const
- bool IsOdd () const
 

*Return whether or not the VL is odd or not.*
- bool IsUndefined () const
- operator uint32\_t () const
- VL & operator++ ()
- VL operator++ (int)
- VL & operator+= (VL const &vl)
 

*+= operator*
- template<typename TSwap >
 std::istream & Read (std::istream &is)
- template<typename TSwap >
 std::istream & Read16 (std::istream &is)
- void SetToUndefined ()
- template<typename TSwap >
 const std::ostream & Write (std::ostream &os) const

- `template<typename TSwap >`  
`const std::ostream & Write16 (std::ostream &os) const`

### Static Public Member Functions

- `static uint16_t GetVL16Max ()`
- `static uint32_t GetVL32Max ()`

### Friends

- `std::ostream & operator<< (std::ostream &os, const VL &vl)`

## 25.316.1 Detailed Description

Value Length.

### Warning

this is a 4bytes value ! Do not try to use it for 2bytes value length

## 25.316.2 Member Typedef Documentation

25.316.2.1 `typedef uint32_t gdcm::VL::Type`

## 25.316.3 Constructor & Destructor Documentation

25.316.3.1 `gdcm::VL::VL ( uint32_t vl = 0 ) [inline]`

## 25.316.4 Member Function Documentation

25.316.4.1 `VL gdcm::VL::GetLength ( ) const [inline]`

Referenced by `gdcm::FileMetaInformation::GetFullLength()`, `gdcm::Fragment::GetLength()`, and `gdcm::Item::Write()`.

25.316.4.2 `static uint16_t gdcm::VL::GetVL16Max ( ) [inline], [static]`

25.316.4.3 `static uint32_t gdcm::VL::GetVL32Max ( ) [inline], [static]`

25.316.4.4 `bool gdcm::VL::IsOdd ( ) const [inline]`

Return whether or not the VL is odd or not.

Referenced by `gdcm::ByteValue::SetLength()`.

25.316.4.5 `bool gdcm::VL::IsUndefined ( ) const [inline]`

Referenced by `gdcm::ByteValue::SetLength()`.

25.316.4.6 `gdcm::VL::operator uint32_t ( ) const` `[inline]`

25.316.4.7 `VL& gdcm::VL::operator++ ( )` `[inline]`

25.316.4.8 `VL gdcm::VL::operator++ ( int )` `[inline]`

25.316.4.9 `VL& gdcm::VL::operator+=( VL const & vl )` `[inline]`

`+=` operator

25.316.4.10 `template<typename TSwap> std::istream& gdcm::VL::Read ( std::istream & is )` `[inline]`

Referenced by `gdcm::Fragment::Read()`.

25.316.4.11 `template<typename TSwap> std::istream& gdcm::VL::Read16 ( std::istream & is )` `[inline]`

25.316.4.12 `void gdcm::VL::SetToUndefined ( )` `[inline]`

25.316.4.13 `template<typename TSwap> const std::ostream& gdcm::VL::Write ( std::ostream & os ) const` `[inline]`

Referenced by `gdcm::Fragment::Write()`, `gdcm::SequenceOfFragments::Write()`, `gdcm::SequenceOfItems::Write()`, and `gdcm::Item::Write()`.

25.316.4.14 `template<typename TSwap> const std::ostream& gdcm::VL::Write16 ( std::ostream & os ) const` `[inline]`

## 25.316.5 Friends And Related Function Documentation

25.316.5.1 `std::ostream& operator<< ( std::ostream & os, const VL & vl )` `[friend]`

The documentation for this class was generated from the following file:

- `gdcmVL.h`

## 25.317 gdcm::VM Class Reference

Value Multiplicity Looking at the DICOMV3 dict only there is very few cases: 1 2 3 4 5 6 8 16 24 1-2 1-3 1-8 1-32 1-99 1-n 2-2n 2-n 3-3n 3-n.

```
#include <gdcmVM.h>
```

## Public Types

- enum VMType {
  - VM0 = 0,
  - VM1 = 1,
  - VM2 = 2,
  - VM3 = 4,
  - VM4 = 8,
  - VM5 = 16,
  - VM6 = 32,
  - VM8 = 64,
  - VM9 = 128,
  - VM10 = 256,
  - VM12 = 512,
  - VM16 = 1024,
  - VM18 = 2048,
  - VM24 = 4096,
  - VM28 = 8192,
  - VM32 = 16384,
  - VM35 = 32768,
  - VM99 = 65536,
  - VM256 = 131072,
  - VM1\_2 = VM1 | VM2,
  - VM1\_3 = VM1 | VM2 | VM3,
  - VM1\_4 = VM1 | VM2 | VM3 | VM4,
  - VM1\_5 = VM1 | VM2 | VM3 | VM4 | VM5,
  - VM1\_8 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8,
  - VM1\_32 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32,
  - VM1\_99 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99,
  - VM1\_n = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
  - VM2\_2n = VM2 | VM4 | VM6 | VM8 | VM16 | VM24 | VM32 | VM256,
  - VM2\_n = VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
  - VM3\_4 = VM3 | VM4,
  - VM3\_3n = VM3 | VM6 | VM9 | VM24 | VM99 | VM256,
  - VM3\_n = VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
  - VM4\_4n = VM4 | VM16 | VM24 | VM32 | VM256,
  - VM6\_6n = VM6 | VM12 | VM18 | VM24,
  - VM7\_7n,
  - VM30\_30n,
  - VM47\_47n,
  - VM\_END = VM1\_n + 1 }

## Public Member Functions

- VM (VMType type=VM0)
- bool Compatible (VM const &vm) const
- unsigned int GetLength () const
- operator VMType () const

## Static Public Member Functions

- static unsigned int GetNumberOfElementsFromArray (const char \*array, unsigned int length)

- static const char \* GetVMString (VMType vm)
- static VMType GetVMType (const char \*vm)
- static VMType GetVMTypeFromLength (unsigned int length, unsigned int size)
- static bool IsValid (int vm1, VMType vm2)

### Static Protected Member Functions

- static unsigned int GetIndex (VMType vm)

### Friends

- std::ostream & operator<< (std::ostream &os, const VM &vm)

### 25.317.1 Detailed Description

Value Multiplicity Looking at the DICOMV3 dict only there is very few cases: 1 2 3 4 5 6 8 16 24 1-2 1-3 1-8 1-32 1-99 1-n 2-2n 2-n 3-3n 3-n.

Some private dict define some more: 4-4n 1-4 1-5 256 9 3-4

even more:

7-7n 10 18 12 35 47\_47n 30\_30n 28

6-6n

### 25.317.2 Member Enumeration Documentation

#### 25.317.2.1 enum gdcm::VM::VMType

Enumerator:

***VM0***  
***VM1***  
***VM2***  
***VM3***  
***VM4***  
***VM5***  
***VM6***  
***VM8***  
***VM9***  
***VM10***  
***VM12***  
***VM16***  
***VM18***  
***VM24***  
***VM28***  
***VM32***

**VM35**  
**VM99**  
**VM256**  
**VM1\_2**  
**VM1\_3**  
**VM1\_4**  
**VM1\_5**  
**VM1\_8**  
**VM1\_32**  
**VM1\_99**  
**VM1\_n**  
**VM2\_2n**  
**VM2\_n**  
**VM3\_4**  
**VM3\_3n**  
**VM3\_n**  
**VM4\_4n**  
**VM6\_6n**  
**VM7\_7n**  
**VM30\_30n**  
**VM47\_47n**  
**VM\_END**

### 25.317.3 Constructor & Destructor Documentation

25.317.3.1 `gdcm::VM::VM ( VMType type = VM0 ) [inline]`

### 25.317.4 Member Function Documentation

25.317.4.1 `bool gdcm::VM::Compatible ( VM const & vm ) const`

WARNING: Implementation deficiency The Compatible function is poorly implemented, the reference vm should be coming from the dictionary, while the passed in value is the value guess from the file.

25.317.4.2 `static unsigned int gdcm::VM::GetIndex ( VMType vm ) [static], [protected]`

25.317.4.3 `unsigned int gdcm::VM::GetLength ( ) const`

25.317.4.4 `static unsigned int gdcm::VM::GetNumberOfElementsFromArray ( const char * array, unsigned int length ) [static]`

25.317.4.5 `static const char* gdcm::VM::GetVMString ( VMType vm ) [static]`

Return the string as written in the official DICOM dict from a custom enum type

Referenced by `gdcm::operator<<()`.



25.317.4.6 static VMType gdcm::VM::GetVMType ( const char \* *vm* ) [static]

25.317.4.7 static VMType gdcm::VM::GetVMTypeFromLength ( unsigned int *length*, unsigned int *size* ) [static]

25.317.4.8 static bool gdcm::VM::IsValid ( int *vm1*, VMType *vm2* ) [static]

Check if vm1 is valid compare to vm2, i.e vm1 is element of vm2 vm1 is typically deduce from counting in a ValueField

25.317.4.9 gdcm::VM::operator VMType ( ) const [inline]

## 25.317.5 Friends And Related Function Documentation

25.317.5.1 std::ostream& operator<< ( std::ostream & *os*, const VM & *vm* ) [friend]

The documentation for this class was generated from the following file:

- gdcmVM.h

## 25.318 gdcm::VR Class Reference

VR class This is adapted from DICOM standard The biggest difference is the INVALID VR and the composite one that differ from standard (more like an addition) This allow us to represent all the possible case express in the DICOMV3 dict.

```
#include <gdcmVR.h>
```

## Public Types

- enum VRType {
  - INVALID = 0,
  - AE = 1,
  - AS = 2,
  - AT = 4,
  - CS = 8,
  - DA = 16,
  - DS = 32,
  - DT = 64,
  - FD = 128,
  - FL = 256,
  - IS = 512,
  - LO = 1024,
  - LT = 2048,
  - OB = 4096,
  - OF = 8192,
  - OW = 16384,
  - PN = 32768,
  - SH = 65536,
  - SL = 131072,
  - SQ = 262144,
  - SS = 524288,
  - ST = 1048576,
  - TM = 2097152,
  - UI = 4194304,
  - UL = 8388608,
  - UN = 16777216,
  - US = 33554432,
  - UT = 67108864,
  - OB\_OW = OB | OW,
  - US\_SS = US | SS,
  - US\_SS\_OW = US | SS | OW,
  - VL16 = AE | AS | AT | CS | DA | DS | DT | FD | FL | IS | LO | LT | PN | SH | SL | SS | ST | TM | UI | UL | US,
  - VL32 = OB | OW | OF | SQ | UN | UT,
  - VRASCII = AE | AS | CS | DA | DS | DT | IS | LO | LT | PN | SH | ST | TM | UI | UT,
  - VRBINARY = AT | FL | FD | OB | OF | OW | SL | SQ | SS | UL | UN | US,
  - VR\_VM1 = AS | LT | ST | UT | SQ | OF | OW | OB | UN,
  - VRALL = VRASCII | VRBINARY,
  - VR\_END = UT+1 }

## Public Member Functions

- VR (VRType vr=INVALID)
- bool Compatible (VR const &vr) const
- int GetLength () const
- unsigned int GetSize () const
- unsigned int GetSizeof () const
- bool IsDual () const
- bool IsVRFile () const
- operator VRType () const
- std::istream & Read (std::istream &is)

- `const std::ostream & Write (std::ostream &os) const`

### Static Public Member Functions

- `static bool CanDisplay (VRType vr)`
- `static uint32_t GetLength (VRType vr)`
- `static const char * GetVRString (VRType vr)`
- `static const char * GetVRStringFromFile (VRType vr)`
- `static VRType GetVRType (const char *vr)`
- `static VRType GetVRTypeFromFile (const char *vr)`
- `static bool IsASCII (VRType vr)`
- `static bool IsASCII2 (VRType vr)`
- `static bool IsBinary (VRType vr)`
- `static bool IsBinary2 (VRType vr)`
- `static bool IsSwap (const char *vr)`
- `static bool IsValid (const char *vr)`
- `static bool IsValid (const char *vr1, VRType vr2)`

### Friends

- `std::ostream & operator<< (std::ostream &os, const VR &vr)`

## 25.318.1 Detailed Description

VR class This is adapted from DICOM standard The biggest difference is the INVALID VR and the composite one that differ from standard (more like an addition) This allow us to represent all the possible case express in the DICOMV3 dict.

#### Note

VALUE REPRESENTATION (VR) Specifies the data type and format of the Value(s) contained in the Value Field of a Data Element. VALUE REPRESENTATION FIELD: The field where the Value Representation of a Data Element is stored in the encoding of a Data Element structure with explicit VR.

#### Examples:

GenAllVR.cxx, and GenFakeIdentifyFile.cxx.

## 25.318.2 Member Enumeration Documentation

### 25.318.2.1 enum gdcm::VR::VRType

Enumerator:

**INVALID**  
**AE**  
**AS**  
**AT**  
**CS**  
**DA**

*DS*  
*DT*  
*FD*  
*FL*  
*IS*  
*LO*  
*LT*  
*OB*  
*OF*  
*OW*  
*PN*  
*SH*  
*SL*  
*SQ*  
*SS*  
*ST*  
*TM*  
*UI*  
*UL*  
*UN*  
*US*  
*UT*  
*OB\_OW*  
*US\_SS*  
*US\_SS\_OW*  
*VL16*  
*VL32*  
*VRASCII*  
*VRBINARY*  
*VR\_VM1*  
*VRALL*  
*VR\_END*

### 25.318.3 Constructor & Destructor Documentation

25.318.3.1 `gdcmm::VR::VR ( VRType vr = INVALID ) [inline]`

### 25.318.4 Member Function Documentation

25.318.4.1 `static bool gdcmm::VR::CanDisplay ( VRType vr ) [static]`

25.318.4.2 `bool gdcmm::VR::Compatible ( VR const & vr ) const`

25.318.4.3 `int gdcm::VR::GetLength ( ) const [inline]`

25.318.4.4 `static uint32_t gdcm::VR::GetLength ( VRType vr ) [inline], [static]`

25.318.4.5 `unsigned int gdcm::VR::GetSize ( ) const [inline]`

References AE, US\_SS, and VRTypeTemplateCase.

25.318.4.6 `unsigned int gdcm::VR::GetSizeof ( ) const`

25.318.4.7 `static const char* gdcm::VR::GetVRString ( VRType vr ) [static]`

Referenced by `gdcm::operator<<()`.

25.318.4.8 `static const char* gdcm::VR::GetVRStringFromFile ( VRType vr ) [static]`

25.318.4.9 `static VRType gdcm::VR::GetVRType ( const char * vr ) [static]`

25.318.4.10 `static VRType gdcm::VR::GetVRTypeFromFile ( const char * vr ) [static]`

25.318.4.11 `static bool gdcm::VR::IsASCII ( VRType vr ) [static]`

25.318.4.12 `static bool gdcm::VR::IsASCII2 ( VRType vr ) [static]`

25.318.4.13 `static bool gdcm::VR::IsBinary ( VRType vr ) [static]`

25.318.4.14 `static bool gdcm::VR::IsBinary2 ( VRType vr ) [static]`

25.318.4.15 `bool gdcm::VR::IsDual ( ) const`

25.318.4.16 `static bool gdcm::VR::IsSwap ( const char * vr ) [static]`

25.318.4.17 `static bool gdcm::VR::IsValid ( const char * vr ) [static]`

25.318.4.18 `static bool gdcm::VR::IsValid ( const char * vr1, VRType vr2 ) [static]`

25.318.4.19 `bool gdcm::VR::IsVRFile ( ) const`

Referenced by `gdcm::DataElement::SetVR()`.

25.318.4.20 `gdcm::VR::operator VRType ( ) const [inline]`

25.318.4.21 `std::istream& gdcm::VR::Read ( std::istream & is ) [inline]`

References `gdcmDebugMacro`, `INVALID`, and `VR_END`.

25.318.4.22 `const std::ostream& gdcm::VR::Write ( std::ostream & os ) const [inline]`

References `gdcmAssertAlwaysMacro`, and `INVALID`.

## 25.318.5 Friends And Related Function Documentation

25.318.5.1 `std::ostream& operator<< ( std::ostream & os, const VR & vr )` [friend]

The documentation for this class was generated from the following file:

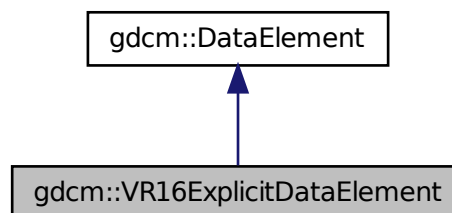
- `gdcmVR.h`

## 25.319 gdcm::VR16ExplicitDataElement Class Reference

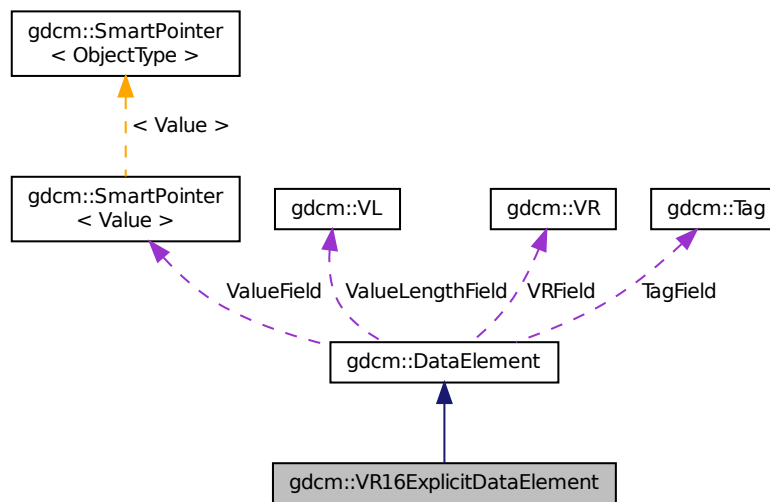
Class to read/write a DataElement as Explicit Data Element.

```
#include <gdcmVR16ExplicitDataElement.h>
```

Inheritance diagram for `gdcm::VR16ExplicitDataElement`:



Collaboration diagram for gdcm::VR16ExplicitDataElement:



## Public Member Functions

- VL GetLength () const
- template<typename TSwap >  
std::istream & Read (std::istream &is)
- template<typename TSwap >  
std::istream & ReadPreValue (std::istream &is)
- template<typename TSwap >  
std::istream & ReadValue (std::istream &is)
- template<typename TSwap >  
std::istream & ReadWithLength (std::istream &is, VL &length)

## Additional Inherited Members

### 25.319.1 Detailed Description

Class to read/write a DataElement as Explicit Data Element.

#### Note

This class support 16 bits when finding an unkown VR: For instance: Siemens\_CT\_Sensation64\_has\_VR\_RT.dcm

### 25.319.2 Member Function Documentation

#### 25.319.2.1 VL gdcm::VR16ExplicitDataElement::GetLength ( ) const

Reimplemented from gdcm::DataElement.

25.319.2.2 `template<typename TSwap > std::istream& gdcm::VR16ExplicitDataElement::Read ( std::istream & is )`

Reimplemented from `gdcm::DataElement`.

25.319.2.3 `template<typename TSwap > std::istream& gdcm::VR16ExplicitDataElement::ReadPreValue ( std::istream & is )`

25.319.2.4 `template<typename TSwap > std::istream& gdcm::VR16ExplicitDataElement::ReadValue ( std::istream & is )`

25.319.2.5 `template<typename TSwap > std::istream& gdcm::VR16ExplicitDataElement::ReadWithLength ( std::istream & is, VL & length )`

Reimplemented from `gdcm::DataElement`.

The documentation for this class was generated from the following file:

- `gdcmVR16ExplicitDataElement.h`

## 25.320 `gdcm::VRVLSIZE< 0 >` Class Template Reference

```
#include <gdcmAttribute.h>
```

### Static Public Member Functions

- `static uint16_t Read (std::istream &_is)`
- `static void Write (std::ostream &os)`

### 25.320.1 Member Function Documentation

25.320.1.1 `static uint16_t gdcm::VRVLSIZE< 0 >::Read ( std::istream & is )` `[inline]`, `[static]`

25.320.1.2 `static void gdcm::VRVLSIZE< 0 >::Write ( std::ostream & os )` `[inline]`, `[static]`

The documentation for this class was generated from the following file:

- `gdcmAttribute.h`

## 25.321 `gdcm::VRVLSIZE< 1 >` Class Template Reference

```
#include <gdcmAttribute.h>
```

### Static Public Member Functions

- `static uint32_t Read (std::istream &_is)`
- `static void Write (std::ostream &os)`



### 25.321.1 Member Function Documentation

25.321.1.1 `static uint32_t gdcmm::VRVLSIZE< 1 >::Read ( std::istream & is ) [inline], [static]`

25.321.1.2 `static void gdcmm::VRVLSIZE< 1 >::Write ( std::ostream & os ) [inline], [static]`

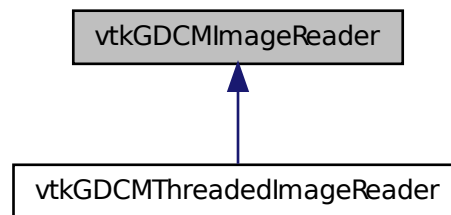
The documentation for this class was generated from the following file:

- gdcmmAttribute.h

## 25.322 vtkGDCMImageReader Class Reference

```
#include <vtkGDCMImageReader.h>
```

Inheritance diagram for vtkGDCMImageReader:



### Public Member Functions

- virtual int CanReadFile (const char \*fname)
- virtual const char \* GetDescriptiveName ()
- virtual const char \* GetFileExtensions ()
- vtkImageData \* GetIconImage ()
- vtkImageData \* GetOverlay (int i)
- virtual void PrintSelf (ostream &os, vtkIndent indent)
- virtual void SetCurve (vtkPolyData \*pd)
- virtual void SetFileNames (vtkStringArray \*)
- virtual void SetMedicalImageProperties (vtkMedicalImageProperties \*pd)
- vtkBooleanMacro (LoadOverlays, int)
- vtkBooleanMacro (LoadIconImage, int)
- vtkBooleanMacro (LossyFlag, int)
- vtkBooleanMacro (ApplyLookupTable, int)
- int vtkBooleanMacro (ApplyYBRToRGB, int)
- vtkGetMacro (LoadOverlays, int)
- vtkGetMacro (LoadIconImage, int)
- vtkGetMacro (LossyFlag, int)

- vtkGetMacro (NumberOfOverlays, int)
- vtkGetMacro (NumberOfIconImages, int)
- vtkGetMacro (ApplyLookupTable, int)
- vtkGetMacro (ApplyYBRToRGB, int) vtkSetMacro (ApplyYBRToRGB
- vtkGetMacro (ImageFormat, int)
- vtkGetMacro (PlanarConfiguration, int)
- vtkGetMacro (Shift, double)
- vtkGetMacro (Scale, double)
- vtkGetObjectMacro (DirectionCosines, vtkMatrix4x4)
- vtkGetObjectMacro (MedicalImageProperties, vtkMedicalImageProperties)
- vtkGetObjectMacro (FileNames, vtkStringArray)
- vtkGetObjectMacro (Curve, vtkPolyData)
- vtkGetVector3Macro (ImagePositionPatient, double)
- vtkGetVector6Macro (ImageOrientationPatient, double)
- vtkSetMacro (LoadOverlays, int)
- vtkSetMacro (LoadIconImage, int)
- vtkSetMacro (LossyFlag, int)
- vtkSetMacro (ApplyLookupTable, int)
- vtkTypeRevisionMacro (vtkGDCMImageReader, vtkMedicalImageReader2)

### Static Public Member Functions

- static vtkGDCMImageReader \* New ()

### Protected Member Functions

- vtkGDCMImageReader ()
- ~vtkGDCMImageReader ()
- void ExecuteData (vtkDataObject \*out)
- void ExecuteInformation ()
- void FillMedicalImageInformation (const gdcmm::ImageReader &reader)
- int LoadSingleFile (const char \*filename, char \*pointer, unsigned long &outlen)
- int RequestDataCompat ()
- int RequestInformationCompat ()
- void SetFilePattern (const char \*)
- void SetFilePrefix (const char \*)
- vtkGetStringMacro (FilePrefix)
- vtkGetStringMacro (FilePattern)
- vtkSetVector6Macro (ImageOrientationPatient, double)

### Protected Attributes

- int ApplyInverseVideo
- int ApplyLookupTable
- int ApplyPlanarConfiguration
- int ApplyShiftScale
- int ApplyYBRToRGB
- vtkPolyData \* Curve
- vtkMatrix4x4 \* DirectionCosines

- vtkStringArray \* FileNames
- int ForceRescale
- int IconDataScalarType
- int IconImageDataExtent [6]
- int IconNumberOfScalarComponents
- int ImageFormat
- double ImageOrientationPatient [6]
- double ImagePositionPatient [3]
- int LoadIconImage
- int LoadOverlays
- int LossyFlag
- vtkMedicalImageProperties \* MedicalImageProperties
- int NumberOfIconImages
- int NumberOfOverlays
- int PlanarConfiguration
- double Scale
- double Shift

### 25.322.1 Detailed Description

Examples:

AWTMedical3.java, Convert16BitsTo8Bits.cxx, ConvertMultiFrameToSingleFrame.cxx, ConvertRGBToLuminance.cxx, ConvertSingleBitTo8Bits.cxx, gdcmorthoplanes.cxx, gdcmreslice.cxx, gdcmtexture.cxx, gdcmvolume.cxx, HelloActiviz.cs, HelloActiviz3.cs, HelloActiviz4.cs, HelloActiviz5.cs, HelloVTKWorld.cs, HelloVTKWorld.java, MagnifyFile.cxx, MetalImageMD5Activiz.cs, MIPViewer.java, MPRViewer.java, MPRViewer2.java, offscreenimage.cxx, ReadSeriesIntoVTK.java, RefCounting.cs, and reslicesphere.cxx.

### 25.322.2 Constructor & Destructor Documentation

25.322.2.1 `vtkGDCMImageReader::vtkGDCMImageReader ( )` [protected]

25.322.2.2 `vtkGDCMImageReader::~~vtkGDCMImageReader ( )` [protected]

### 25.322.3 Member Function Documentation

25.322.3.1 `virtual int vtkGDCMImageReader::CanReadFile ( const char * fname )` [virtual]

Examples:

MetalImageMD5Activiz.cs.

25.322.3.2 `void vtkGDCMImageReader::ExecuteData ( vtkDataObject * out )` [protected]

Reimplemented in `vtkGDCMThreadedImageReader`.

25.322.3.3 `void vtkGDCMImageReader::ExecuteInformation ( )` [protected]

Reimplemented in `vtkGDCMThreadedImageReader`.

- 25.322.3.4 `void vtkGDCMImageReader::FillMedicalImageInformation ( const gdcm::ImageReader & reader )`  
[protected]
- 25.322.3.5 `virtual const char* vtkGDCMImageReader::GetDescriptiveName ( )` [inline],[virtual]
- 25.322.3.6 `virtual const char* vtkGDCMImageReader::GetFileExtensions ( )` [inline],[virtual]
- 25.322.3.7 `vtkImageData* vtkGDCMImageReader::GetIconImage ( )`
- 25.322.3.8 `vtkImageData* vtkGDCMImageReader::GetOverlay ( int i )`
- 25.322.3.9 `int vtkGDCMImageReader::LoadSingleFile ( const char * filename, char * pointer, unsigned long & outlen )`  
[protected]
- 25.322.3.10 `static vtkGDCMImageReader* vtkGDCMImageReader::New ( )` [static]

Reimplemented in `vtkGDCMThreadedImageReader`.

#### Examples:

`Convert16BitsTo8Bits.cxx`, `ConvertMultiFrameToSingleFrame.cxx`, `ConvertRGBToLuminance.cxx`, `ConvertSingleBitTo8Bits.cxx`, `gdcmorthoplanes.cxx`, `gdcmreslice.cxx`, `gdcmtexture.cxx`, `gdcmvolume.cxx`, `HelloActiviz.cs`, `HelloActiviz3.cs`, `HelloActiviz4.cs`, `HelloActiviz5.cs`, `HelloVTKWorld.cs`, `MagnifyFile.cxx`, `MetalImageMD5Activiz.cs`, `offscreenimage.cxx`, `RefCounting.cs`, and `reslicesphere.cxx`.

- 25.322.3.11 `virtual void vtkGDCMImageReader::PrintSelf ( ostream & os, vtkIndent indent )` [virtual]

Reimplemented in `vtkGDCMThreadedImageReader`.

- 25.322.3.12 `int vtkGDCMImageReader::RequestDataCompat ( )` [protected]

Reimplemented in `vtkGDCMThreadedImageReader`.

- 25.322.3.13 `int vtkGDCMImageReader::RequestInformationCompat ( )` [protected]

- 25.322.3.14 `virtual void vtkGDCMImageReader::SetCurve ( vtkPolyData * pd )` [virtual]

- 25.322.3.15 `virtual void vtkGDCMImageReader::SetFileNames ( vtkStringArray * )` [virtual]

#### Examples:

`gdcmorthoplanes.cxx`, `HelloActiviz3.cs`, `HelloActiviz4.cs`, `HelloActiviz5.cs`, `MIPViewer.java`, `MPRViewer.java`, `MPRViewer2.java`, and `ReadSeriesIntoVTK.java`.

- 25.322.3.16 `void vtkGDCMImageReader::SetFilePattern ( const char * )` [inline],[protected]

- 25.322.3.17 `void vtkGDCMImageReader::SetFilePrefix ( const char * )` [inline],[protected]

- 25.322.3.18 `virtual void vtkGDCMImageReader::SetMedicalImageProperties ( vtkMedicalImageProperties * pd )` [virtual]

- 25.322.3.19 `vtkGDCMImageReader::vtkBooleanMacro ( LoadOverlays , int )`
- 25.322.3.20 `vtkGDCMImageReader::vtkBooleanMacro ( LoadIconImage , int )`
- 25.322.3.21 `vtkGDCMImageReader::vtkBooleanMacro ( LossyFlag , int )`
- 25.322.3.22 `vtkGDCMImageReader::vtkBooleanMacro ( ApplyLookupTable , int )`
- 25.322.3.23 `int vtkGDCMImageReader::vtkBooleanMacro ( ApplyYBRToRGB , int )`
- 25.322.3.24 `vtkGDCMImageReader::vtkGetMacro ( LoadOverlays , int )`
- 25.322.3.25 `vtkGDCMImageReader::vtkGetMacro ( LoadIconImage , int )`
- 25.322.3.26 `vtkGDCMImageReader::vtkGetMacro ( LossyFlag , int )`
- 25.322.3.27 `vtkGDCMImageReader::vtkGetMacro ( NumberOfOverlays , int )`
- 25.322.3.28 `vtkGDCMImageReader::vtkGetMacro ( NumberOfIconImages , int )`
- 25.322.3.29 `vtkGDCMImageReader::vtkGetMacro ( ApplyLookupTable , int )`
- 25.322.3.30 `vtkGDCMImageReader::vtkGetMacro ( ApplyYBRToRGB , int )`
- 25.322.3.31 `vtkGDCMImageReader::vtkGetMacro ( ImageFormat , int )`
- 25.322.3.32 `vtkGDCMImageReader::vtkGetMacro ( PlanarConfiguration , int )`
- 25.322.3.33 `vtkGDCMImageReader::vtkGetMacro ( Shift , double )`
- 25.322.3.34 `vtkGDCMImageReader::vtkGetMacro ( Scale , double )`
- 25.322.3.35 `vtkGDCMImageReader::vtkGetObjectMacro ( DirectionCosines , vtkMatrix4x4 )`
- 25.322.3.36 `vtkGDCMImageReader::vtkGetObjectMacro ( MedicalImageProperties , vtkMedicalImageProperties )`
- 25.322.3.37 `vtkGDCMImageReader::vtkGetObjectMacro ( FileNames , vtkStringArray )`
- 25.322.3.38 `vtkGDCMImageReader::vtkGetObjectMacro ( Curve , vtkPolyData )`
- 25.322.3.39 `vtkGDCMImageReader::vtkGetStringMacro ( FilePrefix ) [protected]`
- 25.322.3.40 `vtkGDCMImageReader::vtkGetStringMacro ( FilePattern ) [protected]`
- 25.322.3.41 `vtkGDCMImageReader::vtkGetVector3Macro ( ImagePositionPatient , double )`
- 25.322.3.42 `vtkGDCMImageReader::vtkGetVector6Macro ( ImageOrientationPatient , double )`
- 25.322.3.43 `vtkGDCMImageReader::vtkSetMacro ( LoadOverlays , int )`
- 25.322.3.44 `vtkGDCMImageReader::vtkSetMacro ( LoadIconImage , int )`

25.322.3.45 `vtkGDCMImageReader::vtkSetMacro ( LossyFlag , int )`

25.322.3.46 `vtkGDCMImageReader::vtkSetMacro ( ApplyLookupTable , int )`

25.322.3.47 `vtkGDCMImageReader::vtkSetVector6Macro ( ImageOrientationPatient , double )` [protected]

25.322.3.48 `vtkGDCMImageReader::vtkTypeRevisionMacro ( vtkGDCMImageReader , vtkMedicalImageReader2 )`

## 25.322.4 Member Data Documentation

25.322.4.1 `int vtkGDCMImageReader::ApplyInverseVideo` [protected]

25.322.4.2 `int vtkGDCMImageReader::ApplyLookupTable` [protected]

25.322.4.3 `int vtkGDCMImageReader::ApplyPlanarConfiguration` [protected]

25.322.4.4 `int vtkGDCMImageReader::ApplyShiftScale` [protected]

25.322.4.5 `int vtkGDCMImageReader::ApplyYBRToRGB` [protected]

25.322.4.6 `vtkPolyData* vtkGDCMImageReader::Curve` [protected]

25.322.4.7 `vtkMatrix4x4* vtkGDCMImageReader::DirectionCosines` [protected]

25.322.4.8 `vtkStringArray* vtkGDCMImageReader::FileNames` [protected]

25.322.4.9 `int vtkGDCMImageReader::ForceRescale` [protected]

25.322.4.10 `int vtkGDCMImageReader::IconDataScalarType` [protected]

25.322.4.11 `int vtkGDCMImageReader::IconImageDataExtent[6]` [protected]

25.322.4.12 `int vtkGDCMImageReader::IconNumberOfScalarComponents` [protected]

25.322.4.13 `int vtkGDCMImageReader::ImageFormat` [protected]

25.322.4.14 `double vtkGDCMImageReader::ImageOrientationPatient[6]` [protected]

25.322.4.15 `double vtkGDCMImageReader::ImagePositionPatient[3]` [protected]

25.322.4.16 `int vtkGDCMImageReader::LoadIconImage` [protected]

25.322.4.17 `int vtkGDCMImageReader::LoadOverlays` [protected]

25.322.4.18 `int vtkGDCMImageReader::LossyFlag` [protected]

25.322.4.19 `vtkMedicalImageProperties* vtkGDCMImageReader::MedicalImageProperties` [protected]

25.322.4.20 `int vtkGDCMImageReader::NumberOfIconImages` [protected]

25.322.4.21 `int vtkGDCMImageReader::NumberOfOverlays` [protected]

25.322.4.22 int vtkGDCMImageReader::PlanarConfiguration [protected]

25.322.4.23 double vtkGDCMImageReader::Scale [protected]

25.322.4.24 double vtkGDCMImageReader::Shift [protected]

The documentation for this class was generated from the following file:

- vtkGDCMImageReader.h

## 25.323 vtkGDCMImageWriter Class Reference

```
#include <vtkGDCMImageWriter.h>
```

### Public Types

- enum CompressionTypes {  
NO\_COMPRESSION = 0,  
JPEG\_COMPRESSION,  
JPEG2000\_COMPRESSION,  
JPEGLS\_COMPRESSION,  
RLE\_COMPRESSION }

### Public Member Functions

- virtual const char \* GetDescriptiveName ()
- virtual const char \* GetFileExtensions ()
- virtual void PrintSelf (ostream &os, vtkIndent indent)
- virtual void SetDirectionCosines (vtkMatrix4x4 \*matrix)
- virtual void SetDirectionCosinesFromImageOrientationPatient (const double dircos[6])
- virtual void SetFileNames (vtkStringArray \*)
- virtual void SetMedicalImageProperties (vtkMedicalImageProperties \*)
- vtkBooleanMacro (LossyFlag, int)
- vtkBooleanMacro (FileLowerLeft, int)
- vtkGetMacro (LossyFlag, int)
- vtkGetMacro (Shift, double)
- vtkGetMacro (Scale, double)
- vtkGetMacro (ImageFormat, int)
- vtkGetMacro (FileLowerLeft, int)
- vtkGetMacro (PlanarConfiguration, int)
- vtkGetMacro (CompressionType, int)
- vtkGetObjectMacro (MedicalImageProperties, vtkMedicalImageProperties)
- vtkGetObjectMacro (FileNames, vtkStringArray)
- vtkGetObjectMacro (DirectionCosines, vtkMatrix4x4)
- vtkGetStringMacro (StudyUID)
- vtkGetStringMacro (SeriesUID)
- vtkSetMacro (LossyFlag, int)
- vtkSetMacro (Shift, double)
- vtkSetMacro (Scale, double)

- vtkSetMacro (ImageFormat, int)
- vtkSetMacro (FileLowerLeft, int)
- vtkSetMacro (PlanarConfiguration, int)
- vtkSetMacro (CompressionType, int)
- vtkSetStringMacro (StudyUID)
- vtkSetStringMacro (SeriesUID)
- vtkTypeRevisionMacro (vtkGDCMImageWriter, vtkImageWriter)
- virtual void Write ()

## Static Public Member Functions

- static vtkGDCMImageWriter \* New ()

## Protected Member Functions

- vtkGDCMImageWriter ()
- ~vtkGDCMImageWriter ()
- virtual char \* GetFileName ()
- int WriteGDCMData (vtkImageData \*data, int timeStep)
- void WriteSlice (vtkImageData \*data)

### 25.323.1 Detailed Description

Examples:

Convert16BitsTo8Bits.cxx, ConvertMultiFrameToSingleFrame.cxx, ConvertRGBToLuminance.cxx, ConvertSingle-BitTo8Bits.cxx, gdcmortoplanes.cxx, HelloActiviz.cs, HelloActiviz2.cs, HelloVTKWorld.cs, HelloVTKWorld.java, HelloVTKWorld2.cs, MagnifyFile.cxx, and RefCounting.cs.

### 25.323.2 Member Enumeration Documentation

#### 25.323.2.1 enum vtkGDCMImageWriter::CompressionTypes

Enumerator:

***NO\_COMPRESSION***  
***JPEG\_COMPRESSION***  
***JPEG2000\_COMPRESSION***  
***JPEGLS\_COMPRESSION***  
***RLE\_COMPRESSION***

### 25.323.3 Constructor & Destructor Documentation

#### 25.323.3.1 vtkGDCMImageWriter::vtkGDCMImageWriter ( ) [protected]

#### 25.323.3.2 vtkGDCMImageWriter::~~vtkGDCMImageWriter ( ) [protected]

### 25.323.4 Member Function Documentation



25.323.4.1 `virtual const char* vtkGDCMImageWriter::GetDescriptiveName ( )` [inline],[virtual]

25.323.4.2 `virtual const char* vtkGDCMImageWriter::GetFileExtensions ( )` [inline],[virtual]

25.323.4.3 `virtual char* vtkGDCMImageWriter::GetFileName ( )` [protected],[virtual]

25.323.4.4 `static vtkGDCMImageWriter* vtkGDCMImageWriter::New ( )` [static]

**Examples:**

Convert16BitsTo8Bits.cxx, ConvertMultiFrameToSingleFrame.cxx, ConvertRGBToLuminance.cxx, ConvertSingleBitTo8Bits.cxx, gdcmorphoplanes.cxx, HelloActiviz.cs, HelloVTKWorld.cs, HelloVTKWorld2.cs, MagnifyFile.cxx, and RefCounting.cs.

25.323.4.5 `virtual void vtkGDCMImageWriter::PrintSelf ( ostream & os, vtkIndent indent )` [virtual]

25.323.4.6 `virtual void vtkGDCMImageWriter::SetDirectionCosines ( vtkMatrix4x4 * matrix )` [virtual]

**Examples:**

Convert16BitsTo8Bits.cxx, ConvertRGBToLuminance.cxx, ConvertSingleBitTo8Bits.cxx, gdcmorphoplanes.cxx, HelloActiviz2.cs, HelloVTKWorld.cs, HelloVTKWorld.java, and MagnifyFile.cxx.

25.323.4.7 `virtual void vtkGDCMImageWriter::SetDirectionCosinesFromImageOrientationPatient ( const double dircos[6] )` [virtual]

25.323.4.8 `virtual void vtkGDCMImageWriter::SetFileNames ( vtkStringArray * )` [virtual]

**Examples:**

ConvertMultiFrameToSingleFrame.cxx.

25.323.4.9 `virtual void vtkGDCMImageWriter::SetMedicalImageProperties ( vtkMedicalImageProperties * )` [virtual]

**Examples:**

Convert16BitsTo8Bits.cxx, ConvertRGBToLuminance.cxx, ConvertSingleBitTo8Bits.cxx, gdcmorphoplanes.cxx, HelloActiviz.cs, HelloActiviz2.cs, HelloVTKWorld.cs, HelloVTKWorld.java, and MagnifyFile.cxx.

25.323.4.10 `vtkGDCMImageWriter::vtkBooleanMacro ( LossyFlag , int )`

25.323.4.11 `vtkGDCMImageWriter::vtkBooleanMacro ( FileLowerLeft , int )`

25.323.4.12 `vtkGDCMImageWriter::vtkGetMacro ( LossyFlag , int )`

25.323.4.13 `vtkGDCMImageWriter::vtkGetMacro ( Shift , double )`

25.323.4.14 `vtkGDCMImageWriter::vtkGetMacro ( Scale , double )`

- 25.323.4.15 `vtkGDCMImageWriter::vtkGetMacro ( ImageFormat , int )`
- 25.323.4.16 `vtkGDCMImageWriter::vtkGetMacro ( FileLowerLeft , int )`
- 25.323.4.17 `vtkGDCMImageWriter::vtkGetMacro ( PlanarConfiguration , int )`
- 25.323.4.18 `vtkGDCMImageWriter::vtkGetMacro ( CompressionType , int )`
- 25.323.4.19 `vtkGDCMImageWriter::vtkGetObjectMacro ( MedicalImageProperties , vtkMedicalImageProperties )`
- 25.323.4.20 `vtkGDCMImageWriter::vtkGetObjectMacro ( FileNames , vtkStringArray )`
- 25.323.4.21 `vtkGDCMImageWriter::vtkGetObjectMacro ( DirectionCosines , vtkMatrix4x4 )`
- 25.323.4.22 `vtkGDCMImageWriter::vtkGetStringMacro ( StudyUID )`
- 25.323.4.23 `vtkGDCMImageWriter::vtkGetStringMacro ( SeriesUID )`
- 25.323.4.24 `vtkGDCMImageWriter::vtkSetMacro ( LossyFlag , int )`
- 25.323.4.25 `vtkGDCMImageWriter::vtkSetMacro ( Shift , double )`
- 25.323.4.26 `vtkGDCMImageWriter::vtkSetMacro ( Scale , double )`
- 25.323.4.27 `vtkGDCMImageWriter::vtkSetMacro ( ImageFormat , int )`
- 25.323.4.28 `vtkGDCMImageWriter::vtkSetMacro ( FileLowerLeft , int )`
- 25.323.4.29 `vtkGDCMImageWriter::vtkSetMacro ( PlanarConfiguration , int )`
- 25.323.4.30 `vtkGDCMImageWriter::vtkSetMacro ( CompressionType , int )`
- 25.323.4.31 `vtkGDCMImageWriter::vtkSetStringMacro ( StudyUID )`
- 25.323.4.32 `vtkGDCMImageWriter::vtkSetStringMacro ( SeriesUID )`
- 25.323.4.33 `vtkGDCMImageWriter::vtkTypeRevisionMacro ( vtkGDCMImageWriter , vtkImageWriter )`
- 25.323.4.34 `virtual void vtkGDCMImageWriter::Write ( ) [virtual]`

#### Examples:

Convert16BitsTo8Bits.cxx, ConvertMultiFrameToSingleFrame.cxx, ConvertRGBToLuminance.cxx, ConvertSingle-BitTo8Bits.cxx, gdcmorthoplanes.cxx, HelloActiviz.cs, HelloActiviz2.cs, HelloVTKWorld.cs, HelloVTKWorld.java, HelloVTKWorld2.cs, and MagnifyFile.cxx.

- 25.323.4.35 `int vtkGDCMImageWriter::WriteGDCMData ( vtkImageData * data , int timeStep ) [protected]`
- 25.323.4.36 `void vtkGDCMImageWriter::WriteSlice ( vtkImageData * data ) [protected]`

The documentation for this class was generated from the following file:

- vtkGDCMImageWriter.h

## 25.324 vtkGDCMMedicalImageProperties Class Reference

```
#include <vtkGDCMMedicalImageProperties.h>
```

### Public Member Functions

- virtual void Clear ()
- void PrintSelf (ostream &os, vtkIndent indent)
- vtkTypeRevisionMacro (vtkGDCMMedicalImageProperties, vtkMedicalImageProperties)

### Static Public Member Functions

- static  
vtkGDCMMedicalImageProperties \* New ()

### Protected Member Functions

- vtkGDCMMedicalImageProperties ()
- ~vtkGDCMMedicalImageProperties ()
- gdcmm::File const & GetFile (unsigned int t)
- void PushBackFile (gdcmm::File const &f)

### Friends

- class vtkGDCMImageReader
- class vtkGDCMImageWriter

### 25.324.1 Constructor & Destructor Documentation

25.324.1.1 vtkGDCMMedicalImageProperties::vtkGDCMMedicalImageProperties ( ) [protected]

25.324.1.2 vtkGDCMMedicalImageProperties::~~vtkGDCMMedicalImageProperties ( ) [protected]

### 25.324.2 Member Function Documentation

25.324.2.1 virtual void vtkGDCMMedicalImageProperties::Clear ( ) [virtual]

25.324.2.2 gdcmm::File const& vtkGDCMMedicalImageProperties::GetFile ( unsigned int t ) [protected]

25.324.2.3 static vtkGDCMMedicalImageProperties\* vtkGDCMMedicalImageProperties::New ( ) [static]

25.324.2.4 void vtkGDCMMedicalImageProperties::PrintSelf ( ostream & os, vtkIndent indent )

25.324.2.5 void vtkGDCMMedicalImageProperties::PushBackFile ( gdcmm::File const & f ) [protected]

25.324.2.6 `vtkGDCMMedicalImageProperties::vtkTypeRevisionMacro ( vtkGDCMMedicalImageProperties ,  
vtkMedicalImageProperties )`

### 25.324.3 Friends And Related Function Documentation

25.324.3.1 `friend class vtkGDCMImageReader` [*friend*]

25.324.3.2 `friend class vtkGDCMImageWriter` [*friend*]

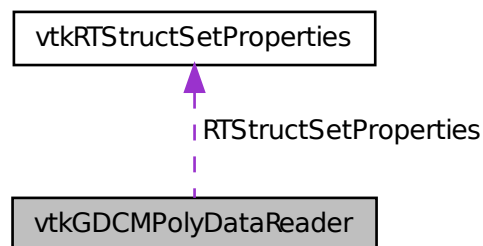
The documentation for this class was generated from the following file:

- `vtkGDCMMedicalImageProperties.h`

## 25.325 vtkGDCMPolyDataReader Class Reference

```
#include <vtkGDCMPolyDataReader.h>
```

Collaboration diagram for `vtkGDCMPolyDataReader`:



### Public Member Functions

- `virtual void PrintSelf (ostream &os, vtkIndent indent)`
- `vtkGetObjectMacro (MedicalImageProperties, vtkMedicalImageProperties)`
- `vtkGetObjectMacro (RTStructSetProperties, vtkRTStructSetProperties)`
- `vtkGetStringMacro (FileName)`
- `vtkSetStringMacro (FileName)`
- `vtkTypeRevisionMacro (vtkGDCMPolyDataReader, vtkPolyDataAlgorithm)`

### Static Public Member Functions

- `static vtkGDCMPolyDataReader * New ()`

## Protected Member Functions

- `vtkGDCMPolyDataReader ()`
- `~vtkGDCMPolyDataReader ()`
- `void FillMedicalImageInformation (const gdcm::Reader &reader)`
- `int RequestData (vtkInformation *, vtkInformationVector **, vtkInformationVector *)`
- `int RequestData_HemodynamicWaveformStorage (gdcm::Reader const &reader, vtkInformationVector *outputVector)`
- `int RequestData_RTStructureSetStorage (gdcm::Reader const &reader, vtkInformationVector *outputVector)`
- `int RequestInformation (vtkInformation *vtkNotUsed(request), vtkInformationVector **vtkNotUsed(inputVector), vtkInformationVector *outputVector)`
- `int RequestInformation_HemodynamicWaveformStorage (gdcm::Reader const &reader)`
- `int RequestInformation_RTStructureSetStorage (gdcm::Reader const &reader)`

## Protected Attributes

- `char * FileName`
- `vtkMedicalImageProperties * MedicalImageProperties`
- `vtkRTStructSetProperties * RTStructSetProperties`

### 25.325.1 Detailed Description

Examples:

`gdcmscene.cxx`, `GenerateRTSTRUCT.cxx`, and `rtstructapp.cxx`.

### 25.325.2 Constructor & Destructor Documentation

25.325.2.1 `vtkGDCMPolyDataReader::vtkGDCMPolyDataReader ( )` `[protected]`

25.325.2.2 `vtkGDCMPolyDataReader::~~vtkGDCMPolyDataReader ( )` `[protected]`

### 25.325.3 Member Function Documentation

25.325.3.1 `void vtkGDCMPolyDataReader::FillMedicalImageInformation ( const gdcm::Reader & reader )` `[protected]`

25.325.3.2 `static vtkGDCMPolyDataReader* vtkGDCMPolyDataReader::New ( )` `[static]`

Examples:

`gdcmscene.cxx`, `GenerateRTSTRUCT.cxx`, and `rtstructapp.cxx`.

25.325.3.3 `virtual void vtkGDCMPolyDataReader::PrintSelf ( ostream & os, vtkIndent indent )` `[virtual]`

25.325.3.4 `int vtkGDCMPolyDataReader::RequestData ( vtkInformation *, vtkInformationVector **, vtkInformationVector * )` `[protected]`

25.325.3.5 `int vtkGDCMPolyDataReader::RequestData_HemodynamicWaveformStorage ( gdcm::Reader const & reader, vtkInformationVector * outputVector )` `[protected]`

- 25.325.3.6 `int vtkGDCMPolyDataReader::RequestData_RTStructureSetStorage ( gdcm::Reader const & reader, vtkInformationVector * outputVector )` [protected]
- 25.325.3.7 `int vtkGDCMPolyDataReader::RequestInformation ( vtkInformation * vtkNotUsed(request), vtkInformationVector ** vtkNotUsed(inputVector), vtkInformationVector * outputVector )` [protected]
- 25.325.3.8 `int vtkGDCMPolyDataReader::RequestInformation_HemodynamicWaveformStorage ( gdcm::Reader const & reader )` [protected]
- 25.325.3.9 `int vtkGDCMPolyDataReader::RequestInformation_RTStructureSetStorage ( gdcm::Reader const & reader )` [protected]
- 25.325.3.10 `vtkGDCMPolyDataReader::vtkGetObjectMacro ( MedicalImageProperties , vtkMedicalImageProperties )`
- 25.325.3.11 `vtkGDCMPolyDataReader::vtkGetObjectMacro ( RTStructSetProperties , vtkRTStructSetProperties )`
- 25.325.3.12 `vtkGDCMPolyDataReader::vtkGetStringMacro ( FileName )`
- 25.325.3.13 `vtkGDCMPolyDataReader::vtkSetStringMacro ( FileName )`
- 25.325.3.14 `vtkGDCMPolyDataReader::vtkTypeRevisionMacro ( vtkGDCMPolyDataReader , vtkPolyDataAlgorithm )`

## 25.325.4 Member Data Documentation

- 25.325.4.1 `char* vtkGDCMPolyDataReader::FileName` [protected]
- 25.325.4.2 `vtkMedicalImageProperties* vtkGDCMPolyDataReader::MedicalImageProperties` [protected]
- 25.325.4.3 `vtkRTStructSetProperties* vtkGDCMPolyDataReader::RTStructSetProperties` [protected]

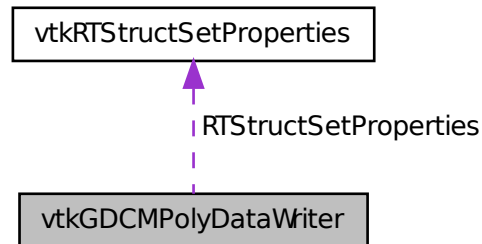
The documentation for this class was generated from the following file:

- `vtkGDCMPolyDataReader.h`

## 25.326 vtkGDCMPolyDataWriter Class Reference

```
#include <vtkGDCMPolyDataWriter.h>
```

Collaboration diagram for vtkGDCMPolyDataWriter:



### Public Member Functions

- `void InitializeRTStructSet (vtkStdString inDirectory, vtkStdString inStructLabel, vtkStdString inStructName, vtkStringArray *inROINames, vtkStringArray *inROIAlgorithmName, vtkStringArray *inROIType)`
- `virtual void PrintSelf (ostream &os, vtkIndent indent)`
- `virtual void SetMedicalImageProperties (vtkMedicalImageProperties *pd)`
- `void SetNumberOfInputPorts (int n)`
- `virtual void SetRTStructSetProperties (vtkRTStructSetProperties *pd)`
- `vtkTypeRevisionMacro (vtkGDCMPolyDataWriter, vtkPolyDataWriter)`

### Static Public Member Functions

- `static vtkGDCMPolyDataWriter * New ()`

### Protected Member Functions

- `vtkGDCMPolyDataWriter ()`
- `~vtkGDCMPolyDataWriter ()`
- `void WriteData ()`
- `void WriteRTSTRUCTData (gdcmm::File &file, int num)`
- `void WriteRTSTRUCTInfo (gdcmm::File &file)`

### Protected Attributes

- `vtkMedicalImageProperties * MedicalImageProperties`
- `vtkRTStructSetProperties * RTStructSetProperties`

## 25.326.1 Detailed Description

Examples:

`GenerateRTSTRUCT.cxx`, and `rtstructapp.cxx`.

## 25.326.2 Constructor & Destructor Documentation

25.326.2.1 `vtkGDCMPolyDataWriter::vtkGDCMPolyDataWriter ( )` [protected]

25.326.2.2 `vtkGDCMPolyDataWriter::~~vtkGDCMPolyDataWriter ( )` [protected]

## 25.326.3 Member Function Documentation

25.326.3.1 `void vtkGDCMPolyDataWriter::InitializeRTStructSet ( vtkStdString inDirectory, vtkStdString inStructLabel, vtkStdString inStructName, vtkStringArray * inROINames, vtkStringArray * inROIAlgorithmName, vtkStringArray * inROIType )`

Examples:

GenerateRTSTRUCT.cxx.

25.326.3.2 `static vtkGDCMPolyDataWriter* vtkGDCMPolyDataWriter::New ( )` [static]

Examples:

GenerateRTSTRUCT.cxx, and rtstructapp.cxx.

25.326.3.3 `virtual void vtkGDCMPolyDataWriter::PrintSelf ( ostream & os, vtkIndent indent )` [virtual]

25.326.3.4 `virtual void vtkGDCMPolyDataWriter::SetMedicalImageProperties ( vtkMedicalImageProperties * pd )` [virtual]

Examples:

GenerateRTSTRUCT.cxx, and rtstructapp.cxx.

25.326.3.5 `void vtkGDCMPolyDataWriter::SetNumberOfInputPorts ( int n )`

Examples:

GenerateRTSTRUCT.cxx, and rtstructapp.cxx.

25.326.3.6 `virtual void vtkGDCMPolyDataWriter::SetRTStructSetProperties ( vtkRTStructSetProperties * pd )` [virtual]

Examples:

GenerateRTSTRUCT.cxx, and rtstructapp.cxx.

25.326.3.7 `vtkGDCMPolyDataWriter::vtkTypeRevisionMacro ( vtkGDCMPolyDataWriter , vtkPolyDataWriter )`

25.326.3.8 `void vtkGDCMPolyDataWriter::WriteData ( )` [protected]

25.326.3.9 `void vtkGDCMPolyDataWriter::WriteRTSTRUCTData ( gdcm::File & file, int num )` [protected]

25.326.3.10 `void vtkGDCMPolyDataWriter::WriteRTSTRUCTInfo ( gdcm::File & file )` [protected]



## 25.326.4 Member Data Documentation

25.326.4.1 `vtkMedicalImageProperties*` `vtkGDCMPolyDataWriter::MedicalImageProperties` [protected]

25.326.4.2 `vtkRTStructSetProperties*` `vtkGDCMPolyDataWriter::RTStructSetProperties` [protected]

The documentation for this class was generated from the following file:

- `vtkGDCMPolyDataWriter.h`

## 25.327 vtkGDCMTesting Class Reference

```
#include <vtkGDCMTesting.h>
```

### Public Types

- `typedef const char *const (* MD5MetalmagesType ) [3]`

### Public Member Functions

- `void PrintSelf (ostream &os, vtkIndent indent)`
- `vtkTypeRevisionMacro (vtkGDCMTesting, vtkObject)`

### Static Public Member Functions

- `static const char * GetGDCMDataRoot ()`
- `static const char *const * GetMD5Metalmage (unsigned int file)`
- `static const char * GetMHDMD5FromFile (const char *filepath)`
- `static unsigned int GetNumberOfMD5Metalmages ()`
- `static const char * GetRAWMD5FromFile (const char *filepath)`
- `static const char * GetVTKDataRoot ()`
- `static vtkGDCMTesting * New ()`

### Protected Member Functions

- `vtkGDCMTesting ()`
- `~vtkGDCMTesting ()`

## 25.327.1 Detailed Description

Examples:

`HelloActiviz5.cs`, `HelloVTKWorld2.cs`, `MetalmageMD5Activiz.cs`, `ReadSeriesIntoVTK.java`, and `RefCounting.cs`.

## 25.327.2 Member Typedef Documentation

25.327.2.1 `typedef const char* const(* vtkGDCMTesting::MD5MetalmagesType)[3]`

## 25.327.3 Constructor & Destructor Documentation

25.327.3.1 `vtkGDCMTesting::vtkGDCMTesting ( )` [protected]

25.327.3.2 `vtkGDCMTesting::~~vtkGDCMTesting ( )` [protected]

## 25.327.4 Member Function Documentation

25.327.4.1 `static const char* vtkGDCMTesting::GetGDCMDataRoot ( )` [static]

Examples:

HelloActiviz5.cs, and ReadSeriesIntoVTK.java.

25.327.4.2 `static const char* const* vtkGDCMTesting::GetMD5Metalmage ( unsigned int file )` [static]

25.327.4.3 `static const char* vtkGDCMTesting::GetMHDM5FromFile ( const char * filepath )` [static]

Examples:

MetalmageMD5Activiz.cs.

25.327.4.4 `static unsigned int vtkGDCMTesting::GetNumberOfMD5Metalmages ( )` [static]

25.327.4.5 `static const char* vtkGDCMTesting::GetRAWMD5FromFile ( const char * filepath )` [static]

Examples:

MetalmageMD5Activiz.cs.

25.327.4.6 `static const char* vtkGDCMTesting::GetVTKDataRoot ( )` [static]

Examples:

HelloActiviz5.cs, and HelloVTKWorld2.cs.

25.327.4.7 `static vtkGDCMTesting* vtkGDCMTesting::New ( )` [static]

Examples:

RefCounting.cs.

25.327.4.8 void vtkGDCMTesting::PrintSelf ( ostream & *os*, vtkIndent *indent* )

25.327.4.9 vtkGDCMTesting::vtkTypeRevisionMacro ( vtkGDCMTesting , vtkObject )

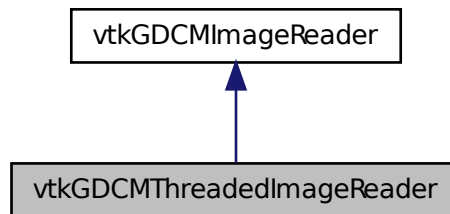
The documentation for this class was generated from the following file:

- vtkGDCMTesting.h

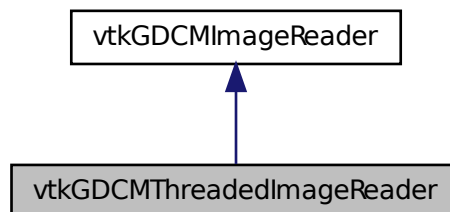
## 25.328 vtkGDCMThreadedImageReader Class Reference

```
#include <vtkGDCMThreadedImageReader.h>
```

Inheritance diagram for vtkGDCMThreadedImageReader:



Collaboration diagram for vtkGDCMThreadedImageReader:



### Public Member Functions

- virtual void PrintSelf (ostream &os, vtkIndent indent)
- vtkBooleanMacro (UseShiftScale, int)
- vtkGetMacro (UseShiftScale, int)

- `vtkSetMacro (Shift, double)`
- `vtkSetMacro (Scale, double)`
- `vtkSetMacro (UseShiftScale, int)`
- `vtkTypeRevisionMacro (vtkGDCMThreadedImageReader, vtkGDCMImageReader)`

### Static Public Member Functions

- `static vtkGDCMThreadedImageReader * New ()`

### Protected Member Functions

- `vtkGDCMThreadedImageReader ()`
- `~vtkGDCMThreadedImageReader ()`
- `void ExecuteData (vtkDataObject *out)`
- `void ExecuteInformation ()`
- `void ReadFiles (unsigned int nfiles, const char *filenames[])`
- `void RequestDataCompat ()`

### Additional Inherited Members

#### 25.328.1 Constructor & Destructor Documentation

25.328.1.1 `vtkGDCMThreadedImageReader::vtkGDCMThreadedImageReader ( )` [protected]

25.328.1.2 `vtkGDCMThreadedImageReader::~~vtkGDCMThreadedImageReader ( )` [protected]

#### 25.328.2 Member Function Documentation

25.328.2.1 `void vtkGDCMThreadedImageReader::ExecuteData ( vtkDataObject * out )` [protected]

Reimplemented from `vtkGDCMImageReader`.

25.328.2.2 `void vtkGDCMThreadedImageReader::ExecuteInformation ( )` [protected]

Reimplemented from `vtkGDCMImageReader`.

25.328.2.3 `static vtkGDCMThreadedImageReader* vtkGDCMThreadedImageReader::New ( )` [static]

Reimplemented from `vtkGDCMImageReader`.

25.328.2.4 `virtual void vtkGDCMThreadedImageReader::PrintSelf ( ostream & os, vtkIndent indent )` [virtual]

Reimplemented from `vtkGDCMImageReader`.

25.328.2.5 void vtkGDCMThreadedImageReader::ReadFiles ( unsigned int *nfiles*, const char \* *filenames*[] ) [protected]

25.328.2.6 void vtkGDCMThreadedImageReader::RequestDataCompat ( ) [protected]

Reimplemented from vtkGDCMImageReader.

25.328.2.7 vtkGDCMThreadedImageReader::vtkBooleanMacro ( UseShiftScale , int )

25.328.2.8 vtkGDCMThreadedImageReader::vtkGetMacro ( UseShiftScale , int )

25.328.2.9 vtkGDCMThreadedImageReader::vtkSetMacro ( Shift , double )

25.328.2.10 vtkGDCMThreadedImageReader::vtkSetMacro ( Scale , double )

25.328.2.11 vtkGDCMThreadedImageReader::vtkSetMacro ( UseShiftScale , int )

25.328.2.12 vtkGDCMThreadedImageReader::vtkTypeRevisionMacro ( vtkGDCMThreadedImageReader ,  
vtkGDCMImageReader )

The documentation for this class was generated from the following file:

- vtkGDCMThreadedImageReader.h

## 25.329 vtkGDCMThreadedImageReader2 Class Reference

```
#include <vtkGDCMThreadedImageReader2.h>
```

### Public Member Functions

- virtual const char \* GetFileName (int i=0)
- virtual void PrintSelf (ostream &os, vtkIndent indent)
- virtual void SetFileName (const char \*filename)
- virtual void SetFileNames (vtkStringArray \*)
- int SplitExtent (int splitExt[6], int startExt[6], int num, int total)
- vtkBooleanMacro (FileLowerLeft, int)
- vtkBooleanMacro (LoadOverlays, int)
- vtkBooleanMacro (UseShiftScale, int)
- vtkGetMacro (FileLowerLeft, int)
- vtkGetMacro (NumberOfOverlays, int)
- vtkGetMacro (DataScalarType, int)
- vtkGetMacro (NumberOfScalarComponents, int)
- vtkGetMacro (LoadOverlays, int)
- vtkGetMacro (Shift, double)
- vtkGetMacro (Scale, double)
- vtkGetMacro (UseShiftScale, int)
- vtkGetObjectMacro (FileNames, vtkStringArray)
- vtkGetVector3Macro (DataOrigin, double)
- vtkGetVector3Macro (DataSpacing, double)
- vtkGetVector6Macro (DataExtent, int)

- `vtkSetMacro (FileLowerLeft, int)`
- `vtkSetMacro (DataScalarType, int)`
- `vtkSetMacro (NumberOfScalarComponents, int)`
- `vtkSetMacro (LoadOverlays, int)`
- `vtkSetMacro (Shift, double)`
- `vtkSetMacro (Scale, double)`
- `vtkSetMacro (UseShiftScale, int)`
- `vtkSetVector3Macro (DataOrigin, double)`
- `vtkSetVector3Macro (DataSpacing, double)`
- `vtkSetVector6Macro (DataExtent, int)`
- `vtkTypeRevisionMacro (vtkGDCMThreadedImageReader2, vtkThreadedImageAlgorithm)`

### Static Public Member Functions

- `static`  
`vtkGDCMThreadedImageReader2 * New ()`

### Protected Member Functions

- `vtkGDCMThreadedImageReader2 ()`
- `~vtkGDCMThreadedImageReader2 ()`
- `int RequestInformation (vtkInformation *request, vtkInformationVector **inputVector, vtkInformationVector *outputVector)`
- `void ThreadedRequestData (vtkInformation *request, vtkInformationVector **inputVector, vtkInformationVector *outputVector, vtkImageData ***inData, vtkImageData **outData, int outExt[6], int id)`

## 25.329.1 Constructor & Destructor Documentation

25.329.1.1 `vtkGDCMThreadedImageReader2::vtkGDCMThreadedImageReader2 ( )` `[protected]`

25.329.1.2 `vtkGDCMThreadedImageReader2::~~vtkGDCMThreadedImageReader2 ( )` `[protected]`

## 25.329.2 Member Function Documentation

25.329.2.1 `virtual const char* vtkGDCMThreadedImageReader2::GetFileName ( int i = 0 )` `[virtual]`

25.329.2.2 `static vtkGDCMThreadedImageReader2* vtkGDCMThreadedImageReader2::New ( )` `[static]`

25.329.2.3 `virtual void vtkGDCMThreadedImageReader2::PrintSelf ( ostream & os, vtkIndent indent )` `[virtual]`

25.329.2.4 `int vtkGDCMThreadedImageReader2::RequestInformation ( vtkInformation * request, vtkInformationVector ** inputVector, vtkInformationVector * outputVector )` `[protected]`

25.329.2.5 `virtual void vtkGDCMThreadedImageReader2::SetFileName ( const char * filename )` `[virtual]`

25.329.2.6 `virtual void vtkGDCMThreadedImageReader2::SetFileNames ( vtkStringArray * )` `[virtual]`

25.329.2.7 `int vtkGDCMThreadedImageReader2::SplitExtent ( int splitExt[6], int startExt[6], int num, int total )`

- 25.329.2.8 void vtkGDCMThreadedImageReader2::ThreadedRequestData ( vtkInformation \* *request*, vtkInformationVector \*\* *inputVector*, vtkInformationVector \* *outputVector*, vtkImageData \*\*\* *inData*, vtkImageData \*\* *outData*, int *outExt*[6], int *id* ) [protected]
- 25.329.2.9 vtkGDCMThreadedImageReader2::vtkBooleanMacro ( FileLowerLeft , int )
- 25.329.2.10 vtkGDCMThreadedImageReader2::vtkBooleanMacro ( LoadOverlays , int )
- 25.329.2.11 vtkGDCMThreadedImageReader2::vtkBooleanMacro ( UseShiftScale , int )
- 25.329.2.12 vtkGDCMThreadedImageReader2::vtkGetMacro ( FileLowerLeft , int )
- 25.329.2.13 vtkGDCMThreadedImageReader2::vtkGetMacro ( NumberOfOverlays , int )
- 25.329.2.14 vtkGDCMThreadedImageReader2::vtkGetMacro ( DataScalarType , int )
- 25.329.2.15 vtkGDCMThreadedImageReader2::vtkGetMacro ( NumberOfScalarComponents , int )
- 25.329.2.16 vtkGDCMThreadedImageReader2::vtkGetMacro ( LoadOverlays , int )
- 25.329.2.17 vtkGDCMThreadedImageReader2::vtkGetMacro ( Shift , double )
- 25.329.2.18 vtkGDCMThreadedImageReader2::vtkGetMacro ( Scale , double )
- 25.329.2.19 vtkGDCMThreadedImageReader2::vtkGetMacro ( UseShiftScale , int )
- 25.329.2.20 vtkGDCMThreadedImageReader2::vtkGetObjectMacro ( FileNames , vtkStringArray )
- 25.329.2.21 vtkGDCMThreadedImageReader2::vtkGetVector3Macro ( DataOrigin , double )
- 25.329.2.22 vtkGDCMThreadedImageReader2::vtkGetVector3Macro ( DataSpacing , double )
- 25.329.2.23 vtkGDCMThreadedImageReader2::vtkGetVector6Macro ( DataExtent , int )
- 25.329.2.24 vtkGDCMThreadedImageReader2::vtkSetMacro ( FileLowerLeft , int )
- 25.329.2.25 vtkGDCMThreadedImageReader2::vtkSetMacro ( DataScalarType , int )
- 25.329.2.26 vtkGDCMThreadedImageReader2::vtkSetMacro ( NumberOfScalarComponents , int )
- 25.329.2.27 vtkGDCMThreadedImageReader2::vtkSetMacro ( LoadOverlays , int )
- 25.329.2.28 vtkGDCMThreadedImageReader2::vtkSetMacro ( Shift , double )
- 25.329.2.29 vtkGDCMThreadedImageReader2::vtkSetMacro ( Scale , double )
- 25.329.2.30 vtkGDCMThreadedImageReader2::vtkSetMacro ( UseShiftScale , int )
- 25.329.2.31 vtkGDCMThreadedImageReader2::vtkSetVector3Macro ( DataOrigin , double )
- 25.329.2.32 vtkGDCMThreadedImageReader2::vtkSetVector3Macro ( DataSpacing , double )

25.329.2.33 `vtkGDCMThreadedImageReader2::vtkSetVector6Macro ( DataExtent , int )`

25.329.2.34 `vtkGDCMThreadedImageReader2::vtkTypeRevisionMacro ( vtkGDCMThreadedImageReader2 ,  
vtkThreadedImageAlgorithm )`

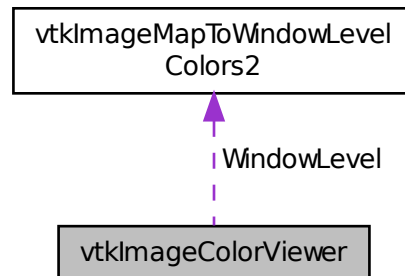
The documentation for this class was generated from the following file:

- `vtkGDCMThreadedImageReader2.h`

## 25.330 vtkImageColorViewer Class Reference

```
#include <vtkImageColorViewer.h>
```

Collaboration diagram for `vtkImageColorViewer`:



### Public Types

- enum {  
`SLICE_ORIENTATION_YZ = 0,`  
`SLICE_ORIENTATION_XZ = 1,`  
`SLICE_ORIENTATION_XY = 2 }`

### Public Member Functions

- virtual void `AddInput (vtkImageData *input)`
- virtual void `AddInputConnection (vtkAlgorithmOutput *input)`
- virtual double `GetColorLevel ()`
- virtual double `GetColorWindow ()`
- virtual `vtkImageData * GetInput ()`
- virtual int `GetOffScreenRendering ()`
- double `GetOverlayVisibility ()`
- virtual int \* `GetPosition ()`
- virtual int \* `GetSize ()`



- virtual int GetSliceMax ()
- virtual int GetSliceMin ()
- virtual void GetSliceRange (int range[2])
- virtual void GetSliceRange (int &min, int &max)
- virtual int \* GetSliceRange ()
- virtual const char \* GetWindowName ()
- void PrintSelf (ostream &os, vtkIndent indent)
- virtual void Render (void)
- virtual void SetColorLevel (double s)
- virtual void SetColorWindow (double s)
- virtual void SetDisplayId (void \*a)
- virtual void SetInput (vtkImageData \*in)
- virtual void SetInputConnection (vtkAlgorithmOutput \*input)
- virtual void SetOffScreenRendering (int)
- void SetOverlayVisibility (double vis)
- virtual void SetParentId (void \*a)
- virtual void SetPosition (int a, int b)
- virtual void SetPosition (int a[2])
- virtual void SetRenderer (vtkRenderer \*arg)
- virtual void SetRenderWindow (vtkRenderWindow \*arg)
- virtual void SetSize (int a, int b)
- virtual void SetSize (int a[2])
- virtual void SetSlice (int s)
- virtual void SetSliceOrientation (int orientation)
- virtual void SetSliceOrientationToXY ()
- virtual void SetSliceOrientationToXZ ()
- virtual void SetSliceOrientationToYZ ()
- virtual void SetupInteractor (vtkRenderWindowInteractor \*)
- virtual void SetWindowId (void \*a)
- virtual void UpdateDisplayExtent ()
- VTK\_LEGACY (int GetWholeZMin())
- VTK\_LEGACY (int GetWholeZMax())
- VTK\_LEGACY (int GetZSlice())
- VTK\_LEGACY (void SetZSlice(int))
- vtkBooleanMacro (OffScreenRendering, int)
- vtkGetMacro (SliceOrientation, int)
- vtkGetMacro (Slice, int)
- vtkGetObjectMacro (RenderWindow, vtkRenderWindow)
- vtkGetObjectMacro (Renderer, vtkRenderer)
- vtkGetObjectMacro (ImageActor, vtkImageActor)
- vtkGetObjectMacro (WindowLevel, vtkImageMapToWindowLevelColors2)
- vtkGetObjectMacro (InteractorStyle, vtkInteractorStyleImage)
- vtkTypeRevisionMacro (vtkImageColorViewer, vtkObject)

### Static Public Member Functions

- static vtkImageColorViewer \* New ()

## Protected Member Functions

- `vtkImageColorViewer ()`
- `~vtkImageColorViewer ()`
- `virtual void InstallPipeline ()`
- `virtual void UnInstallPipeline ()`
- `virtual void UpdateOrientation ()`

## Protected Attributes

- `int FirstRender`
- `vtkImageActor * ImageActor`
- `vtkRenderWindowInteractor * Interactor`
- `vtkInteractorStyleImage * InteractorStyle`
- `vtkImageActor * OverlayImageActor`
- `vtkRenderer * Renderer`
- `vtkRenderWindow * RenderWindow`
- `int Slice`
- `int SliceOrientation`
- `vtkImageMapToWindowLevelColors2 * WindowLevel`

### 25.330.1 Detailed Description

Examples:

`gdcmrtionplan.cxx`, and `gdcmrtplan.cxx`.

### 25.330.2 Member Enumeration Documentation

#### 25.330.2.1 anonymous enum

Enumerator:

***SLICE\_ORIENTATION\_YZ***  
***SLICE\_ORIENTATION\_XZ***  
***SLICE\_ORIENTATION\_XY***

### 25.330.3 Constructor & Destructor Documentation

25.330.3.1 `vtkImageColorViewer::vtkImageColorViewer ( )` [protected]

25.330.3.2 `vtkImageColorViewer::~~vtkImageColorViewer ( )` [protected]

### 25.330.4 Member Function Documentation

25.330.4.1 `virtual void vtkImageColorViewer::AddInput ( vtkImageData * input )` [virtual]

25.330.4.2 `virtual void vtkImageColorViewer::AddInputConnection ( vtkAlgorithmOutput * input )` [virtual]

25.330.4.3 `virtual double vtkImageColorViewer::GetColorLevel ( )` [virtual]

- 25.330.4.4 virtual double vtkImageColorViewer::GetColorWindow ( ) [virtual]
- 25.330.4.5 virtual vtkImageData\* vtkImageColorViewer::GetInput ( ) [virtual]
- 25.330.4.6 virtual int vtkImageColorViewer::GetOffScreenRendering ( ) [virtual]
- 25.330.4.7 double vtkImageColorViewer::GetOverlayVisibility ( )
- 25.330.4.8 virtual int\* vtkImageColorViewer::GetPosition ( ) [virtual]
- 25.330.4.9 virtual int\* vtkImageColorViewer::GetSize ( ) [virtual]
- 25.330.4.10 virtual int vtkImageColorViewer::GetSliceMax ( ) [virtual]
- 25.330.4.11 virtual int vtkImageColorViewer::GetSliceMin ( ) [virtual]
- 25.330.4.12 virtual void vtkImageColorViewer::GetSliceRange ( int *range*[2] ) [inline],[virtual]

References GetSliceRange().

Referenced by GetSliceRange().

- 25.330.4.13 virtual void vtkImageColorViewer::GetSliceRange ( int & *min*, int & *max* ) [virtual]
- 25.330.4.14 virtual int\* vtkImageColorViewer::GetSliceRange ( ) [virtual]
- 25.330.4.15 virtual const char\* vtkImageColorViewer::GetWindowName ( ) [virtual]
- 25.330.4.16 virtual void vtkImageColorViewer::InstallPipeline ( ) [protected],[virtual]
- 25.330.4.17 static vtkImageColorViewer\* vtkImageColorViewer::New ( ) [static]

Examples:

gdcmrtionplan.cxx, and gdcmrtplan.cxx.

- 25.330.4.18 void vtkImageColorViewer::PrintSelf ( ostream & *os*, vtkIndent *indent* )
- 25.330.4.19 virtual void vtkImageColorViewer::Render ( void ) [virtual]

Examples:

gdcmrtionplan.cxx, and gdcmrtplan.cxx.

- 25.330.4.20 virtual void vtkImageColorViewer::SetColorLevel ( double *s* ) [virtual]
- 25.330.4.21 virtual void vtkImageColorViewer::SetColorWindow ( double *s* ) [virtual]
- 25.330.4.22 virtual void vtkImageColorViewer::SetDisplayId ( void \* *a* ) [virtual]

25.330.4.23 `virtual void vtkImageColorViewer::SetInput ( vtkImageData * in )` [virtual]

Examples:

`gdcmrtionplan.cxx`, and `gdcmrtplan.cxx`.

25.330.4.24 `virtual void vtkImageColorViewer::SetInputConnection ( vtkAlgorithmOutput * input )` [virtual]

25.330.4.25 `virtual void vtkImageColorViewer::SetOffScreenRendering ( int )` [virtual]

25.330.4.26 `void vtkImageColorViewer::SetOverlayVisibility ( double vis )`

25.330.4.27 `virtual void vtkImageColorViewer::SetParentId ( void * a )` [virtual]

25.330.4.28 `virtual void vtkImageColorViewer::SetPosition ( int a, int b )` [virtual]

25.330.4.29 `virtual void vtkImageColorViewer::SetPosition ( int a[2] )` [inline],[virtual]

References `SetPosition()`.

Referenced by `SetPosition()`.

25.330.4.30 `virtual void vtkImageColorViewer::SetRenderer ( vtkRenderer * arg )` [virtual]

25.330.4.31 `virtual void vtkImageColorViewer::SetRenderWindow ( vtkRenderWindow * arg )` [virtual]

25.330.4.32 `virtual void vtkImageColorViewer::SetSize ( int a, int b )` [virtual]

Examples:

`gdcmrtionplan.cxx`, and `gdcmrtplan.cxx`.

25.330.4.33 `virtual void vtkImageColorViewer::SetSize ( int a[2] )` [inline],[virtual]

References `SetSize()`.

Referenced by `SetSize()`.

25.330.4.34 `virtual void vtkImageColorViewer::SetSlice ( int s )` [virtual]

25.330.4.35 `virtual void vtkImageColorViewer::SetSliceOrientation ( int orientation )` [virtual]

25.330.4.36 `virtual void vtkImageColorViewer::SetSliceOrientationToXY ( )` [inline],[virtual]

References `SLICE_ORIENTATION_XY`.

25.330.4.37 `virtual void vtkImageColorViewer::SetSliceOrientationToXZ ( )` [inline],[virtual]

References `SLICE_ORIENTATION_XZ`.

25.330.4.38 virtual void vtkImageColorViewer::SetSliceOrientationToYZ ( ) [inline],[virtual]

References SLICE\_ORIENTATION\_YZ.

25.330.4.39 virtual void vtkImageColorViewer::SetupInteractor ( vtkRenderWindowInteractor \* ) [virtual]

Examples:

gdcmrtonplan.cxx, and gdcmrtpplan.cxx.

25.330.4.40 virtual void vtkImageColorViewer::SetWindowId ( void \* a ) [virtual]

25.330.4.41 virtual void vtkImageColorViewer::UnInstallPipeline ( ) [protected],[virtual]

25.330.4.42 virtual void vtkImageColorViewer::UpdateDisplayExtent ( ) [virtual]

25.330.4.43 virtual void vtkImageColorViewer::UpdateOrientation ( ) [protected],[virtual]

25.330.4.44 vtkImageColorViewer::VTK\_LEGACY ( int GetWholeZMin() )

25.330.4.45 vtkImageColorViewer::VTK\_LEGACY ( int GetWholeZMax() )

25.330.4.46 vtkImageColorViewer::VTK\_LEGACY ( int GetZSlice() )

25.330.4.47 vtkImageColorViewer::VTK\_LEGACY ( void SetZSliceint )

25.330.4.48 vtkImageColorViewer::vtkBooleanMacro ( OffScreenRendering , int )

25.330.4.49 vtkImageColorViewer::vtkGetMacro ( SliceOrientation , int )

25.330.4.50 vtkImageColorViewer::vtkGetMacro ( Slice , int )

25.330.4.51 vtkImageColorViewer::vtkGetObjectMacro ( RenderWindow , vtkRenderWindow )

25.330.4.52 vtkImageColorViewer::vtkGetObjectMacro ( Renderer , vtkRenderer )

25.330.4.53 vtkImageColorViewer::vtkGetObjectMacro ( ImageActor , vtkImageActor )

25.330.4.54 vtkImageColorViewer::vtkGetObjectMacro ( WindowLevel , vtkImageMapToWindowLevelColors2 )

25.330.4.55 vtkImageColorViewer::vtkGetObjectMacro ( InteractorStyle , vtkInteractorStyleImage )

25.330.4.56 vtkImageColorViewer::vtkTypeRevisionMacro ( vtkImageColorViewer , vtkObject )

## 25.330.5 Member Data Documentation

25.330.5.1 int vtkImageColorViewer::FirstRender [protected]

25.330.5.2 vtkImageActor\* vtkImageColorViewer::ImageActor [protected]

- 25.330.5.3 `vtkRenderWindowInteractor* vtkImageColorViewer::Interactor` [protected]
- 25.330.5.4 `vtkInteractorStyleImage* vtkImageColorViewer::InteractorStyle` [protected]
- 25.330.5.5 `vtkImageActor* vtkImageColorViewer::OverlayImageActor` [protected]
- 25.330.5.6 `vtkRenderer* vtkImageColorViewer::Renderer` [protected]
- 25.330.5.7 `vtkRenderWindow* vtkImageColorViewer::RenderWindow` [protected]
- 25.330.5.8 `int vtkImageColorViewer::Slice` [protected]
- 25.330.5.9 `int vtkImageColorViewer::SliceOrientation` [protected]
- 25.330.5.10 `vtkImageMapToWindowLevelColors2* vtkImageColorViewer::WindowLevel` [protected]

The documentation for this class was generated from the following file:

- `vtkImageColorViewer.h`

## 25.331 `vtkImageMapToColors16` Class Reference

```
#include <vtkImageMapToColors16.h>
```

### Public Member Functions

- `virtual unsigned long GetMTime ()`
- `void PrintSelf (ostream &os, vtkIndent indent)`
- `virtual void SetLookupTable (vtkScalarsToColors *)`
- `void SetOutputFormatToLuminance ()`
- `void SetOutputFormatToLuminanceAlpha ()`
- `void SetOutputFormatToRGB ()`
- `void SetOutputFormatToRGBA ()`
- `vtkBooleanMacro (PassAlphaToOutput, int)`
- `vtkGetMacro (OutputFormat, int)`
- `vtkGetMacro (ActiveComponent, int)`
- `vtkGetMacro (PassAlphaToOutput, int)`
- `vtkGetObjectMacro (LookupTable, vtkScalarsToColors)`
- `vtkSetMacro (OutputFormat, int)`
- `vtkSetMacro (ActiveComponent, int)`
- `vtkSetMacro (PassAlphaToOutput, int)`
- `vtkTypeRevisionMacro (vtkImageMapToColors16, vtkThreadedImageAlgorithm)`

### Static Public Member Functions

- `static vtkImageMapToColors16 * New ()`

## Protected Member Functions

- vtkImageMapToColors16 ()
- ~vtkImageMapToColors16 ()
- virtual int RequestData (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*outputVector)
- virtual int RequestInformation (vtkInformation \*, vtkInformationVector \*\*, vtkInformationVector \*)
- void ThreadedRequestData (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*outputVector, vtkImageData \*\*\*inData, vtkImageData \*\*outData, int extent[6], int id)

## Protected Attributes

- int ActiveComponent
- int DataWasPassed
- vtkScalarsToColors \* LookupTable
- int OutputFormat
- int PassAlphaToOutput

## 25.331.1 Constructor & Destructor Documentation

25.331.1.1 vtkImageMapToColors16::vtkImageMapToColors16 ( ) [protected]

25.331.1.2 vtkImageMapToColors16::~~vtkImageMapToColors16 ( ) [protected]

## 25.331.2 Member Function Documentation

25.331.2.1 virtual unsigned long vtkImageMapToColors16::GetMTime ( ) [virtual]

25.331.2.2 static vtkImageMapToColors16\* vtkImageMapToColors16::New ( ) [static]

25.331.2.3 void vtkImageMapToColors16::PrintSelf ( ostream & os, vtkIndent indent )

25.331.2.4 virtual int vtkImageMapToColors16::RequestData ( vtkInformation \* request, vtkInformationVector \*\* inputVector, vtkInformationVector \* outputVector ) [protected],[virtual]

25.331.2.5 virtual int vtkImageMapToColors16::RequestInformation ( vtkInformation \*, vtkInformationVector \*\*, vtkInformationVector \* ) [protected],[virtual]

25.331.2.6 virtual void vtkImageMapToColors16::SetLookupTable ( vtkScalarsToColors \* ) [virtual]

25.331.2.7 void vtkImageMapToColors16::SetOutputFormatToLuminance ( ) [inline]

25.331.2.8 void vtkImageMapToColors16::SetOutputFormatToLuminanceAlpha ( ) [inline]

25.331.2.9 void vtkImageMapToColors16::SetOutputFormatToRGB ( ) [inline]

25.331.2.10 void vtkImageMapToColors16::SetOutputFormatToRGBA ( ) [inline]

25.331.2.11 void vtkImageMapToColors16::ThreadedRequestData ( vtkInformation \* request, vtkInformationVector \*\* inputVector, vtkInformationVector \* outputVector, vtkImageData \*\*\* inData, vtkImageData \*\* outData, int extent[6], int id ) [protected]

- 25.331.2.12 `vtkImageMapToColors16::vtkBooleanMacro ( PassAlphaToOutput , int )`
- 25.331.2.13 `vtkImageMapToColors16::vtkGetMacro ( OutputFormat , int )`
- 25.331.2.14 `vtkImageMapToColors16::vtkGetMacro ( ActiveComponent , int )`
- 25.331.2.15 `vtkImageMapToColors16::vtkGetMacro ( PassAlphaToOutput , int )`
- 25.331.2.16 `vtkImageMapToColors16::vtkGetObjectMacro ( LookupTable , vtkScalarsToColors )`
- 25.331.2.17 `vtkImageMapToColors16::vtkSetMacro ( OutputFormat , int )`
- 25.331.2.18 `vtkImageMapToColors16::vtkSetMacro ( ActiveComponent , int )`
- 25.331.2.19 `vtkImageMapToColors16::vtkSetMacro ( PassAlphaToOutput , int )`
- 25.331.2.20 `vtkImageMapToColors16::vtkTypeRevisionMacro ( vtkImageMapToColors16 , vtkThreadedImageAlgorithm )`

### 25.331.3 Member Data Documentation

- 25.331.3.1 `int vtkImageMapToColors16::ActiveComponent` [protected]
- 25.331.3.2 `int vtkImageMapToColors16::DataWasPassed` [protected]
- 25.331.3.3 `vtkScalarsToColors* vtkImageMapToColors16::LookupTable` [protected]
- 25.331.3.4 `int vtkImageMapToColors16::OutputFormat` [protected]
- 25.331.3.5 `int vtkImageMapToColors16::PassAlphaToOutput` [protected]

The documentation for this class was generated from the following file:

- `vtkImageMapToColors16.h`

## 25.332 vtkImageMapToWindowLevelColors2 Class Reference

```
#include <vtkImageMapToWindowLevelColors2.h>
```

### Public Member Functions

- `void PrintSelf (ostream &os, vtkIndent indent)`
- `vtkGetMacro (Window, double)`
- `vtkGetMacro (Level, double)`
- `vtkSetMacro (Window, double)`
- `vtkSetMacro (Level, double)`
- `vtkTypeRevisionMacro (vtkImageMapToWindowLevelColors2, vtkImageMapToColors)`



## Static Public Member Functions

- static  
vtkImageMapToWindowLevelColors2 \* New ()

## Protected Member Functions

- vtkImageMapToWindowLevelColors2 ()
- ~vtkImageMapToWindowLevelColors2 ()
- virtual int RequestData (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*outputVector)
- virtual int RequestInformation (vtkInformation \*, vtkInformationVector \*\*, vtkInformationVector \*)
- void ThreadedRequestData (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*outputVector, vtkImageData \*\*\*inData, vtkImageData \*\*outData, int extent[6], int id)

## Protected Attributes

- double Level
- double Window

### 25.332.1 Constructor & Destructor Documentation

25.332.1.1 vtkImageMapToWindowLevelColors2::vtkImageMapToWindowLevelColors2 ( ) [protected]

25.332.1.2 vtkImageMapToWindowLevelColors2::~~vtkImageMapToWindowLevelColors2 ( ) [protected]

### 25.332.2 Member Function Documentation

25.332.2.1 static vtkImageMapToWindowLevelColors2\* vtkImageMapToWindowLevelColors2::New ( ) [static]

25.332.2.2 void vtkImageMapToWindowLevelColors2::PrintSelf ( ostream & os, vtkIndent indent )

25.332.2.3 virtual int vtkImageMapToWindowLevelColors2::RequestData ( vtkInformation \* request, vtkInformationVector \*\* inputVector, vtkInformationVector \* outputVector ) [protected], [virtual]

25.332.2.4 virtual int vtkImageMapToWindowLevelColors2::RequestInformation ( vtkInformation \* , vtkInformationVector \*\* , vtkInformationVector \* ) [protected], [virtual]

25.332.2.5 void vtkImageMapToWindowLevelColors2::ThreadedRequestData ( vtkInformation \* request, vtkInformationVector \*\* inputVector, vtkInformationVector \* outputVector, vtkImageData \*\*\* inData, vtkImageData \*\* outData, int extent[6], int id ) [protected]

25.332.2.6 vtkImageMapToWindowLevelColors2::vtkGetMacro ( Window , double )

25.332.2.7 vtkImageMapToWindowLevelColors2::vtkGetMacro ( Level , double )

25.332.2.8 vtkImageMapToWindowLevelColors2::vtkSetMacro ( Window , double )

25.332.2.9 vtkImageMapToWindowLevelColors2::vtkSetMacro ( Level , double )

25.332.2.10 `vtkImageMapToWindowLevelColors2::vtkTypeRevisionMacro ( vtkImageMapToWindowLevelColors2 ,  
vtkImageMapToColors )`

### 25.332.3 Member Data Documentation

25.332.3.1 `double vtkImageMapToWindowLevelColors2::Level` `[protected]`

25.332.3.2 `double vtkImageMapToWindowLevelColors2::Window` `[protected]`

The documentation for this class was generated from the following file:

- `vtkImageMapToWindowLevelColors2.h`

## 25.333 vtkImagePlanarComponentsToComponents Class Reference

```
#include <vtkImagePlanarComponentsToComponents.h>
```

### Public Member Functions

- `void PrintSelf (ostream &os, vtkIndent indent)`
- `vtkTypeRevisionMacro (vtkImagePlanarComponentsToComponents, vtkImageAlgorithm)`

### Static Public Member Functions

- `static  
vtkImagePlanarComponentsToComponents * New ()`

### Protected Member Functions

- `vtkImagePlanarComponentsToComponents ()`
- `~vtkImagePlanarComponentsToComponents ()`
- `virtual int RequestData (vtkInformation *, vtkInformationVector **, vtkInformationVector *)`

### 25.333.1 Constructor & Destructor Documentation

25.333.1.1 `vtkImagePlanarComponentsToComponents::vtkImagePlanarComponentsToComponents ( )` `[protected]`

25.333.1.2 `vtkImagePlanarComponentsToComponents::~~vtkImagePlanarComponentsToComponents ( )` `[inline],  
[protected]`

### 25.333.2 Member Function Documentation

25.333.2.1 `static vtkImagePlanarComponentsToComponents* vtkImagePlanarComponentsToComponents::New ( )`  
`[static]`

25.333.2.2 `void vtkImagePlanarComponentsToComponents::PrintSelf ( ostream & os, vtkIndent indent )`

- 25.333.2.3 `virtual int vtkImagePlanarComponentsToComponents::RequestData ( vtkInformation *, vtkInformationVector **, vtkInformationVector * ) [protected],[virtual]`
- 25.333.2.4 `vtkImagePlanarComponentsToComponents::vtkTypeRevisionMacro ( vtkImagePlanarComponentsToComponents , vtkImageAlgorithm )`

The documentation for this class was generated from the following file:

- `vtkImagePlanarComponentsToComponents.h`

## 25.334 vtkImageRGBToYBR Class Reference

```
#include <vtkImageRGBToYBR.h>
```

### Public Member Functions

- `void PrintSelf (ostream &os, vtkIndent indent)`
- `vtkTypeRevisionMacro (vtkImageRGBToYBR, vtkThreadedImageAlgorithm)`

### Static Public Member Functions

- `static vtkImageRGBToYBR * New ()`

### Protected Member Functions

- `vtkImageRGBToYBR ()`
- `~vtkImageRGBToYBR ()`
- `void ThreadedExecute (vtkImageData *inData, vtkImageData *outData, int ext[6], int id)`

### 25.334.1 Constructor & Destructor Documentation

- 25.334.1.1 `vtkImageRGBToYBR::vtkImageRGBToYBR ( ) [protected]`
- 25.334.1.2 `vtkImageRGBToYBR::~~vtkImageRGBToYBR ( ) [inline],[protected]`

### 25.334.2 Member Function Documentation

- 25.334.2.1 `static vtkImageRGBToYBR* vtkImageRGBToYBR::New ( ) [static]`
- 25.334.2.2 `void vtkImageRGBToYBR::PrintSelf ( ostream & os, vtkIndent indent )`
- 25.334.2.3 `void vtkImageRGBToYBR::ThreadedExecute ( vtkImageData * inData, vtkImageData * outData, int ext[6], int id ) [protected]`
- 25.334.2.4 `vtkImageRGBToYBR::vtkTypeRevisionMacro ( vtkImageRGBToYBR , vtkThreadedImageAlgorithm )`

The documentation for this class was generated from the following file:

- `vtkImageRGBToYBR.h`

## 25.335 vtkImageYBRToRGB Class Reference

```
#include <vtkImageYBRToRGB.h>
```

### Public Member Functions

- void PrintSelf (ostream &os, vtkIndent indent)
- vtkTypeRevisionMacro (vtkImageYBRToRGB, vtkThreadedImageAlgorithm)

### Static Public Member Functions

- static vtkImageYBRToRGB \* New ()

### Protected Member Functions

- vtkImageYBRToRGB ()
- ~vtkImageYBRToRGB ()
- void ThreadedExecute (vtkImageData \*inData, vtkImageData \*outData, int ext[6], int id)

### 25.335.1 Constructor & Destructor Documentation

25.335.1.1 `vtkImageYBRToRGB::vtkImageYBRToRGB ( )` [protected]

25.335.1.2 `vtkImageYBRToRGB::~~vtkImageYBRToRGB ( )` [inline],[protected]

### 25.335.2 Member Function Documentation

25.335.2.1 `static vtkImageYBRToRGB* vtkImageYBRToRGB::New ( )` [static]

25.335.2.2 `void vtkImageYBRToRGB::PrintSelf ( ostream & os, vtkIndent indent )`

25.335.2.3 `void vtkImageYBRToRGB::ThreadedExecute ( vtkImageData * inData, vtkImageData * outData, int ext[6], int id )`  
[protected]

25.335.2.4 `vtkImageYBRToRGB::vtkTypeRevisionMacro ( vtkImageYBRToRGB , vtkThreadedImageAlgorithm )`

The documentation for this class was generated from the following file:

- vtkImageYBRToRGB.h

## 25.336 vtkLookupTable16 Class Reference

```
#include <vtkLookupTable16.h>
```

## Public Member Functions

- void Build ()
- unsigned short \* GetPointer (const vtkIdType id)
- void PrintSelf (ostream &os, vtkIndent indent)
- void SetNumberOfTableValues (vtkIdType number)
- vtkTypeRevisionMacro (vtkLookupTable16, vtkLookupTable)
- unsigned char \* WritePointer (const vtkIdType id, const int number)

## Static Public Member Functions

- static vtkLookupTable16 \* New ()

## Protected Member Functions

- vtkLookupTable16 (int size=256, int ext=256)
- ~vtkLookupTable16 ()
- void MapScalarsThroughTable2 (void \*input, unsigned char \*output, int inputDataType, int numberOfValues, int inputIncrement, int outputFormat)

## Protected Attributes

- vtkUnsignedShortArray \* Table16

## 25.336.1 Constructor & Destructor Documentation

25.336.1.1 `vtkLookupTable16::vtkLookupTable16 ( int size = 256, int ext = 256 )` [protected]

25.336.1.2 `vtkLookupTable16::~~vtkLookupTable16 ( )` [protected]

## 25.336.2 Member Function Documentation

25.336.2.1 `void vtkLookupTable16::Build ( )`

25.336.2.2 `unsigned short* vtkLookupTable16::GetPointer ( const vtkIdType id )` [inline]

25.336.2.3 `void vtkLookupTable16::MapScalarsThroughTable2 ( void * input, unsigned char * output, int inputDataType, int numberOfValues, int inputIncrement, int outputFormat )` [protected]

25.336.2.4 `static vtkLookupTable16* vtkLookupTable16::New ( )` [static]

25.336.2.5 `void vtkLookupTable16::PrintSelf ( ostream & os, vtkIndent indent )`

25.336.2.6 `void vtkLookupTable16::SetNumberOfTableValues ( vtkIdType number )`

25.336.2.7 `vtkLookupTable16::vtkTypeRevisionMacro ( vtkLookupTable16 , vtkLookupTable )`

25.336.2.8 `unsigned char * vtkLookupTable16::WritePointer ( const vtkIdType id, const int number )` [inline]

References Table16.

### 25.336.3 Member Data Documentation

#### 25.336.3.1 vtkUnsignedShortArray\* vtkLookupTable16::Table16 [protected]

Referenced by WritePointer().

The documentation for this class was generated from the following file:

- vtkLookupTable16.h

## 25.337 vtkRTStructSetProperties Class Reference

```
#include <vtkRTStructSetProperties.h>
```

### Public Member Functions

- void AddContourReferencedFrameOfReference (vtkIdType pdnum, const char \*classuid, const char \*instanceuid)
- void AddReferencedFrameOfReference (const char \*classuid, const char \*instanceuid)
- void AddStructureSetROI (int roinumber, const char \*refframerefid, const char \*roiname, const char \*ROI-GenerationAlgorithm)
- void AddStructureSetROIObservation (int refnumber, int observationnumber, const char \*rtroiinterpretedtype, const char \*roiinterpreter)
- virtual void Clear ()
- virtual void DeepCopy (vtkRTStructSetProperties \*p)
- const char \* GetContourReferencedFrameOfReferenceClassUID (vtkIdType pdnum, vtkIdType id)
- const char \* GetContourReferencedFrameOfReferenceInstanceUID (vtkIdType pdnum, vtkIdType id)
- vtkIdType GetNumberOfContourReferencedFrameOfReferences ()
- vtkIdType GetNumberOfContourReferencedFrameOfReferences (vtkIdType pdnum)
- vtkIdType GetNumberOfReferencedFrameOfReferences ()
- vtkIdType GetNumberOfStructureSetROIs ()
- const char \* GetReferencedFrameOfReferenceClassUID (vtkIdType id)
- const char \* GetReferencedFrameOfReferenceInstanceUID (vtkIdType id)
- int GetStructureSetObservationNumber (vtkIdType id)
- const char \* GetStructureSetROIGenerationAlgorithm (vtkIdType)
- const char \* GetStructureSetROIName (vtkIdType)
- int GetStructureSetROINumber (vtkIdType id)
- const char \* GetStructureSetROIRefFrameRefUID (vtkIdType)
- const char \* GetStructureSetRTROIInterpretedType (vtkIdType id)
- void PrintSelf (ostream &os, vtkIndent indent)
- vtkGetStringMacro (StructureSetLabel)
- vtkGetStringMacro (StructureSetName)
- vtkGetStringMacro (StructureSetDate)
- vtkGetStringMacro (StructureSetTime)
- vtkGetStringMacro (SOPInstanceUID)
- vtkGetStringMacro (StudyInstanceUID)
- vtkGetStringMacro (SeriesInstanceUID)
- vtkGetStringMacro (ReferenceSeriesInstanceUID)
- vtkGetStringMacro (ReferenceFrameOfReferenceUID)
- vtkSetStringMacro (StructureSetLabel)
- vtkSetStringMacro (StructureSetName)

- vtkSetStringMacro (StructureSetDate)
- vtkSetStringMacro (StructureSetTime)
- vtkSetStringMacro (SOPInstanceUID)
- vtkSetStringMacro (StudyInstanceUID)
- vtkSetStringMacro (SeriesInstanceUID)
- vtkSetStringMacro (ReferenceSeriesInstanceUID)
- vtkSetStringMacro (ReferenceFrameOfReferenceUID)
- vtkTypeRevisionMacro (vtkRTStructSetProperties, vtkObject)

### Static Public Member Functions

- static vtkRTStructSetProperties \* New ()

### Protected Member Functions

- vtkRTStructSetProperties ()
- ~vtkRTStructSetProperties ()

### Protected Attributes

- vtkRTStructSetPropertiesInternals \* Internals
- char \* ReferenceFrameOfReferenceUID
- char \* ReferenceSeriesInstanceUID
- char \* SeriesInstanceUID
- char \* SOPInstanceUID
- char \* StructureSetDate
- char \* StructureSetLabel
- char \* StructureSetName
- char \* StructureSetTime
- char \* StudyInstanceUID

## 25.337.1 Detailed Description

Examples:

GenerateRTSTRUCT.cxx.

## 25.337.2 Constructor & Destructor Documentation

25.337.2.1 `vtkRTStructSetProperties::vtkRTStructSetProperties ( )` [protected]

25.337.2.2 `vtkRTStructSetProperties::~~vtkRTStructSetProperties ( )` [protected]

## 25.337.3 Member Function Documentation

25.337.3.1 `void vtkRTStructSetProperties::AddContourReferencedFrameOfReference ( vtkIdType pdnum, const char * classuid, const char * instanceuid )`

25.337.3.2 `void vtkRTStructSetProperties::AddReferencedFrameOfReference ( const char * classuid, const char * instanceuid )`

- 25.337.3.3 void vtkRTStructSetProperties::AddStructureSetROI ( int *roinumber*, const char \* *reftframeuid*, const char \* *roiname*, const char \* *ROIGenerationAlgorithm* )
- 25.337.3.4 void vtkRTStructSetProperties::AddStructureSetROIObservation ( int *refnumber*, int *observationnumber*, const char \* *rtroiinterpretedtype*, const char \* *roiinterpreter* )
- 25.337.3.5 virtual void vtkRTStructSetProperties::Clear ( ) [virtual]
- 25.337.3.6 virtual void vtkRTStructSetProperties::DeepCopy ( vtkRTStructSetProperties \* *p* ) [virtual]
- 25.337.3.7 const char\* vtkRTStructSetProperties::GetContourReferencedFrameOfReferenceClassUID ( vtkIdType *pdnum*, vtkIdType *id* )
- 25.337.3.8 const char\* vtkRTStructSetProperties::GetContourReferencedFrameOfReferenceInstanceUID ( vtkIdType *pdnum*, vtkIdType *id* )
- 25.337.3.9 vtkIdType vtkRTStructSetProperties::GetNumberOfContourReferencedFrameOfReferences ( )
- 25.337.3.10 vtkIdType vtkRTStructSetProperties::GetNumberOfContourReferencedFrameOfReferences ( vtkIdType *pdnum* )
- 25.337.3.11 vtkIdType vtkRTStructSetProperties::GetNumberOfReferencedFrameOfReferences ( )
- 25.337.3.12 vtkIdType vtkRTStructSetProperties::GetNumberOfStructureSetROIs ( )
- 25.337.3.13 const char\* vtkRTStructSetProperties::GetReferencedFrameOfReferenceClassUID ( vtkIdType *id* )
- 25.337.3.14 const char\* vtkRTStructSetProperties::GetReferencedFrameOfReferenceInstanceUID ( vtkIdType *id* )
- 25.337.3.15 int vtkRTStructSetProperties::GetStructureSetObservationNumber ( vtkIdType *id* )
- 25.337.3.16 const char\* vtkRTStructSetProperties::GetStructureSetROIGenerationAlgorithm ( vtkIdType )
- 25.337.3.17 const char\* vtkRTStructSetProperties::GetStructureSetROIName ( vtkIdType )
- 25.337.3.18 int vtkRTStructSetProperties::GetStructureSetROINumber ( vtkIdType *id* )
- 25.337.3.19 const char\* vtkRTStructSetProperties::GetStructureSetROIRefFrameRefUID ( vtkIdType )
- 25.337.3.20 const char\* vtkRTStructSetProperties::GetStructureSetRTROIInterpretedType ( vtkIdType *id* )
- 25.337.3.21 static vtkRTStructSetProperties\* vtkRTStructSetProperties::New ( ) [static]

Examples:

GenerateRTSTRUCT.cxx.

- 25.337.3.22 void vtkRTStructSetProperties::PrintSelf ( ostream & *os*, vtkIndent *indent* )
- 25.337.3.23 vtkRTStructSetProperties::vtkGetStringMacro ( StructureSetLabel )
- 25.337.3.24 vtkRTStructSetProperties::vtkGetStringMacro ( StructureSetName )



- 25.337.3.25 `vtkRTStructSetProperties::vtkGetStringMacro ( StructureSetDate )`
- 25.337.3.26 `vtkRTStructSetProperties::vtkGetStringMacro ( StructureSetTime )`
- 25.337.3.27 `vtkRTStructSetProperties::vtkGetStringMacro ( SOPInstanceUID )`
- 25.337.3.28 `vtkRTStructSetProperties::vtkGetStringMacro ( StudyInstanceUID )`
- 25.337.3.29 `vtkRTStructSetProperties::vtkGetStringMacro ( SeriesInstanceUID )`
- 25.337.3.30 `vtkRTStructSetProperties::vtkGetStringMacro ( ReferenceSeriesInstanceUID )`
- 25.337.3.31 `vtkRTStructSetProperties::vtkGetStringMacro ( ReferenceFrameOfReferenceUID )`
- 25.337.3.32 `vtkRTStructSetProperties::vtkSetStringMacro ( StructureSetLabel )`
- 25.337.3.33 `vtkRTStructSetProperties::vtkSetStringMacro ( StructureSetName )`
- 25.337.3.34 `vtkRTStructSetProperties::vtkSetStringMacro ( StructureSetDate )`
- 25.337.3.35 `vtkRTStructSetProperties::vtkSetStringMacro ( StructureSetTime )`
- 25.337.3.36 `vtkRTStructSetProperties::vtkSetStringMacro ( SOPInstanceUID )`
- 25.337.3.37 `vtkRTStructSetProperties::vtkSetStringMacro ( StudyInstanceUID )`
- 25.337.3.38 `vtkRTStructSetProperties::vtkSetStringMacro ( SeriesInstanceUID )`
- 25.337.3.39 `vtkRTStructSetProperties::vtkSetStringMacro ( ReferenceSeriesInstanceUID )`
- 25.337.3.40 `vtkRTStructSetProperties::vtkSetStringMacro ( ReferenceFrameOfReferenceUID )`
- 25.337.3.41 `vtkRTStructSetProperties::vtkTypeRevisionMacro ( vtkRTStructSetProperties , vtkObject )`

#### 25.337.4 Member Data Documentation

- 25.337.4.1 `vtkRTStructSetPropertiesInternals* vtkRTStructSetProperties::Internals` [protected]
- 25.337.4.2 `char* vtkRTStructSetProperties::ReferenceFrameOfReferenceUID` [protected]
- 25.337.4.3 `char* vtkRTStructSetProperties::ReferenceSeriesInstanceUID` [protected]
- 25.337.4.4 `char* vtkRTStructSetProperties::SeriesInstanceUID` [protected]
- 25.337.4.5 `char* vtkRTStructSetProperties::SOPInstanceUID` [protected]
- 25.337.4.6 `char* vtkRTStructSetProperties::StructureSetDate` [protected]
- 25.337.4.7 `char* vtkRTStructSetProperties::StructureSetLabel` [protected]
- 25.337.4.8 `char* vtkRTStructSetProperties::StructureSetName` [protected]

25.337.4.9 `char* vtkRTStructSetProperties::StructureSetTime` [protected]

25.337.4.10 `char* vtkRTStructSetProperties::StudyInstanceUID` [protected]

The documentation for this class was generated from the following file:

- `vtkRTStructSetProperties.h`

## 25.338 `gdcm::Waveform` Class Reference

Waveform class.

```
#include <gdcmWaveform.h>
```

### Public Member Functions

- `Waveform ()`

### 25.338.1 Detailed Description

Waveform class.

### 25.338.2 Constructor & Destructor Documentation

25.338.2.1 `gdcm::Waveform::Waveform ( )` [inline]

The documentation for this class was generated from the following file:

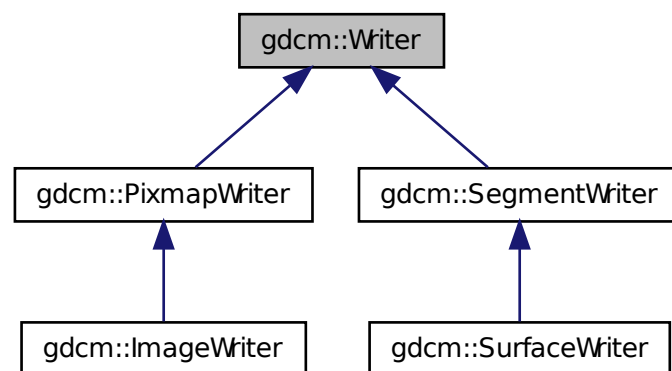
- `gdcmWaveform.h`

## 25.339 `gdcm::Writer` Class Reference

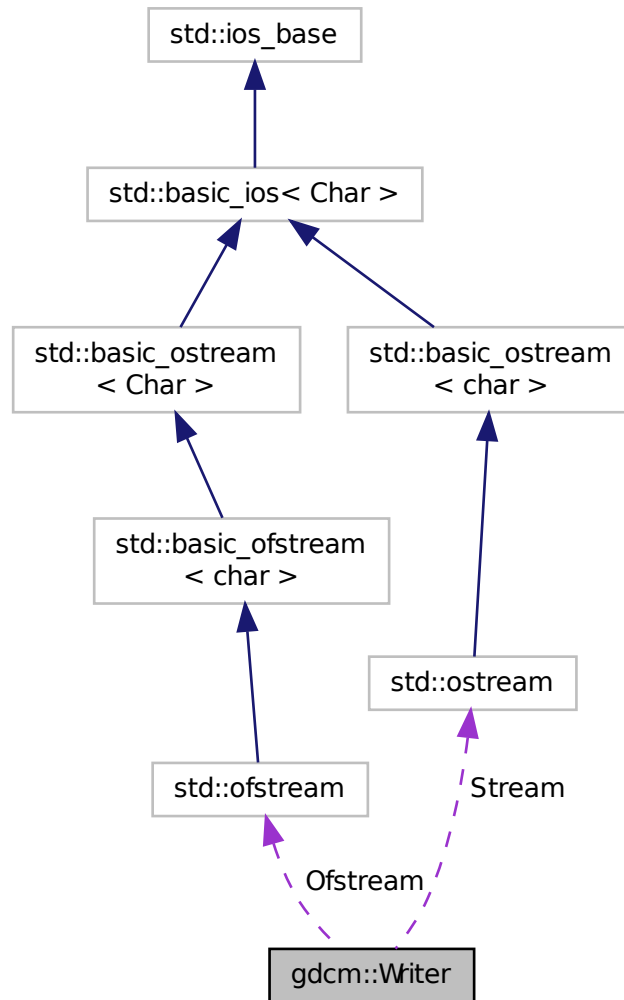
Writer ala DOM (Document Object Model) This class is a non-validating writer, it will only performs well- formedness check only.

```
#include <gdcmWriter.h>
```

Inheritance diagram for gdcm::Writer:



Collaboration diagram for `gdcm::Writer`:



## Public Member Functions

- `Writer ()`
- `virtual ~Writer ()`
- `void CheckFileMetaInformationOff ()`
- `void CheckFileMetaInformationOn ()`
- `File & GetFile ()`
- `void SetCheckFileMetaInformation (bool b)`  
*Undocumented function, do not use (= leave default)*
- `void SetFile (const File &f)`  
*Set/Get the DICOM file (DataSet + Header)*

- void SetFileName (const char \*filename\_native)  
*Set the filename of DICOM file to write:*
- void SetStream (std::ostream &output\_stream)  
*Set user ostream buffer.*
- virtual bool Write ()  
*Main function to tell the writer to write.*

### Protected Member Functions

- std::ostream \* GetStreamPtr () const
- void SetWriteDataSetOnly (bool b)

### Protected Attributes

- std::ofstream \* Ofstream
- std::ostream \* Stream

### Friends

- class StreamImageWriter

## 25.339.1 Detailed Description

Writer ala DOM (Document Object Model) This class is a non-validating writer, it will only performs well- formedness check only.

Detailed description here To avoid GDCM being yet another broken DICOM lib we try to be user level and avoid writing illegal stuff (odd length, non-zero value for Item start/end length ...) Therefore you cannot (well unless you are really smart) write DICOM with even length tag. All the checks are consider basics:

- Correct Meta Information Header (see gdcm::FileMetaInformation)
- Zero value for Item Length (0xfffe, 0xe00d/0xe0dd)
- Even length for any elements
- Alphabetical order for elements (garanteed by design of internals)
- 32bits VR will be rewritten with 00

### Warning

gdcm::Writer cannot write a DataSet if no SOP Instance UID (0008,0018) is found, unless a DICOMDIR is being written out

**See Also**

Reader DataSet File

**Examples:**

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, CreateJPIPDataSet.cxx, DuplicatePCDE.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGLS.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, HelloWorld.cxx, LargeVRDSExplicit.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

**25.339.2 Constructor & Destructor Documentation**

25.339.2.1 `gdcm::Writer::Writer ( )`

25.339.2.2 `virtual gdcm::Writer::~~Writer ( )` `[virtual]`

**25.339.3 Member Function Documentation**

25.339.3.1 `void gdcm::Writer::CheckFileMetaInformationOff ( )` `[inline]`

**Examples:**

FixBrokenJ2K.cxx, and HelloWorld.cxx.

25.339.3.2 `void gdcm::Writer::CheckFileMetaInformationOn ( )` `[inline]`

25.339.3.3 `File& gdcm::Writer::GetFile ( )` `[inline]`

**Examples:**

CreateJPIPDataSet.cxx, EncapsulateFileInRawData.cxx, Extracting\_All\_Resolution.cxx, Fake\_Image\_Using\_Stream\_Image\_Writer.cxx, GenAllVR.cxx, GenFakeIdentifyFile.cxx, iU22tomultisc.cxx, pmsct\_rgb1.cxx, rle2img.cxx, and StreamImageReaderTest.cxx.

25.339.3.4 `std::ostream* gdcm::Writer::GetStreamPtr ( ) const` `[inline]`, `[protected]`

25.339.3.5 `void gdcm::Writer::SetCheckFileMetaInformation ( bool b )` `[inline]`

Undocumented function, do not use (= leave default)

**Examples:**

GenAllVR.cxx, GenFakeIdentifyFile.cxx, and PatchFile.cxx.

25.339.3.6 `void gdcm::Writer::SetFile ( const File & f )` `[inline]`

Set/Get the DICOM file (DataSet + Header)

**Examples:**

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, CompressImage.cxx, DuplicatePCDE.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGs.cxx, GenFakelImage.cxx, GenLongSeqs.cxx, GenSeqs.cxx, HelloWorld.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, and rle2img.cxx.

**25.339.3.7** void gdcm::Writer::SetFileName ( const char \* *filename\_native* )

Set the filename of DICOM file to write:

**Examples:**

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, CompressImage.cxx, CreateARGBImage.cxx, CreateCMYKImage.cxx, CreateJPIPDataSet.cxx, csa2img.cxx, DuplicatePCDE.cxx, EncapsulateFileInRawData.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGs.cxx, GenAllVR.cxx, GenFakelIdentifyFile.cxx, GenFakelImage.cxx, GenLongSeqs.cxx, GenSeqs.cxx, HelloVizWorld.cxx, HelloWorld.cxx, iU22tomultisc.cxx, LargeVRDSExplicit.cxx, MergeTwoFiles.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, and rle2img.cxx.

**25.339.3.8** void gdcm::Writer::SetStream ( std::ostream & *output\_stream* ) [inline]

Set user ostream buffer.

**25.339.3.9** void gdcm::Writer::SetWriteDataSetOnly ( bool *b* ) [inline],[protected]

**25.339.3.10** virtual bool gdcm::Writer::Write ( ) [virtual]

Main function to tell the writer to write.

Reimplemented in gdcm::PixmapWriter, gdcm::ImageWriter, gdcm::SurfaceWriter, and gdcm::SegmentWriter.

**Examples:**

ChangeSequenceUltrasound.cxx, ClinicalTrialAnnotate.cxx, CreateJPIPDataSet.cxx, DuplicatePCDE.cxx, EncapsulateFileInRawData.cxx, FixBrokenJ2K.cxx, FixJAIBugJPEGs.cxx, GenAllVR.cxx, GenFakelIdentifyFile.cxx, GenLongSeqs.cxx, GenSeqs.cxx, HelloWorld.cxx, LargeVRDSExplicit.cxx, PatchFile.cxx, pmsct\_rgb1.cxx, and rle2img.cxx.

**25.339.4 Friends And Related Function Documentation**

**25.339.4.1** friend class StreamImageWriter [friend]

**25.339.5 Member Data Documentation**

**25.339.5.1** std::ofstream\* gdcm::Writer::Ofstream [protected]

**25.339.5.2** std::ostream\* gdcm::Writer::Stream [protected]

The documentation for this class was generated from the following file:

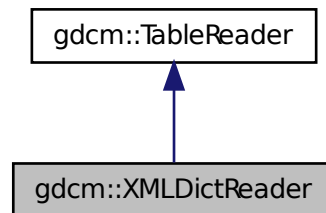
- gdcmWriter.h

## 25.340 gdcM::XMLDictReader Class Reference

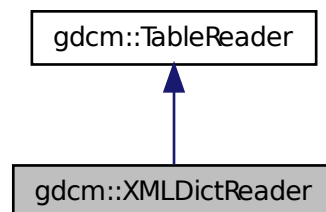
Class for representing a XMLDictReader.

```
#include <gdcMXMLDictReader.h>
```

Inheritance diagram for gdcM::XMLDictReader:



Collaboration diagram for gdcM::XMLDictReader:



### Public Member Functions

- XMLDictReader ()
- ~XMLDictReader ()
- void CharacterDataHandler (const char \*data, int length)
- void EndElement (const char \*name)
- const Dict & GetDict ()
- void StartElement (const char \*name, const char \*\*atts)

### Protected Member Functions

- void HandleDescription (const char \*\*atts)



- void HandleEntry (const char \*\*atts)

### 25.340.1 Detailed Description

Class for representing a XMLDictReader.

#### Note

bla Will read the DICOMV3.xml file

### 25.340.2 Constructor & Destructor Documentation

25.340.2.1 gdcm::XMLDictReader::XMLDictReader ( )

25.340.2.2 gdcm::XMLDictReader::~~XMLDictReader ( ) [inline]

### 25.340.3 Member Function Documentation

25.340.3.1 void gdcm::XMLDictReader::CharacterDataHandler ( const char \* *data*, int *length* ) [virtual]

Reimplemented from gdcm::TableReader.

25.340.3.2 void gdcm::XMLDictReader::EndElement ( const char \* *name* ) [virtual]

Reimplemented from gdcm::TableReader.

25.340.3.3 const Dict& gdcm::XMLDictReader::GetDict ( ) [inline]

25.340.3.4 void gdcm::XMLDictReader::HandleDescription ( const char \*\* *atts* ) [protected]

25.340.3.5 void gdcm::XMLDictReader::HandleEntry ( const char \*\* *atts* ) [protected]

25.340.3.6 void gdcm::XMLDictReader::StartElement ( const char \* *name*, const char \*\* *atts* ) [virtual]

Reimplemented from gdcm::TableReader.

The documentation for this class was generated from the following file:

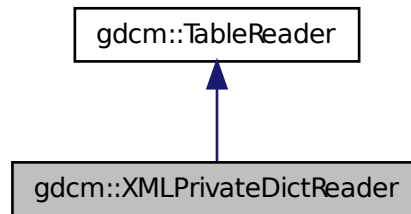
- gdcmXMLDictReader.h

## 25.341 gdcm::XMLPrivateDictReader Class Reference

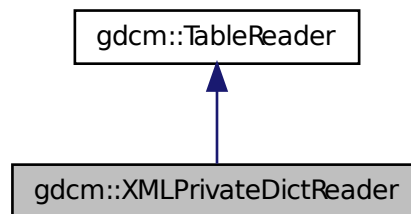
Class for representing a XMLPrivateDictReader.

```
#include <gdcmXMLPrivateDictReader.h>
```

Inheritance diagram for `gdcm::XMLPrivateDictReader`:



Collaboration diagram for `gdcm::XMLPrivateDictReader`:



### Public Member Functions

- `XMLPrivateDictReader ()`
- `~XMLPrivateDictReader ()`
- `void CharacterDataHandler (const char *data, int length)`
- `void EndElement (const char *name)`
- `const PrivateDict & GetPrivateDict ()`
- `void StartElement (const char *name, const char **atts)`

### Protected Member Functions

- `void HandleDescription (const char **atts)`
- `void HandleEntry (const char **atts)`

#### 25.341.1 Detailed Description

Class for representing a `XMLPrivateDictReader`.

## Note

bla Will read the Private.xml file

## 25.341.2 Constructor & Destructor Documentation

25.341.2.1 `gdcm::XMLPrivateDictReader::XMLPrivateDictReader ( )`

25.341.2.2 `gdcm::XMLPrivateDictReader::~~XMLPrivateDictReader ( )` `[inline]`

## 25.341.3 Member Function Documentation

25.341.3.1 `void gdcm::XMLPrivateDictReader::CharacterDataHandler ( const char * data, int length )` `[virtual]`

Reimplemented from `gdcm::TableReader`.

25.341.3.2 `void gdcm::XMLPrivateDictReader::EndElement ( const char * name )` `[virtual]`

Reimplemented from `gdcm::TableReader`.

25.341.3.3 `const PrivateDict& gdcm::XMLPrivateDictReader::GetPrivateDict ( )` `[inline]`

25.341.3.4 `void gdcm::XMLPrivateDictReader::HandleDescription ( const char ** atts )` `[protected]`

25.341.3.5 `void gdcm::XMLPrivateDictReader::HandleEntry ( const char ** atts )` `[protected]`

25.341.3.6 `void gdcm::XMLPrivateDictReader::StartElement ( const char * name, const char ** atts )` `[virtual]`

Reimplemented from `gdcm::TableReader`.

The documentation for this class was generated from the following file:

- `gdcmXMLPrivateDictReader.h`



## Chapter 26

# File Documentation

### 26.1 gdc2pnm.man File Reference

### 26.2 gdc2vtk.man File Reference

### 26.3 gdcMAAbortPDU.h File Reference

#### Classes

- class `gdc::network::AAbortPDU`  
*AAbortPDU Table 9-26 A-ABORT PDU FIELDS.*

#### Namespaces

- namespace `gdc`
- namespace `gdc::network`

### 26.4 gdcMAAssociateACPDU.h File Reference

#### Classes

- class `gdc::network::MAAssociateACPDU`  
*MAAssociateACPDU Table 9-17 ASSOCIATE-AC PDU fields.*

#### Namespaces

- namespace `gdc`
- namespace `gdc::network`

## 26.5 gdcmAAssociateRJPDU.h File Reference

### Classes

- class `gdcm::network::AAssociateRJPDU`  
*AAssociateRJPDU Table 9-21 ASSOCIATE-RJ PDU FIELDS.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.6 gdcmAAssociateRQPDU.h File Reference

### Classes

- class `gdcm::network::AAssociateRQPDU`  
*AAssociateRQPDU Table 9-11 ASSOCIATE-RQ PDU fields.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.7 gdcmAbstractSyntax.h File Reference

### Classes

- class `gdcm::network::AbstractSyntax`  
*AbstractSyntax Table 9-14 ABSTRACT SYNTAX SUB-ITEM FIELDS.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.8 gdcmanon.man File Reference

## 26.9 gdcmAnonymizeEvent.h File Reference

### Classes

- class `gdcm::AnonymizeEvent`  
*AnonymizeEvent Special type of event triggered during the Anonymization process.*

## Namespaces

- namespace gdcm

## 26.10 gdcmAnonymizer.h File Reference

### Classes

- class gdcm::Anonymizer  
*Anonymizer This class is a multi purpose anonymizer. It can work in 2 mode:*

## Namespaces

- namespace gdcm

## 26.11 gdcmApplicationContext.h File Reference

### Classes

- class gdcm::network::ApplicationContext  
*ApplicationContext Table 9-12 APPLICATION CONTEXT ITEM FIELDS Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )*

## Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.12 gdcmApplicationEntity.h File Reference

### Classes

- class gdcm::ApplicationEntity  
*ApplicationEntity.*

## Namespaces

- namespace gdcm

## 26.13 gdcmAReleaseRPPDU.h File Reference

### Classes

- class gdcm::network::AReleaseRPPDU  
*AReleaseRPPDU Table 9-25 A-RELEASE-RP PDU fields.*

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.14 gdcMAReleaseRQPDU.h File Reference

### Classes

- class gdcM::network::AReleaseRQPDU  
*AReleaseRQPDU Table 9-24 A-RELEASE-RQ PDU FIELDS.*

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.15 gdcMARTIMTimer.h File Reference

### Classes

- class gdcM::network::ARTIMTimer  
*ARTIMTimer This file contains the code for the ARTIM timer.*

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.16 gdcMASN1.h File Reference

### Classes

- class gdcM::ASN1  
*Class for ASN1.*

## Namespaces

- namespace gdcM



## 26.17 gdcmAsynchronousOperationsWindowSub.h File Reference

### Classes

- class gdcm::network::AsynchronousOperationsWindowSub  
*AsynchronousOperationsWindowSub PS 3.7 Table D.3-7 ASYNCHRONOUS OPERATIONS WINDOW SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.18 gdcmAttribute.h File Reference

### Classes

- class gdcm::Attribute< Group, Element, TVR, TVM >  
*Attribute class This class use template metaprograming tricks to let the user know when the template instantiation does not match the public dictionary.*
- class gdcm::Attribute< Group, Element, TVR, VM::VM1 >
- class gdcm::Attribute< Group, Element, TVR, VM::VM1\_3 >
- class gdcm::Attribute< Group, Element, TVR, VM::VM1\_8 >
- class gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >
- class gdcm::Attribute< Group, Element, TVR, VM::VM2\_2n >
- class gdcm::Attribute< Group, Element, TVR, VM::VM2\_n >
- class gdcm::Attribute< Group, Element, TVR, VM::VM3\_3n >
- class gdcm::Attribute< Group, Element, TVR, VM::VM3\_n >
- class gdcm::VRVLSize< 0 >
- class gdcm::VRVLSize< 1 >

### Namespaces

- namespace gdcm

## 26.19 gdcmAudioCodec.h File Reference

### Classes

- class gdcm::AudioCodec  
*AudioCodec.*

### Namespaces

- namespace gdcm

## 26.20 gdcmBase64.h File Reference

### Classes

- class `gdcm::Base64`  
*Class for Base64.*

### Namespaces

- namespace `gdcm`

## 26.21 gdcmBaseCompositeMessage.h File Reference

### Classes

- class `gdcm::network::BaseCompositeMessage`  
*BaseCompositeMessage The Composite events described in section 3.7-2009 of the DICOM standard all use their own messages. These messages are constructed using Presentation Data Values, from section 3.8-2009 of the standard, and then fill in appropriate values in their datasets.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.22 gdcmBasePDU.h File Reference

### Classes

- class `gdcm::network::BasePDU`  
*BasePDU base class for PDUs.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.23 gdcmBaseRootQuery.h File Reference

### Classes

- class `gdcm::BaseRootQuery`

## Namespaces

- namespace gdcm

## Enumerations

- enum gdcm::EQueryLevel {  
gdcm::ePatient,  
gdcm::eStudy,  
gdcm::eSeries,  
gdcm::eImageOrFrame }

*BaseRootQuery contains: a baseclass which will produce a dataset for c-find and c-move with patient/study root name and date: 18 oct 2010 mmr.*

- enum gdcm::EQueryType {  
gdcm::eFind,  
gdcm::eMove }

## 26.24 gdcmBasicOffsetTable.h File Reference

### Classes

- class gdcm::BasicOffsetTable  
*Class to represent a BasicOffsetTable.*

## Namespaces

- namespace gdcm

## Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const BasicOffsetTable &val)

## 26.25 gdcmBitmap.h File Reference

### Classes

- class gdcm::Bitmap  
*Bitmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)*

## Namespaces

- namespace gdcm

## 26.26 gdcmBitmapToBitmapFilter.h File Reference

### Classes

- class gdcm::BitmapToBitmapFilter  
*BitmapToBitmapFilter class Super class for all filter taking an image and producing an output image.*

### Namespaces

- namespace gdcm

## 26.27 gdcmByteBuffer.h File Reference

### Classes

- class gdcm::ByteBuffer  
*ByteBuffer.*

### Namespaces

- namespace gdcm

## 26.28 gdcmByteSwap.h File Reference

### Classes

- class gdcm::ByteSwap< T >  
*ByteSwap.*

### Namespaces

- namespace gdcm

## 26.29 gdcmByteSwapFilter.h File Reference

### Classes

- class gdcm::ByteSwapFilter  
*ByteSwapFilter In place byte-swapping of a dataset FIXME: FL status ??*

### Namespaces

- namespace gdcm

## 26.30 gdcmByteValue.h File Reference

### Classes

- class gdcm::ByteValue  
*Class to represent binary value (array of bytes)*

### Namespaces

- namespace gdcm

## 26.31 gdcmCEchoMessages.h File Reference

### Classes

- class gdcm::network::CEchoRQ  
*CEchoRQ this file defines the messages for the echo action.*
- class gdcm::network::CEchoRSP

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.32 gdcmCFindMessages.h File Reference

### Classes

- class gdcm::network::CFindCancelRQ
- class gdcm::network::CFindRQ
- class gdcm::network::CFindRSP

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.33 gdcmCMoveMessages.h File Reference

### Classes

- class gdcm::network::CMoveCancelRq
- class gdcm::network::CMoveRQ  
*CMoveRQ this file defines the messages for the cmove action.*
- class gdcm::network::CMoveRSP  
*CMoveRSP this file defines the messages for the cmove action.*

## Namespaces

- namespace gdcmm
- namespace gdcmm::network

## 26.34 gdcmmCodec.h File Reference

### Classes

- class gdcmm::Codec  
*Codec class.*

### Namespaces

- namespace gdcmm

## 26.35 gdcmmCoder.h File Reference

### Classes

- class gdcmm::Coder  
*Coder.*

### Namespaces

- namespace gdcmm

## 26.36 gdcmmCodeString.h File Reference

### Classes

- class gdcmm::CodeString  
*CodeString This is an implementation of DICOM VR: CS The ctor will properly Trim so that operator== is correct.*

### Namespaces

- namespace gdcmm

### Functions

- bool gdcmm::operator!= (const CodeString &ref, const CodeString &cs)
- std::ostream & gdcmm::operator<< (std::ostream &os, const CodeString &str)
- bool gdcmm::operator== (const CodeString &ref, const CodeString &cs)

## 26.37 gdcmCommand.h File Reference

### Classes

- class `gdcm::Command`  
*Command superclass for callback/observer methods.*
- class `gdcm::MemberCommand< T >`  
*Command subclass that calls a pointer to a member function.*
- class `gdcm::SimpleMemberCommand< T >`  
*Command subclass that calls a pointer to a member function.*

### Namespaces

- namespace `gdcm`

## 26.38 gdcmCommandDataSet.h File Reference

### Classes

- class `gdcm::CommandDataSet`  
*Class to represent a Command DataSet.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CommandDataSet &val)`

## 26.39 gdcmCompositeMessageFactory.h File Reference

### Classes

- class `gdcm::network::CompositeMessageFactory`  
*CompositeMessageFactory This class constructs PDataPDUs, but that have been specifically constructed for the composite DICOM services (C-Echo, C-Find, C-Get, C-Move, and C-Store). It will also handle parsing the incoming data to determine which of the CompositePDUs the incoming data is, and so therefore allowing the scu to determine what to do with incoming data (if acting as a storescp server, for instance).*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.40 gdcCompositeNetworkFunctions.h File Reference

### Classes

- class gdc::CompositeNetworkFunctions

*Composite Network Functions* These functions provide a generic API to the DICOM functions implemented in GDCM. Advanced users can use this code as a template for building their own versions of these functions (for instance, to provide progress bars or some other way of handling returned query information), but for most users, these functions should be sufficient to interface with a PACS to a local machine. Note that these functions are not contained within a static class or some other class-style interface, because multiple connections can be instantiated in the same program. The DICOM standard is much more function oriented rather than class oriented in this instance, so the design of this API reflects that functional approach. These functions implements the following SCU operations:

### Namespaces

- namespace gdc

## 26.41 gdcConstCharWrapper.h File Reference

### Classes

- class gdc::ConstCharWrapper  
*Do not use me.*

### Namespaces

- namespace gdc

## 26.42 gdcconv.man File Reference

## 26.43 gdcCP246ExplicitDataElement.h File Reference

### Classes

- class gdc::CP246ExplicitDataElement  
*Class to read/write a DataElement as CP246Explicit Data Element.*

### Namespaces

- namespace gdc

## 26.44 gdcCryptographicMessageSyntax.h File Reference

### Classes

- class gdc::CryptographicMessageSyntax



*Class for CryptographicMessageSyntax encryption. This is just a simple wrapper around openssl PKCS7\_encrypt functionalities.*

## Namespaces

- namespace gdcms

## 26.45 gdcmsCAElement.h File Reference

### Classes

- class gdcms::CAElement  
*Class to represent a CSA Element.*

## Namespaces

- namespace gdcms

### Functions

- std::ostream & gdcms::operator<< (std::ostream &os, const CAElement &val)

## 26.46 gdcmsCAHeader.h File Reference

### Classes

- class gdcms::CAHeader  
*Class for CAHeader.*

## Namespaces

- namespace gdcms

### Functions

- std::ostream & gdcms::operator<< (std::ostream &os, const CAHeader &d)

## 26.47 gdcmsCAHeaderDict.h File Reference

### Classes

- class gdcms::CAHeaderDict  
*Class to represent a map of CAHeaderDictEntry.*
- class gdcms::CAHeaderDictException

## Namespaces

- namespace gdcM

## Functions

- `std::ostream & gdcM::operator<< (std::ostream &os, const CSAHeaderDict &val)`

## 26.48 gdcMCSAHeaderDictEntry.h File Reference

### Classes

- class `gdcM::CSAHeaderDictEntry`

*Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from `gdcM::Tag` to the needed information.*

## Namespaces

- namespace gdcM

## Functions

- `std::ostream & gdcM::operator<< (std::ostream &os, const CSAHeaderDictEntry &val)`

## 26.49 gdcMCStoreMessages.h File Reference

### Classes

- class `gdcM::network::CStoreRQ`  
*CStoreRQ this file defines the messages for the cecho action.*
- class `gdcM::network::CStoreRSP`

## Namespaces

- namespace gdcM
- namespace `gdcM::network`

## 26.50 gdcMCurve.h File Reference

### Classes

- class `gdcM::Curve`  
*Curve class to handle element 50xx,3000 Curve Data WARNING: This is deprecated and lastly defined in PS 3.3 - 2004.*

## Namespaces

- namespace gdcm

## 26.51 gdcmDataElement.h File Reference

### Classes

- class gdcm::DataElement  
*Class to represent a Data Element either Implicit or Explicit.*

## Namespaces

- namespace gdcm

### Functions

- bool gdcm::operator!= (const DataElement &lhs, const DataElement &rhs)
- std::ostream & gdcm::operator<< (std::ostream &os, const DataElement &val)

## 26.52 gdcmDataEvent.h File Reference

### Classes

- class gdcm::DataEvent  
*DataEvent.*

## Namespaces

- namespace gdcm

## 26.53 gdcmDataSet.h File Reference

### Classes

- class gdcm::DataElementException
- class gdcm::DataSet  
*Class to represent a Data Set (which contains Data Elements) A Data Set represents an instance of a real world Information Object.*

## Namespaces

- namespace gdcm

## Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const DataSet &val)`

## 26.54 gdcmmDataSetEvent.h File Reference

### Classes

- class `gdcmm::DataSetEvent`  
*DataSetEvent Special type of event triggered during the DataSet store/move process.*

### Namespaces

- namespace `gdcmm`

## 26.55 gdcmmDataSetHelper.h File Reference

### Classes

- class `gdcmm::DataSetHelper`  
*DataSetHelper (internal class, not intended for user level)*

### Namespaces

- namespace `gdcmm`

## 26.56 gdcmmDecoder.h File Reference

### Classes

- class `gdcmm::Decoder`  
*Decoder.*

### Namespaces

- namespace `gdcmm`

## 26.57 gdcmmDefinedTerms.h File Reference

### Classes

- class `gdcmm::DefinedTerms`

*Defined Terms are used when the specified explicit Values may be extended by implementors to include additional new Values. These new Values shall be specified in the Conformance Statement (see PS 3.2) and shall not have the same meaning as currently defined Values in this standard. A Data Element with Defined Terms that does not contain a Value equivalent to one of the Values currently specified in this standard shall not be considered to have an invalid value. Note: Interpretation Type ID (4008,0210) is an example of a Data Element having Defined Terms. It is defined to have a Value that may be one of the set of standard Values; REPORT or AMENDMENT (see PS 3.3). Because this Data Element has Defined Terms other Interpretation Type IDs may be defined by the implementor.*

## Namespaces

- namespace gdcm

## 26.58 gdcmDeflateStream.h File Reference

## 26.59 gdcmDefs.h File Reference

### Classes

- class gdcm::Defs

*FIXME I do not like the name 'Defs'.*

## Namespaces

- namespace gdcm

## 26.60 gdcmDeltaEncodingCodec.h File Reference

### Classes

- class gdcm::DeltaEncodingCodec

*DeltaEncodingCodec compression used by some private vendor.*

## Namespaces

- namespace gdcm

## 26.61 gdcmDICOMDIR.h File Reference

### Classes

- class gdcm::DICOMDIR

*DICOMDIR class.*

## Namespaces

- namespace gdcm

## 26.62 gdcmDICOmdirGenerator.h File Reference

### Classes

- class gdcm::DICOmdirGenerator  
*DICOmdirGenerator class This is a STD-GEN-CD DICOmdir generator. ref: PS 3.11-2008 Annex D (Normative) - General Purpose CD-R and DVD Interchange Profiles.*

## Namespaces

- namespace gdcm

## 26.63 gdcmDict.h File Reference

### Classes

- class gdcm::Dict  
*Class to represent a map of DictEntry.*
- class gdcm::PrivateDict  
*Private Dict.*

## Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Dict &val)
- std::ostream & gdcm::operator<< (std::ostream &os, const PrivateDict &val)

## 26.64 gdcmDictConverter.h File Reference

### Classes

- class gdcm::DictConverter  
*Class to convert a .dic file into something else:*

## Namespaces

- namespace gdcm

## 26.65 gdcmDictEntry.h File Reference

### Classes

- class gdcm::DictEntry

*Class to represent an Entry in the Dict Does not really exist within the DICOM definition, just a way to minimize storage and have a mapping from gdcm::Tag to the needed information.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const DictEntry &val)

## 26.66 gdcmDictPrinter.h File Reference

### Classes

- class gdcm::DictPrinter

*DictPrinter class.*

### Namespaces

- namespace gdcm

## 26.67 gdcmDicts.h File Reference

### Classes

- class gdcm::Dicts

*Class to manipulate the sum of knowledge (all the dict user load)*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Dicts &d)

## 26.68 gdcmdiff.man File Reference

## 26.69 gdcmDIMSE.h File Reference

### Classes

- class `gdcm::network::CEchoRQ`  
*CEchoRQ this file defines the messages for the cecho action.*
- class `gdcm::network::CEchoRSP`
- class `gdcm::network::CFind`
- class `gdcm::network::DIMSE`  
*DIMSE PS 3.7 - 2009 Annex E Command Dictionary (Normative) E.1 REGISTRY OF DICOM COMMAND ELEMENTS Table E.1-1 COMMAND FIELDS (PART 1)*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.70 gdcmDirectionCosines.h File Reference

### Classes

- class `gdcm::DirectionCosines`  
*class to handle DirectionCosines*

### Namespaces

- namespace `gdcm`

## 26.71 gdcmDirectory.h File Reference

### Classes

- class `gdcm::Directory`  
*Class for manipulation directories.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Directory &d)`



## 26.72 gdcmDirectoryHelper.h File Reference

### Classes

- class gdcm::DirectoryHelper

### Namespaces

- namespace gdcm

## 26.73 gdcmDummyValueGenerator.h File Reference

### Classes

- class gdcm::DummyValueGenerator  
*Class for generating dummy value.*

### Namespaces

- namespace gdcm

## 26.74 gdcmdump.man File Reference

## 26.75 gdcmDumper.h File Reference

### Classes

- class gdcm::Dumper  
*Codec class.*

### Namespaces

- namespace gdcm

## 26.76 gdcmElement.h File Reference

### Classes

- class gdcm::Element< TVR, TVM >  
*Element class.*
- class gdcm::Element< TVR, VM::VM1\_2 >
- class gdcm::Element< TVR, VM::VM1\_n >
- class gdcm::Element< TVR, VM::VM2\_2n >
- class gdcm::Element< TVR, VM::VM2\_n >

- class gdcm::Element< TVR, VM::VM3\_3n >
- class gdcm::Element< TVR, VM::VM3\_n >
- class gdcm::Element< VR::AS, VM::VM5 >
- class gdcm::Element< VR::OB, VM::VM1 >
- class gdcm::Element< VR::OW, VM::VM1 >
- class gdcm::EncodingImplementation< VR::VRASCII >
- class gdcm::EncodingImplementation< VR::VRBINARY >
- struct gdcm::ignore\_char

## Namespaces

- namespace gdcm

## Functions

- ignore\_char const gdcm::backslash ('\\')
- std::istream & gdcm::operator>> (std::istream &in, ignore\_char const &ic)
- template<typename Float >  
std::string gdcm::to\_string (Float data)

## 26.77 gdcmEncapsulatedDocument.h File Reference

### Classes

- class gdcm::EncapsulatedDocument  
*EncapsulatedDocument.*

### Namespaces

- namespace gdcm

## 26.78 gdcmEnumeratedValues.h File Reference

### Classes

- class gdcm::EnumeratedValues  
*Element. A Data Element with Enumerated Values that does not have a Value equivalent to one of the Values specified in this standard has an invalid value within the scope of a specific Information Object/SOP Class definition. Note:*

### Namespaces

- namespace gdcm

## 26.79 gdcmEvent.h File Reference

### Classes

- class gdcm::AbortEvent
- class gdcm::AnyEvent
- class gdcm::EndEvent
- class gdcm::Event
  - superclass for callback/observer methods*
- class gdcm::ExitEvent
- class gdcm::InitializeEvent
- class gdcm::IterationEvent
- class gdcm::ModifiedEvent
- class gdcm::NoEvent
- class gdcm::StartEvent
- class gdcm::UserEvent

### Namespaces

- namespace gdcm

### Macros

- #define gdcmEventMacro(classname, super)

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, Event &e)
  - Generic inserter operator for Event and its subclasses.*

## 26.79.1 Macro Definition Documentation

### 26.79.1.1 #define gdcmEventMacro( classname, super )

#### Value:

```
\
class classname : public super { \
public: \
    typedef classname Self; \
    typedef super Superclass; \
    classname() {} \
    virtual ~classname() {} \
    virtual const char * GetEventName() const { return #classname; } \
    virtual bool CheckEvent(const ::gdcm::Event* e) const \
    { return dynamic_cast<const Self*>(e) ? true : false; } \
    virtual ::gdcm::Event* MakeObject() const \
    { return new Self; } \
    classname(const Self&s) : super(s){}; \
private: \
    void operator=(const Self&); \
}
```

## 26.80 gdcMException.h File Reference

### Classes

- class gdcM::Exception  
*Exception.*

### Namespaces

- namespace gdcM

## 26.81 gdcMExplicitDataElement.h File Reference

### Classes

- class gdcM::ExplicitDataElement  
*Class to read/write a DataElement as Explicit Data Element.*

### Namespaces

- namespace gdcM

## 26.82 gdcMExplicitImplicitDataElement.h File Reference

### Classes

- class gdcM::ExplicitImplicitDataElement  
*Class to read/write a DataElement as ExplicitImplicit Data Element.*

### Namespaces

- namespace gdcM

## 26.83 gdcMFiducials.h File Reference

### Classes

- class gdcM::Fiducials  
*Fiducials.*

### Namespaces

- namespace gdcM

## 26.84 gdcmFile.h File Reference

### Classes

- class gdcm::File

*a DICOM File See PS 3.10 File: A File is an ordered string of zero or more bytes, where the first byte is at the beginning of the file and the last byte at the end of the File. Files are identified by a unique File ID and may be written, read and/or deleted.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const File &val)

## 26.85 gdcmFileDerivation.h File Reference

### Classes

- class gdcm::FileDerivation

*FileDerivation class See PS 3.16 - 2008 For the list of Code Value that can be used for in Derivation Code Sequence.*

### Namespaces

- namespace gdcm

## 26.86 gdcmFileExplicitFilter.h File Reference

### Classes

- class gdcm::FileExplicitFilter

*FileExplicitFilter class After changing a file from Implicit to Explicit representation (see ImageChangeTransferSyntax) one operation is to make sure the VR of each DICOM attribute are accurate and do match the one from PS 3.6. Indeed when a file is written in Implicit representation, the VR is not stored directly in the file.*

### Namespaces

- namespace gdcm

## 26.87 gdcmFileMetaInformation.h File Reference

### Classes

- class gdcm::FileMetaInformation  
*Class to represent a File Meta Information.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const FileMetaInformation &val)

## 26.88 gdcmFilename.h File Reference

### Classes

- class gdcm::Filename  
*Class to manipulate file name's.*

### Namespaces

- namespace gdcm

## 26.89 gdcmFilenameGenerator.h File Reference

### Classes

- class gdcm::FilenameGenerator  
*FilenameGenerator.*

### Namespaces

- namespace gdcm

## 26.90 gdcmFileSet.h File Reference

### Classes

- class gdcm::FileSet  
*File-set: A File-set is a collection of DICOM Files (and possibly non-DICOM Files) that share a common naming space within which File IDs are unique.*

## Namespaces

- namespace gdcm

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const FileSet &f)`

## 26.91 gdcmFindPatientRootQuery.h File Reference

### Classes

- class `gdcm::FindPatientRootQuery`  
*PatientRootQuery contains: the class which will produce a dataset for c-find with patient root.*

## Namespaces

- namespace gdcm

## 26.92 gdcmFindStudyRootQuery.h File Reference

### Classes

- class `gdcm::FindStudyRootQuery`  
*FindStudyRootQuery contains: the class which will produce a dataset for C-FIND with study root.*

## Namespaces

- namespace gdcm

## 26.93 gdcmFragment.h File Reference

### Classes

- class `gdcm::Fragment`  
*Class to represent a Fragment.*

## Namespaces

- namespace gdcm

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Fragment &val)`

## 26.94 gdcmgendir.man File Reference

## 26.95 gdcmGlobal.h File Reference

### Classes

- class gdcm::Global  
*Global.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Global &g)

### Variables

- static Global gdcm::GlobalInstance

## 26.96 gdcmGroupDict.h File Reference

### Classes

- class gdcm::GroupDict  
*Class to represent the mapping from group number to its abbreviation and name.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const GroupDict &\_val)

## 26.97 gdcmlconImage.h File Reference

### Namespaces

- namespace gdcm



## Typedefs

- typedef Bitmap gdcmlconImage

## 26.98 gdcmlconImageFilter.h File Reference

### Classes

- class gdcmlconImageFilter

*IconImageFilter This filter will extract icons from a gdcml::File This filter will loop over all known sequence (public and private) that may contains an IconImage and retrieve them. The filter will fails with a value of false if no icon can be found Since it handle both public and private icon type, one should not assume the icon is in uncompress form, some private vendor store private icon in JPEG8/JPEG12.*

### Namespaces

- namespace gdcml

## 26.99 gdcmlconImageGenerator.h File Reference

### Classes

- class gdcmlconImageGenerator

*IconImageGenerator This filter will generate a valid Icon from the Pixel Data element (an instance of gdcml::Pixmap). To generate a valid Icon, one is only allowed the following Photometric Interpretation:*

### Namespaces

- namespace gdcml

## 26.100 gdcmlImage.h File Reference

### Classes

- class gdcmlImage

*Image.*

### Namespaces

- namespace gdcml

## 26.101 gdcmImageApplyLookupTable.h File Reference

### Classes

- class `gdcm::ImageApplyLookupTable`  
*ImageApplyLookupTable class It applies the LUT the PixelData (only PALETTE\_COLOR images) Output will be a PhotometricInterpretation=RGB image.*

### Namespaces

- namespace `gdcm`

## 26.102 gdcmImageChangePhotometricInterpretation.h File Reference

### Classes

- class `gdcm::ImageChangePhotometricInterpretation`  
*ImageChangePhotometricInterpretation class Class to change the Photometric Interpretation of an input DICOM.*

### Namespaces

- namespace `gdcm`

## 26.103 gdcmImageChangePlanarConfiguration.h File Reference

### Classes

- class `gdcm::ImageChangePlanarConfiguration`  
*ImageChangePlanarConfiguration class Class to change the Planar configuration of an input DICOM By default it will change into the more usual representation: PlanarConfiguration = 0.*

### Namespaces

- namespace `gdcm`

## 26.104 gdcmImageChangeTransferSyntax.h File Reference

### Classes

- class `gdcm::ImageChangeTransferSyntax`  
*ImageChangeTransferSyntax class Class to change the transfer syntax of an input DICOM.*

### Namespaces

- namespace `gdcm`

## 26.105 gdcmImageCodec.h File Reference

### Classes

- class gdcm::ImageCodec  
*ImageCodec.*

### Namespaces

- namespace gdcm

## 26.106 gdcmImageConverter.h File Reference

### Classes

- class gdcm::ImageConverter  
*Image Converter.*

### Namespaces

- namespace gdcm

## 26.107 gdcmImageFragmentSplitter.h File Reference

### Classes

- class gdcm::ImageFragmentSplitter  
*ImageFragmentSplitter class For single frame image, DICOM standard allow splitting the frame into multiple fragments.*

### Namespaces

- namespace gdcm

## 26.108 gdcmImageHelper.h File Reference

### Classes

- class gdcm::ImageHelper  
*ImageHelper (internal class, not intended for user level)*

### Namespaces

- namespace gdcm

## 26.109 gdcmImageReader.h File Reference

### Classes

- class gdcm::ImageReader  
*ImageReader.*

### Namespaces

- namespace gdcm

## 26.110 gdcmImageToImageFilter.h File Reference

### Classes

- class gdcm::ImageToImageFilter  
*ImageToImageFilter class Super class for all filter taking an image and producing an output image.*

### Namespaces

- namespace gdcm

## 26.111 gdcmImageWriter.h File Reference

### Classes

- class gdcm::ImageWriter  
*ImageWriter.*

### Namespaces

- namespace gdcm

## 26.112 gdcming.man File Reference

## 26.113 gdcmImplementationClassUIDSub.h File Reference

### Classes

- class gdcm::network::ImplementationClassUIDSub  
*ImplementationClassUIDSub PS 3.7 Table D.3-1 IMPLEMENTATION CLASS UID SUB-ITEM FIELDS (A-ASSOCIATE--RQ)*

## Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.114 gdcmImplementationUIDSub.h File Reference

### Classes

- class gdcm::network::ImplementationUIDSub

*ImplementationUIDSub Table D.3-2 IMPLEMENTATION UID SUB-ITEM FIELDS (A-ASSOCIATE-AC)*

## Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.115 gdcmImplementationVersionNameSub.h File Reference

### Classes

- class gdcm::network::ImplementationVersionNameSub

*ImplementationVersionNameSub Table D.3-3 IMPLEMENTATION VERSION NAME SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

## Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.116 gdcmImplicitDataElement.h File Reference

### Classes

- class gdcm::ImplicitDataElement

*Class to represent an Implicit VR Data Element.*

## Namespaces

- namespace gdcm

## 26.117 gdcminfo.man File Reference

## 26.118 gdcmIOD.h File Reference

### Classes

- class `gdcm::IOD`  
*Class for representing a IOD.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IOD &_val)`

## 26.119 gdcmIODEntry.h File Reference

### Classes

- class `gdcm::IODEntry`  
*Class for representing a IODEntry.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IODEntry &_val)`

## 26.120 gdcmIODs.h File Reference

### Classes

- class `gdcm::IODs`  
*Class for representing a IODs.*

### Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IODs &_val)`

## 26.121 gdcmIPPSorter.h File Reference

### Classes

- class `gdcm::IPPSorter`  
*IPPSorter Implement a simple Image Position (Patient) sorter, along the Image Orientation (Patient) direction. This algorithm does NOT support duplicate and will FAIL in case of duplicate IPP.*

### Namespaces

- namespace `gdcm`

## 26.122 gdcmItem.h File Reference

### Classes

- class `gdcm::Item`  
*Class to represent an Item A component of the value of a Data Element that is of Value Representation Sequence of Items. An Item contains a Data Set . See PS 3.5 7.5.1 Item Encoding Rules Each Item of a Data Element of VR SQ shall be encoded as a DICOM Standart Data Element with a specific Data Element Tag of Value (FFFE,E000). The Item Tag is followed by a 4 byte Item Length field encoded in one of the following two ways Explicit/ Implicit.*

### Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Item &val)`

## 26.123 gdcmJPEG12Codec.h File Reference

### Classes

- class `gdcm::JPEG12Codec`  
*Class to do JPEG 12bits (lossy & lossless)*

### Namespaces

- namespace `gdcm`

## 26.124 gdcmJPEG16Codec.h File Reference

### Classes

- class gdcm::JPEG16Codec  
*Class to do JPEG 16bits (lossless)*

### Namespaces

- namespace gdcm

## 26.125 gdcmJPEG2000Codec.h File Reference

### Classes

- class gdcm::JPEG2000Codec  
*Class to do JPEG 2000.*

### Namespaces

- namespace gdcm

## 26.126 gdcmJPEG8Codec.h File Reference

### Classes

- class gdcm::JPEG8Codec  
*Class to do JPEG 8bits (lossy & lossless)*

### Namespaces

- namespace gdcm

## 26.127 gdcmJPEGCodec.h File Reference

### Classes

- class gdcm::JPEGCodec  
*JPEG codec Class to do JPEG (8bits, 12bits, 16bits lossy & lossless). It redispach in between the different codec implementation: gdcm::JPEG8Codec, gdcm::JPEG12Codec & gdcm::JPEG16Codec It also support inconsistency in between DICOM header and JPEG compressed stream ImageCodec implementation for the JPEG case.*

### Namespaces

- namespace gdcm



## 26.128 gdcmJPEGLSCodec.h File Reference

### Classes

- class gdcm::JPEGLSCodec  
*JPEG-LS.*

### Namespaces

- namespace gdcm

## 26.129 gdcmKAKADUCodec.h File Reference

### Classes

- class gdcm::KAKADUCodec  
*KAKADUCodec.*

### Namespaces

- namespace gdcm

## 26.130 gdcmLegacyMacro.h File Reference

### Macros

- `#define GDCM_LEGACY(method) method;`
- `#define GDCM_LEGACY_BODY(method, version) gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version.")`
- `#define GDCM_LEGACY_REPLACED_BODY(method, version, replace) gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version. Use " #replace " instead.")`

### 26.130.1 Macro Definition Documentation

26.130.1.1 `#define GDCM_LEGACY( method ) method;`

26.130.1.2 `#define GDCM_LEGACY_BODY( method, version ) gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version.")`

26.130.1.3 `#define GDCM_LEGACY_REPLACED_BODY( method, version, replace ) gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version. Use " #replace " instead.")`

## 26.131 gdcmLO.h File Reference

### Classes

- class gdcm::LO

LO.

## Namespaces

- namespace gdcmm

## 26.132 gdcmmLookupTable.h File Reference

### Classes

- class gdcmm::LookupTable  
*LookupTable class.*

## Namespaces

- namespace gdcmm

## 26.133 gdcmmMacro.h File Reference

### Classes

- class gdcmm::Macro  
*Class for representing a Macro.*

## Namespaces

- namespace gdcmm

### Functions

- std::ostream & gdcmm::operator<< (std::ostream &\_os, const Macro &\_val)

## 26.134 gdcmmMacroEntry.h File Reference

### Macros

- #define GDCMMACROENTRY\_H

### 26.134.1 Macro Definition Documentation

#### 26.134.1.1 #define GDCMMACROENTRY\_H

## 26.135 gdcmmMacros.h File Reference

## Classes

- class gdcm::Macros  
*Class for representing a Modules.*

## Namespaces

- namespace gdcm

## Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const Macros &\_val)

## 26.136 gdcmMaximumLengthSub.h File Reference

### Classes

- class gdcm::network::MaximumLengthSub  
*MaximumLengthSub Annex D Table D.1-1 MAXIMUM LENGTH SUB-ITEM FIELDS (A-ASSOCIATE-RQ)*

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.137 gdcmMD5.h File Reference

### Classes

- class gdcm::MD5  
*Class for MD5.*

### Namespaces

- namespace gdcm

## 26.138 gdcmMediaStorage.h File Reference

### Classes

- class gdcm::MediaStorage  
*MediaStorage.*

## Namespaces

- namespace gdcM

## Functions

- `std::ostream & gdcM::operator<< (std::ostream &_os, const MediaStorage &ms)`

## 26.139 gdcMMeshPrimitive.h File Reference

### Classes

- class `gdcM::MeshPrimitive`

*This class defines surface mesh primitives. It is designed from surface mesh primitives macro.*

### Namespaces

- namespace gdcM

## 26.140 gdcMModule.h File Reference

### Classes

- class `gdcM::Module`

*Class for representing a Module.*

### Namespaces

- namespace gdcM

### Functions

- `std::ostream & gdcM::operator<< (std::ostream &_os, const Module &_val)`

## 26.141 gdcMModuleEntry.h File Reference

### Classes

- class `gdcM::ModuleEntry`

*Class for representing a ModuleEntry.*

### Namespaces

- namespace gdcM

## Typedefs

- typedef ModuleEntry gdcm::MacroEntry

## Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const ModuleEntry &\_val)

## 26.142 gdcmModules.h File Reference

### Classes

- class gdcm::Modules  
*Class for representing a Modules.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const Modules &\_val)

## 26.143 gdcmMovePatientRootQuery.h File Reference

### Classes

- class gdcm::MovePatientRootQuery  
*MovePatientRootQuery contains: the class which will produce a dataset for c-move with patient root.*

### Namespaces

- namespace gdcm

## 26.144 gdcmMoveStudyRootQuery.h File Reference

### Classes

- class gdcm::MoveStudyRootQuery  
*MoveStudyRootQuery contains: the class which will produce a dataset for C-MOVE with study root.*

### Namespaces

- namespace gdcm

## 26.145 gdcmNestedModuleEntries.h File Reference

### Classes

- class gdcm::NestedModuleEntries  
*Class for representing a NestedModuleEntries.*

### Namespaces

- namespace gdcm

### Typedefs

- typedef NestedModuleEntries gdcm::NestedMacroEntries

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const NestedModuleEntries &\_val)

## 26.146 gdcmNetworkEvents.h File Reference

### Namespaces

- namespace gdcm
- namespace gdcm::network

### Enumerations

- enum gdcm::network::EEventID {  
gdcm::network::eAASSOCIATERequestLocalUser = 0,  
gdcm::network::eTransportConnConfirmLocal,  
gdcm::network::eASSOCIATE\_ACPDUreceived,  
gdcm::network::eASSOCIATE\_RJPDUreceived,  
gdcm::network::eTransportConnIndicLocal,  
gdcm::network::eAASSOCIATE\_RQPDUreceived,  
gdcm::network::eAASSOCIATEResponseAccept,  
gdcm::network::eAASSOCIATEResponseReject,  
gdcm::network::ePDATArequest,  
gdcm::network::ePDATATFPDU,  
gdcm::network::eARELEASERequest,  
gdcm::network::eARELEASE\_RQPDUReceivedOpen,  
gdcm::network::eARELEASE\_RPPDUReceived,  
gdcm::network::eARELEASEResponse,  
gdcm::network::eAABORTRequest,  
gdcm::network::eAABORTPDUReceivedOpen,  
gdcm::network::eTransportConnectionClosed,  
gdcm::network::eARTIMTimerExpired,  
gdcm::network::eUnrecognizedPDUReceived,  
gdcm::network::eEventDoesNotExist }

## Variables

- `const int gdcm::network::cMaxEventID = eEventDoesNotExist`

## 26.147 gdcmNetworkStateID.h File Reference

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

### Enumerations

- `enum gdcm::network::EStateID {`  
    `gdcm::network::eStaDoesNotExist = 0,`  
    `gdcm::network::eSta1Idle = 1,`  
    `gdcm::network::eSta2Open = 2,`  
    `gdcm::network::eSta3WaitLocalAssoc = 4,`  
    `gdcm::network::eSta4LocalAssocDone = 8,`  
    `gdcm::network::eSta5WaitRemoteAssoc = 16,`  
    `gdcm::network::eSta6TransferReady = 32,`  
    `gdcm::network::eSta7WaitRelease = 64,`  
    `gdcm::network::eSta8WaitLocalRelease = 128,`  
    `gdcm::network::eSta9ReleaseCollisionRqLocal = 256,`  
    `gdcm::network::eSta10ReleaseCollisionAc = 512,`  
    `gdcm::network::eSta11ReleaseCollisionRq = 1024,`  
    `gdcm::network::eSta12ReleaseCollisionAcLocal = 2048,`  
    `gdcm::network::eSta13AwaitingClose = 4096 }`

### Functions

- `int gdcm::network::GetStateIndex (EStateID inState)`

### Variables

- `const int gdcm::network::cMaxStateID = 13`

## 26.148 gdcmObject.h File Reference

### Classes

- class `gdcm::Object`  
    *Object.*

### Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const Object &obj)`

## 26.149 gdcmmOrientation.h File Reference

### Classes

- class `gdcmm::Orientation`  
*class to handle Orientation*

### Namespaces

- namespace `gdcmm`

### Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const Orientation &o)`

## 26.150 gdcmmOverlay.h File Reference

### Classes

- class `gdcmm::Overlay`  
*Overlay class.*

### Namespaces

- namespace `gdcmm`

## 26.151 gdcmmParseException.h File Reference

### Classes

- class `gdcmm::ParseException`  
*ParseException Standard exception handling object.*

### Namespaces

- namespace `gdcmm`



## 26.152 gdcmParser.h File Reference

### Classes

- class gdcm::Parser  
*Parser ala XML\_Parser from expat (SAX)*

### Namespaces

- namespace gdcm

## 26.153 gdcmPatient.h File Reference

### Classes

- class gdcm::Patient  
*See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.*

### Namespaces

- namespace gdcm

## 26.154 gdcmPDataTFPDU.h File Reference

### Classes

- class gdcm::network::PDataTFPDU  
*PDataTFPDU Table 9-22 P-DATA-TF PDU FIELDS.*

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.155 gdcmPDBelement.h File Reference

### Classes

- class gdcm::PDBelement  
*Class to represent a PDB Element.*

### Namespaces

- namespace gdcm

## Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const PDBelement &val)`

## 26.156 gdcmmPDBHeader.h File Reference

### Classes

- class `gdcmm::PDBHeader`  
*Class for PDBHeader.*

### Namespaces

- namespace `gdcmm`

### Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const PDBHeader &d)`

## 26.157 gdcmmpdf.man File Reference

## 26.158 gdcmmPDFCodec.h File Reference

### Classes

- class `gdcmm::PDFCodec`  
*PDFCodec class.*

### Namespaces

- namespace `gdcmm`

## 26.159 gdcmmPDUFactory.h File Reference

### Classes

- class `gdcmm::network::PDUFactory`  
*PDUFactory basically, given an initial byte, construct the appropriate PDU. This way, the event loop doesn't have to know about all the different PDU types.*

### Namespaces

- namespace `gdcmm`
- namespace `gdcmm::network`

## 26.160 gdcmPersonName.h File Reference

### Classes

- class gdcm::PersonName  
*PersonName class.*

### Namespaces

- namespace gdcm

## 26.161 gdcmPhotometricInterpretation.h File Reference

### Classes

- class gdcm::PhotometricInterpretation  
*Class to represent an PhotometricInterpretation.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const PhotometricInterpretation &val)

## 26.162 gdcmPixelFormat.h File Reference

### Classes

- class gdcm::PixelFormat  
*PixelFormat.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const PixelFormat &pf)

## 26.163 gdcmPixmap.h File Reference

### Classes

- class gdcm::Pixmap

*Pixmap class A bitmap based image. Used as parent for both IconImage and the main Pixel Data Image It does not contains any World Space information (IPP, IOP)*

### Namespaces

- namespace gdcm

## 26.164 gdcmPixmapReader.h File Reference

### Classes

- class gdcm::PixmapReader

*PixmapReader.*

### Namespaces

- namespace gdcm

## 26.165 gdcmPixmapToPixmapFilter.h File Reference

### Classes

- class gdcm::PixmapToPixmapFilter

*PixmapToPixmapFilter class Super class for all filter taking an image and producing an output image.*

### Namespaces

- namespace gdcm

## 26.166 gdcmPixmapWriter.h File Reference

### Classes

- class gdcm::PixmapWriter

*PixmapWriter This class will takes two inputs:*

### Namespaces

- namespace gdcm

## 26.167 gdcmPNMCodec.h File Reference

### Classes

- class gdcm::PNMCodec

*Class to do PNM PNM is the Portable anymap file format. The main web page can be found at: <http://netpbm.sourceforge.net/>.*

### Namespaces

- namespace gdcm

## 26.168 gdcmPreamble.h File Reference

### Classes

- class gdcm::Preamble

*DICOM Preamble (Part 10)*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Preamble &val)

## 26.169 gdcmPresentationContext.h File Reference

### Classes

- class gdcm::PresentationContext

*PresentationContext.*

### Namespaces

- namespace gdcm

## 26.170 gdcmPresentationContextAC.h File Reference

### Classes

- class gdcm::network::PresentationContextAC

*PresentationContextAC Table 9-18 PRESENTATION CONTEXT ITEM FIELDS.*

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.171 gdcMPresentationContextGenerator.h File Reference

### Classes

- class gdcM::PresentationContextGenerator

*PresentationContextGenerator* This class is responsible for generating the proper *PresentationContext* that will be used in subsequent operation during a DICOM Query/Retrieve association. The step of the association is very sensible as special care need to be taken to explicitly define what instance are going to be send and how they are encoded.

## Namespaces

- namespace gdcM

## 26.172 gdcMPresentationContextRQ.h File Reference

### Classes

- class gdcM::network::PresentationContextRQ

*PresentationContextRQ* Table 9-13 PRESENTATION CONTEXT ITEM FIELDS.

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.173 gdcMPresentationDataValue.h File Reference

### Classes

- class gdcM::network::PresentationDataValue

*PresentationDataValue* Table 9-23 PRESENTATION-DATA-VALUE ITEM FIELDS.

## Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.174 gdcmPrinter.h File Reference

### Classes

- class gdcm::Printer  
*Printer class.*

### Namespaces

- namespace gdcm

## 26.175 gdcmPrivateTag.h File Reference

### Classes

- class gdcm::PrivateTag  
*Class to represent a Private DICOM Data Element (Attribute) Tag (Group, Element, Owner)*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const PrivateTag &val)

## 26.176 gdcmProgressEvent.h File Reference

### Classes

- class gdcm::ProgressEvent  
*ProgressEvent Special type of event triggered during.*

### Namespaces

- namespace gdcm

## 26.177 gdcmPVRGCodec.h File Reference

### Classes

- class gdcm::PVRGCodec  
*PVRGCodec.*

## Namespaces

- namespace gdcm

## 26.178 gdcmPythonFilter.h File Reference

### Classes

- class gdcm::PythonFilter

*PythonFilter PythonFilter is the class that make gdcm2.x looks more like gdcm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language.*

## Namespaces

- namespace gdcm

## 26.179 gdcmQueryBase.h File Reference

### Classes

- class gdcm::QueryBase

*QueryBase contains: the base class for constructing a query dataset for a C-FIND and a C-MOVE.*

## Namespaces

- namespace gdcm

### Enumerations

- enum gdcm::ERootType {  
gdcm::ePatientRootType,  
gdcm::eStudyRootType }

## 26.180 gdcmQueryFactory.h File Reference

### Classes

- class gdcm::QueryFactory

*QueryFactory.h.*

## Namespaces

- namespace gdcm



## Enumerations

- enum gdcm::ECharSet {  
gdcm::eLatin1 = 0,  
gdcm::eLatin2,  
gdcm::eLatin3,  
gdcm::eLatin4,  
gdcm::eCyrillic,  
gdcm::eArabic,  
gdcm::eGreek,  
gdcm::eHebrew,  
gdcm::eLatin5,  
gdcm::eJapanese,  
gdcm::eThai,  
gdcm::eJapaneseKanjiMultibyte,  
gdcm::eJapaneseSupplementaryKanjiMultibyte,  
gdcm::eKoreanHangulHanjaMultibyte,  
gdcm::eUTF8,  
gdcm::eGB18030 }

## 26.181 gdcmQueryImage.h File Reference

### Classes

- class gdcm::QueryImage  
*QueryImage contains: class to construct an image-based query for C-FIND and C-MOVE.*

### Namespaces

- namespace gdcm

## 26.182 gdcmQueryPatient.h File Reference

### Classes

- class gdcm::QueryPatient  
*QueryPatient contains: class to construct a patient-based query for c-find and c-move.*

### Namespaces

- namespace gdcm

## 26.183 gdcmQuerySeries.h File Reference

### Classes

- class gdcm::QuerySeries

*QuerySeries contains: class to construct a series-based query for c-find and c-move.*

## Namespaces

- namespace gdcm

## 26.184 gdcmQueryStudy.h File Reference

### Classes

- class gdcm::QueryStudy

*QueryStudy.h contains: class to construct a study-based query for C-FIND and C-MOVE.*

## Namespaces

- namespace gdcm

## 26.185 gdcmraw.man File Reference

## 26.186 gdcmRAWCodec.h File Reference

### Classes

- class gdcm::RAWCodec

*RAWCodec class.*

## Namespaces

- namespace gdcm

## 26.187 gdcmReader.h File Reference

### Classes

- class gdcm::Reader

*Reader ala DOM (Document Object Model)*

## Namespaces

- namespace gdcm

## 26.188 gdcmRescaler.h File Reference

### Classes

- class gdcm::Rescaler

*Rescale class This class is meant to apply the linear transform of Stored Pixel Value to Real World Value. This is mostly found in CT or PET dataset, where the value are stored using one type, but need to be converted to another scale using a linear transform. There are basically two cases: In CT: the linear transform is generally integer based. E.g. the Stored Pixel Type is unsigned short 12bits, but to get Hounsfield unit, one need to apply the linear transform:*

$$RWV = 1. * SV - 1024$$

*So the best scalar to store the Real World Value will be 16 bits signed type.*

### Namespaces

- namespace gdcm

## 26.189 gdcmRLECodec.h File Reference

### Classes

- class gdcm::RLECodec

*Class to do RLE.*

### Namespaces

- namespace gdcm

## 26.190 gdcmScanner.h File Reference

### Classes

- struct gdcm::Scanner::ltstr
- class gdcm::Scanner

*Scanner This filter is meant for quickly browsing a FileSet (a set of files on disk). Special consideration are taken so as to read the minimum amount of information in each file in order to retrieve the user specified set of DICOM Attribute.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Scanner &s)

## 26.191 gdcmscanner.man File Reference

## 26.192 gdcmscu.man File Reference

## 26.193 gdcmSegment.h File Reference

### Classes

- class `gdcm::Segment`  
*This class defines a segment. It mainly contains attributes of group 0x0062. In addition, it can be associated with surface.*

### Namespaces

- namespace `gdcm`

## 26.194 gdcmSegmentedPaletteColorLookupTable.h File Reference

### Classes

- class `gdcm::SegmentedPaletteColorLookupTable`  
*SegmentedPaletteColorLookupTable class.*

### Namespaces

- namespace `gdcm`

## 26.195 gdcmSegmentHelper.h File Reference

### Classes

- struct `gdcm::SegmentHelper::BasicCodedEntry`  
*This structure defines a basic coded entry with all of its attributes.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::SegmentHelper`

## 26.196 gdcmSegmentReader.h File Reference

### Classes

- class `gdcm::SegmentReader`  
*This class defines a segment reader. It reads attributes of group 0x0062.*

## Namespaces

- namespace gdcm

## 26.197 gdcmSegmentWriter.h File Reference

### Classes

- class gdcm::SegmentWriter

*This class defines a segment writer. It writes attributes of group 0x0062.*

## Namespaces

- namespace gdcm

## 26.198 gdcmSequenceOfFragments.h File Reference

### Classes

- class gdcm::SequenceOfFragments

*Class to represent a Sequence Of Fragments.*

## Namespaces

- namespace gdcm

## 26.199 gdcmSequenceOfItems.h File Reference

### Classes

- class gdcm::SequenceOfItems

*Class to represent a Sequence Of Items (value representation : SQ)*

## Namespaces

- namespace gdcm

## 26.200 gdcmSerieHelper.h File Reference

### Classes

- class gdcm::FileWithName  
*FileWithName.*
- struct gdcm::SerieHelper::Rule
- class gdcm::SerieHelper

## Namespaces

- namespace gdcM

## Typedefs

- typedef bool(\* gdcM::BOOL\_FUNCTION\_PFILE\_PFILE\_POINTER )(File \*, File \*)
- typedef std::vector<SmartPointer< FileWithName > > gdcM::FileList

## Enumerations

- enum gdcM::CompOperators {  
gdcM::GDCM\_EQUAL = 0,  
gdcM::GDCM\_DIFFERENT,  
gdcM::GDCM\_GREATER,  
gdcM::GDCM\_GREATEROREQUAL,  
gdcM::GDCM\_LESS,  
gdcM::GDCM\_LESSEQUAL }
- enum gdcM::LodModeType {  
gdcM::LD\_ALL = 0x00000000,  
gdcM::LD\_NOSEQ = 0x00000001,  
gdcM::LD\_NOSHADOW = 0x00000002,  
gdcM::LD\_NOSHADOWSEQ = 0x00000004 }

## 26.201 gdcMSeries.h File Reference

### Classes

- class gdcM::Series  
*Series.*

### Namespaces

- namespace gdcM

## 26.202 gdcMServiceClassUser.h File Reference

### Classes

- class gdcM::ServiceClassUser  
*ServiceClassUser.*

### Namespaces

- namespace gdcM
- namespace gdcM::network

## 26.203 gdcmSHA1.h File Reference

### Classes

- class gdcm::SHA1  
*Class for SHA1.*

### Namespaces

- namespace gdcm

## 26.204 gdcmSimpleSubjectWatcher.h File Reference

### Classes

- class gdcm::SimpleSubjectWatcher  
*SimpleSubjectWatcher This is a typical Subject Watcher class. It will observe all events.*

### Namespaces

- namespace gdcm

## 26.205 gdcmSmartPointer.h File Reference

### Classes

- class gdcm::SmartPointer< ObjectType >  
*Class for Smart Pointer.*

### Namespaces

- namespace gdcm

## 26.206 gdcmSOPClassUIDToIOD.h File Reference

### Classes

- class gdcm::SOPClassUIDToIOD  
*Class convert a class SOP Class UID into IOD.*

### Namespaces

- namespace gdcm

## 26.207 gdcmSorter.h File Reference

### Classes

- class `gdcm::Sorter`  
*Sorter General class to do sorting using a custom function You simply need to provide a function of type: `Sorter::SortFunction`.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Sorter &s)`

## 26.208 gdcmSpacing.h File Reference

### Classes

- class `gdcm::Spacing`  
*Class for Spacing.*

### Namespaces

- namespace `gdcm`

## 26.209 gdcmSpectroscopy.h File Reference

### Classes

- class `gdcm::Spectroscopy`  
*Spectroscopy class.*

### Namespaces

- namespace `gdcm`

## 26.210 gdcmSplitMosaicFilter.h File Reference

### Classes

- class `gdcm::SplitMosaicFilter`  
*SplitMosaicFilter class Class to reshuffle bytes for a SIEMENS Mosaic image Siemens CSA Image Header CSA:= Common Siemens Architecture, sometimes also known as Common syngo Architecture.*



## Namespaces

- namespace gdcm

## 26.211 gdcmStaticAssert.h File Reference

### Classes

- struct gdcm::static\_assert\_test< x >
- struct gdcm::STATIC\_ASSERTION\_FAILURE< true >

### Namespaces

- namespace gdcm

### Macros

- #define GDCM\_DO\_JOIN(X, Y) GDCM\_DO\_JOIN2(X,Y)
- #define GDCM\_DO\_JOIN2(X, Y) X##Y
- #define GDCM\_JOIN(X, Y) GDCM\_DO\_JOIN( X, Y )
- #define GDCM\_STATIC\_ASSERT(B)  
*The GDCM\_JOIN + **LINE** is needed to create a uniq identifier.*

### 26.211.1 Macro Definition Documentation

26.211.1.1 #define GDCM\_DO\_JOIN( X, Y ) GDCM\_DO\_JOIN2(X,Y)

26.211.1.2 #define GDCM\_DO\_JOIN2( X, Y ) X##Y

26.211.1.3 #define GDCM\_JOIN( X, Y ) GDCM\_DO\_JOIN( X, Y )

26.211.1.4 #define GDCM\_STATIC\_ASSERT( B )

#### Value:

```
typedef ::gdcm::static_assert_test<\
    sizeof( :gdcm::STATIC_ASSERTION_FAILURE< (bool) ( B ) > )>\
    GDCM_JOIN( gdcm_static_assert_typedef_, __LINE__ )
```

The GDCM\_JOIN + **LINE** is needed to create a uniq identifier.

## 26.212 gdcmStreamImageReader.h File Reference

### Classes

- struct gdcm::OneShotReadBuf
- class gdcm::StreamImageReader  
*StreamImageReader.*

## Namespaces

- namespace gdcm

## 26.213 gdcmStreamImageWriter.h File Reference

### Classes

- class gdcm::StreamImageWriter  
*StreamImageReader.*

## Namespaces

- namespace gdcm

## 26.214 gdcmString.h File Reference

### Classes

- class gdcm::String< TDelimiter, TMaxLength, TPadChar >  
*String.*

## Namespaces

- namespace gdcm

### Functions

- template<char TDelimiter, unsigned int TMaxLength, char TPadChar>  
std::istream & gdcm::operator>> (std::istream &is, String< TDelimiter, TMaxLength, TPadChar > &ms)

## 26.215 gdcmStringFilter.h File Reference

### Classes

- class gdcm::StringFilter  
*StringFilter StringFilter is the class that make gdcm2.x looks more like gdcm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language.*

## Namespaces

- namespace gdcm

## 26.216 gdcmStudy.h File Reference

### Classes

- class gdcm::Study  
*Study.*

### Namespaces

- namespace gdcm

## 26.217 gdcmSubject.h File Reference

### Classes

- class gdcm::Subject  
*Subject.*

### Namespaces

- namespace gdcm

## 26.218 gdcmSurface.h File Reference

### Classes

- class gdcm::Surface  
*This class defines a SURFACE IE. This members are taken from required surface mesh module attributes.*

### Namespaces

- namespace gdcm

## 26.219 gdcmSurfaceHelper.h File Reference

### Classes

- class gdcm::SurfaceHelper

### Namespaces

- namespace gdcm

## 26.220 gdcmSurfaceReader.h File Reference

### Classes

- class gdcm::SurfaceReader

*This class defines a SURFACE IE reader. It reads surface mesh module attributes.*

### Namespaces

- namespace gdcm

## 26.221 gdcmSurfaceWriter.h File Reference

### Classes

- class gdcm::SurfaceWriter

*This class defines a SURFACE IE writer. It writes surface mesh module attributes.*

### Namespaces

- namespace gdcm

## 26.222 gdcmSwapCode.h File Reference

### Classes

- class gdcm::SwapCode

*SwapCode representation.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const SwapCode &sc)

## 26.223 gdcmSwapper.h File Reference

### Classes

- class gdcm::SwapperDoOp
- class gdcm::SwapperNoOp

## Namespaces

- namespace gdcm

## 26.224 gdcmSystem.h File Reference

### Classes

- class gdcm::System  
*Class to do system operation.*

## Namespaces

- namespace gdcm

## 26.225 gdcmTable.h File Reference

### Classes

- class gdcm::Table  
*Table.*

## Namespaces

- namespace gdcm

## 26.226 gdcmTableEntry.h File Reference

### Classes

- class gdcm::TableEntry  
*TableEntry.*

## Namespaces

- namespace gdcm

## 26.227 gdcmTableReader.h File Reference

### Classes

- class gdcm::TableReader  
*Class for representing a TableReader.*

## Namespaces

- namespace gdcM

## 26.228 gdcMTag.h File Reference

### Classes

- class gdcM::Tag

*Class to represent a DICOM Data Element (Attribute) Tag (Group, Element). Basically an uint32\_t which can also be expressed as two uint16\_t (group and element)*

## Namespaces

- namespace gdcM

### Functions

- std::ostream & gdcM::operator<< (std::ostream &\_os, const Tag &\_val)
- std::istream & gdcM::operator>> (std::istream &\_is, Tag &\_val)

## 26.229 gdcMTagPath.h File Reference

### Classes

- class gdcM::TagPath

*class to handle a path of tag.*

## Namespaces

- namespace gdcM

## 26.230 gdcMTagToVR.h File Reference

### Namespaces

- namespace gdcM

### Functions

- VR::VRType gdcM::GetVRFromTag (Tag const &tag)

## 26.231 gdcmtar.man File Reference

## 26.232 gdcmTerminal.h File Reference

### Namespaces

- namespace gdcmtar
- namespace gdcmtar::terminal

*Class for Terminal Allow one to print in color in a shell.*

### Enumerations

- enum gdcmtar::terminal::Attribute {  
gdcmtar::terminal::reset = 0,  
gdcmtar::terminal::bright = 1,  
gdcmtar::terminal::dim = 2,  
gdcmtar::terminal::underline = 3,  
gdcmtar::terminal::blink = 5,  
gdcmtar::terminal::reverse = 7,  
gdcmtar::terminal::hidden = 8 }
- enum gdcmtar::terminal::Color {  
gdcmtar::terminal::black = 0,  
gdcmtar::terminal::red,  
gdcmtar::terminal::green,  
gdcmtar::terminal::yellow,  
gdcmtar::terminal::blue,  
gdcmtar::terminal::magenta,  
gdcmtar::terminal::cyan,  
gdcmtar::terminal::white }
- enum gdcmtar::terminal::Mode {  
gdcmtar::terminal::CONSOLE = 0,  
gdcmtar::terminal::VT100 }

### Functions

- GDCM\_EXPORT std::string gdcmtar::terminal::setattribute (Attribute att)
- GDCM\_EXPORT std::string gdcmtar::terminal::setbgcolor (Color c)
- GDCM\_EXPORT std::string gdcmtar::terminal::setfgcolor (Color c)
- GDCM\_EXPORT void gdcmtar::terminal::setmode (Mode m)

## 26.233 gdcmTestDriver.h File Reference

## 26.234 gdcmTesting.h File Reference

### Classes

- class gdcmtar::Testing  
*class for testing*

## Namespaces

- namespace gdcm

## 26.235 gdcmTrace.h File Reference

### Classes

- class gdcm::Trace  
*Trace.*

### Namespaces

- namespace gdcm

### Macros

- #define GDCM\_FUNCTION "<unknown>"
- #define gdcmAssertAlwaysMacro(arg) gdcmAssertMacro(arg)  
*AssertAlways.*
- #define gdcmAssertMacro(arg)  
*Assert.*
- #define gdcmDebugMacro(msg)  
*Debug.*
- #define gdcmErrorMacro(msg)  
*Error this is pretty bad, more than just warning It could mean lost of data, something not handle...*
- #define gdcmWarningMacro(msg)  
*Warning.*

### 26.235.1 Macro Definition Documentation

26.235.1.1 #define GDCM\_FUNCTION "<unknown>"

26.235.1.2 #define gdcmAssertAlwaysMacro( arg ) gdcmAssertMacro(arg)

*AssertAlways.*

#### Parameters

<i>arg</i>	argument to test An easy solution to pass also a message is to do: gdcmAssertMacro( "my message" && 2 < 3 )
------------	---

Referenced by gdcm::VR::Write().

26.235.1.3 #define gdcmAssertMacro( arg )

#### Value:



```

{
    if( !(arg) )
    {
        std::ostringstream osmacro;
        osmacro << "Assert: In " __FILE__ ", line " << __LINE__
            << ", function " << GDCM_FUNCTION
            << "\n\n";
        std::ostream &_os = gdcm::Trace::GetStream();
        _os << osmacro.str() << std::endl;
        assert ( arg );
    }
}

```

Assert.

#### Parameters

<i>arg</i>	argument to test An easy solution to pass also a message is to do: <code>gdcmAssertMacro( "my message" &amp;&amp; 2 &lt; 3 )</code>
------------	---

Referenced by `gdcm::PixelFormat::SetSamplesPerPixel()`.

#### 26.235.1.4 #define gdcmDebugMacro( msg )

##### Value:

```

{
    if( gdcm::Trace::GetDebugFlag() )
    {
        std::ostringstream osmacro;
        osmacro << "Debug: In " __FILE__ ", line " << __LINE__
            << ", function " << GDCM_FUNCTION << '\n'
            << "Last system error was: "
            << gdcm::System::GetLastSystemError(
                ) << '\n' << msg;
        std::ostream &_os = gdcm::Trace::GetStream();
        _os << osmacro.str() << "\n\n" << std::endl;
    }
}

```

Debug.

#### Parameters

<i>msg</i>	message part
------------	--------------

Referenced by `gdcm::ByteValue::ByteValue()`, `gdcm::SequenceOfFragments::Read()`, `gdcm::SequenceOfItems::Read()`, `gdcm::Item::Read()`, `gdcm::VR::Read()`, and `gdcm::ByteValue::SetLength()`.

#### 26.235.1.5 #define gdcmErrorMacro( msg )

##### Value:

```

{
    if( gdcm::Trace::GetErrorFlag() )
    {
        std::ostringstream osmacro;
        osmacro << "Error: In " __FILE__ ", line " << __LINE__

```

```

        << " , function " << GDCM_FUNCTION << '\n'
    \
        << msg << "\n\n";
std::ostream &_os = gdcM::Trace::GetStream();
    \
    _os << osmacro.str() << std::endl;
    \
}
}

```

Error this is pretty bad, more than just warning It could mean lost of data, something not handle...

#### Parameters

<i>msg</i>	second message part
------------	---------------------

Referenced by `gdcM::CommandDataSet::Insert()`, `gdcM::FileMetaInformation::Insert()`, `gdcM::DataSet::Insert()`, and `gdcM::Item::Read()`.

#### 26.235.1.6 #define gdcMWarningMacro( msg )

##### Value:

```

{
    if( gdcM::Trace::GetWarningFlag() )
    \
    {
std::ostringstream osmacro;
osmacro << "Warning: In " __FILE__ " , line " << __LINE__
        << " , function " << GDCM_FUNCTION << "\n"
    \
        << msg << "\n\n";
std::ostream &_os = gdcM::Trace::GetStream();
    \
    _os << osmacro.str() << std::endl;
    \
}
}

```

Warning.

#### Parameters

<i>msg</i>	message part
------------	--------------

Referenced by `gdcM::DataSet::InsertDataElement()`, `gdcM::SequenceOfFragments::Read()`, `gdcM::SequenceOfItems::Read()`, `gdcM::Item::Read()`, `gdcM::Fragment::ReadValue()`, and `gdcM::Item::Write()`.

## 26.236 gdcMTransferSyntax.h File Reference

### Classes

- class `gdcM::TransferSyntax`  
*Class to manipulate Transfer Syntax.*

### Namespaces

- namespace `gdcM`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const TransferSyntax &ts)`

## 26.237 gdcmTransferSyntaxSub.h File Reference

### Classes

- class `gdcm::network::TransferSyntaxSub`

*TransferSyntaxSub Table 9-15 TRANSFER SYNTAX SUB-ITEM FIELDS.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.238 gdcmType.h File Reference

### Classes

- class `gdcm::Type`

*Type.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Type &val)`

## 26.239 gdcmTypes.h File Reference

### Macros

- `#define UINT32_MAX (4294967295U)`

### 26.239.1 Macro Definition Documentation

#### 26.239.1.1 `#define UINT32_MAX (4294967295U)`

## 26.240 gdcmUIDGenerator.h File Reference

## Classes

- class `gdcm::UIDGenerator`  
*Class for generating unique UID.*

## Namespaces

- namespace `gdcm`

## 26.241 gdcmUIDs.h File Reference

### Classes

- class `gdcm::UIDs`  
*all known uids*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const UIDs &uid)`

## 26.242 gdcmULAction.h File Reference

### Classes

- class `gdcm::network::ULAction`  
*ULAction A ULConnection in a given ULState can perform certain ULActions. This base class provides the interface for running those ULActions on a given ULConnection.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 26.243 gdcmULActionAA.h File Reference

### Classes

- class `gdcm::network::ULActionAA1`
- class `gdcm::network::ULActionAA2`
- class `gdcm::network::ULActionAA3`
- class `gdcm::network::ULActionAA4`

- class gdcm::network::ULActionAA5
- class gdcm::network::ULActionAA6
- class gdcm::network::ULActionAA7
- class gdcm::network::ULActionAA8

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.244 gdcmULActionAE.h File Reference

### Classes

- class gdcm::network::ULActionAE1
- class gdcm::network::ULActionAE2
- class gdcm::network::ULActionAE3
- class gdcm::network::ULActionAE4
- class gdcm::network::ULActionAE5
- class gdcm::network::ULActionAE6
- class gdcm::network::ULActionAE7
- class gdcm::network::ULActionAE8

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.245 gdcmULActionAR.h File Reference

### Classes

- class gdcm::network::ULActionAR1
- class gdcm::network::ULActionAR10
- class gdcm::network::ULActionAR2
- class gdcm::network::ULActionAR3
- class gdcm::network::ULActionAR4
- class gdcm::network::ULActionAR5
- class gdcm::network::ULActionAR6
- class gdcm::network::ULActionAR7
- class gdcm::network::ULActionAR8
- class gdcm::network::ULActionAR9

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.246 gdcmULActionDT.h File Reference

### Classes

- class gdcm::network::ULActionDT1
- class gdcm::network::ULActionDT2

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.247 gdcmULBasicCallback.h File Reference

### Classes

- class gdcm::network::ULBasicCallback

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.248 gdcmULConnection.h File Reference

### Classes

- class gdcm::network::ULConnection

*ULConnection* This is the class that contains the socket to another machine, and passes data through itself, as well as maintaining a sense of state.

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.249 gdcmULConnectionCallback.h File Reference

### Classes

- class gdcm::network::ULConnectionCallback

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.250 gdcmULConnectionInfo.h File Reference

### Classes

- class gdcm::network::ULConnectionInfo

*ULConnectionInfo* this class contains all the information about a particular connection as established by the user. That is, it's: User Information Calling AE Title Called AE Title IP address/computer name IP Port A connection must be established with this information, that's subsequently placed into various primitives for actual communication.

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.251 gdcmULConnectionManager.h File Reference

### Classes

- class gdcm::network::ULConnectionManager

*ULConnectionManager* The *ULConnectionManager* performs actions on the *ULConnection* given inputs from the user and from the state of what's going on around the connection (ie, timeouts of the ARTIM timer, responses from the peer across the connection, etc).

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.252 gdcmULEvent.h File Reference

### Classes

- class gdcm::network::ULEvent

*ULEvent* base class for network events.

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.253 gdcmULTransitionTable.h File Reference

### Classes

- class gdcm::network::TableRow

- struct gdcm::network::Transition
- class gdcm::network::ULTransitionTable

*ULTransitionTable* The transition table of all the ULEvents, new ULActions, and ULStates.

## Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.254 gdcmULWritingCallback.h File Reference

### Classes

- class gdcm::network::ULWritingCallback

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.255 gdcmUNExplicitDataElement.h File Reference

### Classes

- class gdcm::UNExplicitDataElement
- Class to read/write a DataElement as UNExplicit Data Element.*

### Namespaces

- namespace gdcm

## 26.256 gdcmUNExplicitImplicitDataElement.h File Reference

### Classes

- class gdcm::UNExplicitImplicitDataElement
- Class to read/write a DataElement as ExplicitImplicit Data Element This class gather two known bugs:*

### Namespaces

- namespace gdcm



## 26.257 gdcmUnpacker12Bits.h File Reference

### Classes

- class gdcm::Unpacker12Bits  
*Pack/Unpack 12 bits pixel into 16bits.*

### Namespaces

- namespace gdcm

## 26.258 gdcmUsage.h File Reference

### Classes

- class gdcm::Usage  
*Usage.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const Usage &val)

## 26.259 gdcmUserInformation.h File Reference

### Classes

- class gdcm::network::UserInformation  
*UserInformation Table 9-16 USER INFORMATION ITEM FIELDS.*

### Namespaces

- namespace gdcm
- namespace gdcm::network

## 26.260 gdcmValidate.h File Reference

### Classes

- class gdcm::Validate  
*Validate class.*

## Namespaces

- namespace gdcm

## 26.261 gdcmValue.h File Reference

### Classes

- class gdcm::Value  
*Class to represent the value of a Data Element.*

## Namespaces

- namespace gdcm

## 26.262 gdcmValueIO.h File Reference

### Classes

- class gdcm::ValueIO< TDE, TSwap, TType >  
*Class to dispatch template calls.*

## Namespaces

- namespace gdcm

## 26.263 gdcmVersion.h File Reference

### Classes

- class gdcm::Version  
*major/minor and build version*

## Namespaces

- namespace gdcm

## Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const Version &v)

## 26.264 gdcmviewer.man File Reference

## 26.265 gdcmVL.h File Reference

### Classes

- class gdcm::VL  
*Value Length.*

### Namespaces

- namespace gdcm

### Functions

- std::ostream & gdcm::operator<< (std::ostream &os, const VL &val)

## 26.266 gdcmVM.h File Reference

### Classes

- class gdcm::VM  
*Value Multiplicity Looking at the DICOMV3 dict only there is very few cases: 1 2 3 4 5 6 8 16 24 1-2 1-3 1-8 1-32 1-99 1-n 2-2n 2-n 3-3n 3-n.*

### Namespaces

- namespace gdcm

### Macros

- #define TYPETOLENGTH(type, length)

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const VM &\_val)

## 26.266.1 Macro Definition Documentation

### 26.266.1.1 #define TYPETOLENGTH( type, length )

#### Value:

```
template<> struct VMToLength<VM::type> \
{ enum { Length = length }; };
```

## 26.267 gdcmVR.h File Reference

### Classes

- struct gdcm::UI
- class gdcm::VR

*VR class This is adapted from DICOM standard The biggest difference is the INVALID VR and the composite one that differ from standard (more like an addition) This allow us to represent all the possible case express in the DICOMV3 dict.*

### Namespaces

- namespace gdcm

### Macros

- #define TYPETOENCODING(type, rep, rtype)
- #define VRTypeTemplateCase(type)

### Typedefs

- typedef String<'\', 16 > gdcm::AECComp
- typedef String<'\', 64 > gdcm::ASComp
- typedef String<'\', 16 > gdcm::CSComp
- typedef String<'\', 64 > gdcm::DAComp
- typedef String<'\', 64 > gdcm::DTComp
- typedef String<'\', 64 > gdcm::LOComp
- typedef String<'\', 64 > gdcm::LTComp
- typedef String<'\', 64 > gdcm::PNComp
- typedef String<'\', 64 > gdcm::SHComp
- typedef String<'\', 64 > gdcm::STComp
- typedef String<'\', 16 > gdcm::TMComp
- typedef String<'\', 64, 0 > gdcm::UIComp
- typedef String<'\', 64 > gdcm::UTComp

### Functions

- std::ostream & gdcm::operator<< (std::ostream &\_os, const VR &val)
- std::ostream & gdcm::operator<< (std::ostream &\_os, const UI &\_val)
- gdcm::TYPETOENCODING (SQ, VRBINARY, unsigned char) TYPETOENCODING(UN

### Variables

- gdcm::VRBINARY

## 26.267.1 Macro Definition Documentation

### 26.267.1.1 #define TYPETOENCODING( type, rep, rtype )

**Value:**

```
template<> struct VRToEncoding<VR::type> \
{ enum { Mode = VR::rep }; }; \
template<> struct VRToType<VR::type> \
{ typedef rtype Type; };
```

### 26.267.1.2 #define VRTypeTemplateCase( type )

**Value:**

```
case VR::type: \
    return sizeof ( VRToType<VR::type>::Type );
```

Referenced by gdcm::VR::GetSize().

## 26.268 gdcmVR16ExplicitDataElement.h File Reference

### Classes

- class gdcm::VR16ExplicitDataElement  
*Class to read/write a DataElement as Explicit Data Element.*

### Namespaces

- namespace gdcm

## 26.269 gdcmWaveform.h File Reference

### Classes

- class gdcm::Waveform  
*Waveform class.*

### Namespaces

- namespace gdcm

## 26.270 gdcmWin32.h File Reference

### Macros

- #define GDCM\_EXPORT

## 26.270.1 Macro Definition Documentation

### 26.270.1.1 `#define GDCM_EXPORT`

## 26.271 `gdcmWriter.h` File Reference

### Classes

- class `gdcm::Writer`  
*Writer ala DOM (Document Object Model) This class is a non-validating writer, it will only performs well- formedness check only.*

### Namespaces

- namespace `gdcm`

## 26.272 `gdcmXMLDictReader.h` File Reference

### Classes

- class `gdcm::XMLDictReader`  
*Class for representing a XMLDictReader.*

### Namespaces

- namespace `gdcm`

## 26.273 `gdcmXMLPrivateDictReader.h` File Reference

### Classes

- class `gdcm::XMLPrivateDictReader`  
*Class for representing a XMLPrivateDictReader.*

### Namespaces

- namespace `gdcm`

## 26.274 `itkGDCMImageIO2.h` File Reference

### Classes

- class `itk::GDCMImageIO2`  
*ImageIO class for reading and writing DICOM V3.0 and ACR/NEMA (V1.0 & V2.0) images This class is only an adaptor to the gdcm library (currently gdcm 2.0 is used):*

## Namespaces

- namespace itk

## Macros

- #define ITK\_GDCM\_EXPORT

### 26.274.1 Macro Definition Documentation

#### 26.274.1.1 #define ITK\_GDCM\_EXPORT

## 26.275 README.txt File Reference

## 26.276 TestsList.txt File Reference

## 26.277 vtkGDCMImageReader.h File Reference

## Classes

- class vtkGDCMImageReader

## Namespaces

- namespace gdcmm

## Macros

- #define VTK\_CMYK 8
- #define VTK\_INVERSE\_LUMINANCE 5
- #define VTK\_LOOKUP\_TABLE 6
- #define VTK\_YBR 7

### 26.277.1 Macro Definition Documentation

#### 26.277.1.1 #define VTK\_CMYK 8

#### 26.277.1.2 #define VTK\_INVERSE\_LUMINANCE 5

#### 26.277.1.3 #define VTK\_LOOKUP\_TABLE 6

#### 26.277.1.4 #define VTK\_YBR 7

## 26.278 vtkGDCMImageWriter.h File Reference

## Classes

- class vtkGDCMImageWriter

## 26.279 vtkGDCMMedicalImageProperties.h File Reference

### Classes

- class vtkGDCMMedicalImageProperties

### Namespaces

- namespace gdcmm

## 26.280 vtkGDCMPolyDataReader.h File Reference

### Classes

- class vtkGDCMPolyDataReader

### Namespaces

- namespace gdcmm

## 26.281 vtkGDCMPolyDataWriter.h File Reference

### Classes

- class vtkGDCMPolyDataWriter

### Namespaces

- namespace gdcmm

## 26.282 vtkGDCMTesting.h File Reference

### Classes

- class vtkGDCMTesting



## 26.283 vtkGDCMThreadedImageReader.h File Reference

### Classes

- class vtkGDCMThreadedImageReader

## 26.284 vtkGDCMThreadedImageReader2.h File Reference

### Classes

- class vtkGDCMThreadedImageReader2

## 26.285 vtkImageColorViewer.h File Reference

### Classes

- class vtkImageColorViewer

## 26.286 vtkImageMapToColors16.h File Reference

### Classes

- class vtkImageMapToColors16

## 26.287 vtkImageMapToWindowLevelColors2.h File Reference

### Classes

- class vtkImageMapToWindowLevelColors2

## 26.288 vtkImagePlanarComponentsToComponents.h File Reference

### Classes

- class vtkImagePlanarComponentsToComponents

## 26.289 vtkImageRGBToYBR.h File Reference

### Classes

- class vtkImageRGBToYBR

## 26.290 vtkImageYBRToRGB.h File Reference

### Classes

- class vtkImageYBRToRGB

## 26.291 vtkLookupTable16.h File Reference

### Classes

- class vtkLookupTable16

## 26.292 vtkRTStructSetProperties.h File Reference

### Classes

- class vtkRTStructSetProperties

## Chapter 27

# Example Documentation

### 27.1 AWTMedical3.java

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.
=====*/
package examples;

import vtk.*;
//import gdcm.*;

import vtk.util.VtkPanelContainer;
import vtk.util.VtkPanelUtil;
import vtk.util.VtkUtil;

import java.util.ArrayList;

import javax.swing.*;
import java.awt.*;
import java.io.File;

public class AWTMedical3 extends JComponent implements VtkPanelContainer {

    private vtkPanel renWin;

    vtkImageData ReadDataFile(File inSelectedFile){

        vtkImageData outImageData = null;
        Directory theDir = new Directory();

        String theInputDirectory = inSelectedFile.getPath();
        theDir.Load(theInputDirectory);

        Scanner theScanner = new Scanner();
        Tag theStudyTag = new Tag(0x0020,0x000d);
        Tag theSeriesTag = new Tag(0x0020,0x000e);
        theScanner.AddTag(theStudyTag); //get studies,
        theScanner.AddTag(theSeriesTag); //get studies,
        theScanner.Scan(theDir.GetFileNames());

        FilenamesType theStudyValues = theScanner.GetOrderedValues(theStudyTag)
;
        long theNumStudies = theStudyValues.size();
        //for now, take the first study, and nothing else.
        //and the return is actually not FilenamesType, just a
```

```

        //vector of strings
        if (theNumStudies != 1)
            return outImageData;
        String theStudyVal = theStudyValues.get(0);
        //now, get all the values from the scanner that are in that
        //study, then from that get their different series
        FilenamesType theFilenames =
            theScanner.GetAllFilenamesFromTagToValue(theStudyTag,
theStudyVal);

        //from that set of filenames, isolate individual series
        //conclude that singleton series = RT struct (can do further
        //checking for things like MIPs and the like)
        //and multiple series entries = volumetric data
        theScanner.Scan(theFilenames);
        FilenamesType theSeriesValues = theScanner.GetOrderedValues(
theSeriesTag);
        String studyUID = theScanner.GetValue(theScanner.GetFilenames().get(0),
theStudyTag);
        long theNumSeries = theSeriesValues.size();
        for (int i = 0; i < theNumSeries; i++) {
            FilenamesType theSeriesFiles =
                theScanner.GetAllFilenamesFromTagToValue(theSeriesTag,
theSeriesValues.get(i));
            long theNumFilesInSeries = theSeriesFiles.size();
            if (theNumFilesInSeries > 1) { //assume it's CT or volumetric data
                //for now, assume a single volume
                //could have multiples, like PET and CT

                IPPSorter sorter = new IPPSorter();
                sorter.SetComputeZSpacing(true);
                sorter.SetZSpacingTolerance(0.001);
                Boolean sorted = sorter.Sort(theSeriesFiles);
                if (!sorted){
                    //need some better way to handle failures here
                    return outImageData;
                }

                FilenamesType sortedFT = sorter.GetFilenames();
                long theSize = sortedFT.size();
                vtkStringArray sa = new vtkStringArray();
                ArrayList<String> theStrings = new ArrayList<String>();

                vtkGDCMImageReader gdcmReader = new
vtkGDCMImageReader();
                for (int j = 0; j < theSize; j++) {
                    String theFileName = sortedFT.get(j);
                    if (gdcmReader.CanReadFile(theFileName) > 0){
                        theStrings.add(theFileName);
                        sa.InsertNextValue(theFileName);
                    } else {
                        //this is a busted series
                        //need some more appropriate error here
                        return outImageData;
                    }
                }

                gdcmReader.SetFileNames(sa);

                gdcmReader.Update();

                outImageData = gdcmReader.GetOutput(); //the zeroth output
                should be the image
            }
        }
        String theImageInfo = "";
        if (outImageData != null){
            theImageInfo = outImageData.Print();
        }
        return outImageData;
    }

    //this function is a rewrite of Medical3 to see if data can
    //be loaded via gdcm easily
    public AWTMedical3(File inFile) {
        // Create the buttons.
        renWin = new vtkPanel();

        vtkImageData theImageData = ReadDataFile(inFile);

        // An isosurface, or contour value of 500 is known to correspond to the

```

```

// skin of the patient. Once generated, a vtkPolyDataNormals filter is
// is used to create normals for smooth surface shading during rendering.
// The triangle stripper is used to create triangle strips from the
// isosurface these render much faster on some systems.
vtkContourFilter skinExtractor = new vtkContourFilter();
skinExtractor.SetInput(theImageData);
skinExtractor.SetValue(0, 500);
vtkPolyDataNormals skinNormals = new vtkPolyDataNormals();
skinNormals.SetInput(skinExtractor.GetOutput());
skinNormals.SetFeatureAngle(60.0);
//      vtkStripper skinStripper = new vtkStripper();
//      skinStripper.SetInput(skinNormals.GetOutput());
vtkPolyDataMapper skinMapper = new vtkPolyDataMapper();
skinMapper.SetInput(skinNormals.GetOutput());
skinMapper.ScalarVisibilityOff();
vtkActor skin = new vtkActor();
skin.SetMapper(skinMapper);
skin.GetProperty().SetDiffuseColor(1, .49, .25);
skin.GetProperty().SetSpecular(.3);
skin.GetProperty().SetSpecularPower(20);

// An isosurface, or contour value of 1150 is known to correspond to the
// skin of the patient. Once generated, a vtkPolyDataNormals filter is
// is used to create normals for smooth surface shading during rendering.
// The triangle stripper is used to create triangle strips from the
// isosurface these render much faster on some systems.
vtkContourFilter boneExtractor = new vtkContourFilter();
boneExtractor.SetInput(theImageData);
boneExtractor.SetValue(0, 1150);
vtkPolyDataNormals boneNormals = new vtkPolyDataNormals();
boneNormals.SetInput(boneExtractor.GetOutput());
boneNormals.SetFeatureAngle(60.0);
vtkStripper boneStripper = new vtkStripper();
boneStripper.SetInput(boneNormals.GetOutput());
vtkPolyDataMapper boneMapper = new vtkPolyDataMapper();
boneMapper.SetInput(boneStripper.GetOutput());
boneMapper.ScalarVisibilityOff();
vtkActor bone = new vtkActor();
bone.SetMapper(boneMapper);
bone.GetProperty().SetDiffuseColor(1, 1, .9412);

// An outline provides context around the data.
vtkOutlineFilter outlineData = new vtkOutlineFilter();
outlineData.SetInput(theImageData);
vtkPolyDataMapper mapOutline = new vtkPolyDataMapper();
mapOutline.SetInput(outlineData.GetOutput());
vtkActor outline = new vtkActor();
outline.SetMapper(mapOutline);
outline.GetProperty().SetColor(0, 0, 0);

// Now we are creating three orthogonal planes passing through the
// volume. Each plane uses a different texture map and therefore has
// different coloration.

// Start by creatin a black/white lookup table.
vtkLookupTable bwLut = new vtkLookupTable();
bwLut.SetTableRange(0, 2000);
bwLut.SetSaturationRange(0, 0);
bwLut.SetHueRange(0, 0);
bwLut.SetValueRange(0, 1);
bwLut.Build();

// Now create a lookup table that consists of the full hue circle (from
// HSV);.
vtkLookupTable hueLut = new vtkLookupTable();
hueLut.SetTableRange(0, 2000);
hueLut.SetHueRange(0, 1);
hueLut.SetSaturationRange(1, 1);
hueLut.SetValueRange(1, 1);
hueLut.Build();

// Finally, create a lookup table with a single hue but having a range
// in the saturation of the hue.
vtkLookupTable satLut = new vtkLookupTable();
satLut.SetTableRange(0, 2000);
satLut.SetHueRange(.6, .6);
satLut.SetSaturationRange(0, 1);
satLut.SetValueRange(1, 1);
satLut.Build();

// Create the first of the three planes. The filter vtkImageMapToColors

```

```

// maps the data through the corresponding lookup table created above.
// The vtkImageActor is a type of vtkProp and conveniently displays an
// image on a single quadrilateral plane. It does this using texture
// mapping and as a result is quite fast. (Note: the input image has to
// be unsigned char values, which the vtkImageMapToColors produces.);
// Note also that by specifying the DisplayExtent, the pipeline
// requests data of this extent and the vtkImageMapToColors only
// processes a slice of data.
vtkImageMapToColors saggitalColors = new vtkImageMapToColors();
saggitalColors.SetInput(theImageData);
saggitalColors.SetLookupTable(bwLut);
vtkImageActor saggital = new vtkImageActor();
saggital.SetInput(saggitalColors.GetOutput());
saggital.SetDisplayExtent(32, 32, 0, 63, 0, 92);

// Create the second (axial); plane of the three planes. We use the same
// approach as before except that the extent differs.
vtkImageMapToColors axialColors = new vtkImageMapToColors();
axialColors.SetInput(theImageData);
axialColors.SetLookupTable(hueLut);
vtkImageActor axial = new vtkImageActor();
axial.SetInput(axialColors.GetOutput());
axial.SetDisplayExtent(0, 63, 0, 63, 46, 46);

// Create the third (coronal); plane of the three planes. We use the same
// approach as before except that the extent differs.
vtkImageMapToColors coronalColors = new vtkImageMapToColors();
coronalColors.SetInput(theImageData);
coronalColors.SetLookupTable(satLut);
vtkImageActor coronal = new vtkImageActor();
coronal.SetInput(coronalColors.GetOutput());
coronal.SetDisplayExtent(0, 63, 32, 32, 0, 92);

// It is convenient to create an initial view of the data. The FocalPoint
// and Position form a vector direction. Later on (ResetCamera() method)
// this vector is used to position the camera to look at the data in
// this direction.
vtkCamera aCamera = new vtkCamera();
aCamera.SetViewUp(0, 0, -1);
aCamera.SetPosition(0, 1, 0);
aCamera.SetFocalPoint(0, 0, 0);
aCamera.ComputeViewPlaneNormal();

// Actors are added to the renderer. An initial camera view is created.
// The Dolly() method moves the camera towards the FocalPoint,
// thereby enlarging the image.
renWin.GetRenderer().AddActor(saggital);
renWin.GetRenderer().AddActor(axial);
renWin.GetRenderer().AddActor(coronal);
renWin.GetRenderer().AddActor(outline);
renWin.GetRenderer().AddActor(skin);
renWin.GetRenderer().AddActor(bone);

// Turn off bone for this example.
bone.VisibilityOff();

// Set skin to semi-transparent.
skin.GetProperty().SetOpacity(0.5);

// An initial camera view is created. The Dolly() method moves
// the camera towards the FocalPoint, thereby enlarging the image.
renWin.GetRenderer().SetActiveCamera(aCamera);
renWin.GetRenderer().ResetCamera();
aCamera.Dolly(1.5);

// Set a background color for the renderer and set the size of the
// render window (expressed in pixels).
renWin.GetRenderer().SetBackground(1, 1, 1);
VtkPanelUtil.setSize(renWin, 640, 480);

// Note that when camera movement occurs (as it does in the Dolly()
// method), the clipping planes often need adjusting. Clipping planes
// consist of two planes: near and far along the view direction. The
// near plane clips out objects in front of the plane the far plane
// clips out objects behind the plane. This way only what is drawn
// between the planes is actually rendered.
renWin.GetRenderer().ResetCameraClippingRange();

// Setup panel
setLayout(new BorderLayout());
add(renWin, BorderLayout.CENTER);

```

```

    }

    public vtkPanel getRenWin() {
        return renWin;
    }

    public static void main(String s[]) {
        if (s.length == 0){
            return; //need a filename here
        }
        File theFile = new File(s[0]);
        //File theFile = new
        File("/Users/mmroden/Documents/MVSDownloadDirectory/Documents/1.2.840.113704.1.111.3384.1271766367.5/");
        AWTMedical3 panel = new AWTMedical3(theFile);

        JFrame frame = new JFrame("AWTMedical3");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.getContentPane().add("Center", panel);
        frame.pack();
        frame.setVisible(true);
    }
}

```

## 27.2 BasicAnonymizer.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/BasicAnonymizer.exe gdcmData/012345.002.050.dcm out.dcm
 */
using System;
using gdcm;

public class MyWatcher : SimpleSubjectWatcher
{
    public MyWatcher(Subject s):base(s,"Override String"){
        protected override void StartFilter() {
            System.Console.WriteLine( "This is my start" );
        }
        protected override void EndFilter(){
            System.Console.WriteLine( "This is my end" );
        }
        protected override void ShowProgress(Subject caller, Event evt){
            ProgressEvent pe = ProgressEvent.Cast(evt);
            System.Console.WriteLine( "This is my progress: " + pe.GetProgress() );
        }
        protected override void ShowIteration(){
            System.Console.WriteLine( "This is my iteration" );
        }
        protected override void ShowAnonymization(Subject caller, Event evt){
/*
 * A couple of explanation are necessary here to understand how SWIG work
 * http://www.swig.org/Doc1.3/Java.html#adding_downcasts
 *
 * System.Console.WriteLine( "This is my Anonymization. Type: " +
 *     evt.GetEventName() );
 * System.Type type = evt.GetType();
 * System.Console.WriteLine( "This is my Anonymization. System.Type: " +
 *     type.ToString() );

```

```

* System.Console.WriteLine( "This is my Anonymization. CheckEvent: " +
    ae.CheckEvent( evt ) );
* System.Console.WriteLine( "This is my Anonymization. Processing Tag #" +
    ae.GetTag().toString() );
*/
AnonymizeEvent ae = AnonymizeEvent.Cast(evt);
if( ae != null )
{
    Tag t = ae.GetTag();
    System.Console.WriteLine( "This is my Anonymization. Processing Tag #" +
        t.toString() );
}
else
{
    System.Console.WriteLine( "This is my Anonymization. Unhandled Event
        type: " + evt.GetEventName() );
}
}
protected override void ShowAbort(){
    System.Console.WriteLine( "This is my abort" );
}
}

public class BasicAnonymizer
{
    public static int Main(string[] args)
    {
        gdcmm.Global global = gdcmm.Global.GetInstance();
        if( !global.LoadResourcesFiles() )
        {
            System.Console.WriteLine( "Could not LoadResourcesFiles" );
            return 1;
        }

        string file1 = args[0];
        string file2 = args[1];
        Reader reader = new Reader();
        reader.SetFileName( file1 );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }

        string certpath = gdcmm.Filename.Join(gdcmm.Testing.GetSourceDirectory(), "
            /Testing/Source/Data/certificate.pem" );
        gdcmm.CryptographicMessageSyntax cms = new gdcmm.CryptographicMessageSyntax(
            ;
        if( !cms.ParseCertificateFile( certpath ) )
        {
            return 1;
        }

        //Anonymizer ano = new Anonymizer();
        SmartPtrAno sano = Anonymizer.New();
        Anonymizer ano = sano.__ref__();

        //SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(ano,
            "Anonymizer");
        MyWatcher watcher = new MyWatcher(ano);

        ano.SetFile( reader.GetFile() );
        ano.SetCryptographicMessageSyntax( cms );
        if( !ano.BasicApplicationLevelConfidentialityProfile() )
        {
            return 1;
        }

        Writer writer = new Writer();
        writer.SetFileName( file2 );
        writer.SetFile( ano.GetFile() );
        ret = writer.Write();
        if( !ret )
        {
            return 1;
        }

        return 0;
    }
}

```



## 27.3 CastConvertPhilips.py

```
#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#   This software is distributed WITHOUT ANY WARRANTY; without even
#   the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
#   PURPOSE. See the above copyright notice for more information.
#
#####

"""
Usage:

python --public /path/to/directory/
or
python --private /path/to/directory/

python --public --extension bak /path/to/directory/

rename -f 's/\.bak$//' *.bak

TODO:
http://docs.python.org/library/optparse.html#module-optparse
"""

import vtkgdcml
import vtk
import sys
import gdcm

def ProcessOneFilePublic(filename, outfile, tmpfile):
    gdcml.ImageHelper.SetForceRescaleInterceptSlope(
        True)
    vtkreader = vtkgdcml.vtkGDCMLImageReader()
    vtkreader.SetFileName( filename )
    vtkreader.Update()

    cast = vtk.vtkImageCast()
    cast.SetInput( vtkreader.GetOutput() )
    cast.SetOutputScalarTypeToUnsignedShort()

    # vtkGDCMLImageWriter does not support Sequence, so let's write a tmp file
    # first:
    # Some operation will actually be discarded (we simply need a temp storage)
    vtkwriter = vtkgdcml.vtkGDCMLImageWriter()
    vtkwriter.SetFileName( tmpfile )
    vtkwriter.SetMedicalImageProperties( vtkreader.GetMedicalImageProperties() )
    vtkwriter.SetDirectionCosines( vtkreader.GetDirectionCosines() )
    print "Format:", vtkreader.GetImageFormat()
    vtkwriter.SetImageFormat( vtkreader.GetImageFormat() )
    vtkwriter.SetInput( cast.GetOutput() )
    #vtkwriter.Update()
    vtkwriter.Write()

    # ok now rewrite the exact same file as the original (keep all info)
    # but use the Pixel Data Element from the written file
    tmpreader = gdcm.ImageReader()
    tmpreader.SetFileName( tmpfile )
    if not tmpreader.Read():
        sys.exit(1)

    reader = gdcm.Reader()
    reader.SetFileName( filename )
    if not reader.Read():
        sys.exit(1)

    # Make sure to remove Slope/Rescale to avoid re-execution
    ds = reader.GetFile().GetDataSet()
    tags = [
        gdcm.Tag(0x0028, 0x1052),
        gdcm.Tag(0x0028, 0x1053),
        gdcm.Tag(0x0028, 0x1053),
    ]
    for tag in tags:
```

```

    ds.Remove( tag )

writer = gdcm.ImageWriter()
writer.SetFileName( outfilename )
# Pass image from vtk written file
writer.SetImage( tmpreader.GetImage() )
# pass dataset from initial 'reader'
writer.SetFile( reader.GetFile() )
if not writer.Write():
    sys.exit(1)

def ProcessOneFilePrivate(filename, outfilename, tmpfile):
    vtkreader = vtkgdcm.vtkGDCMImageReader()
    vtkreader.SetFileName( filename )
    vtkreader.Update()

    # (2005,1409)    DS      4      0.0
    # (2005,140a)    DS     16     1.52283272283272

    # (2005,0014)    LO     26     Philips MR Imaging DD 005
    tag1 = gdcm.PrivateTag(0x2005,0x09,"Philips MR Imaging DD 005"
    )
    tag2 = gdcm.PrivateTag(0x2005,0x0a,"Philips MR Imaging DD 005"
    )

    # Need to access some private tags, reread the file (for now):
    reader = gdcm.Reader()
    reader.SetFileName( filename )
    if not reader.Read():
        sys.exit(1)

    ds = reader.GetFile().GetDataSet()

    el1 = ds.GetDataElement( tag1 )
    el2 = ds.GetDataElement( tag2 )

    #pf = gdcm.PythonFilter()
    #pf.SetFile( reader.GetFile() )
    #print el1.GetTag()

    print el1.GetByteValue()
    v1 = eval(el1.GetByteValue().GetBuffer())
    print el2.GetByteValue()
    v2 = eval(el2.GetByteValue().GetBuffer())

    print v1
    shift = v1
    print v2
    scale = v2

    ss = vtk.vtkImageShiftScale()
    ss.SetInput( vtkreader.GetOutput() )
    # because VTK image shift / scale convention is inverted from DICOM make sure
    # shift is 0
    assert shift == 0
    ss.SetShift( shift )
    ss.SetScale( scale )
    ss.SetOutputScalarTypeToUnsignedShort ()
    ss.Update()

    # vtkGDCMImageWriter does not support Sequence, so let's write a tmp file
    # first:
    # Some operation will actually be discarded (we simply need a temp storage)
    vtkwriter = vtkgdcm.vtkGDCMImageWriter()
    vtkwriter.SetFileName( tmpfile )
    vtkwriter.SetMedicalImageProperties( vtkreader.GetMedicalImageProperties() )
    vtkwriter.SetDirectionCosines( vtkreader.GetDirectionCosines() )
    vtkwriter.SetImageFormat( reader.GetImageFormat() )
    # do not pass shift/scale again
    vtkwriter.SetInput( ss.GetOutput() )
    #vtkwriter.Update()
    vtkwriter.Write()

    # ok now rewrite the exact same file as the original (keep all info)
    # but use the Pixel Data Element from the written file
    tmpreader = gdcm.ImageReader()
    tmpreader.SetFileName( tmpfile )

```

```

if not tmpreader.Read():
    sys.exit(1)

writer = gdcm.ImageWriter()
writer.SetFileName( outfile )
# Pass image from vtk written file
writer.SetImage( tmpreader.GetImage() )
# pass dataset from initial 'reader'
writer.SetFile( reader.GetFile() )
if not writer.Write():
    sys.exit(1)

if __name__ == "__main__":

    gdcm.Trace.DebugOff()
    gdcm.Trace.WarningOff()
    #filename = sys.argv[1]
    #outfile = sys.argv[2]
    tmpfile = "/tmp/philips_rescaled.dcm"
    #ProcessOneFile( filename, outfile, tmpfile )
    rescaletype = sys.argv[1]
    assert rescaletype == "--public" or rescaletype == "--private"
    dirname = sys.argv[2]
    d = gdcm.Directory()
    d.Load( dirname )

    for f in d.GetFileNames():
        #print f
        ProcessOneFilePublic( f, f + ".bak", tmpfile )

print "success"

```

## 27.4 ChangeSequenceUltrasound.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmSmartPointer.h"
#include "gdcmDataSetHelper.h"

/*
./ChangeSequenceUltrasound gdcmData/D_CLUNIE_CT1_J2KI.dcm myoutput.dcm

This is the exact C++ translation of the original python example:
ManipulateSequence.py
*/

int main(int argc, char* argv[] )
{
    if( argc < 0 )
    {
        return 1;
    }
    const char *filename = argv[1];
    const char *outfile = argv[2];

    gdcm::Reader reader;
    reader.SetFileName( filename );
    if (! reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();

```

```

gdcmm::DataSet &ds = file.GetDataSet();
gdcmm::Tag tsis(0x0008,0x2112); // SourceImageSequence
if ( ds.FindDataElement( tsis ) )
{
    const gdcmm::DataElement &sis = ds.GetDataElement
        ( tsis );
    gdcmm::SmartPointer<gdcmm::SequenceOfItems>
        sqsis = sis.GetValueAsSQ();
    if ( sqsis && sqsis->GetNumberOfItems() )
    {
        gdcmm::Item &item1 = sqsis->GetItem(1);
        gdcmm::DataSet &nestedds = item1.GetNestedDataSet
            ();
        gdcmm::Tag tprcs(0x0040,0xa170); //
            PurposeOfReferenceCodeSequence
        if( nestedds.FindDataElement( tprcs ) )
        {
            const gdcmm::DataElement &prcs = nestedds.
                GetDataElement( tprcs );
            gdcmm::SmartPointer<gdcmm::SequenceOfItems>
                sqprcs = prcs.GetValueAsSQ();
            if ( sqprcs && sqprcs->GetNumberOfItems() )
            {
                gdcmm::Item &item2 = sqprcs->GetItem(1);
                gdcmm::DataSet &nestedds2 = item2.GetNestedDataSet
                    ();
                // (0008,0104) LO [Uncompressed predecessor] # 24, 1
                CodeMeaning
                gdcmm::Tag tcm(0x0008,0x0104);
                if( nestedds2.FindDataElement( tcm ) )
                {
                    gdcmm::DataElement cm = nestedds2.GetDataElement
                        ( tcm );
                    std::string mystr = "GDCM was here";
                    cm.SetByteValue( mystr.c_str(), mystr.size() );
                    nestedds2.Replace( cm );
                }
            }
        }
    }

    gdcmm::Writer writer;
    writer.SetFile( file );
    writer.SetFileName( outfilename );
    if ( !writer.Write() )
    {
        return 1;
    }

    return 0;
}

```

## 27.5 CheckBigEndianBug.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 * WARNING: This is a dev tool, do not use !
 *
 * Usage: after a gdcmmconv, you would like to know if the conversion process is
        acceptable
 * sometime a vbindiff is acceptable, sometime it is not. In the case of the
        famous Philips
 * Little/Big Endian Explicit Transfer Syntax it is not easy to compare two
        files. However

```

```

* this only impact byte ordering, thus we can compute byte-independant
  information to still
* compare the files.
*/

#include "gdcmImageReader.h"
#include "gdcmImage.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include "gdcmSystem.h"

#include <iostream>
#include <fstream>

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input1.dcm input2.dcm" << std::endl;
        return 1;
    }
    const char *filename1 = argv[1];
    const char *filename2 = argv[2];

    gdcm::ImageReader reader1;
    reader1.SetFileName( filename1 );
    if( !reader1.Read() )
    {
        std::cerr << "Could not read: " << filename1 << std::endl;
        return 1;
    }

    gdcm::ImageReader reader2;
    reader2.SetFileName( filename2 );
    if( !reader2.Read() )
    {
        std::cerr << "Could not read: " << filename2 << std::endl;
        return 1;
    }

    // TODO: need a DataSet== operator implementation

    std::cout << "Both files can be read and looks like DICOM" << std::endl;

    size_t s1 = gdcm::System::FileSize(filename1);
    size_t s2 = gdcm::System::FileSize(filename2);

    if( s1 != s2 )
    {
        std::cout << "Size mismatch: " << s1 << " != " << s2 << std::endl;
        return 1;
    }
    else
    {
        std::cout << "Size match: " << s1 << " = " << s2 << std::endl;
    }

    std::ifstream is1( filename1 );
    char *buffer1 = new char[s1];
    is1.read(buffer1, s1);

    std::ifstream is2( filename2 );
    char *buffer2 = new char[s2];
    is2.read(buffer2, s2);

    assert( s1 == s2 );
    if( memcmp(buffer1, buffer2, s1 ) == 0 )
    {
        std::cout << "memcmp succeed ! File are bit identical" << std::endl;
    }
    else
    {
        std::cout << "memcmp failed!" << std::endl;
    }

    // Hum...memcmp failed, for big endian/ little endian inversion the histogram
    // of bytes
    // should still be the same. So let's compute it
    // buffer2[0] = 1; // let's make the test fail
    std::multiset<char> set1( buffer1, buffer1 + s1 );
    std::multiset<char> set2( buffer2, buffer2 + s2 );

```

```

if( set1 == set2 )
{
    std::cout << "set1 == set2. Byte histogram seems valid" << std::endl;
}
else
{
    std::cout << "set1 != set2" << std::endl;
}
delete[] buffer1;
delete[] buffer2;

return 0;
}

```

## 27.6 ClinicalTrialAnnotate.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * Dummy implementation of C.7.1.3 Clinical Trial Subject Module
 *
 * Usage:
 * ClinicalTrialAnnotate gdcmlData/012345.002.050.dcm out.dcm
 */

#include "gdcmlReader.h"
#include "gdcmlWriter.h"
#include "gdcmlAnonymizer.h"

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    gdcml::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }

    // The output of gdcml::Reader is a gdcml::File
    //gdcml::File &file = reader.GetFile();

    // the dataset is the the set of element we are interested in:
    //gdcml::DataSet &ds = file.GetDataSet();

    gdcml::Anonymizer ano;
    ano.SetFile( reader.GetFile() );
    ano.RemoveGroupLength();
    ano.RemovePrivateTags();

    // PS 3.3 - 2008
    // C.7.1.3 Clinical Trial Subject Module
    // <entry group="0012" element="0010" vr="LO" vm="1" name="Clinical Trial
    //   Sponsor Name"/>
    ano.Replace( gdcml::Tag(0x12,0x10), "BigCompany name" );
}

```

```

// <entry group="0012" element="0020" vr="LO" vm="1" name="Clinical Trial
  Protocol ID"/>
ano.Replace( gdcmm::Tag(0x12,0x20), "My Clinical Trial
  Protocol ID" );
// <entry group="0012" element="0021" vr="LO" vm="1" name="Clinical Trial
  Protocol Name"/>
ano.Replace( gdcmm::Tag(0x12,0x21), "My Clinical Trial
  Protocol Name" );
// <entry group="0012" element="0030" vr="LO" vm="1" name="Clinical Trial
  Site ID"/>
ano.Replace( gdcmm::Tag(0x12,0x30), "My Clinical Trial Site ID
  " );
// <entry group="0012" element="0031" vr="LO" vm="1" name="Clinical Trial
  Site Name"/>
ano.Replace( gdcmm::Tag(0x12,0x31), "My Clinical Trial Site
  Name" );
// <entry group="0012" element="0040" vr="LO" vm="1" name="Clinical Trial
  Subject ID"/>
ano.Replace( gdcmm::Tag(0x12,0x40), "My Clinical Trial Subject
  ID" );
// <entry group="0012" element="0042" vr="LO" vm="1" name="Clinical Trial
  Subject Reading ID"/>
ano.Replace( gdcmm::Tag(0x12,0x42), "My Clinical Trial Subject
  Reading ID" );

gdcmm::Writer writer;
writer.SetFile( reader.GetFile() );
writer.SetFileName( outfilename );
if( !writer.Write() )
{
    return 1;
}

return 0;
}

```

## 27.7 ClinicalTrialIdentificationWorkflow.cs

This is a C# example on how to use gdcmm::Anonymizer

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
* Typical usage on UNIX:
* $ export LD_LIBRARY_PATH=$HOME/Projects/gdcmm/debug-gcc/bin
* $ mono bin/ClinicalTrialIdentificationWorkflow.exe input_dir output_dir
*/
using System;
using gdcmm;

public class MyWatcher : SimpleSubjectWatcher
{
    public MyWatcher(Subject s):base(s,"Override String"){
        protected override void StartFilter() {
            System.Console.WriteLine( "This is my start" );
        }
        protected override void EndFilter(){
            System.Console.WriteLine( "This is my end" );
        }
        protected override void ShowProgress(Subject caller, Event evt){
            ProgressEvent pe = ProgressEvent.Cast(evt);
            System.Console.WriteLine( "This is my progress: " + pe.GetProgress() );
        }
        protected override void ShowIteration(){

```

```

        System.Console.WriteLine( "This is my iteration" );
    }
    protected override void ShowAnonymization(Subject caller, Event evt){
/*
* A couple of explanation are necessary here to understand how SWIG work
* http://www.swig.org/Doc1.3/Java.html#adding_downcasts
*
* System.Console.WriteLine( "This is my Anonymization. Type: " +
    evt.GetEventName() );
* System.Type type = evt.GetType();
* System.Console.WriteLine( "This is my Anonymization. System.Type: " +
    type.ToString() );
* System.Console.WriteLine( "This is my Anonymization. CheckEvent: " +
    ae.CheckEvent( evt ) );
* System.Console.WriteLine( "This is my Anonymization. Processing Tag #" +
    ae.GetTag().toString() );
*/
    AnonymizeEvent ae = AnonymizeEvent.Cast(evt);
    if( ae != null )
    {
        Tag t = ae.GetTag();
        System.Console.WriteLine( "This is my Anonymization. Processing Tag #" +
            t.toString() );
    }
    else
    {
        System.Console.WriteLine( "This is my Anonymization. Unhandled Event
            type: " + evt.GetEventName() );
    }
}
protected override void ShowAbort(){
    System.Console.WriteLine( "This is my abort" );
}
}

public class ClinicalTrialIdentificationWorkflow
{
    public static bool ProcessOneFile( gdcm.Anonymizer ano , string filename,
        string outfilename )
    {
        Reader reader = new Reader();
        reader.SetFileName( filename );
        bool ret = reader.Read();
        if( !ret )
        {
            return false;
        }
        // Pass in the file:
        ano.SetFile( reader.GetFile() );

        // First step, let's protect all Patient information as per
        // PS 3.15 / E.1 / Basic Application Level Confidentiality Profile
        if( !ano.BasicApplicationLevelConfidentialityProfile() )
        {
            return false;
        }

        // Now let's pass in all Clinical Trial fields
        // PS 3.3 - 2008 / C.7.1.3 Clinical Trial Subject Module
        /*
        Clinical Trial Sponsor Name (0012,0010) 1 The name of the clinical trial
            sponsor. See C.7.1.3.1.1.
        Clinical Trial Protocol ID (0012,0020) 1 Identifier for the noted protocol.
            See C.7.1.3.1.2.
        Clinical Trial Protocol Name (0012,0021) 2 The name of the clinical trial
            protocol. See C.7.1.3.1.3.
        Clinical Trial Site ID (0012,0030) 2 The identifier of the site responsible
            for submitting clinical trial data. See C.7.1.3.1.4.
        Clinical Trial Site Name (0012,0031) 2 Name of the site responsible for
            submitting clinical trial data. See C.7.1.3.1.5
        Clinical Trial Subject ID (0012,0040) 1C The assigned identifier for the
            clinical trial subject. See C.7.1.3.1.6. Shall be present if Clinical Trial
            Subject Reading ID (0012,0042) is absent. May be present otherwise.
        Clinical Trial Subject Reading ID (0012,0042) 1C Identifies the subject for
            blinded evaluations. Shall be present if Clinical Trial Subject ID (0012,0040)
            is absent. May be present otherwise. See C.7.1.3.1.7.
        */
        ano.Replace( new gdcm.Tag(0x0012,0x0010), "MySponsorName");
        ano.Replace( new gdcm.Tag(0x0012,0x0020), "MyProtocolID");
        ano.Replace( new gdcm.Tag(0x0012,0x0021), "MyProtocolName");
        ano.Replace( new gdcm.Tag(0x0012,0x0030), "MySiteId");
    }
}

```



```

ano.Replace( new gdcm.Tag(0x0012,0x0031), "MySiteName");
ano.Replace( new gdcm.Tag(0x0012,0x0040), "MySponsorId");
ano.Replace( new gdcm.Tag(0x0012,0x0050), "MyTPId");
ano.Replace( new gdcm.Tag(0x0012,0x0051), "MyTPDescription");

// The following two are not required as they are guaranteed to be filled
// in by the
// Basic Application Level Confidentiality Profile. Only override if you
// understand what
// you are doing
//ano.Replace( new gdcm.Tag(0x0012,0x0062), "YES");
//ano.Replace( new gdcm.Tag(0x0012,0x0063), "My Super Duper Anonymization
// Overload");

// We might be generating a subdirectory. Let's make sure the subdir exist:
gdcm.FileMetaInformation fmi = ano.GetFile().GetHeader();
// The following three lines make sure to regenerate any value:
fmi.Remove( new gdcm.Tag(0x0002,0x0012) );
fmi.Remove( new gdcm.Tag(0x0002,0x0013) );
fmi.Remove( new gdcm.Tag(0x0002,0x0016) );

Writer writer = new Writer();
writer.SetFileName( outfile );
writer.SetFile( ano.GetFile() );
ret = writer.Write();
if( !ret )
{
    return false;
}

return true;
}

public static int Main(string[] args)
{
    gdcm.FileMetaInformation.SetSourceApplicationEntityTitle( "My ClinicalTrial
        App" );

    // http://www.oid-info.com/get/1.3.6.1.4.17434
    string THERALYS_ORG_ROOT = "1.3.6.1.4.17434";
    gdcm.UIDGenerator.SetRoot( THERALYS_ORG_ROOT );
    System.Console.WriteLine( "Root dir is now: " + gdcm.UIDGenerator.GetRoot()
        );

    gdcm.Global global = gdcm.Global.GetInstance();
    if( !global.LoadResourcesFiles() )
    {
        System.Console.WriteLine( "Could not LoadResourcesFiles" );
        return 1;
    }

    if( args.Length != 2 )
    {
        System.Console.WriteLine( "Usage:" );
        System.Console.WriteLine( "ClinicalTrialIdentificationWorkflow input_dir
            output_dir" );
        return 1;
    }
    string dir1 = args[0];
    string dir2 = args[1];

    // Check input is valid:
    if( !gdcm.PosixEmulation.FileIsDirectory(dir1) )
    {
        System.Console.WriteLine( "Input directory: " + dir1 + " does not exist.
            Sorry" );
        return 1;
    }
    if( !gdcm.PosixEmulation.FileIsDirectory(dir2) )
    {
        System.Console.WriteLine( "Output directory: " + dir2 + " does not exist.
            Sorry" );
        return 1;
    }
}

```

```

// Recursively search all file within this toplevel directory:
Directory d = new Directory();
uint nfiles = d.Load( dir1, true );
if(nfiles == 0) return 1;

// Let's use the pre-shipped certificate of GDCM.
string certpath = gdcml.Filename.Join(gdcml.Testing.GetSourceDirectory(), "
    /Testing/Source/Data/certificate.pem" );
gdcml.CryptographicMessageSyntax cms = new gdcml.CryptographicMessageSyntax()
;
if( !cms.ParseCertificateFile( certpath ) )
{
    System.Console.WriteLine( "PEM Certificate : " + certpath + " could not
        be read. Sorry" );
    return 1;
}

//Anonymizer ano = new Anonymizer();
// A reference to an actual C++ instance is required here:
SmartPtrAno sano = Anonymizer.New();
Anonymizer ano = sano.__ref__();

//SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(ano,
    "Anonymizer");
MyWatcher watcher = new MyWatcher(ano);

// Explicitely specify the Cryptographic Message Syntax to use:
ano.SetCryptographicMessageSyntax( cms );

// Process all filenames:
FilenamesType filenames = d.GetFilesNames();
for( uint i = 0; i < nfiles; ++i )
{
    string filename = filenames[ (int)i ];
    string outfilename = filename.Replace( dir1, dir2 );
    System.Console.WriteLine( "Filename: " + filename );
    System.Console.WriteLine( "Out Filename: " + outfilename );
    if( !ProcessOneFile( ano , filename, outfilename ) )
    {
        System.Console.WriteLine( "Could not process filename: " + filename );
        return 1;
    }
}

return 0;
}
}

```

## 27.8 CompressImage.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
*
*/

#include "gdcmlImageReader.h"
#include "gdcmlImage.h"
#include "gdcmlWriter.h"
#include "gdcmlAttribute.h"
#include "gdcmlImageWriter.h"
#include "gdcmlImageChangeTransferSyntax.h"

#include <iostream>
#include <fstream>

```

```

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }

    // The output of gdcm::Reader is a gdcm::File
    //gdcm::File &file = reader.GetFile();

    // the dataset is the the set of element we are interested in:
    //gdcm::DataSet &ds = file.GetDataSet();

    const gdcm::Image &image = reader.GetImage();
    image.Print( std::cout );

    gdcm::ImageChangeTransferSyntax change;
    change.SetTransferSyntax(
        gdcm::TransferSyntax::JPEG2000Lossless );
    change.SetTransferSyntax(
        gdcm::TransferSyntax::JPEGLosslessProcess14_1
    );
    //change.SetTransferSyntax( gdcm::TransferSyntax::JPEGBaselineProcess1 );
    //change.SetTransferSyntax( image.GetTransferSyntax() );
    change.SetInput( image );
    bool b = change.Change();
    if( !b )
    {
        std::cerr << "Could not change the Transfer Syntax" << std::endl;
        return 1;
    }

    //std::ofstream out( outfile );
    //image.GetBuffer2(out);
    //out.close();
    gdcm::ImageWriter writer;
    writer.SetImage( change.GetOutput() );
    writer.SetFile( reader.GetFile() );
    writer.SetFileName( outfile );
    if( !writer.Write() )
    {
        return 1;
    }

    return 0;
}

```

## 27.9 CompressLossyJPEG.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm/debug-gcc/bin

```

```

* $ mono bin/CompressLossyJPEG.exe input.dcm output.dcm
*/

using System;
using gdcm;

public class CompressLossyJPEG
{
    public static int Main(string[] args)
    {
        if( args.Length < 2 )
        {
            System.Console.WriteLine( " input.dcm output.dcm" );
            return 1;
        }
        string filename = args[0];
        string outfilename = args[1];

        ImageReader reader = new ImageReader();
        reader.SetFileName( filename );
        if( !reader.Read() )
        {
            System.Console.WriteLine( "Could not read: " + filename );
            return 1;
        }

        // The output of gdcm::Reader is a gdcm::File
        File file = reader.GetFile();

        // the dataset is the the set of element we are interested in:
        DataSet ds = file.GetDataSet();

        Image image = reader.GetImage();
        //image.Print( cout );

        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        TransferSyntax targetts = new TransferSyntax( TransferSyntax.TSType.
            JPEGBaselineProcess1 );
        change.SetTransferSyntax( targetts );

        // Setup our JPEGCodec, warning it should be compatible with
        JPEGBaselineProcess1
        JPEGCodec jpegcodec = new JPEGCodec();
        if( !jpegcodec.CanCode( targetts ) )
        {
            System.Console.WriteLine( "Something went really wrong, JPEGCodec cannot
                handle JPEGBaselineProcess1" );
            return 1;
        }
        jpegcodec.SetLossless( false );
        jpegcodec.SetQuality( 50 ); // poor quality !
        change.SetUserCodec( jpegcodec ); // specify the codec to use to the
            ImageChangeTransferSyntax

        change.SetInput( image );
        bool b = change.Change();
        if( !b )
        {
            System.Console.WriteLine( "Could not change the Transfer Syntax" );
            return 1;
        }

        ImageWriter writer = new ImageWriter();
        writer.SetImage( (gdcm.Image)change.GetOutput() );
        writer.SetFile( reader.GetFile() );
        writer.SetFileName( outfilename );
        if( !writer.Write() )
        {
            System.Console.WriteLine( "Could not write: " + outfilename );
            return 1;
        }

        return 0;
    }
}

```

## 27.10 Convert16BitsTo8Bits.cxx

```

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageCast.h"

#include "gdcmTesting.h"
// The following file is 16/16/15 but the scalar range of the image is [0,192]
// it could be safely stored as 8bits instead:
// gdcmData/012345.002.050.dcm

int main(int, char *[])
{
    const char *directory = gdcm::Testing::GetDataRoot(
    );
    if(!directory) return 1;
    std::string file = std::string(directory) + "/012345.002.050.dcm";
    std::cout << file << std::endl;

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
    ();
    reader->SetFileName( file.c_str() );
    reader->Update();
    //reader->GetOutput()->Print( std::cout );

    vtkImageCast *cast = vtkImageCast::New();
    cast->SetInput( reader->GetOutput() );
    cast->SetOutputScalarTypeToUnsignedChar();

    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
    ();
    writer->SetFileName( "/tmp/cast.dcm" );
    writer->SetInput( cast->GetOutput() );
    writer->SetImageFormat( reader->GetImageFormat() );
    writer->SetMedicalImageProperties( reader->
        GetMedicalImageProperties() );
    writer->SetDirectionCosines( reader->GetDirectionCosines()
    );
    writer->SetShift( reader->GetShift() );
    writer->SetScale( reader->GetScale() );
    writer->Write();

    reader->Delete();
    cast->Delete();
    writer->Delete();

    return 0;
}

```

## 27.11 ConvertMPL.py

```

#####
#
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```

```

#     PURPOSE. See the above copyright notice for more information.
#
#####

"""
display a DICOM image with matplotlib via numpy

Caveats:
- Does not support UINT12/INT12

Usage:

python ConvertNumpy.py "IM000000"

Thanks:
plotting example - Ray Schumacher 2009
"""

import gdcm
import numpy
from pylab import *

def get_gdcm_to_numpy_typemap():
    """Returns the GDCM Pixel Format to numpy array type mapping."""
    _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.int8,
                 gdcm.PixelFormat.INT8 :numpy.uint8,
                 gdcm.PixelFormat.UINT16 :numpy.uint16,
                 gdcm.PixelFormat.INT16 :numpy.int16,
                 gdcm.PixelFormat.UINT32 :numpy.uint32,
                 gdcm.PixelFormat.INT32 :numpy.int32,
                 gdcm.PixelFormat.FLOAT32 :numpy.float32,
                 gdcm.PixelFormat.FLOAT64 :numpy.float64 }
    return _gdcm_np

def get_numpy_array_type(gdcm_pixel_format):
    """Returns a numpy array typecode given a GDCM Pixel Format."""
    return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]

def gdcm_to_numpy(image):
    """Converts a GDCM image to a numpy array.
    """
    pf = image.GetPixelFormat().GetScalarType()
    print 'pf', pf
    print image.GetPixelFormat().GetScalarTypeAsString()
    assert pf in get_gdcm_to_numpy_typemap().keys(), \
        "Unsupported array type %s"%pf
    d = image.GetDimension(0), image.GetDimension(1)
    print 'Image Size: %d x %d' % (d[0], d[1])
    dtype = get_numpy_array_type(pf)
    gdcm_array = image.GetBuffer()
    ## use float for accurate scaling
    result = numpy.frombuffer(gdcm_array, dtype=dtype).astype(float)
    ## optional gamma scaling
    #maxV = float(result[result.argmax()])
    #result = result + .5*(maxV-result)
    #result = numpy.log(result+50) ## apprxx background level
    result.shape = d
    return result

if __name__ == "__main__":
    import sys
    r = gdcm.ImageReader()
    filename = sys.argv[1]
    r.SetFileName( filename )
    if not r.Read(): sys.exit(1)
    numpy_array = gdcm_to_numpy( r.GetImage() )

    subplot(111)# one plot, on left
    title(filename)
    ## many colormaps are available
    imshow(numpy_array, interpolation='bilinear', cmap=cm.jet)
    ## set the plot sizes and placement
    subplots_adjust(bottom=0.1, right=0.8, top=0.9)
    cax = axes([0.85, 0.1, 0.075, 0.8])
    colorbar(cax=cax)
    title('values')
    get_current_fig_manager().window.title('plot')
    show()

```

## 27.12 ConvertMultiFrameToSingleFrame.cxx

```

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkStringArray.h"

#include "gdcmTesting.h"
#include "gdcmFilenameGenerator.h"

int main(int argc, char *argv[])
{
    std::string filename;
    if( argc <= 1 )
    {
        const char *directory = gdcm::Testing::GetDataRoot
            ();
        if(!directory) return 1;
        std::string file = std::string(directory) + "/US-PAL-8-10x-echo.dcm";
        filename = file;
    }
    else
    {
        filename = argv[1];
    }
    std::cout << "file: " << filename << std::endl;

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( filename.c_str() );
    reader->Update();
    //reader->GetOutput()->Print( std::cout );

    int dims[3];
    reader->GetOutput()->GetDimensions( dims );

    std::ostringstream os;
    os << "singleframe";
    os << "%04d.dcm";
    gdcm::FilenameGenerator fg;
    fg.SetPattern( os.str().c_str() );
    unsigned int nfiles = dims[2];
    fg.SetNumberOfFileNames( nfiles );
    bool b = fg.Generate();
    if( !b )
    {
        std::cerr << "FilenameGenerator::Generate() failed" << std::endl;
        return 1;
    }
    if( !fg.GetNumberOfFileNames() )
    {
        std::cerr << "FilenameGenerator::Generate() failed somehow..." << std::endl;
        return 1;
    }

    // By default write them as Secondary Capture (for portability)
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
        ();
    vtkStringArray *filenames = vtkStringArray::New();
    for(unsigned int i = 0; i < fg.GetNumberOfFileNames(); ++
        i)
    {
        filenames->InsertNextValue( fg.GetFilename(i) );
    }
    assert( filenames->GetNumberOfValues() == (int)fg.GetNumberOfFileNames
        () );
}

```

```

writer->SetFileNames( filenames );
filenames->Delete();
writer->SetFileDimensionality( 2 );
writer->SetInput( reader->GetOutput() );
writer->SetImageFormat( reader->GetImageFormat() );
writer->Write();

reader->Delete();
writer->Delete();

return 0;
}

```

## 27.13 ConvertNumpy.py

```

#####
#
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#
#####

"""
This module add support for converting a gdcm.Image to a numpy array.

Caveats:
- Does not support UINT12/INT12

Removed:
- float16 is defined in GDCM API but no implementation exist for it ...
"""

import gdcm
import numpy

def get_gdcm_to_numpy_typemap():
    """Returns the GDCM Pixel Format to numpy array type mapping."""
    _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.int8,
                 gdcm.PixelFormat.INT8 :numpy.uint8,
                 #gdcm.PixelFormat.UINT12 :numpy.uint12,
                 #gdcm.PixelFormat.INT12 :numpy.int12,
                 gdcm.PixelFormat.UINT16 :numpy.uint16,
                 gdcm.PixelFormat.INT16 :numpy.int16,
                 gdcm.PixelFormat.UINT32 :numpy.uint32,
                 gdcm.PixelFormat.INT32 :numpy.int32,
                 #gdcm.PixelFormat.FLOAT16:numpy.float16,
                 gdcm.PixelFormat.FLOAT32:numpy.float32,
                 gdcm.PixelFormat.FLOAT64:numpy.float64 }
    return _gdcm_np

def get_numpy_array_type(gdcm_pixel_format):
    """Returns a numpy array typecode given a GDCM Pixel Format."""
    return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]

def gdcm_to_numpy(image):
    """Converts a GDCM image to a numpy array.
    """
    pf = image.GetPixelFormat()

    assert pf.GetScalarType() in get_gdcm_to_numpy_typemap().keys(), \
        "Unsupported array type %s"%pf

    shape = image.GetDimension(0) * image.GetDimension(1),
    pf.GetSamplesPerPixel()
    if image.GetNumberOfDimensions() == 3:
        shape = shape[0] * image.GetDimension(2), shape[1]

    dtype = get_numpy_array_type(pf.GetScalarType())
    gdcm_array = image.GetBuffer()
    result = numpy.frombuffer(gdcm_array, dtype=dtype)

```



```

        result.shape = shape
        return result

if __name__ == "__main__":
    import sys
    r = gdcm.ImageReader()
    filename = sys.argv[1]
    r.SetFileName( filename )
    if not r.Read():
        sys.exit(1)

    numpy_array = gdcm_to_numpy( r.GetImage() )
    print numpy_array

```

## 27.14 ConvertPIL.py

```

#####
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#
#####

"""
save a DICOM image with PIL via numpy

Caveats:
- Does not support UINT12/INT12

Usage:

python ConvertNumpy.py "IM000000"

Thanks:
    plotting example - Ray Schumacher 2009
"""

import gdcm
import numpy
from PIL import Image, ImageOps

def get_gdcm_to_numpy_typemap():
    """Returns the GDCM Pixel Format to numpy array type mapping."""
    _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.int8,
                 gdcm.PixelFormat.INT8 :numpy.uint8,
                 gdcm.PixelFormat.UINT16 :numpy.uint16,
                 gdcm.PixelFormat.INT16 :numpy.int16,
                 gdcm.PixelFormat.UINT32 :numpy.uint32,
                 gdcm.PixelFormat.INT32 :numpy.int32,
                 gdcm.PixelFormat.FLOAT32:numpy.float32,
                 gdcm.PixelFormat.FLOAT64:numpy.float64 }
    return _gdcm_np

def get_numpy_array_type(gdcm_pixel_format):
    """Returns a numpy array typecode given a GDCM Pixel Format."""
    return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]

def gdcm_to_numpy(image):
    """Converts a GDCM image to a numpy array.
    """
    pf = image.GetPixelFormat().GetScalarType()
    print 'pf', pf
    print image.GetPixelFormat().GetScalarTypeAsString()
    assert pf in get_gdcm_to_numpy_typemap().keys(), \
        "Unsupported array type %s"%pf
    d = image.GetDimension(0), image.GetDimension(1)
    print 'Image Size: %d x %d' % (d[0], d[1])
    dtype = get_numpy_array_type(pf)
    gdcm_array = image.GetBuffer()

```

```

    result = numpy.frombuffer(gdcm_array, dtype=dtype)
    maxV = float(result[result.argmax()])
    ## linear gamma adjust
    #result = result + .5*(maxV-result)
    ## log gamma
    result = numpy.log(result+50) ## 50 is apprxx background level
    maxV = float(result[result.argmax()])
    result = result*(2.**8/maxV) ## histogram stretch
    result.shape = d
    return result

if __name__ == "__main__":
    import sys
    r = gdcm.ImageReader()
    filename = sys.argv[1]
    r.SetFileName( filename )
    if not r.Read(): sys.exit(1)
    numpy_array = gdcm_to_numpy( r.GetImage() )
    ## L is 8 bit grey
    ## http://www.pythonware.com/library/pil/handbook/concepts.htm
    pilImage = Image.frombuffer('L',
                                numpy_array.shape,
                                numpy_array.astype(numpy.uint8),
                                'raw','L',0,1)

    ## cutoff removes background noise and spikes
    pilImage = ImageOps.autocontrast(pilImage, cutoff=.1)
    pilImage.save(sys.argv[1]+' .jpg')

```

## 27.15 ConvertRGBToLuminance.cxx

```

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageLuminance.h"

#include "gdcmTesting.h"

// There is no such thing as MR Image Storage + Photometric Interpretation =
// RGB
// let's rewrite that into a proper single component image:
int main(int, char *[])
{
    const char *directory = gdcm::Testing::GetDataRoot(
    );
    if(!directory) return 1;
    std::string file = std::string(directory) + "/SIEMENS-MR-RGB-16Bits.dcm";
    std::cout << file << std::endl;

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
    ();
    reader->SetFileName( file.c_str() );
    reader->Update();
    //reader->GetOutput()->Print( std::cout );

    vtkImageLuminance *luminance = vtkImageLuminance::New();
    luminance->SetInput( reader->GetOutput() );

    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
    ();
    writer->SetFileName( "/tmp/bla.dcm" );
    writer->SetInput( luminance->GetOutput() );
    //writer->SetImageFormat( reader->GetImageFormat() ); // Do NOT pass image
    format

```

```

writer->SetMedicalImageProperties( reader->
    GetMedicalImageProperties() );
writer->SetDirectionCosines( reader->GetDirectionCosines()
    );
writer->SetShift( reader->GetShift() );
writer->SetScale( reader->GetScale() );
writer->Write();

// TODO:
//vtkImageAppendComponents.h

reader->Delete();
luminance->Delete();
writer->Delete();

return 0;
}

```

## 27.16 ConvertSingleBitTo8Bits.cxx

```

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageCast.h"
#include "vtkPointData.h"
#include "vtkBitArray.h"
#include "vtkUnsignedCharArray.h"

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( filename );
    reader->Update();
    //reader->GetOutput()->Print( std::cout );

    vtkDataArray* array = reader->GetOutput()->GetPointData()->GetScalars();
    vtkBitArray *barray = vtkBitArray::SafeDownCast( array );
    if( !barray ) return false;
    vtkIdType nvalues = array->GetNumberOfTuples();
    vtkUnsignedCharArray *uarray = vtkUnsignedCharArray::New();
    uarray->SetNumberOfTuples( nvalues );
    for( vtkIdType i = 0; i < nvalues; ++i)
    {
        uarray->SetValue( i, barray->GetValue(i) );
    }

    vtkImageData *copy = vtkImageData::New();
    copy->SetScalarType( VTK_UNSIGNED_CHAR );
    copy->SetExtent( reader->GetOutput()->GetExtent() );
    copy->AllocateScalars();

    //uarray->Print( std::cout );
    //copy->GetPointData()->GetScalars()->Print( std::cout );
    copy->GetPointData()->SetScalars( uarray );
    uarray->Delete();
}

```

```

vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
();
writer->SetFileName( outfilename );
//writer->SetInput( cast->GetOutput() );
writer->SetInput( copy );
writer->SetImageFormat( reader->GetImageFormat() );
writer->SetMedicalImageProperties( reader->
    GetMedicalImageProperties() );
writer->SetDirectionCosines( reader->GetDirectionCosines()
);
writer->SetShift( reader->GetShift() );
writer->SetScale( reader->GetScale() );
writer->SetFileDimensionality( reader->GetFileDimensionality( ) );
writer->Write();

reader->Delete();
copy->Delete();
writer->Delete();

return 0;
}

```

## 27.17 ConvertToQImage.cxx

```

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=====*/
/*
 * This example shows how to setup the pipeline from a gdcm::ImageReader into a
 * Qt QImage data structure.
 * It only handles 2D image.
 *
 * Ref:
 * http://doc.trolltech.com/4.5/qimage.html
 *
 * Usage:
 * ConvertToQImage gdcmData/012345.002.050.dcm output.png
 *
 * Thanks:
 * Sylvain ADAM (sylvain51 hotmail com) for contributing this example
 */

#include "gdcmImageReader.h"
#include <QImage>
#include <QImageWriter>

bool ConvertToFormat_RGB888(gdcm::Image const & gimage, char *buffer
    , QImage* &imageQt)
{
    const unsigned int* dimension = gimage.GetDimensions();

    unsigned int dimX = dimension[0];
    unsigned int dimY = dimension[1];

    gimage.GetBuffer(buffer);

    // Let's start with the easy case:
    if( gimage.GetPhotometricInterpretation() ==
        gdcm::PhotometricInterpretation::RGB )
    {
        if( gimage.GetPixelFormat() != gdcm::PixelFormat::UINT8
        )
        {
            return false;
        }
        unsigned char *ubuffer = (unsigned char*)buffer;
        // QImage::Format_RGB888 13 The image is stored using a 24-bit RGB format
    }
}

```

```

        (8-8-8).
        imageQt = new QImage((unsigned char *)ubuffer, dimX, dimY, 3*dimX,
                             QImage::Format_RGB888);
    }
    else if( gimage.GetPhotometricInterpretation() ==
             gdcM::PhotometricInterpretation::MONOCHROME2
            )
    {
        if( gimage.GetPixelFormat() == gdcM::PixelFormat::UINT8
            )
        {
            // We need to copy each individual 8bits into R / G and B:
            unsigned char *ubuffer = new unsigned char[dimX*dimY*3];
            unsigned char *pubuffer = ubuffer;
            for(unsigned int i = 0; i < dimX*dimY; i++)
            {
                *pubuffer++ = *buffer;
                *pubuffer++ = *buffer;
                *pubuffer++ = *buffer++;
            }

            imageQt = new QImage(ubuffer, dimX, dimY, QImage::Format_RGB888);
        }
        else if( gimage.GetPixelFormat() == gdcM::PixelFormat::INT16
                )
        {
            // We need to copy each individual 16bits into R / G and B (truncate
            // value)
            short *buffer16 = (short*)buffer;
            unsigned char *ubuffer = new unsigned char[dimX*dimY*3];
            unsigned char *pubuffer = ubuffer;
            for(unsigned int i = 0; i < dimX*dimY; i++)
            {
                // Scalar Range of gdcMData/012345.002.050.dcm is [0,192], we could
                // simply do:
                // *pubuffer++ = *buffer16;
                // *pubuffer++ = *buffer16;
                // *pubuffer++ = *buffer16;
                // instead do it right:
                *pubuffer++ = std::min(255, (32768 + *buffer16) / 255);
                *pubuffer++ = std::min(255, (32768 + *buffer16) / 255);
                *pubuffer++ = std::min(255, (32768 + *buffer16) / 255);
                buffer16++;
            }

            imageQt = new QImage(ubuffer, dimX, dimY, QImage::Format_RGB888);
        }
        else
        {
            std::cerr << "Pixel Format is: " << gimage.GetPixelFormat()
                      << std::endl;
            return false;
        }
    }
    else
    {
        std::cerr << "Unhandled PhotometricInterpretation: " << gimage.
            GetPhotometricInterpretation() << std::endl;
        return false;
    }

    return true;
}

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    gdcM::ImageReader ir;
    ir.SetFileName( filename );
    if(!ir.Read())
    {
        //Read failed
        return 1;
    }
}

```

```

std::cout<<"Getting image from ImageReader..."<<std::endl;

const gdcm::Image &gimage = ir.GetImage();
//This buffer has been declared elsewhere
char *buffer = new char[gimage.GetBufferLength()];

QImage *imageQt = NULL;
if( !ConvertToFormat_RGB888( gimage, buffer, imageQt ) )
{
    return 1;
}

QImageWriter writer;
writer.setFormat("png");
writer.setFileName( outfilename );
if( !writer.write( *imageQt ) )
{
    return 1;
}

// delete[] buffer;

return 0;
}

```

## 27.18 CreateARGBImage.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * http://www.w3.org/Graphics/PNG/inline-alpha.html
 * alphatest.png: PNG image data, 380 x 287, 8-bit/color RGBA, non-interlaced
 *
 * $ convert alphatest.png alphatest.rgba
 */

#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmSystem.h"
#include "gdcmImageWriter.h"

#include <iostream>
#include <fstream>

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.rgba output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    size_t len = gdcm::System::FileSize(filename);
    std::ifstream is(filename);

    char * buf = new char[len];
    is.read(buf, len);

    gdcm::ImageWriter writer;
    gdcm::Image &image = writer.GetImage();
    image.SetNumberOfDimensions( 2 );
    unsigned int dims[3] = {};

```

```

dims[0] = 380;
dims[1] = 287;
image.SetDimensions( dims );
gdcm::PixelFormat pf = gdcm::PixelFormat::UINT8
;
pf.SetSamplesPerPixel( 4 );
image.SetPixelFormat( pf );
gdcm::PhotometricInterpretation pi =
    gdcm::PhotometricInterpretation::ARGB;
image.SetPhotometricInterpretation( pi );
image.SetTransferSyntax(
    gdcm::TransferSyntax::ExplicitVRLittleEndian
);

gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0
    x0010) );
pixeldata.SetByteValue( buf, len );
image.SetDataElement( pixeldata );

writer.SetFileName( outfilename );
if( !writer.Write() )
{
    return 1;
}
delete[] buf;

return 0;
}

```

## 27.19 CreateCMYKImage.cxx

```

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=====*/
/*
 * http://www.w3.org/Graphics/PNG/inline-alpha.html
 * alphatest.png: PNG image data, 380 x 287, 8-bit/color RGBA, non-interlaced
 *
 * $ convert alphatest.png alphatest.cmyk
 */

#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmSystem.h"
#include "gdcmImageWriter.h"

#include <iostream>
#include <fstream>

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.cmyk output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    size_t len = gdcm::System::FileSize(filename);
    std::ifstream is(filename);

    char * buf = new char[len];
    is.read(buf, len);

    gdcm::ImageWriter writer;

```

```

gdcmm::Image &image = writer.GetImage();
image.SetNumberOfDimensions( 2 );
unsigned int dims[3] = {};
dims[0] = 380;
dims[1] = 287;
image.SetDimensions( dims );
gdcmm::PixelFormat pf = gdcmm::PixelFormat::UINT8
;
pf.SetSamplesPerPixel( 4 );
image.SetPixelFormat( pf );
gdcmm::PhotometricInterpretation pi =
    gdcmm::PhotometricInterpretation::CMYK;
image.SetPhotometricInterpretation( pi );
image.SetTransferSyntax(
    gdcmm::TransferSyntax::ExplicitVRLittleEndian
);

gdcmm::DataElement pixeldata( gdcmm::Tag(0x7fe0,0
x0010) );
pixeldata.SetByteValue( buf, len );
image.SetDataElement( pixeldata );

writer.SetFileName( outfilename );
if( !writer.Write() )
{
    return 1;
}
delete[] buf;

return 0;
}

```

## 27.20 CreateJPIPDataSet.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 * This example was created during the GSOC 2011 project for
 * JPIP
 */
#include "gdcmmAnonymizer.h"
#include "gdcmmWriter.h"
#include "gdcmmUIDGenerator.h"
#include "gdcmmFile.h"
#include "gdcmmTag.h"
#include "gdcmmSystem.h"
#include "gdcmmAttribute.h"

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " output.dcm" << std::endl;
        return 1;
    }
    const char *outfilename = argv[1];

    gdcmm::Writer w;
    gdcmm::File &file = w.GetFile();
    gdcmm::DataSet &ds = file.GetDataSet();
    //w.SetCheckFileMetaInformation( true );
    w.SetFileName( outfilename );

    file.GetHeader().SetDataSetTransferSyntax(
        gdcmm::TransferSyntax::JPIPReferenced );

```



```

gdcmm::Anonymizer anon;
anon.SetFile( file );

gdcmm::MediaStorage ms =
    gdcmm::MediaStorage::SecondaryCaptureImageStorage
    ;

gdcmm::UIDGenerator gen;
anon.Replace( gdcmm::Tag(0x0008,0x16), ms.GetString()
    );
std::cout << ms.GetString() << std::endl;
anon.Replace( gdcmm::Tag(0x0008,0x18), gen.Generate()
    );
//
anon.Replace( gdcmm::Tag(0x0010,0x10), "JPIP^EXAMPLE" );
anon.Replace( gdcmm::Tag(0x0010,0x20), "012345" );
anon.Empty( gdcmm::Tag(0x0010,0x30) );
anon.Empty( gdcmm::Tag(0x0010,0x40) );
anon.Empty( gdcmm::Tag(0x0008,0x20) );
anon.Empty( gdcmm::Tag(0x0008,0x30) );
anon.Empty( gdcmm::Tag(0x0008,0x90) );
anon.Empty( gdcmm::Tag(0x0020,0x10) );
anon.Empty( gdcmm::Tag(0x0020,0x11) );
anon.Empty( gdcmm::Tag(0x0008,0x50) );
anon.Empty( gdcmm::Tag(0x0020,0x0013) );
anon.Replace( gdcmm::Tag(0x0020,0xd), gen.Generate() )
    ;
anon.Replace( gdcmm::Tag(0x0020,0xe), gen.Generate() )
    ;
anon.Replace( gdcmm::Tag(0x0008,0x64), "WSD " );

gdcmm::Attribute<0x0028,0x7FE0> at;
at.SetValue( "http://dicom.example.com/jpipserver.cgi?target=img.jp2"
    );
ds.Insert( at.GetAsDataElement() );

// Need to retrieve the PixelFormat information from the given file
if (!w.Write() )
{
    std::cerr << "Could not write: " << outfilename << std::endl;
    return 1;
}

return 0;
}

```

## 27.21 CreateRAWStorage.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
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#   the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
#   PURPOSE. See the above copyright notice for more information.
#
#####

"""
    <uid value="1.2.840.10008.5.1.4.1.1.66" name="Raw Data Storage" type="SOP
    Class" part="PS 3.4" retired="false"/>
"""

import gdcmm
import sys,os

if __name__ == "__main__":
    r = gdcmm.Reader()
    # Will require Testing...
    dataroot = gdcmm.Testing.GetDataRoot()
    filename = os.path.join( dataroot, '012345.002.050.dcm' )

```

```

r.SetFileName( filename )
r.Read()
f = r.GetFile()
ds = f.GetDataSet()

uid = "1.2.840.10008.5.1.4.1.1.66"
# f = gdcm.File()
# ds = f.GetDataSet()
de = gdcm.DataElement( gdcm.Tag(0x0008,0x0016) )
de.SetByteValue( uid, gdcm.VL(len(uid)) )
vr = gdcm.VR( gdcm.VR.UI )
de.SetVR( vr )
ds.Replace( de )

ano = gdcm.Anonymizer()
ano.SetFile( r.GetFile() )
ano.RemovePrivateTags()
ano.RemoveGroupLength()
taglist = [
gdcm.Tag(0x0008,0x0008),
gdcm.Tag(0x0008,0x0022),
gdcm.Tag(0x0008,0x0032),
gdcm.Tag(0x0008,0x2111),
gdcm.Tag(0x0008,0x1150),
gdcm.Tag(0x0008,0x1155),
gdcm.Tag(0x0008,0x0100),
gdcm.Tag(0x0008,0x0102),
gdcm.Tag(0x0008,0x0104),
gdcm.Tag(0x0040,0xa170),
gdcm.Tag(0x0008,0x2112),
gdcm.Tag(0x0008,0x0100),
gdcm.Tag(0x0008,0x0102),
gdcm.Tag(0x0008,0x0104),
gdcm.Tag(0x0008,0x9215),
gdcm.Tag(0x0018,0x0010),
gdcm.Tag(0x0018,0x0022),
gdcm.Tag(0x0018,0x0050),
gdcm.Tag(0x0018,0x0060),
gdcm.Tag(0x0018,0x0088),
gdcm.Tag(0x0018,0x0090),
gdcm.Tag(0x0018,0x1040),
gdcm.Tag(0x0018,0x1100),
gdcm.Tag(0x0018,0x1110),
gdcm.Tag(0x0018,0x1111),
gdcm.Tag(0x0018,0x1120),
gdcm.Tag(0x0018,0x1130),
gdcm.Tag(0x0018,0x1150),
gdcm.Tag(0x0018,0x1151),
gdcm.Tag(0x0018,0x1152),
gdcm.Tag(0x0018,0x1160),
gdcm.Tag(0x0018,0x1190),
gdcm.Tag(0x0018,0x1210),
gdcm.Tag(0x0020,0x0012),
gdcm.Tag(0x0020,0x0032),
gdcm.Tag(0x0020,0x0037),
gdcm.Tag(0x0020,0x1041),
gdcm.Tag(0x0020,0x4000),
gdcm.Tag(0x0028,0x0002),
gdcm.Tag(0x0028,0x0004),
gdcm.Tag(0x0028,0x0010),
gdcm.Tag(0x0028,0x0011),
gdcm.Tag(0x0028,0x0030),
gdcm.Tag(0x0028,0x0100),
gdcm.Tag(0x0028,0x0101),
gdcm.Tag(0x0028,0x0102),
gdcm.Tag(0x0028,0x0103),
gdcm.Tag(0x0028,0x1052),
gdcm.Tag(0x0028,0x1053),
gdcm.Tag(0x0028,0x2110),
gdcm.Tag(0x0028,0x2112),
gdcm.Tag(0x7fe0,0x0010),
gdcm.Tag(0x0018,0x0020),
gdcm.Tag(0x0018,0x0021),
gdcm.Tag(0x0018,0x0023),
gdcm.Tag(0x0018,0x0025),
gdcm.Tag(0x0018,0x0080),
gdcm.Tag(0x0018,0x0081),
gdcm.Tag(0x0018,0x0083),
gdcm.Tag(0x0018,0x0084),
gdcm.Tag(0x0018,0x0085),
gdcm.Tag(0x0018,0x0086),

```

```

gdcM.Tag(0x0018,0x0087),
gdcM.Tag(0x0018,0x0091),
gdcM.Tag(0x0018,0x0093),
gdcM.Tag(0x0018,0x0094),
gdcM.Tag(0x0018,0x0095),
gdcM.Tag(0x0018,0x1088),
gdcM.Tag(0x0018,0x1090),
gdcM.Tag(0x0018,0x1094),
gdcM.Tag(0x0018,0x1250),
gdcM.Tag(0x0018,0x1251),
gdcM.Tag(0x0018,0x1310),
gdcM.Tag(0x0018,0x1312),
gdcM.Tag(0x0018,0x1314),
gdcM.Tag(0x0018,0x1315),
gdcM.Tag(0x0018,0x1316),
gdcM.Tag(0x0020,0x0110),
gdcM.Tag(0x0028,0x0120),
gdcM.Tag(0x0028,0x1050),
gdcM.Tag(0x0028,0x1051)
]
for tag in taglist:
    #print tag
    ano.Remove( tag )

# special handling
gen = gdcM.UIDGenerator()
ano.Replace( gdcM.Tag(0x0008,0x9123), gen.Generate() )
#ano.Empty( gdcM.Tag(0x0040,0x0555) )

#
# uid = gen.Generate()
# de.SetTag( gdcM.Tag(0x0008,0x0018) )
# de.SetByteValue( uid, gdcM.VL(len(uid)) )
# ds.Insert( de )

# init FMI now:
#fmi = f.GetHeader()
#ts = gdcM.TransferSyntax()
#print ts
#fmi.SetDataSetTransferSyntax( ts ) # default
#print fmi.GetDataSetTransferSyntax()
#de.SetTag( gdcM.Tag(0x0002,0x0010) )
#uid = "1.2.840.10008.1.2"
#de.SetByteValue( uid, gdcM.VL(len(uid)) )
#fmi.Insert( de )
# f.SetHeader( r.GetFile().GetHeader() )

writer = gdcM.Writer()
writer.SetFile( ano.GetFile() )
writer.SetFileName( "rawstorage.dcm" );
writer.Write()

```

## 27.22 csa2img.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.
=====*/
/*
* I do not know what the format is, just guessing from info found on the net:
*
* http://atonal.ucdavis.edu/matlab/fmri/spm5/spm_dicom_convert.m
*
* This example is an attempt at understanding the format used by SIEMENS
* their "SIEMENS CSA NON-IMAGE" DICOM file (1.3.12.2.1107.5.9.1)
*
* Everything done in this code is for the sole purpose of writing

```

```

        interoperable
* software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
* If you believe anything in this code violates any law or any of your rights,
* please contact us (gdcmm-developers@lists.sourceforge.net) so that we can
* find a solution.
*
*/
#include "gdcmmReader.h"
#include "gdcmmImageReader.h"
#include "gdcmmImageWriter.h"
#include "gdcmmCSAHeader.h"
#include "gdcmmAttribute.h"
#include "gdcmmPrivateTag.h"

#include <math.h>

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    // gdcmmDataExtra/gdcmmNonImageData/exCSA_Non-Image_Storage.dcm
    //
    PHANTOM.MR.CARDIO_COEUR_S_QUENCE_DE_REP_RAGE.9.257.2008.03.20.14.53.25.578125.43151705.IMA
    const char *filename = argv[1];

    gdcmm::Reader reader; // Do not use ImageReader
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }

    gdcmm::CSAHeader csa;
    const gdcmm::DataSet& ds = reader.GetFile().GetDataSet
        ();

    const gdcmm::PrivateTag &t1 = csa.GetCSAImageHeaderInfoTag
        ();
    //std::cout << t1 << std::endl;
    //const gdcmm::PrivateTag &t2 = csa.GetCSASeriesHeaderInfoTag();

    if( ds.FindDataElement( t1 ) )
    {
        csa.LoadFromDataElement( ds.GetDataElement
            ( t1 ) );
        csa.Print( std::cout );
    }
    int dims[2] = {};
    if( csa.FindCSAElementByName( "Columns" ) )
    {
        const gdcmm::CSAElement &cse1 = csa.GetCSAElementByName
            ( "Columns" );
        std::cout << cse1 << std::endl;
        //const gdcmm::ByteValue *bv = cse1.GetByteValue();
        gdcmm::Element<gdcmm::VR::IS, gdcmm::VM::VM1>
            el;
        el.Set( cse1.GetValue() );
        dims[0] = el.GetValue();
        std::cout << "Columns:" << el.GetValue() << std::endl;
    }

    if( csa.FindCSAElementByName( "Rows" ) )
    {
        const gdcmm::CSAElement &cse2 = csa.GetCSAElementByName
            ( "Rows" );
        std::cout << cse2 << std::endl;
        gdcmm::Element<gdcmm::VR::IS, gdcmm::VM::VM1>
            el2;
        el2.Set( cse2.GetValue() );
        dims[1] = el2.GetValue();
        std::cout << "Rows:" << el2.GetValue() << std::endl;
    }

    double spacing[2] = { 1., 1. };
    bool spacingfound = false;
    if( csa.FindCSAElementByName( "PixelSpacing" ) )
    {
        const gdcmm::CSAElement &cse3 = csa.GetCSAElementByName
            ( "PixelSpacing" );
        if( !cse3.IsEmpty() )
        {

```

```

        std::cout << csael3 << std::endl;
        gdcm::Element<gdcm::VR::DS, gdcm::VM::VM2>
            el3;
        el3.Set( csael3.GetValue() );
        spacing[0] = el3.GetValue(0);
        spacing[1] = el3.GetValue(1);
        std::cout << "PixelSpacing:" << el3.GetValue() << ", " << el3.
            GetValue(1) << std::endl;
        spacingfound = true;
    }
}

if( !spacingfound )
{
    std::cerr << "Problem with PixelSpacing" << std::endl;
    //return 1;
}
if( !dims[0] || !dims[1] )
{
    std::cerr << "Problem with dims" << std::endl;
    return 1;
}

gdcm::ImageWriter writer;

gdcm::Image &image = writer.GetImage();
image.SetNumberOfDimensions( 2 ); // good default
image.SetDimension(0, dims[0] );
image.SetDimension(1, dims[1] );
image.SetSpacing(0, spacing[0] );
image.SetSpacing(1, spacing[1] );
gdcm::PixelFormat pixeltype = gdcm::PixelFormat::INT16
    ; // bytewidth = spm_type('int16','bits')/8;

//unsigned long l = image.GetBufferLength();
//const int p = 1 / (dims[0] * dims[1]);

//image.SetNumberOfDimensions( 3 );
//image.SetDimension(2, p / pixeltype.GetPixelSize() );

gdcm::PhotometricInterpretation pi;
pi = gdcm::PhotometricInterpretation::MONOCHROME2
    ;
//pixeltype.SetSamplesPerPixel( );
image.SetPhotometricInterpretation( pi );
image.SetPixelFormat( pixeltype );
//image.SetIntercept( inputimage.GetIntercept() );
//image.SetSlope( inputimage.GetSlope() );

//gdcm::DataElement pixeldata( gdcm::Tag(0x7fe1,0x1010) );
//pixeldata.SetByteValue( &outbuf[0], outbuf.size() );
gdcm::PrivateTag csanonimaget(0x7fe1,0x10,"SIEMENS CSA
    NON-IMAGE");
const gdcm::DataElement &pixeldata = ds.GetDataElement
    ( csanonimaget );
image.SetDataElement( pixeldata );

std::string outfilename = "outcsa.dcm";
//writer.SetFile( reader.GetFile() );
writer.SetFileName( outfilename.c_str() );
if( !writer.Write() )
{
    std::cerr << "could not write: " << outfilename << std::endl;
    return 1;
}

return 0;
}

```

## 27.23 CStoreQtProgress.cxx

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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```

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```
=====*/
/*
 * This small example show how one can use the virtual function
 * mechanism of the SimpleSubjectWatcher class to redirect progress
 * report to a custom Qt classes
 *
 * http://doc.qt.nokia.com/latest/qprogressdialog.html
 *
 * Usage:
 * CStoreQtProgress dicom.example.com 11112 gdcmData/
 *   MR_Spectroscopy_SIEMENS_OF.dcm
 *
 */

#include "gdcmServiceClassUser.h"
#include "gdcmSimpleSubjectWatcher.h"
#include "gdcmProgressEvent.h"
#include "gdcmDirectory.h"
#include "gdcmPresentationContextGenerator.h"

#include <QApplication>
#include <QProgressDialog>
#include <QVBoxLayout>

namespace gdcm {
/*
 * This class is a little more complicated than what this example demonstrate
 * This watcher is capable of handling nested progress. Since the Progress
 * grows from [0 to 1] on a per file basis and we only have one instance of a
 * watcher per association, we need some calculation to compute the global
 * (total) progress
 * In fact we simply divide the per-file progress by the number of files.
 *
 * This QtWatcher class will then update the progress bar according to the
 * progress.
 */
class MyQtWatcher : public SimpleSubjectWatcher
{
    size_t nfiles;
    double progress;
    size_t index;
    double refprogress;
    QWidget* win;
    QProgressDialog* qtprogress;
public:
    MyQtWatcher(Subject * s, const char *comment = "", QWidget *w = NULL,
        QProgressDialog* p = NULL, size_t n = 1):
        SimpleSubjectWatcher(s,comment),nfiles(n),progress(0),index(0),refprogress(
            0),win(w),qtprogress(p) {}
    void ShowIteration()
    {
        index++;
        assert( index <= nfiles );
        // update refprogress (we are moving to the next file)
        refprogress = progress;
    }
    void ShowProgress(Subject *, const Event &evt)
    {
        // Retrieve the ProgressEvent:
        const ProgressEvent &pe = dynamic_cast<const ProgressEvent&>(evt);
        // compute global progress:
        progress = refprogress + (1. / nfiles ) * pe.GetProgress();
        // Print Global and local progress to stdout:
        std::cout << "Global Progress: " << progress << " per file progress " << pe
            .GetProgress() << std::endl;
        //set progress value in the QtProgress bar
        int i = progress * 100 + 0.5; // round to next int
        qtprogress->setValue(i);
        win->show();
    }
    virtual void ShowDataSet(Subject *caller, const Event &evt) {}
};
} // end namespace gdcm
```

```

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    const char *remote = argv[1];
    int portno = atoi(argv[2]);
    const char *filename = argv[3];

    QVBoxLayout* layout = new QVBoxLayout;
    QWidget* win = new QWidget;

    QProgressDialog* progress = new QProgressDialog("Sending data...", "Cancel",
        0, 100);
    progress->setWindowModality(Qt::WindowModal);

    layout->addWidget(progress, Qt::AlignCenter);
    win->setLayout(layout);

    gdcmm::SmartPointer<gdcmm::ServiceClassUser>
        scup = new gdcmm::ServiceClassUser;
    gdcmm::ServiceClassUser &scu = *scup;
    //gdcmm::SimpleSubjectWatcher w( &scu, "TestServiceClassUser" );
    // let's use a more complicated progress reported in this example
    gdcmm::MyQtWatcher w( &scu, "QtWatcher", win, progress );

    scu.SetHostname( remote );
    scu.SetPort( portno );
    scu.SetTimeout( 1000 );
    scu.SetCalledAETitle( "GDCM_STORE" );

    if( !scu.InitializeConnection() )
    {
        return 1;
    }

    gdcmm::Directory::FileNamesType filenames;
    filenames.push_back( filename );

    // setup the PC(s) based on the filenames:
    gdcmm::PresentationContextGenerator
        generator;
    if( !generator.GenerateFromFilenames(filenames) )
    {
        return 1;
    }

    // Setup PresentationContext(s)
    scu.SetPresentationContexts( generator.
        GetPresentationContexts() );

    // Start ASSOCIATION
    if( !scu.StartAssociation() )
    {
        return 1;
    }

    // Send C-STORE
    if( !scu.SendStore( filename ) )
    {
        return 1;
    }

    // Stop ASSOCIATION
    if( !scu.StopAssociation() )
    {
        return 1;
    }

    win->show();

    return a.exec();
}

```

## 27.24 DecompressImage.cs

This is a C# example on how to use `gdcmm::Image`

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/DecompressImage.exe gdcmData/012345.002.050.dcm decompress.dcm
 */
using System;
using gdcm;

public class DecompressImage
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        string file2 = args[1];
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }

        Image image = new Image();
        Image ir = reader.GetImage();

        image.SetNumberOfDimensions( ir.GetNumberOfDimensions() );

        //Just for fun:
        //int dircos = ir.GetDirectionCosines();
        //t = gdcm.Orientation.GetType(dircos);
        //int l = gdcm.Orientation.GetLabel(t);
        //System.Console.WriteLine( "Orientation label:" + l );

        // Set the dimensions,
        // 1. either one at a time
        //image.SetDimension(0, ir.GetDimension(0) );
        //image.SetDimension(1, ir.GetDimension(1) );

        // 2. the array at once
        uint[] dims = {0, 0};
        // Just for fun let's invert the dimensions:
        dims[0] = ir.GetDimension(1);
        dims[1] = ir.GetDimension(0);
        ir.SetDimensions( dims );

        PixelFormat pixeltype = ir.GetPixelFormat();
        image.SetPixelFormat( pixeltype );

        PhotometricInterpretation pi = ir.GetPhotometricInterpretation();
        image.SetPhotometricInterpretation( pi );

        DataElement pixeldata = new DataElement( new Tag(0x7fe0,0x0010) );
        byte[] str1 = new byte[ ir.GetBufferLength()];
        ir.GetBuffer( str1 );
        //System.Console.WriteLine( ir.GetBufferLength() );
        pixeldata.SetByteValue( str1, new VL( (uint)str1.Length ) );
        //image.SetDataElement( pixeldata );
        ir.SetDataElement( pixeldata );

        ImageWriter writer = new ImageWriter();
        writer.SetFileName( file2 );
        writer.SetFile( reader.GetFile() );
        writer.SetImage( ir );
        ret = writer.Write();
        if( !ret )
        {

```



```

        return 1;
    }

    return 0;
}

```

## 27.25 DecompressImage.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#####

"""
Usage:

python DecompressImage.py gdcmData/012345.002.050.dcm decompress.dcm
"""

import gdcm
import sys

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r = gdcm.ImageReader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    image = gdcm.Image()
    ir = r.GetImage()

    image.SetNumberOfDimensions( ir.GetNumberOfDimensions() );
    dims = ir.GetDimensions();
    print ir.GetDimension(0);
    print ir.GetDimension(1);
    print "Dims:",dims

    # Just for fun:
    dircos = ir.GetDirectionCosines()
    t = gdcm.Orientation.GetType(dircos)
    l = gdcm.Orientation.GetLabel(t)
    print "Orientation label:",l

    image.SetDimension(0, ir.GetDimension(0) );
    image.SetDimension(1, ir.GetDimension(1) );

    pixeltype = ir.GetPixelFormat();
    image.SetPixelFormat( pixeltype );

    pi = ir.GetPhotometricInterpretation();
    image.SetPhotometricInterpretation( pi );

    pixeldata = gdcm.DataElement( gdcm.Tag(0x7fe0,0x0010)
    )
    str1 = ir.GetBuffer()
    #print ir.GetBufferLength()
    pixeldata.SetByteValue( str1, gdcm.VL( len(str1) ) )
    image.SetDataElement( pixeldata )

    w = gdcm.ImageWriter()
    w.SetFileName( file2 )
    w.SetFile( r.GetFile() )
    w.SetImage( image )

```

```
if not w.Write():
    sys.exit(1)
```

## 27.26 DecompressImageMultiframe.cs

```
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PURPOSE. See the above copyright notice for more information.
=====*/

/*
$ gdcminfo ~/Desktop/angiogram-06.dcm
MediaStorage is 1.2.840.10008.5.1.4.1.1.12.1 [X-Ray Angiographic Image Storage]
TransferSyntax is 1.2.840.10008.1.2.4.50 [JPEG Baseline (Process 1): Default
    Transfer Syntax for Lossy JPEG 8 Bit Image Compression]
NumberOfDimensions: 3
Dimensions: (512,512,355)
Origin: (0,0,0)
Spacing: (1,1,40)
DirectionCosines: (1,0,0,0,1,0)
Rescale Intercept/Slope: (0,1)
SamplesPerPixel      :1
BitsAllocated        :8
BitsStored           :8
HighBit              :7
PixelRepresentation:0
ScalarType found     :UINT8
PhotometricInterpretation: MONOCHROME2
PlanarConfiguration: 0
TransferSyntax: 1.2.840.10008.1.2.4.50
Orientation Label: AXIAL
*/

/*
* Description:
*
* Assume we have a file angiogram-06.dcm as described above.
* the following program will decompress directly from the extracted jpeg
* stream.
*
* First step extract the jpeg stream (but not the Basic Offset Table):
*
* $ gdcmmraw -i angiogram-06.dcm -o /tmp/output/chris --split-frags --pattern
*   %d.jpg
*
* Check that indeed there are 355 files, while there are 356 fragments in the
* original DICOM file, since
* gdcmmraw always skip the first fragment (Basic Offset Table).
*
* Now from those individual jpeg stream, recreate a fake gdcm.DataElement...
*
* Usage:
*
* $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
* $ mono ./bin/DecompressImageMultiframe.exe /tmp/output
*/
using System;
using gdcm;

public class DecompressImageMultiframe
{
    public static int Main(string[] args)
    {
        string directory = args[0];
        gdcm.Directory dir = new gdcm.Directory();
        uint nfiles = dir.Load(directory);
        //System.Console.WriteLine(dir.toString());
        gdcm.FilenamesType filenames = dir.GetFilenames();
    }
}
```

```

Image image = new Image();
image.SetNumberOfDimensions( 3 ); // important for now
DataElement pixeldata = new DataElement( new gdcm.Tag(0x7fe0,0x0010) );

// Create a new SequenceOfFragments C++ object, store it as a SmartPointer
:
SmartPtrFrag sq = SequenceOfFragments.New();

// Yeah, the file are not guarantee to be in order, please adapt...
for(uint i = 0; i < nfiles; ++i)
{
    System.Console.WriteLine( filenames[(int)i] );
    string file = filenames[(int)i];
    System.IO.FileStream infile =
        new System.IO.FileStream(file, System.IO.FileMode.Open, System.IO.
        FileAccess.Read);
    uint fsize = gdcm.PosixEmulation.FileSize(file);

    byte[] jstream = new byte[fsize];
    infile.Read(jstream, 0 , jstream.Length);

    Fragment frag = new Fragment();
    frag.SetByteValue( jstream, new gdcm.VL( (uint)jstream.Length) );
    sq.AddFragment( frag );
}

// Pass by reference:
pixeldata.SetValue( sq.__ref__() );

// insert:
image.SetDataElement( pixeldata );

// JPEG use YBR to achieve better compression ratio by default (not RGB)
// FIXME hardcoded:
PhotometricInterpretation pi = new PhotometricInterpretation(
    PhotometricInterpretation.PIType.MONOCHROME2 );
image.SetPhotometricInterpretation( pi );
// FIXME hardcoded:
PixelFormat pixeltype = new PixelFormat(1,8,8,7);
image.SetPixelFormat( pixeltype );

// FIXME hardcoded:
image.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.
    JPEGLosslessProcess14_1 ) );
image.SetDimension(0, 512);
image.SetDimension(1, 512);
image.SetDimension(2, 355);

// Decompress !
byte[] decompressedData = new byte[(int)image.GetBufferLength()];
image.GetBuffer(decompressedData);

// Write out the decompressed bytes
System.Console.WriteLine(image.toString());
using (System.IO.Stream stream =
    System.IO.File.Open(@"tmp/dd.raw",
        System.IO.FileMode.Create))
{
    System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
    writer.Write(decompressedData);
}

return 0;
}

```

## 27.27 DecompressJPEGFile.cs

This is a C# example on how to use `gdcm::SequenceOfFragments`

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

```

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 PURPOSE. See the above copyright notice for more information.

```

=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/DecompressJPEGFile.exe somejpegfile.jpg
 */
using System;
using gdcm;

public class DecompressJPEGFile
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        System.IO.FileStream infile =
            new System.IO.FileStream(file1, System.IO.FileMode.Open, System.IO.
                FileAccess.Read);
        uint fsize = gdcm.PosixEmulation.FileSize(file1);

        byte[] jstream = new byte[fsize];
        infile.Read(jstream, 0, jstream.Length);

        Trace.DebugOn();
        Image image = new Image();
        image.SetNumberOfDimensions( 2 ); // important for now
        DataElement pixeldata = new DataElement( new gdcm.Tag(0x7fe0,0x0010) );

        // DO NOT set a ByteValue here, JPEG is a particular kind of encapsulated
        // syntax
        // in which can one cannot use a simple byte array for storage. Instead,
        // see
        // gdcm.SequenceOfFragments
        //pixeldata.SetByteValue( jstream, new gdcm.VL( (uint)jstream.Length ) );

        // Create a new SequenceOfFragments C++ object, store it as a SmartPointer
        :
        SmartPtrFrag sq = SequenceOfFragments.New();
        Fragment frag = new Fragment();
        frag.SetByteValue( jstream, new gdcm.VL( (uint)jstream.Length ) );
        // Single file => single fragment
        sq.AddFragment( frag );
        // Pass by reference:
        pixeldata.SetValue( sq.__ref__() );

        // insert:
        image.SetDataElement( pixeldata );

        // JPEG use YBR to achieve better compression ratio by default (not RGB)
        // FIXME hardcoded:
        PhotometricInterpretation pi = new PhotometricInterpretation(
            PhotometricInterpretation.PIType.YBR_FULLL );
        image.SetPhotometricInterpretation( pi );
        // FIXME hardcoded:
        PixelFormat pixeltype = new PixelFormat(3,8,8,7);
        image.SetPixelFormat( pixeltype );

        // FIXME hardcoded:
        image.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.
            JPEGLosslessProcess14_1 ) );
        image.SetDimension(0, 692);
        image.SetDimension(1, 721);

        // Decompress !
        byte[] decompressedData = new byte[(int)image.GetBufferLength()];
        image.GetBuffer(decompressedData);

        // Write out the decompressed bytes
        System.Console.WriteLine(image.toString());
        using (System.IO.Stream stream =
            System.IO.File.Open(@"tmp/dd.raw",
                System.IO.FileMode.Create))
        {

```

```

        System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
        writer.Write(decompressedData);
    }

    return 0;
}
}

```

## 27.28 DecompressPixmap.java

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * This example will take in a DICOM file, and tries to decompress it (actually
 * write it
 * as ImplicitVRLittleEndian Transfer Syntax).
 *
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/DecompressPixmap.java -d
 * .
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java DecompressPixmap gdcmData/
 * 012345.002.050.dcm out.dcm
 */
import gdcm.*;

public class DecompressPixmap
{
    public static void main(String[] args) throws Exception
    {
        String file1 = args[0];
        String file2 = args[1];
        //PixmapReader reader = new PixmapReader();
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
        boolean ret = reader.Read();
        if( !ret )
        {
            throw new Exception("Could not read: " + file1 );
        }

        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        change.SetTransferSyntax( new TransferSyntax(TransferSyntax.TSType.
            ImplicitVRLittleEndian) );
        change.SetInput( reader.GetPixmap() );
        if( !change.Change() )
        {
            throw new Exception("Could not change: " + file1 );
        }

        // When using a PixmapReader the following code crashes, I do not
        // understand why (MM)
        // Instead hack our way in, and use an ImageReader instead of a
        // PixmapReader
        //
        // Hum looks like Java Covariant Return type is not working for some reason
        // Pixmap out = ((PixmapToPixmapFilter)change).GetOutput(); // old syntax
        Pixmap out2 = (Pixmap)change.GetOutput(); // new syntax
        System.out.println( out2.toString() );

        // Set the Source Application Entity Title
        FileMetaInformation.SetSourceApplicationEntityTitle( "Just For Fun" );
    }
}

```

```

    PixmapWriter writer = new PixmapWriter();
    writer.SetFileName( file2 );
    writer.SetFile( reader.GetFile() );
    //writer.SetImage( out );
    writer.SetImage( out2 );
    ret = writer.Write();
    if( !ret )
    {
        throw new Exception("Could not write: " + file2 );
    }
}
}

```

## 27.29 DiffFile.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmReader.h"

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input1.dcm input2.dcm" << std::endl;
        return 1;
    }
    const char *filename1 = argv[1];
    const char *filename2 = argv[2];

    gdcm::Reader reader1;
    reader1.SetFileName( filename1 );
    if( !reader1.Read() )
    {
        return 1;
    }

    gdcm::Reader reader2;
    reader2.SetFileName( filename2 );
    if( !reader2.Read() )
    {
        return 1;
    }

    const gdcm::File &file1 = reader1.GetFile();
    const gdcm::File &file2 = reader2.GetFile();

    const gdcm::DataSet &ds1 = file1.GetDataSet();
    const gdcm::DataSet &ds2 = file2.GetDataSet();

    gdcm::DataSet::ConstIterator it1 = ds1.Begin
        ();
    gdcm::DataSet::ConstIterator it2 = ds2.Begin
        ();

    const gdcm::DataElement &del = *it1;
    const gdcm::DataElement &de2 = *it2;
    if( del == de2 )
    {
    }
    while( it1 != ds1.End() && it2 != ds2.End() && *it1 == *it2 )
    {
        ++it1;
        ++it2;
    }
}

```

```

if( it1 != ds1.End() || it2 != ds2.End() )
{
    std::cerr << "Problem with:" << std::endl;
    if( it1 != ds1.End() )
    {
        std::cerr << "ds1: " << *it1 << std::endl;
    }
    if( it2 != ds2.End() )
    {
        std::cerr << "ds2: " << *it2 << std::endl;
    }
    return 1;
}

return 0;
}

```

## 27.30 DiscriminateVolume.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmlScanner.h"
#include "gdcmlTesting.h"
#include "gdcmlIPPSorter.h"
#include "gdcmlDirectionCosines.h"
#include <cmath>

/*
 * The following example is a basic sorted which should work in generic cases.
 * It sort files based on:
 * Study Instance UID
 * Series Instance UID
 * Frame of Reference UID
 * Image Orientation (Patient)
 * Image Position (Patient) (Sorting based on IPP + IOP)
 */

namespace gdcml {
    const Tag t1(0x0020,0x000d); // Study Instance UID
    const Tag t2(0x0020,0x000e); // Series Instance UID
    const Tag t3(0x0020,0x0052); // Frame of Reference UID
    const Tag t4(0x0020,0x0037); // Image Orientation (Patient)

    class DiscriminateVolume
    {
    private:
        std::vector< Directory::FilenameType > SortedFiles;
        std::vector< Directory::FilenameType > UnsortedFiles;

        Directory::FilenameType
        GetAllFilenamesFromTagToValue(
            Scanner const & s, Directory::FilenameType const &
            filesubset, Tag const &t, const char *valueref)
        {
            Directory::FilenameType theReturn;
            if( valueref )
            {
                size_t len = strlen( valueref );
                Directory::FilenameType::const_iterator file = filesubset.begin();
                for(; file != filesubset.end(); ++file)
                {
                    const char *filename = file->c_str();
                    const char * value = s.GetValue(filename, t);
                    if( value && strncmp(value, valueref, len ) == 0 )
                    {
                        theReturn.push_back( filename );
                    }
                }
            }
        }
    };
}

```

```

    }
}
return theReturn;
}

void ProcessAIOP(Scanner const & s, Directory::FileNamesType
    const & subset, const char *iopval)
{
    std::cout << "IOP: " << iopval << std::endl;
    IPPSorter ipp;
    ipp.SetComputeZSpacing( true );
    ipp.SetZSpacingTolerance( 1e-3 ); // ??
    bool b = ipp.Sort( subset );
    if( !b )
    {
        // If you reach here this means you need one more parameter to discriminat
        this
        // series. Eg. T1 / T2 intertwinced. Multiple Echo (0018,0081)
        std::cerr << "Failed to sort: " << subset.begin()->c_str() << std::endl;
        for(
            Directory::FileNamesType::const_iterator file = subset.begin();
            file != subset.end(); ++file)
        {
            std::cerr << *file << std::endl;
        }
        UnsortedFiles.push_back( subset );
        return ;
    }
    ipp.Print( std::cout );
    SortedFiles.push_back( ipp.GetFilesNames() );
}

void ProcessAFrameOfRef(Scanner const & s, Directory::FileNamesType
    const & subset, const char * frameuid)
{
    // In this subset of files (belonging to same series), let's find those
    // belonging to the same Frame ref UID:
    Directory::FileNamesType files =
        GetAllFileNamesFromTagToValue(
            s, subset, t3, frameuid);

    std::set< std::string > iopset;

    for(
        Directory::FileNamesType::const_iterator file = files.begin();
        file != files.end(); ++file)
    {
        //std::cout << *file << std::endl;
        const char * value = s.GetValue(file->c_str(), gdcm::t4 );
        assert( value );
        iopset.insert( value );
    }
    size_t n = iopset.size();
    if ( n == 0 )
    {
        assert( files.empty() );
        return;
    }

    std::cout << "Frame of Ref: " << frameuid << std::endl;
    if ( n == 1 )
    {
        ProcessAIOP(s, files, iopset.begin()->c_str() );
    }
    else
    {
        const char *f = files.begin()->c_str();
        std::cerr << "More than one IOP: " << f << std::endl;
        // Make sure that there is actually 'n' different IOP
        gdcm::DirectionCosines ref;
        gdcm::DirectionCosines dc;
        for(
            std::set< std::string >::const_iterator it = iopset.begin();
            it != iopset.end(); ++it )
        {
            ref.SetFromString( it->c_str() );
            for(
                Directory::FileNamesType::const_iterator file = files.begin();
                file != files.end(); ++file)
            {

```



```

        std::string value = s.GetValue(file->c_str(), gdc::t4 );
        if( value != it->c_str() )
        {
            dc.SetFromString( value.c_str() );
            const double crossdot = ref.CrossDot(dc);
            const double eps = std::fabs( 1. - crossdot );
            if( eps < 1e-6 )
            {
                std::cerr << "Problem with IOP discrimination: " << file->c_str()
                    << " " << it->c_str() << std::endl;
                return;
            }
        }
    }
}

// If we reach here this means there is actually 'n' different IOP
for(
    std::set< std::string >::const_iterator it = iopset.begin();
    it != iopset.end(); ++it )
{
    const char *iopvalue = it->c_str();
    Directory::FileNamesType iopfiles =
        GetAllFileNamesFromTagToValue(
            s, files, t4, iopvalue );
    ProcessAIOP(s, iopfiles, iopvalue );
}
}

void ProcessASeries(Scanner const & s, const char * seriesuid)
{
    std::cout << "Series: " << seriesuid << std::endl;
    // let's find all files belonging to this series:
    Directory::FileNamesType seriesfiles =
        GetAllFileNamesFromTagToValue(
            s, s.GetFileNames(), t2, seriesuid);

    gdc::Scanner::ValueType vt3 = s.GetValues(t3);
    for(
        gdc::Scanner::ValueType::const_iterator it = vt3.begin()
        ; it != vt3.end(); ++it )
    {
        ProcessAFrameOfRef(s, seriesfiles, it->c_str());
    }
}

void ProcessAStudy(Scanner const & s, const char * studyuid)
{
    std::cout << "Study: " << studyuid << std::endl;
    gdc::Scanner::ValueType vt2 = s.GetValues(t2);
    for(
        gdc::Scanner::ValueType::const_iterator it = vt2.begin()
        ; it != vt2.end(); ++it )
    {
        ProcessASeries(s, it->c_str());
    }
}

public:

void Print( std::ostream & os )
{
    os << "Sorted Files: " << std::endl;
    for(
        std::vector< Directory::FileNamesType >::const_iterator it = SortedFiles.
            begin();
        it != SortedFiles.end(); ++it )
    {
        os << "Group: " << std::endl;
        for(
            Directory::FileNamesType::const_iterator file = it->begin();
            file != it->end(); ++file)
        {
            os << *file << std::endl;
        }
    }
    os << "Unsorted Files: " << std::endl;
    for(
        std::vector< Directory::FileNamesType >::const_iterator it = UnsortedFiles.
            begin();
        it != UnsortedFiles.end(); ++it )
    {

```

```

    os << "Group: " << std::endl;
    for(
        Directory::FileNamesType::const_iterator file = it->begin();
        file != it->end(); ++file)
    {
        os << *file << std::endl;
    }
}

std::vector< Directory::FileNamesType > const & GetSortedFiles() const {
    return SortedFiles; }
std::vector< Directory::FileNamesType > const & GetUnsortedFiles() const {
    return UnsortedFiles; }

void ProcessIntoVolume( Scanner const & s )
{
    gdcmm::Scanner::ValuesType vt1 = s.GetValues(
        gdcmm::t1 );
    for(
        gdcmm::Scanner::ValuesType::const_iterator it = vt1.begin()
        ; it != vt1.end(); ++it )
    {
        ProcessAStudy( s, it->c_str() );
    }
}

};

} // namespace gdcmm

int main(int argc, char *argv[])
{
    std::string dirl;
    if( argc < 2 )
    {
        const char *extradataroot = NULL;
#ifdef GDCM_BUILD_TESTING
        extradataroot = gdcmm::Testing::GetDataExtraRoot
            ();
#endif
        if( !extradataroot )
        {
            return 1;
        }
        dirl = extradataroot;
        dirl += "/gdcmmSampleData/ForSeriesTesting/VariousIncidences/ST1";
    }
    else
    {
        dirl = argv[1];
    }

    gdcmm::Directory d;
    d.Load( dirl.c_str(), true ); // recursive !

    gdcmm::Scanner s;
    s.AddTag( gdcmm::t1 );
    s.AddTag( gdcmm::t2 );
    s.AddTag( gdcmm::t3 );
    s.AddTag( gdcmm::t4 );
    bool b = s.Scan( d.GetFileNames() );
    if( !b )
    {
        std::cerr << "Scanner failed" << std::endl;
        return 1;
    }

    gdcmm::DiscriminateVolume dv;
    dv.ProcessIntoVolume( s );
    dv.Print( std::cout );

    return 0;
}

```

## 27.31 DumbAnonymizer.py

```
#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#   This software is distributed WITHOUT ANY WARRANTY; without even
#   the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
#   PURPOSE. See the above copyright notice for more information.
#
#####

"""
This example shows how one can use the gdcm.Anonymizer in 'dumb' mode.
This class becomes really handy when one knows which particular tag to fill in.

Usage:

python DumbAnonymizer.py gdcmData/012345.002.050.dcm out.dcm

"""

import gdcm

# http://www.oid-info.com/get/1.3.6.1.4.17434
THERALYS_ORG_ROOT = "1.3.6.1.4.17434"

tag_rules={
    # Value
    (0x0012,0x0010):("Value","MySponsorName"),
    (0x0012,0x0020):("Value","MyProtocolID"),
    (0x0012,0x0021):("Value","MyProtocolName"),
    (0x0012,0x0062):("Value","YES"),
    (0x0012,0x0063):("Value","MyDeidentificationMethod"),

    # Method
    (0x0002,0x0003):("Method","GenerateMSOPIId"),
    (0x0008,0x1155):("Method","GenerateMSOPIId"),
    (0x0008,0x0018):("Method","GenerateMSOPIId"),
    (0x0010,0x0010):("Method","GetSponsorInitials"),
    (0x0010,0x0020):("Method","GetSponsorId"),
    (0x0012,0x0030):("Method","GetSiteId"),
    (0x0012,0x0031):("Method","GetSiteName"),
    (0x0012,0x0040):("Method","GetSponsorId"),
    (0x0012,0x0050):("Method","GetTPIId"),
    (0x0018,0x0022):("Method","KeepIfExist"),
    (0x0018,0x1315):("Method","KeepIfExist"),
    (0x0020,0x000d):("Method","GenerateStudyId"),
    (0x0020,0x000e):("Method","GenerateSeriesId"),
    (0x0020,0x1002):("Method","GetNumberOfFrames"),
    (0x0020,0x0020):("Method","GetPatientOrientation"),
    # Other:
    (0x0012,0x0051):("Patient Field","Type Examen"),
    (0x0018,0x1250):("Sequence Field","Receive Coil"),
    (0x0018,0x0088):("Sequence Field","Spacing Between Slice"),
    (0x0018,0x0095):("Sequence Field","Pixel Bandwidth"),
    (0x0018,0x0082):("Sequence Field","Inversion Time"),
}

class MyAnon:
    def __init__(self):
        self.studyuid = None
        self.seriesuid = None
        generator = gdcm.UIDGenerator()
        if not self.studyuid:
            self.studyuid = generator.Generate()
        if not self.seriesuid:
            self.seriesuid = generator.Generate()
    def GetSponsorInitials(self):
        return "dummy^foobar"
    def GenerateStudyId(self):
        return self.studyuid
    def GenerateSeriesId(self):
        return self.seriesuid
    #def GenerateMSOPIId(self):
    def GenerateMSOPIId(self):
```

```

        generator = gdcmm.UIDGenerator()
        return generator.Generate()
def GetSiteId(self):
    return "MySiteId"
def GetSiteName(self):
    return "MySiteName"
def GetSponsorId(self):
    return "MySponsorId"
def GetTPId(self):
    return "MyTP"

if __name__ == "__main__":
    import sys
    gdcmm.FileMetaInformation.SetSourceApplicationEntityTitle
        ( "DumbAnonymizer" )
    gdcmm.UIDGenerator.SetRoot( THERALYS_ORG_ROOT )

    r = gdcmm.Reader()
    filename = sys.argv[1]
    r.SetFileName( filename )
    if not r.Read(): sys.exit(1)

    obj = MyAnon()

    w = gdcmm.Writer()
    ano = gdcmm.Anonymizer()
    ano.SetFile( r.GetFile() )
    ano.RemoveGroupLength()
    for tag,rule in tag_rules.items():
        if rule[0] == 'Value':
            print tag,rule
            ano.Replace( gdcmm.Tag( tag[0], tag[1] ), rule[1] )
        elif rule[0] == 'Method':
            print tag,rule
            # result = locals()[rule[1]]()
            methodname = rule[1]
            if hasattr(obj, methodname):
                _member = getattr(obj, methodname)
                result = _member()
                ano.Replace( gdcmm.Tag( tag[0], tag[1] ), result )
            else:
                print "Problem with: ", methodname

    outfilename = sys.argv[2]
    w.SetFileName( outfilename )
    w.SetFile( ano.GetFile() )
    if not w.Write(): sys.exit(1)

```

## 27.32 DumpADAC.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 * the goal of this example is to mimic the behavior of disp_img_header
 * see http://www.gmecorp-usa.com/IM/NM/GC/ADAC/SV/adactechtips/
   Released_01Q3.pdf
 */
#include "gdcmmReader.h"
#include "gdcmmPrivateTag.h"
#include "gdcmmAttribute.h"
#include "gdcmmImageWriter.h"

#include <iostream>
#include <fstream>
#include <vector>

```

```

#include <string.h>
#include <assert.h>
#include <stdint.h>

struct dict
{
    uint16_t key;
    const char *name;
};

dict Array[] = {
    { 0x01, "Patient name" },
    { 0x02, "Patient ID" },
    { 0x03, "Patient sex" },
    { 0x04, "Patient age" },
    { 0x05, "Patient height" },
    { 0x06, "Patient weight" },
    { 0x07, "Exam date" },
    { 0x08, "Dose admin. time" },
    { 0x09, "Unique exam key" },
    { 0x0a, "Exam procedure" },
    { 0x0b, "Referring physician" },
    { 0x0c, "Attending physician" },
    { 0x0d, "Imaging modality" },
    { 0x0e, "Hospital ID" },
    { 0x0f, "Histogram crv file" },
    { 0x10, "Acq. start time" },
    { 0x11, "Object data type" },
    { 0x12, "Image viewid" },
    { 0x13, "Imaging device name" },
    { 0x14, "Device serial number" },
    { 0x15, "Collimator" },
    { 0x16, "Software version" },
    { 0x17, "Radiopharmaceutical #1" },
    { 0x18, "Energy window #1 center" },
    { 0x19, "Radiopharmaceutical #2" },
    { 0x1a, "Energy window #1 width" },
    { 0x1b, "Isotope imaging mode" },
    { 0x1c, "Energy window #2 center" },
    { 0x1d, "Energy window #2 width" },
    { 0x1e, "Energy window #3 center" },
    { 0x1f, "Energy window #3 width" },
    { 0x20, "Energy window #4 center" },
    { 0x21, "Energy window #4 width" },
    { 0x22, "??Energy window #5 center" },
    { 0x23, "??Energy window #5 width" },
    { 0x24, "Patient orientation" },
    { 0x25, "Spatial resolution" },
    { 0x26, "Slice thickness" },
    { 0x27, "Image X dimension" },
    { 0x28, "Image Y dimension" },
    { 0x29, "Image Z dimension" },
    { 0x2a, "Image pixel width" },
    { 0x2b, "Uniformity corr. file" },
    { 0x2c, "Acquisition zoom factor" },
    { 0x2d, "Total counts in set" },
    { 0x2e, "Time / frame" },
    { 0x2f, "Total acq. time" },
    { 0x30, "Maximum pixel value" },
    { 0x31, "Minimum pixel value" },
    { 0x32, "R-R interval time" },
    { 0x33, "Percent of cycle imaged" },
    { 0x34, "# of cycles accepted" },
    { 0x35, "# of cycles rejected" },
    { 0x36, "Approximate ED frame" },
    { 0x37, "Approximate ES frame" },
    { 0x38, "Approximate EF" },
    { 0x39, "Starting angle" },
    { 0x3a, "Degrees of rotation" },
    { 0x3b, "Direction of rotation" },
    { 0x3c, "Cont. or step/shoot" },
    { 0x3d, "Lim recon start frame" },
    { 0x3e, "Upper window grey shade" },
    { 0x3f, "Lower lvl grey shade" },
    { 0x40, "Associated color map" },
    { 0x41, "Custom color map file" },
    { 0x42, "Manipulated image" },
    { 0x43, "Axis of rotation corr." },
    { 0x44, "Reorientation azimuth" },
    { 0x45, "Reorientation elevation" },
    { 0x46, "Filter type" },

```

```

    { 0x47, "Filter order" },
    { 0x48, "Filter cutoff frequency" },
    { 0x49, "Reconstruction type" },
    { 0x4a, "Attenuation coefficient" },
    { 0x4b, "Associated parent file" },
    { 0x4c, "Unique patient key" },
    { 0x52, "Normalization crv file" },
    { 0x53, "Unique object key" },
    { 0x54, "This phase of VFR is" },
    { 0x55, "True color value" },
    { 0x56, "# of sets of x,y,z grps" },
    { 0x57, "Scale factor of set" },
    { 0x6d, "Date of birth" },
    { 0x6e, "Directional orientation" },
    { 0x6f, "Number of VFR studies" },
    { 0x70, "R-R low tolerance" },
    { 0x71, "R-R high tolerance" },
    { 0x72, "Prog specific results:" },

    { 0x99, NULL }
};

void printname( int , int , uint16_t v )
{
    if( v == 0x1 )
    {
        std::cout << "DATABASE PARAMETERS" << std::endl;
        std::cout << "_____" << std::endl;
    }
    else if( v == 0x27 )
    {
        std::cout << "IMAGE PARAMETERS" << std::endl;
        std::cout << "_____" << std::endl;
    }
    else if( v == 0x13 )
    {
        std::cout << "EXTRA PARAMETERS" << std::endl;
        std::cout << "_____" << std::endl;
    }
    else if( v == 0x2e )
    {
        std::cout << "*** NOT CURRENTLY USED :" << std::endl;
    }
    static const unsigned int n = sizeof( Array ) / sizeof( *Array ) - 1;
    for( unsigned int i = 0; i < n; ++i )
    {
        if( v == Array[i].key )
        {
            std::cout << /*" << std::dec << len << ", " << mult << " " << */ Array[i]
                .name;
            std::cout << " : ";
            return;
        }
    }
    std::cout << /*"\t# " << std::dec << len << ", " << mult << */ std::hex << v <
        < "\t: ";
}

uint16_t readint16(std::istream &is )
{
    uint16_t val;
    is.read( (char*)&val, sizeof( val ));
    return (val>>8) | (val<<8);
}

uint32_t readint32(std::istream &is )
{
    uint32_t val;
    is.read( (char*)&val, sizeof( val ));
    val= ((val<<8)&0xFF00FF00) | ((val>>8)&0x00FF00FF);
    return (val>>16) | (val<<16);
}

float readfloat32(std::istream &is )
{
    union { uint32_t val; float f;} dual;
    dual.val = readint32(is);
    return dual.f;
}

struct el

```

```

{
    uint16_t v1;
    uint16_t v2;
    uint16_t v3;
    void read( std::istream & is )
    {
        v1 = readint16(is);
        v2 = readint16(is);
        v3 = readint16(is);
    }
    void print( std::ostream & os )
    {
        os << std::hex << v1 << "\\t" << v2 << "\\t" << v3 << std::endl;
    }
};

std::vector<el> Vel;

void readelement( std::istream & is )
{
    el e;
    e.read( is );
    Vel.push_back( e );
}

void printascii( uint16_t tag, const char *buffer, size_t len )
{
    std::ostream & os = std::cout;
    if( tag == 0x72 )
    {
        os << "\\n ";
        for( size_t i = 0; i < len; ++i )
        {
            const char &c = buffer[i];
            if( c == 0x0 ) os << "!";
            else if( c == 0x0f ) os << " ";
            else if( c == 0x17 ) os << ":";
            else if( c == 0x14 ) os << ":";
            else if( c == 0x10 ) os << ":";
            else if( c == 0x16 ) os << ":";
            else if( c == 0x08 ) os << ":";
            else if( c == 0x0b ) os << ":";
            else if( c == 0x0e ) os << ":";
            else if( c == 0x07 ) os << ":";
            else os << c;
        }
        os << " ";
    }
    else
    {
        (void)len;
        os << " " << buffer << " ";
    }
}

bool DumpADAC( std::istream & is )
{
    std::ostream &os = std::cout;

    char magic[6 + 1];
    magic[6] = 0;
    is.read( magic, 6);
    // std::cout << magic << " ";
    assert( strcmp( magic, "adac01" ) == 0 );
    char c = is.get();
    assert( c == 0 );
    c = is.get();
    assert( c == 'X' );

    uint16_t v;
    v = readint16(is);
    // std::cout << v << std::endl;
    assert( v == 512 ); // ??

    int nel = 87;
    for (int i = 0; i <= nel; ++i )
    {
        readelement( is );
    }

    char buffer[512];

```

```

for( int i = 0; i <= nel; ++i )
{
    const el &e = Vel[i];
    int diff;
    if( i == nel )
    {
        diff = 2048 - e.v3;
        if( diff > 512 ) diff = 512;
    }
    else
    {
        const el &enext = Vel[i+1];
        diff = enext.v3 - e.v3;
    }
    is.seekg( e.v3, std::ios::beg );
    //std::cout << "(" << std::hex << std::setw( 2 ) << std::setfill( '0' ) <<
        e.v1 << ")" << std::hex << std::setw( 3 ) << std::setfill( '0' ) << e.v2 << "
        ";
    printname( diff, 0, e.v1 );
    int mult = 1;
    if( e.v2 == 0 )
    {
        is.read( buffer, diff);
        buffer[ diff ] = 0;
        printascii( e.v1, buffer, diff);
    }
    else if( e.v2 == 0x100 )
    {
        mult = diff / 2;
        assert( diff == 2 * mult );
        for ( int ii = 0; ii < mult; ++ii )
        {
            if ( ii ) os << "\\ ";
            uint16_t val = readint16(is);
            os << " " << std::dec << val << " ";
        }
    }
    else if( e.v2 == 0x200 )
    {
        assert( diff == 4 );
        uint32_t val = readint32(is);
        os << " " << std::dec << val << " ";
    }
    else if( e.v2 == 0x300 )
    {
        assert( diff == 4 );
        float val = readfloat32(is);
        os << " " << std::dec << val << " ";
    }
    else
    {
        assert( 0 );
    }
    os << std::endl;
}
return true;
}

int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }
    const gdcm::DataSet& ds = reader.GetFile().GetDataSet
        ();

    // (0019,1061) UN (OB) 61\64\61\63\30          # 2048,1 Ver200 ADAC Pegasys
    Headers
    const gdcm::PrivateTag tver200adacpegasysheaders(0x0019,0x61,
        "ADAC_IMG");
    if( !ds.FindDataElement( tver200adacpegasysheaders ) ) return
        1;
    const gdcm::DataElement& ver200adacpegasysheaders = ds.
        GetDataElement( tver200adacpegasysheaders );
    if ( ver200adacpegasysheaders.IsEmpty() ) return 1;

```



```

const gdcmm::ByteValue * bv = ver200adacpegasysheaders.
    GetByteValue();

// (0019,1021) US 1 # 2,1 Ver200 Number of ADAC Headers
// TODO

// (0019,1041) IS [2048\221184 ] # 12,1-n Ver200 ADAC Header/Image Size
if( bv->GetLength() != 2048 ) return 1;

gdcmm::Element<gdcmm::VR::IS,gdcmm::VM::VM2>
    el;
const gdcmm::PrivateTag tver200adacheaderimagesize(0x0019,0x41
    ,"ADAC_IMG");
if( !ds.FindDataElement( tver200adacheaderimagesize ) ) return
    1;
const gdcmm::DataElement& ver200adacheaderimagesize = ds.
    GetDataElement( tver200adacheaderimagesize );
el.SetFromDataElement( ver200adacheaderimagesize );
if( el.GetValue(0) != 2048 ) return 1;

std::ostringstream is;
std::string dup( bv->GetPointer(), bv->GetLength() );
is.str( dup );
bool b = DumpADAC( is );
if( !b ) return 1;

return 0;
}

```

## 27.33 DumpGEMSMovieGroup.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmmReader.h"
#include "gdcmmImage.h"
#include "gdcmmImageWriter.h"
#include "gdcmmDataElement.h"
#include "gdcmmPrivateTag.h"
#include "gdcmmUIDGenerator.h"

#include <iostream>
#include <string>

#include <map>

bool PrintNameValuePairMapping( gdcmm::SequenceOfItems *
    sqi_values,
gdcmm::SequenceOfItems *sqi_names, std::string const &
    indent )
{
    using namespace gdcmm;
    // prepare names mapping:
    typedef VRToType<VR::UL>::Type UL;
    std::map< UL, std::string > names;
    assert( sqi_names );
    assert( sqi_values );
    SequenceOfItems::SizeType s = sqi_names->
        GetNumberOfItems();
    PrivateTag tindex(0x7fe1,0x71,"GEMS_Ultrasound_MovieGroup_001");
    PrivateTag tname (0x7fe1,0x72,"GEMS_Ultrasound_MovieGroup_001");
    // First sequence contains all possible names (this is a dict)
    for( SequenceOfItems::SizeType i = 1; i <= s; ++i )
    {
        const Item & item = sqi_names->GetItem( i );
    }
}

```

```

const DataSet & ds = item.GetNestedDataSet();
if( !ds.FindDataElement( tindex )
    || !ds.FindDataElement( tname ) )
{
    return false;
}
const DataElement & index = ds.GetDataElement(
    tindex );
const DataElement & name = ds.GetDataElement(
    tname );
if( index.IsEmpty() || name.IsEmpty() )
{
    return false;
}
gdcmm::Element<VR::UL, VM::VM1> el1;
el1.SetFromDataElement( index );

gdcmm::Element<VR::LO, VM::VM1> el2;
el2.SetFromDataElement( name );
// std::cout << el1.GetValue() << " " << el2.GetValue() << std::endl;
names.insert( std::make_pair< UL, std::string > ( el1.GetValue(),
    el2.GetValue() ) );
}

SequenceOfItems::SizeType s2 = sqi_values->
    GetNumberOfItems();
assert( s2 <= s );
PrivateTag tindex2(0x7fe1,0x48,"GEMS_Ultrasound_MovieGroup_001");
for( SequenceOfItems::SizeType i = 1; i <= s2; ++i )
{
    const Item & item = sqi_values->GetItem( i );
    const DataSet & ds = item.GetNestedDataSet();
    if( !ds.FindDataElement( tindex2 ) )
    {
        return false;
    }
    const DataElement & index2 = ds.GetDataElement(
        tindex2 );
    if( index2.IsEmpty() )
    {
        return false;
    }
    gdcmm::Element<VR::FD, VM::VM1_2> el1;
    el1.SetFromDataElement( index2 );

    UL copy = el1.GetValue();
    #if 1
        std::cout << indent;
        std::cout << " ( " << names[ copy ];
    #endif
    // (7fe1,1052) FD 1560 # 8,1 ?
    // (7fe1,1057) LT [MscSkelSup] # 10,1 ?
    //PrivateTag tvalue(0x7fe1,0x52,"GEMS_Ultrasound_MovieGroup_001");
    PrivateTag tvalueint(0x7fe1,0x49,"GEMS_Ultrasound_MovieGroup_001"
    ); // UL
    PrivateTag tvaluefloat1(0x7fe1,0x51,"
    GEMS_Ultrasound_MovieGroup_001"); // FL
    PrivateTag tvaluefloat(0x7fe1,0x52,"
    GEMS_Ultrasound_MovieGroup_001"); // FD
    PrivateTag tvalueul(0x7fe1,0x53,"GEMS_Ultrasound_MovieGroup_001"
    ); // UL
    PrivateTag tvaluesl(0x7fe1,0x54,"GEMS_Ultrasound_MovieGroup_001"
    ); // SL
    PrivateTag tvalueob(0x7fe1,0x55,"GEMS_Ultrasound_MovieGroup_001"
    ); // OB
    PrivateTag tvaluetext(0x7fe1,0x57,"GEMS_Ultrasound_MovieGroup_001
    "); // LT
    PrivateTag tvaluefd(0x7fe1,0x77,"GEMS_Ultrasound_MovieGroup_001"
    ); // FD / 1-N
    PrivateTag tvaluesl3(0x7fe1,0x79,"GEMS_Ultrasound_MovieGroup_001"
    ); // SL / 1-N
    PrivateTag tvaluesl2(0x7fe1,0x86,"GEMS_Ultrasound_MovieGroup_001"
    ); // SL ??
    PrivateTag tvaluefd1(0x7fe1,0x87,"GEMS_Ultrasound_MovieGroup_001"
    ); // FD / 1-N
    PrivateTag tvaluefloat2(0x7fe1,0x88,"
    GEMS_Ultrasound_MovieGroup_001"); // FD ??
    #if 1
        std::cout << " ) = ";
    #endif
    if( ds.FindDataElement( tvalueint ) )

```

```

    {
        const DataElement & value = ds.GetDataElement(
            tvalueint );
        gdcm::Element<VR::UL,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvaluefloat1 ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluefloat1 );
        gdcm::Element<VR::FL,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvaluefloat ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluefloat );
        gdcm::Element<VR::FD,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvaluesl ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluesl );
        gdcm::Element<VR::SL,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvalueul ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvalueul );
        gdcm::Element<VR::UL,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        assert( el2.GetLength() == 1 );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvalueob ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvalueob );
        gdcm::Element<VR::SL,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
        std::cout << value << std::endl;
    }
    else if( ds.FindDataElement( tvaluetext ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluetext );
        gdcm::Element<VR::LT,VM::VM1> el2;
        el2.SetFromDataElement( value );
        std::cout << el2.GetValue() << std::endl;
    }
    else if( ds.FindDataElement( tvaluesl2 ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluesl2 );
        gdcm::Element<VR::SL,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        el2.Print( std::cout );
        assert( el2.GetLength() == 4 );
        std::cout << std::endl;
    }
    else if( ds.FindDataElement( tvaluesl3 ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluesl3 );
        gdcm::Element<VR::SL,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        el2.Print( std::cout );
        assert( el2.GetLength() == 4 );
        std::cout << std::endl;
    }
    else if( ds.FindDataElement( tvaluefd ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluefd );

```

```

        gdcmm::Element<VR::FD,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        el2.Print( std::cout );
        el2.Print( std::cout );
//      assert( el2.GetLength() == 4 || el2.GetLength() == 3 || el2.GetLength()
//      == 8 );
        std::cout << std::endl;
    }
    else if( ds.FindDataElement( tvaluefloat2 ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluefloat2 );
        gdcmm::Element<VR::FD,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        el2.Print( std::cout );
        assert( el2.GetLength() == 2 );
        std::cout << std::endl;
    }
    else if( ds.FindDataElement( tvaluefd1 ) )
    {
        const DataElement & value = ds.GetDataElement(
            tvaluefd1 );
        gdcmm::Element<VR::FD,VM::VM1_n> el2;
        el2.SetFromDataElement( value );
        el2.Print( std::cout );
        assert( el2.GetLength() == 4 );
        std::cout << std::endl;
    }
    else
    {
        std::cout << "(no value)" << std::endl;
//      std::cout << ds << std::endl;
        assert( ds.Size() == 2 );
    }
}
return true;
}

bool PrintNameValueMapping2( gdcmm::PrivateTag const & privtag,
    const gdcmm::DataSet & ds,
    gdcmm::SequenceOfItems *sqi_names, std::string const &
    indent )
{
    if( !ds.FindDataElement( privtag ) ) return 1;
    const gdcmm::DataElement& seq_values = ds.GetDataElement
        ( privtag );
    gdcmm::SmartPointer<gdcmm::SequenceOfItems>
        sqi = seq_values.GetValueAsSQ();

    return PrintNameValueMapping( sqi, sqi_names, indent);
}

bool PrintNameValueMapping3( gdcmm::PrivateTag const & privtag1,
    gdcmm::PrivateTag const & privtag2, const gdcmm::DataSet
    & ds,
    gdcmm::SequenceOfItems *sqi_names, std::string const &
    indent )
{
    if( !ds.FindDataElement( privtag1 ) )
    {
        assert( 0 );
        return false;
    }
    const gdcmm::DataElement& values10name = ds.GetDataElement
        ( privtag1 );
    gdcmm::Element<gdcmm::VR::LO,gdcmm::VM::VM1>
        el;
    el.SetFromDataElement( values10name );
    std::cout << std::endl;
    std::cout << " <" << el.GetValue().c_str() << ">" << std::endl;

    return PrintNameValueMapping2( privtag2, ds, sqi_names, indent);
}

bool print73( gdcmm::DataSet const & ds10, gdcmm::SequenceOfItems
    *sqi_dict, std::string const & indent )
{
    const gdcmm::PrivateTag tseq_values73(0x7fe1,0x73,"
        GEMS_Ultrasound_MovieGroup_001");
    if( !ds10.FindDataElement( tseq_values73 ) )
    {
        std::cout << indent << "No group 73" << std::endl;
    }
}

```

```

        return false;
    }
    const gdcm::DataElement& seq_values73 = ds10.GetDataElement
        ( tseq_values73 );
    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sqi_values73 = seq_values73.GetValueAsSQ();

    int ni3 = sqi_values73->GetNumberOfItems();
    for( int i3 = 1; i3 <= ni3; ++i3 )
    {
        gdcm::Item &item_73 = sqi_values73->GetItem(i3);
        gdcm::DataSet &ds73 = item_73.GetNestedDataSet
            ();
        assert( ds73.Size() == 3 );

        const gdcm::PrivateTag tseq_values74name(0x7fel,0x74,"
            GEMS_Ultrasound_MovieGroup_001");
        const gdcm::PrivateTag tseq_values75(0x7fel,0x75,"
            GEMS_Ultrasound_MovieGroup_001");
        PrintNameValueMapping3( tseq_values74name, tseq_values75, ds73, sqi_dict,
            indent);
        std::cout << std::endl;
    }
    return true;
}

bool print83( gdcm::DataSet const & ds10, gdcm::SequenceOfItems
    *sqi_dict, std::string const & indent )
{
    const gdcm::PrivateTag tseq_values83(0x7fel,0x83,"
        GEMS_Ultrasound_MovieGroup_001");
    if( !ds10.FindDataElement( tseq_values83 ) )
    {
        std::cout << indent << "No group 83" << std::endl;
        return false;
    }
    const gdcm::DataElement& seq_values83 = ds10.GetDataElement
        ( tseq_values83 );
    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sqi_values83 = seq_values83.GetValueAsSQ();

    int ni3 = sqi_values83->GetNumberOfItems();
    for( int i3 = 1; i3 <= ni3; ++i3 )
    {
        gdcm::Item &item_83 = sqi_values83->GetItem(i3);
        gdcm::DataSet &ds83 = item_83.GetNestedDataSet
            ();
        assert( ds83.Size() == 3 );

        const gdcm::PrivateTag tseq_values84name(0x7fel,0x84,"
            GEMS_Ultrasound_MovieGroup_001");
        const gdcm::PrivateTag tseq_values85(0x7fel,0x85,"
            GEMS_Ultrasound_MovieGroup_001");
        PrintNameValueMapping3( tseq_values84name, tseq_values85, ds83, sqi_dict,
            indent);
        std::cout << std::endl;
    }
    return true;
}

bool PrintNameValueMapping4( gdcm::PrivateTag const & privtag0,
    const gdcm::DataSet & subds, gdcm::PrivateTag
    const & privtag1, gdcm::PrivateTag const & privtag2,
    gdcm::SequenceOfItems *sqi_dict, std::string const &
    indent )
{
    if( !subds.FindDataElement( privtag0 ) )
    {
        assert( 0 );
        return 1;
    }
    const gdcm::DataElement& seq_values10 = subds.GetDataElement
        ( privtag0 );
    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sqi_values10 = seq_values10.GetValueAsSQ();

    int nil = sqi_values10->GetNumberOfItems();
    // assert( nil == 1 );
    for( int i1 = 1; i1 <= nil; ++i1 )
    {
        gdcm::Item &item_10 = sqi_values10->GetItem(i1);

```

```

gdcmm::DataSet &ds10 = item_10.GetNestedDataSet
();
assert( ds10.Size() == 2 + 3 );
// (7fel,0010)
// (7fel,1012)
// (7fel,1018)
// (7fel,1020)
// (7fel,1083)

PrintNameValueMapping3( privtag1, privtag2, ds10, sqi_dict, " " );
std::cout << std::endl;

const gdcmm::PrivateTag tseq_values20(0x7fel,0x20,"
GEMS_Ultrasound_MovieGroup_001");
if( !ds10.FindDataElement( tseq_values20 ) )
{
    assert( 0 );
    return 1;
}
const gdcmm::DataElement& seq_values20 = ds10.
GetDataElement( tseq_values20 );
gdcmm::SmartPointer<gdcmm::SequenceOfItems>
sqi_values20 = seq_values20.GetValueAsSQ();

int ni2 = sqi_values20->GetNumberOfItems();
//assert( ni == 1 );
for( int i2 = 1; i2 <= ni2; ++i2 )
{
    gdcmm::Item &item_20 = sqi_values20->GetItem(i2);
    gdcmm::DataSet &ds20 = item_20.GetNestedDataSet
();
    int count = ds20.Size();
    assert( ds20.Size() == 2 + 3 || ds20.Size() == 2 + 2 );
    // (7fel,0010)
    // (7fel,1024)
    // (7fel,1026)
    // (7fel,1036)
    // (7fel,1083) (*)

    const gdcmm::PrivateTag tseq_values20name(0x7fel,0x24,"
GEMS_Ultrasound_MovieGroup_001");
    const gdcmm::PrivateTag tseq_values26(0x7fel,0x26,"
GEMS_Ultrasound_MovieGroup_001");
    PrintNameValueMapping3( tseq_values20name, tseq_values26, ds20, sqi_dict,
" " );
    std::cout << std::endl;

    print83(ds20, sqi_dict, " ");
}

print83(ds10, sqi_dict, " ");
}
return true;
}

int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    using namespace gdcmm;
    const char *filename = argv[1];
    gdcmm::Reader reader;
    reader.SetFileName( filename );
    reader.Read();

    gdcmm::File &file = reader.GetFile();
    gdcmm::DataSet &ds = file.GetDataSet();
    const PrivateTag tseq(0x7fel,0x1,"GEMS_Ultrasound_MovieGroup_001");

    if( !ds.FindDataElement( tseq ) ) return 1;
    const DataElement& seq = ds.GetDataElement( tseq );

    SmartPointer<SequenceOfItems> sqi = seq.
    GetValueAsSQ();
    assert( sqi->GetNumberOfItems() == 1 );

    Item &item = sqi->GetItem(1);
    DataSet &subds = item.GetNestedDataSet();

    const PrivateTag tseq_dict(0x7fel,0x70,"
GEMS_Ultrasound_MovieGroup_001");
    if( !subds.FindDataElement( tseq_dict ) ) return 1;

```

```

const DataElement& seq_dict = subds.GetDataElement(
    tseq_dict );
SmartPointer<SequenceOfItems> sqi_dict =
    seq_dict.GetValueAsSQ();

const PrivateTag tseq_values8(0x7fel,0x8,"
    GEMS_Ultrasound_MovieGroup_001");
if( !subds.FindDataElement( tseq_values8 ) ) return 1;
const DataElement& seq_values8 = subds.GetDataElement
    ( tseq_values8 );
SmartPointer<SequenceOfItems> sqi_values8 =
    seq_values8.GetValueAsSQ();

const PrivateTag tseq_values8name(0x7fel,0x2,"
    GEMS_Ultrasound_MovieGroup_001");
if( !subds.FindDataElement( tseq_values8name ) ) return 1;
const DataElement& values8name = subds.GetDataElement
    ( tseq_values8name );
{
    Element<VR::LO,VM::VM1> el;
    el.SetFromDataElement( values8name );
    std::cout << el.GetValue() << std::endl;
}
int count = subds.Size();
assert( subds.Size() == 3 + 2 + 1 || subds.Size() == 3 + 2 + 2);

// (7fel,0010) # 30,1 Private Creator
// (7fel,1002) # 8,1 US MovieGroup Value 0008 Name
// (7fel,1003) # 4,1 ?
// (7fel,1008) # 8140,1 US MovieGroup Value 0008 Sequence
// (7fel,1010) # 1372196,1 ?
// (7fel,1070) # 33684,1 US MovieGroup Dict
// (7fel,1073) (*)
PrintNameValueMapping( sqi_values8, sqi_dict, " ");

const PrivateTag tseq_values10(0x7fel,0x10,"
    GEMS_Ultrasound_MovieGroup_001");
const PrivateTag tseq_values10name(0x7fel,0x12,"
    GEMS_Ultrasound_MovieGroup_001");
const PrivateTag tseq_values18(0x7fel,0x18,"
    GEMS_Ultrasound_MovieGroup_001");
PrintNameValueMapping4( tseq_values10, subds, tseq_values10name,
    tseq_values18, sqi_dict," ");

print73( subds, sqi_dict, " " );

#if 0
    gdc::DataSet::ConstIterator it = subds.Begin
        ();
    for( ; it != subds.End(); ++it )
    {
        const gdc::DataElement &de = *it;
        std::cout << de.GetTag() << std::endl;
    }
#endif

return 0;
}

```

## 27.34 DumpToSQLITE3.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
* Ref:
* http://massmail.spl.harvard.edu/public-archives/slicer-devel/2010/

```

```

004408.html
*
* Implementation details:
* http://www.sqlite.org/c3ref/bind_blob.html
* http://www.adp-gmbh.ch/sqlite/bind_insert.html
*/
#include "gdcmsScanner.h"
#include "gdcmsDirectory.h"
#include "gdcmsTag.h"
#include "gdcmsTrace.h"

#include "sqlite3.h"

#include <stdio.h>
#include <time.h>

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        return 1;
    }
    time_t time_start = time(0);

    gdcms::Trace::SetDebug( false );
    gdcms::Trace::SetWarning( false );
    const char *inputdirectory = argv[1];

    gdcms::Directory d;
    unsigned int nfiles = d.Load( inputdirectory, true);

    gdcms::Scanner s;
    using gdcms::Tag;
    s.AddTag( Tag(0x20,0xd) ); // Study Instance UID
    s.AddTag( Tag(0x20,0xe) ); // Series Instance UID

    bool b = s.Scan( d.GetFilenames() );
    if( !b ) return 1;
    time_t time_scanner = time(0);

    std::cout << "Finished loading data from : " << nfiles << " files" <<
        std::endl;

    // MappingType const &mappings = s.GetMappings();

    sqlite3* db;
    sqlite3_open("./dicom.db", &db);

    if(db == 0)
    {
        std::cerr << "Could not open database." << std::endl;
        return 1;
    }

    const char sql_stmt[] = "create table browser (seriesuid, studyuid)";
    int ret;

    char *errmsg;
    ret = sqlite3_exec(db, sql_stmt, 0, 0, &errmsg);

    if(ret != SQLITE_OK)
    {
        printf("Error in statement: %s [%s].\n", sql_stmt, errmsg);
        return 1;
    }
    using gdcms::Directory;
    using gdcms::Scanner;
    const Directory::FilenamesType& files = d.GetFilenames();
    Directory::FilenamesType::const_iterator file = files.begin();

    sqlite3_stmt *stmt;
    if ( sqlite3_prepare(
        db,
        "insert into browser values (?,?)", // stmt
        -1, // If than zero, then stmt is read up to the first nul terminator
        &stmt,
        0 // Pointer to unused portion of stmt
    )
        != SQLITE_OK)
    {

```



```

    printf("\nCould not prepare statement.");
    return 1;
}
//printf("\nThe statement has %d wildcards\n",
    sqlite3_bind_parameter_count(stmt));
for(; file != files.end(); ++file)
{
    const char *filename = file->c_str();
    bool b = s.IsKey(filename);
    if( b )
    {
        const Scanner::TagToValue &mapping = s.GetMapping(filename);
        Scanner::TagToValue::const_iterator it = mapping.begin();

        sqlite3_reset(stmt);

        for( int index = 1; it != mapping.end(); ++it, ++index)
        {
            //const Tag & tag = it->first;
            const char *value = it->second;

            if (sqlite3_bind_text (
                stmt,
                index,    // Index of wildcard
                value,
                strlen(value),    // length of text
                SQLITE_STATIC // SQLite assumes that the information is in static
            )
                != SQLITE_OK)
            {
                printf("\nCould not bind int.\n");
                return 1;
            }
        }
        if (sqlite3_step(stmt) != SQLITE_DONE)
        {
            printf("\nCould not step (execute) stmt.\n");
            return 1;
        }
    }
}

sqlite3_close(db);

time_t time_sqlite = time(0);

std::cout << "Time to scan DICOM files: " << (time_scanner - time_start) <<
    std::endl;
std::cout << "Time to build SQLITE3: " << (time_sqlite - time_scanner) <<
    std::endl;

return 0;
}

```

## 27.35 DuplicatePCDE.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
/*

```

Usage:  
DuplicatePCDE gdcmData/D\_CLUNIE\_CT1\_J2KI.dcm out.dcm

aka:  
medical.nema.org/medical/dicom/DataSets/WG04/IMAGES/J2KI/CT1\_J2KI

See:  
gdcmConformanceTests/CT1\_J2KI\_DuplicatePCDE.dcm

Original thread can be found at:

[http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/82f28c4db28963af](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/82f28c4db28963af)

Question:

1.  
There is no restriction for a specific Private Creator Data Element (PCDE) to be unique within the same group, right ?  
Decoders of Private Data would have to handle the case where a PCDE would be repeated and should NOT stop on the first instance of a particular PCDE, right ?

Eg. when searching for the tag associated with  
(0x0029,0x0010,"SIEMENS CSA HEADER") in the following (pseudo) dataset:

```
(0029,0010) LO [SIEMENS CSA HEADER] # 18, 1
PrivateCreator
(0029,0011) LO [SIEMENS MEDCOM HEADER] # 22, 1
PrivateCreator
(0029,0012) LO [SIEMENS MEDCOM HEADER2] # 22, 1
PrivateCreator
(0029,0013) LO [SIEMENS CSA HEADER] # 18, 1
PrivateCreator
(0029,1008) CS [IMAGE NUM 4] # 12, 1
CSAImageHeaderType
(0029,1009) LO [20050723] # 8, 1
CSAImageHeaderVersion
(0029,1010) OB 53\56\31\30\04\03\02\01\38\00\00\00\4d
\00\00\00\45\63\68\6f\4c\69... # 6788, 1 CSAImageHeaderInfo
(0029,1018) CS [MR] # 2, 1
CSASeriesHeaderType
(0029,1019) LO [20050723] # 8, 1
CSASeriesHeaderVersion
(0029,1020) OB 53\56\31\30\04\03\02\01\2c\00\00\00\4d
\00\00\00\55\73\65\64\50\61... # 51520, 1 CSASeriesHeaderInfo
(0029,1131) LO [4.0.163088300] # 14, 1
PMTFInformation1
(0029,1132) UL 32768 # 4, 1
PMTFInformation2
(0029,1133) UL 0 # 4, 1
PMTFInformation3
(0029,1134) CS [DB TO DICOM] # 12, 1
PMTFInformation4
(0029,1260) ?? 63\6f\6d\20 # 4, 1
Unknown Tag & Data
(0029,1310) OB 53\56\31\30\04\03\02\01\38\00\00\00\4d
\00\00\00\45\63\68\6f\4c\69... # 6788, 1 CSAImageHeaderInfo
```

one should return two instances, correct ?

Answer:

I would say that this is covered in principle by the PS 3.5 7.1  
"The Data Elements ... shall occur at most once in a Data Set"  
rule, since the data element is defined by the tuple  
(private creator,gggg,ee) where xxee is the element  
number and xx is arbitrary and has no inherent meaning and  
does not serve to disambiguate the data element.

E.g.:

```
(0019,0030) Private Creator ID = "Smith"
...
(0019,0032) Private Creator ID = "Smith"
...
(0019,3015) Fractal Index = "32"
...
(0019,3215) Fractal Index = "32"
```

would be illegal because even though they are assigned different

```

(completely arbitrary) blocks, with the same group, element
number and private creator, (0019,3015) and (0019,3215) are the
"same" data element.

*/

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    // Let's get all private element from group 0x9:
    /*
(0009,0010) LO [GEMS_IDEN_01] # 12,1
    Private Creator
(0009,1001) LO [GE_GENESIS_FF ] # 14,1 Full
    fidelity
(0009,1002) SH [CT01] # 4,1 Suite
    id
(0009,1004) SH [HiSpeed CT/i] # 12,1
    Product id
(0009,1027) SL 862399669 # 4,1 Image
    actual date
(0009,1030) SH (no value) # 0,1 Service
    id
(0009,1031) SH (no value) # 0,1 Mobile
    location number
(0009,10e6) SH [05] # 2,1 Genesis
    Version - now
(0009,10e7) UL 973283917 # 4,1 Exam
    Record checksum
(0009,10e9) SL 862399669 # 4,1 Actual
    series data time stamp
    */

    gdcm::Tag start(0x0009,0x0);
    // Create a temporary duplicate dataset, since we cannot insert data element
    // as we go over them (std::set
    // would reorganize itself as we go over it ...)
    gdcm::DataSet dup;
    gdcm::Tag new_private(0x0009,0x0);
    while (start.GetGroup() == 0x9 )
    {
        const gdcm::DataElement& de = ds.FindNextDataElement
            (start);
        const gdcm::Tag &t = de.GetTag();
        if( t.IsPrivateCreator() )
        {
            std::cout << t << std::endl;
            // Ok let's duplicate into the next available attribute:
            gdcm::DataElement duplicate = de;
            duplicate.GetTag().SetElement( t.GetElement() +
                1 );
            dup.Insert( duplicate );
            new_private = duplicate.GetTag();
        }
        else if( t.IsPrivate() && !t.IsPrivateCreator() )
        {
            //std::cout << de << std::endl;
            std::string owner = ds.GetPrivateCreator( de.GetTag
                () );
            //std::cout << owner << std::endl;
            gdcm::DataElement duplicate = de;
            duplicate.GetTag().SetPrivateCreator( new_private
                );
            if( const gdcm::ByteValue *bv = duplicate.GetByteValue
                () )
            {

```

```

        // Warning: when doing : duplicate = de, only the pointer to the
        ByteValue is passed
        // (to avoid large memory duplicate). We need to explicitly duplicate
        the bytevalue ourselves:
        gdc::ByteValue *dupbv = new gdc::ByteValue
    ( bv->GetPointer(),
      bv->GetLength() );
        // Let's recognize the duplicated ASCII-type elements:
        if( duplicate.GetVR() & gdc::VR::VRASCII )
            dupbv->Fill( 'X' );
        duplicate.SetValue( *dupbv );
    }
    dup.Insert( duplicate );
}
start = t;
// move to next possible 'public' element
start.SetElement( start.GetElement() + 1 );
}

gdc::DataSet::ConstIterator it = dup.Begin(
    );
for( ; it != dup.End(); ++it )
{
    ds.Insert( *it );
}

gdc::Writer w;
w.SetFile( file );
w.SetFileName( outfilename );
if ( !w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.36 ELSCINT1WaveToText.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcReader.h"
#include "gdcPrivateTag.h"

/*
 * This example shows how to read a Wave Information tag from ELSCINT1
 * The wave information is stored in Tag (01e1,18,ELSCINT1) hidden in a
 * Secondary Capture Image Storage (usually a 'N' Symbol is shown)
 *
 * Everything done in this code is for the sole purpose of writing
 * interoperable
 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
 * If you believe anything in this code violates any law or any of your rights,
 * please contact us (gdc-developers@lists.sourceforge.net) so that we can
 * find a solution.
 *
 * Everything you do with this code is at your own risk, since decompression
 * algorithm was not written from specification documents.
 *
 * Special thanks to:
 * Gauthier Bouilhol
 */

template <typename T>
bool dumpargs(std::ostream & os, T c1, T c2, T c3, T c4, T c5, T c6, T c7, T c8
    )

```

```

{
    static const char sep = '\\t';
    os << c1 << sep << c2 << sep << c3 << sep << c4 << sep << c5 << sep << c6 <<
        sep << c7 << sep << c8;
    os << std::endl;
    return true;
}

bool wave2stream( std::ostream &text_file, const char *in, size_t len )
{
    short * buffer = (short*)in;
    int length = len / sizeof( short );
    text_file << "COMPLETE_WAVE" << '\\t' << "MASK" << '\\t' << "
        AQUISITION_PROFIL" << '\\t' << "END-INHALE" << '\\t' << "END-EXHALE" << '\\t' << "
        AQUISITION_WAVE" << '\\t' << "WAVE_STATISTICS" << '\\t' << "MASK" << std::endl;
    for (int i=0;i<length-76;i+=2)
    {
        if ( i < 74 )
        {
            if (buffer[i+75] == 0)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << " " << '\\t' << " " << '\\t' << " "
                    << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
            if (buffer[i+75] == 16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << buffer[i+74] << '\\t' << " " << '\\t' << " "
                    << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
            if (buffer[i+75] == 256)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << " " << '\\t' << buffer[i+74] << '\\t' << " "
                    << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
            if (buffer[i+75] == -32768)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << " " << '\\t' << " " << '\\t' << buffer[i
+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
            if (buffer[i+75] == -16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << buffer[i+74] << '\\t' << " " << '\\t' << buffer[i
+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
            if (buffer[i+75] == -32512)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << " " << '\\t' << buffer[i+74] << '\\t' << buffer[i
+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] << std::endl;
        }
        else
        {
            if (buffer[i+75] == 0)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << " " << '\\t' << " " << '\\t' << " "
                    << '\\t' << " " << '\\t' << " " << std::endl;
            if (buffer[i+75] == 16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << buffer[i+74] << '\\t' << " " << '\\t' << " "
                    << '\\t' << " " << '\\t' << " " << std::endl;
            if (buffer[i+75] == 256)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0
                    << '\\t' << " " << '\\t' << buffer[i+74] << '\\t' << " "
                    << '\\t' << " " << '\\t' << " " << std::endl;
            if (buffer[i+75] == -32768)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << " " << '\\t' << " " << '\\t' << buffer[i
+74] << '\\t' << " " << '\\t' << " " << std::endl;
            if (buffer[i+75] == -16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << buffer[i+74] << '\\t' << " " << '\\t' << buffer[i
+74] << '\\t' << " " << '\\t' << " " << std::endl;
            if (buffer[i+75] == -32512)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1
                    << '\\t' << " " << '\\t' << buffer[i+74] << '\\t' << buffer[i
+74] << '\\t' << " " << '\\t' << " " << std::endl;
        }
    }

    return true;
}

int main(int argc, char *argv [])
{
    if( argc < 3 ) return 1;
    const char *filename = argv[1];
    const char *outfilename = argv[2];

```

```

gdcmm::Reader reader;
reader.SetFileName( filename );
if( !reader.Read() )
{
    std::cerr << "Failed to read: " << filename << std::endl;
    return 1;
}
const gdcmm::DataSet& ds = reader.GetFile().GetDataSet
();

const gdcmm::PrivateTag twave(0x01e1,0x18,"ELSCINT1");
if( !ds.FindDataElement( twave ) ) return 1;
const gdcmm::DataElement& wave = ds.GetDataElement
( twave );
if ( wave.IsEmpty() ) return 1;
const gdcmm::ByteValue * bv = wave.GetByteValue();
assert( bv );

std::ofstream os( outfilename );
// Dump that to a CSV file:
wave2stream( os, bv->GetPointer(), bv->GetLength() );
os.close();

return 0;
}

```

## 27.37 EncapsulateFileInRawData.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmmAnonymizer.h"
#include "gdcmmWriter.h"
#include "gdcmmUIDGenerator.h"
#include "gdcmmFile.h"
#include "gdcmmTag.h"
#include "gdcmmSystem.h"

#include "magic.h" // libmagic, API to file command line tool

/*
 * Let say you want to encapsulate a file type that is not defined in DICOM
 * (exe, zip, png)
 * PNG is a bad example, unless it contains transparency (which has been
 * deprecated).
 * It will take care of dispatching each chunk to an appropriate data item
 * (pretty much like
 * WaveformData)
 *
 * Usage:
 * ./EncapsulateFileInRawData large_input_file.exe large_input_file.dcm
 */

// TODO:
// $ file -bi /tmp/gdcmm-2.1.0.pdf
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " inputfile output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    if( !gdcmm::System::FileExists( filename ) ) return 1;

```

```

size_t s = gdcM::System::FileSize(filename);

magic_t cookie = magic_open(MAGIC_NONE);
const char * file_type = magic_file(cookie, filename);
magic_close(cookie);

gdcM::Writer w;
gdcM::File &file = w.GetFile();
gdcM::DataSet &ds = file.GetDataSet();
//w.SetCheckFileMetaInformation( true );
w.SetFileName( outfilename );

file.GetHeader().SetDataSetTransferSyntax(
    gdcM::TransferSyntax::ImplicitVRLittleEndian
);

gdcM::Anonymizer anon;
anon.SetFile( file );

gdcM::MediaStorage ms = gdcM::MediaStorage::RawDataStorage
;

gdcM::UIDGenerator gen;
anon.Replace( gdcM::Tag(0x0008,0x16), ms.GetString()
);
std::cout << ms.GetString() << std::endl;
anon.Replace( gdcM::Tag(0x0008,0x18), gen.Generate()
);

if (!w.Write() )
{
    std::cerr << "Could not write: " << outfilename << std::endl;
    return 1;
}

return 0;
}

```

## 27.38 ExtractEncapsulatedFile.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * This example shows how one from C# context can extract a binary blob
 * and write out as a file.
 * This example is meant for pdf encapsulated file, but can be adapted for
 * other type
 * of binary blob.
 *
 * DICOM file is:
 * ...
 * (0042,0010) ST (no value available) # 0, 0
 * DocumentTitle
 * (0042,0011) OB
 * 25\50\44\46\2d\31\2e\32\20\0d\25\2e\3\cf\d3\20\0d\31\30\20\30\20... # 40718, 1 EncapsulatedDocument
 * (0042,0012) LO [application/pdf] # 16, 1
 * MIMETypeOfEncapsulatedDocument
 * ...
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcM/debug-gcc/bin
 * $ mono bin/ExtractEncapsulatedFile.exe some_pdf_encapsulated.dcm
 */
using System;

```

```

using gdcm;

public class ExtractEncapsulatedFile
{
    public static int Main(string[] args)
    {
        string file = args[0];
        Reader reader = new Reader();
        reader.SetFileName( file );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }

        File f = reader.GetFile();
        DataSet ds = f.GetDataSet();
        Tag tencapsulated_stream = new Tag(0x0042,0x0011); // Encapsulated Document
        if( !ds.FindDataElement( tencapsulated_stream ) )
        {
            return 1;
        }
        // else
        DataElement de = ds.GetDataElement( tencapsulated_stream );
        ByteValue bv = de.GetByteValue();
        uint len = bv.GetLength();
        byte[] encapsulated_stream = new byte[len];
        bv.GetBuffer( encapsulated_stream, len );

        // Write out the decompressed bytes
        //System.Console.WriteLine(image.toString());
        using (System.IO.Stream stream =
            System.IO.File.Open(@"tmp/dd.pdf",
                System.IO.FileMode.Create))
        {
            System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
            writer.Write( encapsulated_stream );
        }

        return 0;
    }
}

```

## 27.39 ExtractEncryptedContent.cxx

```

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=====*/
#include "gdcmReader.h"

#include <fstream>

/*
openssl smime -encrypt -binary -aes256 -in outputfile.dcm -inform DER -out
outputfile.der -outform DER ../trunk/Testing/Source/Data/certificate.pem

openssl smime -decrypt -binary -in out.der -inform DER -out outputfile.dcm
-outform DER -inkey ../trunk/Testing/Source/Data/privatekey.pem ../trunk/Testing/
Source/Data/certificate.pem

*/

int main(int argc, char *argv[])
{
    if( argc < 3 )

```



```

    {
        std::cerr << argv[0] << " input.dcm output.der" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    const gdcm::DataElement &EncryptedAttributesSequence = ds.
        GetDataElement( gdcm::Tag( 0x0400,0x0500 ) );

    gdcm::SequenceOfItems *sqi = EncryptedAttributesSequence
        .GetValueAsSQ();

    if ( !sqi || sqi->GetNumberOfItems() != 1 ) return 1;

    gdcm::Item &item = sqi->GetItem(1);

    gdcm::DataSet &nesteddds = item.GetNestedDataSet(
        );

    if( ! nesteddds.FindDataElement( gdcm::Tag( 0x0400,0
        x0520) ) ) return 1;

    const gdcm::DataElement &EncryptedContent = nesteddds.
        GetDataElement( gdcm::Tag( 0x0400,0x0520) );

    const gdcm::ByteValue *bv = EncryptedContent.GetByteValue
        ();

    std::ofstream of( outfile );
    of.write( bv->GetPointer(), bv->GetLength() );
    of.close();

    return 0;
}

```

## 27.40 ExtractIconFromFile.cxx

```

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=====*/
/*
 * This example shows how to either retrieve an Icon if present somewhere
 * in the file, or else generate one.
 */
#include "gdcmImageReader.h"
#include "gdcmPNMCodec.h"
#include "gdcmIconImageFilter.h"
#include "gdcmIconImageGenerator.h"

bool WriteIconAsPNM(const char* filename, const gdcm::IconImage&
    icon)
{
    gdcm::PNMCodec pnm;
    pnm.SetDimensions( icon.GetDimensions() );
    pnm.SetPixelFormat( icon.GetPixelFormat() );
    pnm.SetPhotometricInterpretation( icon.

```

```

        GetPhotometricInterpretation() );
    pnm.SetLUT( icon.GetLUT() );
    const gdcm::DataElement& in = icon.GetDataElement
        ();
    bool b = pnm.Write( filename, in );
    assert( b );
    return true;
}

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read (or not image): " << filename << std::endl;
        return 1;
    }

    gdcm::IconImageFilter iif;
    iif.SetFile( reader.GetFile() );
    bool b = iif.Extract();

    if( b )
    {
        const gdcm::IconImage &icon = iif.GetIconImage(0
        );
        icon.Print( std::cout );

        if( !icon.GetTransferSyntax().IsEncapsulated
            () )
        {
            // Let's write out this icon as PNM file
            WriteIconAsPNM("icon.ppm", icon);
        }
        else if( icon.GetTransferSyntax() ==
            gdcm::TransferSyntax::JPEGBaselineProcess1
            || icon.GetTransferSyntax() ==
            gdcm::TransferSyntax::JPEGExtendedProcess2_4
        )
        {
            const gdcm::DataElement& in = icon.GetDataElement
                ();
            const gdcm::ByteValue *bv = in.GetByteValue();
            assert( bv );
            std::ofstream out( "icon.jpg" );
            out.write( bv->GetPointer(), bv->GetLength() );
            out.close();
        }
    }
    else
    {
        assert( iif.GetNumberOfIconImages() == 0 );
        std::cerr << "No Icon Found anywhere in file" << std::endl;

        const gdcm::Image &img = reader.GetImage();
        gdcm::IconImageGenerator iig;
        iig.AutoPixelMinMax(true);
        iig.SetPixmap( img );
        const unsigned int idims[2] = { 64, 64 };
        iig.SetOutputDimensions( idims );
        //iig.SetPixelMinMax(60, 868);
        if( !iig.Generate() ) return 1;
        const gdcm::IconImage & icon = iig.GetIconImage(
            );
        WriteIconAsPNM("icon.ppm", icon);
    }

    return 0;
}

```

## 27.41 Extracting\_All\_Resolution.cxx

```

/*=====

```

```

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PURPOSE. See the above copyright notice for more information.

=====*/
// This work was realised during the GSOC 2011 by Manoj Alwani

#include <fstream>
#include <openjpeg.h>
#include <stdint.h>
#include <string.h>
#include <assert.h>
#include <gdcm_j2k.h>
#include <gdcm_jp2.h>
#include <iostream>
#include <cstring>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <math.h>
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmSystem.h"
#include <fstream>

#include "gdcmMediaStorage.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmAttribute.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDGenerator.h"
#include "gdcmAnonymizer.h"
#include "gdcmStreamImageWriter.h"
#include "gdcmImageHelper.h"
#include "gdcmTrace.h"

void error_callback(const char *msg, void *) {
    (void)msg;
}
void warning_callback(const char *msg, void *) {
    (void)msg;
}
void info_callback(const char *msg, void *) {
    (void)msg;
}

bool Write_Resolution(gdcm::StreamImageWriter &
    theStreamWriter, const char *filename, int res, std::ostream& of, int flag,
    gdcm::SequenceOfItems *sq, int No_Of_Resolutions)
{
    std::ifstream is;
    is.open( filename );
    opj_dparameters_t parameters; /* decompression parameters */
    opj_event_mgr_t event_mgr; /* event manager */
    opj_dinfo_t* dinfo; /* handle to a decompressor */
    opj_cio_t *cio;
    opj_image_t *image = NULL;
    // FIXME: Do some stupid work:
    is.seekg( 0, std::ios::end);
    std::streampos buf_size = is.tellg();
    char *dummy_buffer = new char[(unsigned int)buf_size];
    is.seekg(0, std::ios::beg);
    is.read( dummy_buffer, buf_size);
    unsigned char *src = (unsigned char*)dummy_buffer;
    uint32_t file_length = (uint32_t)buf_size; // 32bits truncation should be ok
        since DICOM cannot have larger than 2Gb image

    /* configure the event callbacks (not required) */

```

```

memset(&event_mgr, 0, sizeof(opj_event_mgr_t));
event_mgr.error_handler = error_callback;
event_mgr.warning_handler = warning_callback;
event_mgr.info_handler = info_callback;

/* set decoding parameters to default values */
opj_set_default_decoder_parameters(&parameters);

// default blindly copied
parameters.cp_layer=0;
parameters.cp_reduce= res;
// parameters.decod_format=-1;
// parameters.cod_format=-1;

const char jp2magic[] = "\x00\x00\x00\x0C\x6A\x50\x20\x20\x0D\x0A\x87\x0A";
if( memcmp( src, jp2magic, sizeof(jp2magic) ) == 0 )
{
    /* JPEG-2000 compressed image data ... sigh */
    // gdcmlData/ELSCINT1_JP2vsJ2K.dcm
    // gdcmlData/MAROTECH_CT_JP2Lossy.dcm
    //gdcmlWarningMacro( "J2K start like JPEG-2000 compressed image data instead
    of codestream" );
    parameters.decod_format = 1; //JP2_CFMT;
    //assert(parameters.decod_format == JP2_CFMT);
}
else
{
    /* JPEG-2000 codestream */
    //parameters.decod_format = J2K_CFMT;
    //assert(parameters.decod_format == J2K_CFMT);
    assert( 0 );
}
parameters.cod_format = 11; // PGX_DFMT;
//assert(parameters.cod_format == PGX_DFMT);

/* get a decoder handle */
dinfo = opj_create_decompress(CODEC_JP2);

/* catch events using our callbacks and give a local context */
opj_set_event_mgr((opj_common_ptr)dinfo, &event_mgr, NULL);

/* setup the decoder decoding parameters using user parameters */
opj_setup_decoder(dinfo, &parameters);

/* open a byte stream */
cio = opj_cio_open((opj_common_ptr)dinfo, src, file_length);

/* decode the stream and fill the image structure */
image = opj_decode(dinfo, cio);
if(!image) {
    opj_destroy_decompress(dinfo);
    opj_cio_close(cio);
    //gdcmlErrorMacro( "opj_decode failed" );
    return 1;
}

    opj_cp_t * cp = ((opj_jp2_t*)dinfo->jp2_handle)->j2k->cp;
    opj_tcp_t *tcp = &cp->tccps[0];
    opj_tccp_t *tccp = &tcp->tccps[0];
    /* std::cout << "\n No of Cols In Image" << image->x1;
    std::cout << "\n No of Rows In Image" << image->y1;
    std::cout << "\n No of Components in Image" << image->numcomps;
    std::cout << "\n No of Resolutions"<< tccp->numresolutions << "\n";
*/

    opj_j2k_t* j2k = NULL;
    opj_jp2_t* jp2 = NULL;
    jp2 = (opj_jp2_t*)dinfo->jp2_handle;
    int reversible = jp2->j2k->cp->tccps->tccps->qmfbid;
    //std::cout << reversible;
    int compno = 0;
    opj_image_comp_t *comp = &image->comps[compno];
    int Dimensions[2];
    Dimensions[0]= comp->w;
    Dimensions[1] = comp->h;
    opj_cio_close(cio);
    unsigned long len = Dimensions[0]*Dimensions[1] * image->numcomps;
    //std::cout << "\nTest" <<image->comps[0].factor;
    char *raw = new char[len];
    for (unsigned int compno = 0; compno < (unsigned int)image->numcomps; compno
        ++){
        {

```

```

    obj_image_comp_t *comp = &image->comps[compno];

    int w = image->comps[compno].w;
    int h = image->comps[compno].h;
    uint8_t *data8 = (uint8_t*)raw + compno;
    for (int i = 0; i < w * h; i++)
    {
        int v = image->comps[compno].data[i];
        *data8 = (uint8_t)v;
        data8 += image->numcomps;
    }
}

gdcm::Writer w;
gdcm::File &file = w.GetFile();
gdcm::DataSet &ds = file.GetDataSet();

file.GetHeader().SetDataSetTransferSyntax(
    gdcm::TransferSyntax::ExplicitVRLittleEndian
);

gdcm::UIDGenerator uid;
gdcm::DataElement de( gdcm::Tag(0x8,0x18) ); // SOP
Instance UID
de.SetVR( gdcm::VR::UI );
const char *u = uid.Generate();
de.SetByteValue( u, strlen(u) );
ds.Insert( de );

gdcm::DataElement del( gdcm::Tag(0x8,0x16) );
del.SetVR( gdcm::VR::UI );
gdcm::MediaStorage ms( gdcm::MediaStorage::CTImageStorage
);
del.SetByteValue( ms.GetString(), strlen(ms.GetString()) );
ds.Insert( del );

const char mystr[] = "MONOCHROME2 ";
gdcm::DataElement de2( gdcm::Tag(0x28,0x04) );
//de.SetTag(gdcm::Tag(0x28,0x04));
de2.SetVR( gdcm::VR::CS );
de2.SetByteValue(mystr, strlen(mystr));
ds.Insert( de2 );

gdcm::Attribute<0x0028,0x0010> row = {image->
    comps[0].w};
//row.SetValue(512);
ds.Insert( row.GetAsDataElement() );
// w.SetCheckFileMetaInformation( true );
gdcm::Attribute<0x0028,0x0011> col = {image->
    comps[0].h};
ds.Insert( col.GetAsDataElement() );
gdcm::Attribute<0x0028,0x0008>
    Number_Of_Frames = {1};
ds.Insert( Number_Of_Frames.GetAsDataElement() );

gdcm::Attribute<0x0028,0x0100> at = {8};
ds.Insert( at.GetAsDataElement() );

gdcm::Attribute<0x0028,0x0002> at1 = {image->
    numcomps};
ds.Insert( at1.GetAsDataElement() );

gdcm::Attribute<0x0028,0x0101> at2 = {8};
ds.Insert( at2.GetAsDataElement() );

gdcm::Attribute<0x0028,0x0102> at3 = {7};
ds.Insert( at3.GetAsDataElement() );

if (flag == 1)
{
    for (int i=0; i < No_Of_Resolutions; i++)
    {
        int a = 1;
        int b = 1;

        while(a!=(No_Of_Resolutions)-i))
        {

```

```

        b = b*2;
        a = a+1;
    }
    uint16_t row = (image->y1)/b;
    uint16_t col = (image->x1)/b;
    //std::cout << row;
    gdcm::Element<gdcm::VR::IS, gdcm::VM::VM1>
        el2;
    el2.SetValue(i+1);
    gdcm::DataElement rfn = el2.GetAsDataElement
    (); //ulr --> upper left row
    rfn.SetTag( gdcm::Tag(0x0008,0x1160) );

    gdcm::Element<gdcm::VR::US, gdcm::VM::VM2>
        el;
    el.SetValue(1,0);
    el.SetValue(1,1);
    gdcm::DataElement ulr = el.GetAsDataElement
    (); //ulr --> upper left col/row
    ulr.SetTag( gdcm::Tag(0x0048,0x0201) );

    gdcm::Element<gdcm::VR::US, gdcm::VM::VM2>
        el1;
    el1.SetValue(col,0);
    el1.SetValue(row,1);
    gdcm::DataElement brr = el1.GetAsDataElement
    ();
    brr.SetTag( gdcm::Tag(0x0048,0x0202) ); //brr
    --> bottom right col/row
    gdcm::Item it;
    gdcm::DataSet &nds = it.GetNestedDataSet();
    nds.Insert( rfn );
    nds.Insert( ulr );
    nds.Insert( brr );

    sq->AddItem(it);
}

gdcm::Writer w1;
gdcm::File &file1 = w1.GetFile();
gdcm::DataSet &ds1 = file1.GetDataSet();
file1.GetHeader().SetDataSetTransferSyntax(
    gdcm::TransferSyntax::ExplicitVRLittleEndian
);

gdcm::UIDGenerator uid1;
gdcm::DataElement dea( gdcm::Tag(0x8,0x18) ); //
    SOP Instance UID
dea.SetVR( gdcm::VR::UI );
const char *ul = uid1.Generate();
dea.SetByteValue( ul, strlen(ul) );
ds1.Insert( dea );

gdcm::DataElement deb( gdcm::Tag(0x8,0x16) );
deb.SetVR( gdcm::VR::UI );
gdcm::MediaStorage msl(
    gdcm::MediaStorage::VLWholeSlideMicroscopyImageStorage
);
deb.SetByteValue( msl.GetString(), strlen( msl.GetString() ) );
ds1.Insert( deb );

const char mystr1[] = "MONOCHROME2 ";
gdcm::DataElement dec( gdcm::Tag(0x28,0x04) );
//de.SetTag(gdcm::Tag(0x28,0x04));
dec.SetVR( gdcm::VR::CS );
dec.SetByteValue(mystr, strlen(mystr1));
ds1.Insert( dec );

gdcm::Attribute<0x0028,0x0010> row1 = {image->
    y1};
//row.SetValue(512);
ds1.Insert( row1.GetAsDataElement() );
// w.SetCheckFileMetaInformation( true );
gdcm::Attribute<0x0028,0x0011> col1 = {image->
    x1};
ds1.Insert( col1.GetAsDataElement() );
gdcm::Attribute<0x0028,0x0008>
    Number_Of_Frames1 = {tccp->numresolutions};
ds1.Insert( Number_Of_Frames1.GetAsDataElement() );

gdcm::Attribute<0x0028,0x0100> ata = {8};

```

```

    ds1.Insert( ata.GetAsDataElement() );

    gdcm::Attribute<0x0028,0x0002> atb = {image->
        numcomps};
    ds1.Insert( atb.GetAsDataElement() );

    gdcm::Attribute<0x0028,0x0101> atc = {8};
    ds1.Insert( atc.GetAsDataElement() );

    gdcm::Attribute<0x0028,0x0102> atd = {7};
    ds1.Insert( atd.GetAsDataElement() );

    theStreamWriter.SetFile(file1);

    gdcm::DataElement des( gdcm::Tag(0x0048,0x0200) );
    des.SetVR(gdcm::VR::SQ);
    //des.SetVR(gdcm::VM::VM1);
    des.SetValue(*sq);
    des.SetVLToUndefined();

    ds1.Insert(des);

    if (!theStreamWriter.WriteImageInformation()){
        std::cerr << "unable to write image information" << std::endl;
        return 1; //the CanWrite function should prevent getting here, else,
        //that's a test failure
    }

    theStreamWriter.SetFile(file);

    if (!theStreamWriter.CanWriteFile()){
        delete [] raw;
        std::cout << "Not able to write";
        return 0; //this means that the file was unwritable, period.
        //very similar to a ReadImageInformation failure
    }
    else
        std::cout<<"\nable to read";

    // Important to write here
    std::vector<unsigned int> extent = gdcm::ImageHelper::GetDimensionsValue
        (file);

    unsigned short xmax = extent[0];
    unsigned short ymax = extent[1];
    unsigned short theChunkSize = 4;
    unsigned short ychunk = extent[1]/theChunkSize; //go in chunk sizes of
        theChunkSize
    unsigned short zmax = extent[2];
    std::cout << "\n" << xmax << "\n" << ymax << "\n" << zmax << "\n" << image->
        numcomps << "\n";

    if (xmax == 0 || ymax == 0)
    {
        std::cerr << "Image has no size, unable to write zero-sized image." <<
        std::endl;
        return 0;
    }

    int z, y, nexty;
    unsigned long prevLen = 0; //when going through the char buffer, make sure
        to grab
    //the bytes sequentially. So, store how far you got in the buffer with
        each iteration.
    for (z = 0; z < zmax; ++z){
        for (y = 0; y < ymax; y += ychunk){
            nexty = y + ychunk;
            if (nexty > ymax) nexty = ymax;
            theStreamWriter.DefinePixelExtent(0, xmax, y, nexty, z
            , z+1);
            unsigned long len = theStreamWriter.DefineProperBufferLength
            ();
            std::cout << "\n" << len;
            char* finalBuffer = new char[len];
            memcpy(finalBuffer, &(raw[prevLen]), len);
            std::cout << "\nable to write";

```

```

        if (!theStreamWriter.Write(finalBuffer, len)){
            std::cerr << "writing failure:" << "output.dcm" << " at y = " << y <<
            " and z= " << z << std::endl;
            delete [] raw;
            delete [] finalBuffer;
            return 1;
        }
        delete [] finalBuffer;
        prevLen += len;
    }
    delete raw;

    delete[] src; //FIXME

if(dinfo) {
    opj_destroy_decompress(dinfo);
}

opj_image_destroy(image);

return true;
}

bool Different_Resolution( gdcm::StreamImageWriter &
    theStreamWriter, const char *filename, int res, std::ostream& of)
{
    //std::vector<std::string>::const_iterator it = filenames.begin();
    bool b = true;
    int flag = 1;

    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sq = new gdcm::SequenceOfItems();
    sq->SetLengthToUndefined();

    for(int i = res-1 ; i>=0; --i)
    {
        b = b && Write_Resolution( theStreamWriter, filename, i, of ,flag,sq,res);
        // b = b && Get_Resolution( theStreamWriter, filename, i, of ,0);
        flag = 0;
    }
    //b = b && Get_Lowest_Resolution( writer, sq, filename, res-1 );
    //b = b && PopulateSingeFile( writer, sq, jpeg, filename2 );
    //image.SetDimension(2, res )
    return b;
}

int main(int argc, char *argv[])
{
    if( argc < 4 )
    {
        std::cerr << argv[0] << " input.jp2 output.dcm No. Of Resolutions " <<
        std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    char *resolutions = argv[3];
    int res = int((*resolutions)-48);
    //std:: cout << "\nres"<< res;
    gdcm::StreamImageWriter theStreamWriter;

    std::ofstream of;
    of.open( outfile, std::ios::out | std::ios::binary );
    theStreamWriter.SetStream(of);

    if( !Different_Resolution( theStreamWriter, filename,res,of ) ) return 1;

    uint16_t firstTag1 = 0xfffe;
    uint16_t secondTag1 = 0xe0dd;
    uint32_t thirdTag1 = 0x00000000;
    //uint16_t fourthTag1 = 0xffff;
    const int theBufferSize1 = 2*sizeof(uint16_t)+sizeof(uint32_t);
    char* tmpBuffer2 = new char[theBufferSize1];
    memcpy(&(tmpBuffer2[0]), &firstTag1, sizeof(uint16_t));
    memcpy(&(tmpBuffer2[sizeof(uint16_t)]), &secondTag1, sizeof(uint16_t));

```



```

memcpy(&(tmpBuffer2[2*sizeof(uint16_t)]), &thirdTag1, sizeof(uint32_t));
//memcpy(&(tmpBuffer2[3*sizeof(uint16_t)]), &fourthTag1, sizeof(uint16_t));
assert( of && !of.eof() && of.good() );
of.write(tmpBuffer2, theBufferSizel);
of.flush();
assert( of );

return 0;
}

```

## 27.42 Fake\_Image\_Using\_Stream\_Image\_Writer.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
// This work was realised during the GSOC 2011 by Manoj Alwani

#include "gdcmReader.h"
#include "gdcmMediaStorage.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmAttribute.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDGenerator.h"
#include "gdcmAnonymizer.h"
#include "gdcmStreamImageWriter.h"
#include "gdcmImageHelper.h"
#include "gdcmTrace.h"

int main(int, char *[])
{
    char * buffer = new char[ 256 * 256 *3 ];
    // *p = (uint8_t*)buffer;
    char * p = buffer;

    gdcm::Trace::DebugOn();
    gdcm::Trace::WarningOn();

    for(int row = 0; row < 256; ++row)
    {
        for(int col = 0; col < 256; ++col)
            //for(int b = 0; b < 256; ++b)
            {
                *p++ = 255;
                *p++ = 0;
                *p++ = 0;
            }
    }

    gdcm::Writer w;
    gdcm::File &file = w.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    file.GetHeader().SetDataSetTransferSyntax(
        gdcm::TransferSyntax::ExplicitVRLittleEndian
    );

    gdcm::UIDGenerator uid;
    gdcm::DataElement de( gdcm::Tag(0x8,0x18) ); // SOP
        Instance UID
    de.SetVR( gdcm::VR::UI );

```

```

const char *u = uid.Generate();
de.SetByteValue( u, strlen(u) );
ds.Insert( de );

gdcmm::DataElement del( gdcmm::Tag(0x8,0x16) );
del.SetVR( gdcmm::VR::UI );
gdcmm::MediaStorage ms(
    gdcmm::MediaStorage::VLWholeSlideMicroscopyImageStorage
);
del.SetByteValue( ms.GetString(), strlen(ms.GetString()) );
ds.Insert( del );

const char mystr[] = "RGB";
gdcmm::DataElement de2( gdcmm::Tag(0x28,0x04) );
//de.SetTag(gdcmm::Tag(0x28,0x04));
de2.SetVR( gdcmm::VR::CS );
de2.SetByteValue(mystr, strlen(mystr));
ds.Insert( de2 );

gdcmm::Attribute<0x0028,0x0010> row = {256};
//row.SetValue(512);
ds.Insert( row.GetAsDataElement() );
// w.SetCheckFileMetaInformation( true );
gdcmm::Attribute<0x0028,0x0011> col = {256};
ds.Insert( col.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0008>
    Number_Of_Frames = {1};
ds.Insert( Number_Of_Frames.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0100> at = {8};
ds.Insert( at.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0002> at1 = {3}; //
    bits per pixel
ds.Insert( at1.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0101> at2 = {8};
ds.Insert( at2.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0102> at3 = {7};
ds.Insert( at3.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0006> at4 = {0};
ds.Insert( at4.GetAsDataElement() );

gdcmm::Attribute<0x0028,0x0103> at5 = {0};
ds.Insert( at5.GetAsDataElement() );

//de.SetTag(gdcmm::Tag(0x7fe0,0x0010));
//ds.Insert(de);

gdcmm::StreamImageWriter theStreamWriter;
gdcmm::SmartPointer<gdcmm::SequenceOfItems>
    sq = new gdcmm::SequenceOfItems();
sq->SetLengthToUndefined();

uint16_t row1 = 256;
uint16_t col1 = 256;
//std::cout << row;

gdcmm::Element<gdcmm::VR::IS, gdcmm::VM::VM1>
    el2;
el2.SetValue(1);
gdcmm::DataElement rfn = el2.GetAsDataElement()
(); //rfn ---> reference frame number
rfn.SetTag( gdcmm::Tag(0x0008,0x1160) );

gdcmm::Element<gdcmm::VR::US, gdcmm::VM::VM2>
    el;
el.SetValue(1,0);
el.SetValue(1,1);
gdcmm::DataElement ulr = el.GetAsDataElement()
(); //ulr --> upper left col/row
ulr.SetTag( gdcmm::Tag(0x0048,0x0201) );

gdcmm::Element<gdcmm::VR::US, gdcmm::VM::VM2>
    el1;
el1.SetValue(col1,0);
el1.SetValue(row1,1);

```

```

gdcmm::DataElement brr = ell.GetAsDataElement
();
brr.SetTag( gdcmm::Tag(0x0048,0x0202) );          //brr
--> bottom right col/row

gdcmm::Item it;
gdcmm::DataSet &nds = it.GetNestedDataSet();
nds.Insert( rfn );
nds.Insert(ulr);
nds.Insert(brr);

sq->AddItem(it);

gdcmm::DataElement des( gdcmm::Tag(0x0048,0x0200) );
des.SetVR(gdcmm::VR::SQ);
des.SetValue(*sq);
des.SetVLToUndefined();

ds.Insert(des);

theStreamWriter.SetFile(file);

std::ofstream of;
of.open( "output.dcm", std::ios::out | std::ios::binary );
theStreamWriter.SetStream(of);

if (!theStreamWriter.CanWriteFile()){
    delete [] buffer;
    std::cout << "Not able to write";
    return 0; //this means that the file was unwritable, period.
    //very similar to a ReadImageInformation failure
}
else
    std::cout<<"\nable to read";

if (!theStreamWriter.WriteImageInformation()){
    std::cerr << "unable to write image information" << std::endl;
    delete [] buffer;
    return 1; //the CanWrite function should prevent getting here, else,
    //that's a test failure
}

std::vector<unsigned int> extent =
    gdcmm::ImageHelper::GetDimensionsValue
    (file);

unsigned short xmax = extent[0];
unsigned short ymax = extent[1];
unsigned short theChunkSize = 1;
unsigned short ychunk = extent[1]/theChunkSize; //go in chunk sizes of
theChunkSize
unsigned short zmax = extent[2];

std::cout << xmax << ymax << zmax;

if (xmax == 0 || ymax == 0)
{
    std::cerr << "Image has no size, unable to write zero-sized image." <<
    std::endl;
    return 0;
}

int z, y, nexty;
unsigned long prevLen = 0; //when going through the char buffer, make sure
to grab
//the bytes sequentially. So, store how far you got in the buffer with
each iteration.
for (z = 0; z < zmax; ++z){
    for (y = 0; y < ymax; y += ychunk){
        nexty = y + ychunk;
        if (nexty > ymax) nexty = ymax;
        theStreamWriter.DefinePixelExtent(0, xmax, y, nexty, z
, z+1);
        unsigned long len = theStreamWriter.DefineProperBufferLength
        ();
        std::cout << "\n" << len;
        char* finalBuffer = new char[len];
        memcpy(finalBuffer, &(buffer[prevLen]), len);
        std::cout << "\nable to write";
    }
}

```

```

        if (!theStreamWriter.Write(finalBuffer, len)){
            std::cerr << "writing failure:" << "output.dcm" << " at y = " << y <<
            " and z= " << z << std::endl;
            delete [] buffer;
            delete [] finalBuffer;
            return 1;
        }
        delete [] finalBuffer;
        prevLen += len;
    }
    delete buffer;

    uint16_t firstTag1 = 0xfffe;
    uint16_t secondTag1 = 0x00dd;
    uint32_t thirdTag1 = 0x00000000;
    //uint16_t fourthTag1 = 0xffff;
    const int theBufferSize1 = 2*sizeof(uint16_t)+sizeof(uint32_t);
    char* tmpBuffer2 = new char[theBufferSize1];
    memcpy(&(tmpBuffer2[0]), &firstTag1, sizeof(uint16_t));
    memcpy(&(tmpBuffer2[sizeof(uint16_t)]), &secondTag1, sizeof(uint16_t));
    memcpy(&(tmpBuffer2[2*sizeof(uint16_t)]), &thirdTag1, sizeof(uint32_t));
    //memcpy(&(tmpBuffer2[3*sizeof(uint16_t)]), &fourthTag1, sizeof(uint16_t));
    assert( of && !of.eof() && of.good() );
    of.write(tmpBuffer2, theBufferSize1);
    of.flush();
    assert( of );

    return 0;
}

```

## 27.43 FindAllPatientName.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#   This software is distributed WITHOUT ANY WARRANTY; without even
#   the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
#   PURPOSE. See the above copyright notice for more information.
#
#####
"""
This example shows how one can use the gdcm.CompositeNetworkFunctions class
for executing a C-FIND query
It will print the list of patient name found

Usage:

python FindAllPatientName.py

"""

import gdcm

# Patient Name
tag = gdcm.Tag(0x10,0x10)
de = gdcm.DataElement(tag)

# Search all patient name where string match 'F*'
de.SetByteValue('F*',gdcm.VL(2))

ds = gdcm.DataSet()
ds.Insert(de)

cnf = gdcm.CompositeNetworkFunctions()
theQuery = cnf.ConstructQuery (gdcm.ePatientRootType,gdcm.ePatient,ds)

#print theQuery.ValidateQuery()

# prepare the variable for output
ret = gdcm.DataSetArrayType()

```

```
# Execute the C-FIND query
cnf.CFind('dicom.example.com',11112,theQuery,ret,'GDCM_PYTHON','ANY-SCP')

for i in range(0,ret.size()):
    print "Patient #",i
    print ret[i]
```

## 27.44 FixBrokenJ2K.cxx

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmFile.h"

// http://www.lost.in.ua/dicom/c.dcm
//
// -> BuggyJ2Kvvvua-fixed2-j2k.dcm

/*
 * This program attempts to fix a broken J2K/DICOM:
 * It contains 2 bugs:
 * 1. The first 8 bytes seems to be random bytes: remove them
 * 2. YCC is set to 1, while image is grayscale need to set it back to 0
 *
 * Ref:
 * It's a software from http://rentgenprom.ru/ , shipped with universal digital
 * radiographic units
 * "ProScan-2000". The Ukrainian manufacturer developed own digital
 * radiographic unit and it is
 * compatible with software from "ProScan-2000".
 */
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();
    const gdcm::DataElement &pixeldata = file.GetDataSet
    ( ).GetDataElement( gdcm::Tag(0x7fe0,0x0010) );
    const gdcm::SequenceOfFragments *sqf = pixeldata.
    GetSequenceOfFragments();
    if( !sqf )
    {
        return 1;
    }
    const gdcm::Fragment &frag = sqf->GetFragment(0);

    const gdcm::ByteValue *bv = frag.GetByteValue();
    const char *ptr = bv->GetPointer();
    size_t len = bv->GetLength();
```

```

const char sig[] = "\x00\x00\x00\x00\x6A\x70\x32\x63";
if( memcmp(ptr, sig, sizeof(sig) != 0 ) )
{
    std::cerr << "magic random signature not found" << std::endl;
    return 1;
}

// Apparently the flag to enable a color transform on 3 color components is
    set in
// the COD marker. (YCC is byte[6] in the COD marker)
// we need to disable this flag;
const char *cod_marker = ptr + 0x35; /* 0x2d + 0x8 */ // FIXME
if( cod_marker[0] == (char)0xff && cod_marker[1] == 0x52 )
{
    // found start of COD
    if( cod_marker[6+2] == 1 )
    {
        // Change in place:
        *((char*)cod_marker + 6+2) = 0;
        // Prepare a new DataElement:
        gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0
        x0010) );
        pixeldata.SetVR( gdcm::VR::OB );
        gdcm::SmartPointer<gdcm::SequenceOfFragments>
            sq = new gdcm::SequenceOfFragments;

        gdcm::Fragment frag;
        // remove 8 first bytes:
        frag.SetByteValue( ptr + 8, len - 8 );
        sq->AddFragment( frag );
        pixeldata.SetValue( *sq );
        file.GetDataSet().Replace( pixeldata );
    }
    else
    {
        return 1;
    }
}
else
{
    std::cerr << "COD not found" << (int)cod_marker[0] << std::endl;
    return 1;
}

gdcm::Writer writer;
writer.SetFile( reader.GetFile() );
writer.SetFileName( outfilename );
writer.CheckFileMetaInformationOff();
if( !writer.Write() )
{
    std::cerr << "Could not write" << std::endl;
}

// paranoid check:
gdcm::ImageReader ireader;
ireader.SetFileName( outfilename );
if( !ireader.Read() )
{
    std::cerr << "file written is still not valid, please report" << std::endl;
    return 1;
}

return 0;
}

```

## 27.45 FixCommaBug.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#   This software is distributed WITHOUT ANY WARRANTY; without even

```

```

# the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
# PURPOSE. See the above copyright notice for more information.
#
#####

"""
Using LC_NUMERIC set to something not compatible with "C" it is possible to
write out "," instead of
"." as required by the DICOM standard
Issue is still current (IMHO) with gdcm 2.0.9
"""

import gdcm
import sys

filename = sys.argv[1]
outname = sys.argv[2]

# read
r = gdcm.Reader()
r.SetFileName( filename )
if not r.Read():
    print "not valid"
    sys.exit(1)

file = r.GetFile()
dataset = file.GetDataSet()

ano = gdcm.Anonymizer()
ano.SetFile( file )

tags = [
    gdcm.Tag(0x0018,0x1164),
    gdcm.Tag(0x0018,0x0088),
    gdcm.Tag(0x0018,0x0050),
    gdcm.Tag(0x0028,0x0030),
]

for tag in tags:
    print tag
    if dataset.FindElement( tag ):
        pixelspacing = dataset.GetDataElement( tag )
        #print pixelspacing
        bv = pixelspacing.GetByteValue()
        str = bv.GetBuffer()
        #print bv.GetLength()
        #print len(str)
        new_str = str.replace(",",".")
        # Need to explicitly pass bv.GetLength() to remove any trailing garbage
        ano.Replace( tag, new_str, bv.GetLength() )

#print dataset

w = gdcm.Writer()
w.SetFile( file )
w.SetFileName( outname )
if not w.Write():
    print "Cannot write"
    sys.exit(1)

# paranoid:
image_reader = gdcm.ImageReader()
image_reader.SetFileName( outname )
if not image_reader.Read():
    print "there is still a comma"
    sys.exit(1)

print "Sucess!"
sys.exit(0) # success

```

## 27.46 FixJAIBugJPEGLS.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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```

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PURPOSE. See the above copyright notice for more information.

```

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmImageReader.h"

#include <fstream>

#include "gdcm_charls.h"

/*
 * This small example should show how one can handle the famous JAI-JPEGLS bug
 * It will take in as invalid DICOM/JAI-JPEG-LS and write out as Explicit
 * Little
 * Endian. One can use 'gdcmconv --jpegl's' to recompress properly
 *
 * References:
 * http://charls.codeplex.com/discussions/230307?ProjectName=charls
 * http://charls.codeplex.com/workitem/7297
 * http://www.dcm4che.org/jira/browse/DCM-442
 * http://www.dcm4che.org/jira/browse/DCMEE-1144
 * http://java.net/jira/browse/JAI_IMAGEIO_CORE-183
 *
 * Explanation of the issue:
 *
 * Seems, the error is in the calculation of the default values for thresholds
 * T1,
 * T2, T3, in particular min(MAXVAL, 4095) is not applied in
 *
 * FACTOR = (min(MAXVAL, 4095) + 128)/256
 *
 * as specified in http://www.itu.int/rec/T-REC-T.87-199806-I/en .
 */
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::FileMetaInformation::SetSourceApplicationEntityTitle
        ( "FixJAIBugJPEGLS" );

    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::Image &image = reader.GetImage();
    //unsigned long len = image.GetBufferLength();
    const gdcm::DataElement &in =
        reader.GetFile().GetDataSet().GetDataElement
            ( gdcm::Tag(0x7fe0,0x0010) );
    const gdcm::SequenceOfFragments *sf = in.
        GetSequenceOfFragments();
    if( !sf )
    {
        std::cerr << "No pixel data (or not encapsulated)" << std::endl;
        return 1;
    }
    const unsigned int *dims = image.GetDimensions();
    if ( sf->GetNumberOfFragments() != dims[2] )
    {
        std::cerr << "Unsupported" << std::endl;
        return 1;
    }

    // unsigned long totalLen = sf->ComputeByteLength();
    std::vector<BYTE> rgbyteOutall;
    for(unsigned int i = 0; i < sf->GetNumberOfFragments(); +

```



```

        +i)
    {
        const gdcm::Fragment &frag = sf->GetFragment(i);
        if( frag.IsEmpty() ) return 1;
        const gdcm::ByteValue *bv = frag.GetByteValue();
        if( !bv ) return 1;
        unsigned long totalLen = bv->GetLength();

        std::vector<char> vbuffer;
        vbuffer.resize( totalLen );
        char *buffer = &vbuffer[0];
        bv->GetBuffer(buffer, totalLen);
        const BYTE* pbyteCompressed0 = (const BYTE*)buffer;
        while( totalLen > 0 && pbyteCompressed0[totalLen-1] != 0xd9 )
        {
            totalLen--;
        }

#ifdef GDCM_USE_SYSTEM_CHARLS
        JlsParameters metadata;
#else
        JlsParamaters metadata;
#endif
        if (JpegIsReadHeader(buffer, totalLen, &metadata) != OK)
        {
            std::cerr << "Cant parse jpegls" << std::endl;
            return false;
        }

        std::cout << metadata.width << std::endl;
        std::cout << metadata.height << std::endl;
        std::cout << metadata.bitspersample << std::endl;

        gdcm::PixelFormat const & pf = image.GetPixelFormat
        ();
        std::cout << pf << std::endl;

        // http://charls.codeplex.com/discussions/230307?ProjectName=charls
        unsigned char marker_lse_13[] = {
            0xFF, 0xF8, 0x00, 0x0D,
            0x01,
            0x1F, 0xFF,
            0x00, 0x22, // T1 = 34
            0x00, 0x83, // T2 = 131
            0x02, 0x24, // T3 = 548
            0x00, 0x40
        };

        unsigned char marker_lse_14[] = {
            0xFF, 0xF8, 0x00, 0x0D,
            0x01,
            0x3F, 0xFF,
            0x00, 0x42, // T1 = 66
            0x01, 0x03, // T2 = 259
            0x04, 0x44, // T3 = 1092
            0x00, 0x40
        };

        unsigned char marker_lse_15[] = {
            0xFF, 0xF8, 0x00, 0x0D,
            0x01,
            0x7F, 0xFF,
            0x00, 0x82, // T1 = 130
            0x02, 0x03, // T2 = 515
            0x08, 0x84, // T3 = 2180
            0x00, 0x40
        };

        unsigned char marker_lse_16[] = {
            0xFF, 0xF8, 0x00, 0x0D,
            0x01,
            0xFF, 0xFF,
            0x01, 0x02, // T1 = 258
            0x04, 0x03, // T2 = 1027
            0x11, 0x04, // T3 = 4356
            0x00, 0x40
        };

        const unsigned char *marker_lse = NULL;
        switch( metadata.bitspersample )
        {

```

```

    case 13:
        marker_lse = marker_lse_13;
        break;
    case 14:
        marker_lse = marker_lse_14;
        break;
    case 15:
        marker_lse = marker_lse_15;
        break;
    case 16:
        marker_lse = marker_lse_16;
        break;
    }
    if( !marker_lse )
    {
        std::cerr << "Cant handle: " << metadata.bitspersample << std::endl;
        return 1;
    }

    // FIXME: One should recompute the value for 0x0F
    vbuffer.insert( vbuffer.begin() + 0x0F, marker_lse, marker_lse+15);

#ifdef 0
    std::ofstream of( "tmp/d.jls" );
    of.write( &vbuffer[0], vbuffer.size() );
    of.close();
#endif

    const char *pbyteCompressed = &vbuffer[0];
    unsigned int cbyteCompressed = vbuffer.size(); // updated legnth

#ifdef GDCM_USE_SYSTEM_CHARLS
    JlsParameters params = {0};
#else
    JlsParameters params = {0};
#endif
    JpegLsReadHeader(pbyteCompressed, cbyteCompressed, &params);

    std::vector<BYTE> rgbyteOut;
    //rgbyteOut.resize( image.GetBufferLength() );
    rgbyteOut.resize(params.height * params.width * ((params.bitspersample + 7)
        / 8) * params.components);

#ifdef GDCM_USE_SYSTEM_CHARLS
    JLS_ERROR result =
        JpegLsDecode(&rgbyteOut[0], rgbyteOut.size(), pbyteCompressed,
            cbyteCompressed, &params );
#else
    JLS_ERROR result =
        JpegLsDecode(&rgbyteOut[0], rgbyteOut.size(), pbyteCompressed,
            cbyteCompressed );
#endif
    if (result != OK)
    {
        std::cerr << "Could not patch JAI-JPEGLS" << std::endl;
        return 1;
    }
    rgbyteOutall.insert( rgbyteOutall.end(), rgbyteOut.begin(), rgbyteOut.end()
        );
    }

    gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0
        x0010) );
    pixeldata.SetVR( gdcm::VR::OW );
    pixeldata.SetByteValue( (char*)&rgbyteOutall[0], rgbyteOutall.
        size() );

    // Add the pixel data element
    reader.GetFile().GetDataSet().Replace( pixeldata );
    reader.GetFile().GetHeader().SetDataSetTransferSyntax
    (
        gdcm::TransferSyntax::ExplicitVRLittleEndian
    );

    gdcm::Writer writer;
    writer.SetFileName( outfilename );
    writer.SetFile( reader.GetFile() );
    writer.Write();

    std::cout << "Success !" << std::endl;

```

```

    return 0;
}

```

## 27.47 gdcmmorthoplanes.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

#include "vtkActor.h"
#include "vtkCamera.h"
#include "vtkMatrix4x4.h"
#include "vtkTransform.h"
#include "vtkAssembly.h"
#include "vtkCellPicker.h"
#include "vtkCommand.h"
#include "vtkImageActor.h"
#include "vtkImageMapToColors.h"
#include "vtkImageOrthoPlanes.h"
#include "vtkImagePlaneWidget.h"
#include "vtkImageReader.h"
#include "vtkInteractorEventRecorder.h"
#include "vtkLookupTable.h"
#include "vtkOutlineFilter.h"
#include "vtkPolyDataMapper.h"
#include "vtkProperty.h"
#include "vtkRenderWindow.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkRenderer.h"
#include "vtkVolume16Reader.h"
#include "vtkImageData.h"
#include "vtkImageChangeInformation.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkAxesActor.h"
#include "vtkCaptionActor2D.h"
#include "vtkTextProperty.h"
#include "vtkPropAssembly.h"

#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkStringArray.h"

#include "gdcmmSystem.h"
#include "gdcmmDirectory.h"
#include "gdcmmIPPSorter.h"

#ifdef vtkFloatingPointType
#define vtkFloatingPointType float
#endif

//-----
class vtkOrthoPlanesCallback : public vtkCommand
{
public:
    static vtkOrthoPlanesCallback *New()
    { return new vtkOrthoPlanesCallback; }

    void Execute( vtkObject *caller, unsigned long vtkNotUsed( event ),
                  void *callData )
    {
        vtkImagePlaneWidget* self =
            reinterpret_cast< vtkImagePlaneWidget* >( caller );
        if(!self) return;

        double* wl = static_cast<double*>( callData );

```

```

    if ( self == this->WidgetX )
    {
        this->WidgetY->SetWindowLevel(wl[0],wl[1],1);
        this->WidgetZ->SetWindowLevel(wl[0],wl[1],1);
    }
    else if( self == this->WidgetY )
    {
        this->WidgetX->SetWindowLevel(wl[0],wl[1],1);
        this->WidgetZ->SetWindowLevel(wl[0],wl[1],1);
    }
    else if (self == this->WidgetZ)
    {
        this->WidgetX->SetWindowLevel(wl[0],wl[1],1);
        this->WidgetY->SetWindowLevel(wl[0],wl[1],1);
    }
}

vtkOrthoPlanesCallback():WidgetX( 0 ), WidgetY( 0 ), WidgetZ ( 0 ) {}

vtkImagePlaneWidget* WidgetX;
vtkImagePlaneWidget* WidgetY;
vtkImagePlaneWidget* WidgetZ;
};

int main( int argc, char *argv[] )
{
    //char* fname = vtkTestUtilities::ExpandDataFileName(argc, argv,
    "Data/headsq/quarter");

    //vtkVolume16Reader* v16 =  vtkVolume16Reader::New();
    // v16->SetDataDimensions( 64, 64);
    // v16->SetDataByteOrderToLittleEndian();
    // v16->SetImageRange( 1, 93);
    // v16->SetDataSpacing( 3.2, 3.2, 1.5);
    // v16->SetFilePrefix( fname );
    // v16->SetDataMask( 0x7fff);
    // v16->Update();
    std::vector<std::string> filenames;
    if( argc < 2 )
    {
        std::cerr << argv[0] << " filename1.dcm [filename2.dcm ...]\n";
        return 1;
    }
    else
    {
        // Is it a single directory ? If so loop over all files contained in it:
        const char *filename = argv[1];
        if( argc == 2 && gdcm::System::FileIsDirectory
            ( filename ) )
        {
            std::cout << "Loading directory: " << filename << std::endl;
            bool recursive = false;
            gdcm::Directory d;
            d.Load(filename, recursive);
            gdcm::Directory::FileNamesType const &files
                = d.GetFilesNames();
            for( gdcm::Directory::FileNamesType::const_iterator it = files.begin();
                it != files.end(); ++it )
            {
                filenames.push_back( it->c_str() );
            }
        }
        else // list of files passed directly on the cmd line:
            // discard non-existing or directory
        {
            for(int i=1; i < argc; ++i)
            {
                filename = argv[i];
                if( gdcm::System::FileExists( filename ) )
                {
                    if( gdcm::System::FileIsDirectory(
                        filename ) )
                    {
                        std::cerr << "Discarding directory: " << filename << std::endl;
                    }
                    else
                    {
                        filenames.push_back( filename );
                    }
                }
            }
        }
    }
}

```

```

        else
        {
            std::cerr << "Discarding non existing file: " << filename <<
            std::endl;
        }
    }
}
//names->Print( std::cout );
}

//gdcmm::Trace::DebugOn();
//gdcmm::Trace::WarningOn();
gdcmm::IPPSorter s;
s.SetComputeZSpacing( true );
s.SetZSpacingTolerance( 1e-3 );
bool b = s.Sort( filenames );
if( !b )
{
    std::cerr << "Failed to sort files" << std::endl;
    return 1;
}
std::cout << "Sorting succeeded:" << std::endl;
s.Print( std::cout );

std::cout << "Found z-spacing:" << std::endl;
std::cout << s.GetZSpacing() << std::endl;
double ippzspacing = s.GetZSpacing();

const std::vector<std::string> & sorted = s.GetFilenames();
vtkStringArray *files = vtkStringArray::New();
std::vector< std::string >::const_iterator it = sorted.begin();
for( ; it != sorted.end(); ++it)
{
    const std::string &f = *it;
    files->InsertNextValue( f.c_str() );
}

//delete[] fname;
vtkGDCMImageReader * reader = vtkGDCMImageReader::New
();
//reader->SetFileLowerLeft( 1 );
reader->SetFileNames( files );
reader->Update(); // important
//reader->GetOutput()->Print( std::cout );
//vtkFloatingPointType range[2];
//reader->GetOutput()->GetScalarRange(range);
//std::cout << "Range: " << range[0] << " " << range[1] << std::endl;

const vtkFloatingPointType *spacing = reader->GetOutput()->GetSpacing();

vtkImageChangeInformation *v16 = vtkImageChangeInformation::New();
v16->SetInput( reader->GetOutput() );
v16->SetOutputSpacing( spacing[0], spacing[1], ippzspacing );
v16->Update();

#ifdef 0
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
    ();
    writer->SetInput( v16->GetOutput() );
    writer->SetFileLowerLeft( reader->GetFileLowerLeft() );
    writer->SetDirectionCosines( reader->GetDirectionCosines
    () );
    writer->SetImageFormat( reader->GetImageFormat() );
    writer->SetFileDimensionality( 3); //reader->GetFileDimensionality() );
    writer->SetMedicalImageProperties( reader->
    GetMedicalImageProperties() );
    writer->SetShift( reader->GetShift() );
    writer->SetScale( reader->GetScale() );
    writer->SetFileName( "out.dcm" );
    writer->Write();
#endif

files->Delete();

vtkOutlineFilter* outline = vtkOutlineFilter::New();
outline->SetInputConnection(v16->GetOutputPort());

vtkPolyDataMapper* outlineMapper = vtkPolyDataMapper::New();
outlineMapper->SetInputConnection(outline->GetOutputPort());

```

```

vtkActor* outlineActor = vtkActor::New();
outlineActor->SetMapper( outlineMapper);

vtkRenderer* ren1 = vtkRenderer::New();
vtkRenderer* ren2 = vtkRenderer::New();

vtkRenderWindow* renWin = vtkRenderWindow::New();
renWin->AddRenderer(ren2);
renWin->AddRenderer(ren1);

vtkRenderWindowInteractor* iren = vtkRenderWindowInteractor::New();
iren->SetRenderWindow(renWin);

vtkCellPicker* picker = vtkCellPicker::New();
picker->SetTolerance(0.005);

vtkProperty* ipwProp = vtkProperty::New();
//assign default props to the ipw's texture plane actor

vtkImagePlaneWidget* planeWidgetX = vtkImagePlaneWidget::New();
planeWidgetX->SetInteractor( iren);
planeWidgetX->SetKeyPressActivationValue('x');
planeWidgetX->SetPicker(picker);
planeWidgetX->RestrictPlaneToVolumeOn();
planeWidgetX->GetPlaneProperty()->SetColor(1,0,0);
planeWidgetX->SetTexturePlaneProperty(ipwProp);
planeWidgetX->TextureInterpolateOff();
planeWidgetX->SetResliceInterpolateToNearestNeighbour();
planeWidgetX->SetInput(v16->GetOutput());
planeWidgetX->SetPlaneOrientationToXAxes();
//planeWidgetX->SetSliceIndex(32);
planeWidgetX->DisplayTextOn();
planeWidgetX->On();
planeWidgetX->InteractionOff();
planeWidgetX->InteractionOn();

vtkImagePlaneWidget* planeWidgetY = vtkImagePlaneWidget::New();
planeWidgetY->SetInteractor( iren);
planeWidgetY->SetKeyPressActivationValue('y');
planeWidgetY->SetPicker(picker);
planeWidgetY->GetPlaneProperty()->SetColor(1,1,0);
planeWidgetY->SetTexturePlaneProperty(ipwProp);
planeWidgetY->TextureInterpolateOn();
planeWidgetY->SetResliceInterpolateToLinear();
planeWidgetY->SetInput(v16->GetOutput());
planeWidgetY->SetPlaneOrientationToYAxes();
//planeWidgetY->SetSlicePosition(102.4);
planeWidgetY->SetLookupTable( planeWidgetX->GetLookupTable());
planeWidgetY->DisplayTextOn();
planeWidgetY->UpdatePlacement();
planeWidgetY->On();

vtkImagePlaneWidget* planeWidgetZ = vtkImagePlaneWidget::New();
planeWidgetZ->SetInteractor( iren);
planeWidgetZ->SetKeyPressActivationValue('z');
planeWidgetZ->SetPicker(picker);
planeWidgetZ->GetPlaneProperty()->SetColor(0,0,1);
planeWidgetZ->SetTexturePlaneProperty(ipwProp);
planeWidgetZ->TextureInterpolateOn();
planeWidgetZ->SetResliceInterpolateToCubic();
planeWidgetZ->SetInput(v16->GetOutput());
planeWidgetZ->SetPlaneOrientationToZAxes();
//planeWidgetZ->SetSliceIndex(25);
planeWidgetZ->SetLookupTable( planeWidgetX->GetLookupTable());
planeWidgetZ->DisplayTextOn();
planeWidgetZ->On();

vtkImageOrthoPlanes *orthoPlanes = vtkImageOrthoPlanes::New();
orthoPlanes->SetPlane(0, planeWidgetX);
orthoPlanes->SetPlane(1, planeWidgetY);
orthoPlanes->SetPlane(2, planeWidgetZ);
orthoPlanes->ResetPlanes();

vtkOrthoPlanesCallback* cbk = vtkOrthoPlanesCallback::New();
cbk->WidgetX = planeWidgetX;
cbk->WidgetY = planeWidgetY;
cbk->WidgetZ = planeWidgetZ;
planeWidgetX->AddObserver( vtkCommand::EndWindowLevelEvent, cbk );
planeWidgetY->AddObserver( vtkCommand::EndWindowLevelEvent, cbk );
planeWidgetZ->AddObserver( vtkCommand::EndWindowLevelEvent, cbk );
cbk->Delete();

```

```

double wl[2];
planeWidgetZ->GetWindowLevel(wl);

// Add a 2D image to test the GetReslice method
//
vtkImageMapToColors* colorMap = vtkImageMapToColors::New();
colorMap->PassAlphaToOutputOff();
colorMap->SetActiveComponent(0);
colorMap->SetOutputFormatToLuminance();
colorMap->SetInput(planeWidgetZ->GetResliceOutput());
colorMap->SetLookupTable(planeWidgetX->GetLookupTable());

vtkImageActor* imageActor = vtkImageActor::New();
imageActor->PickableOff();
imageActor->SetInput(colorMap->GetOutput());

// Add the actors
//
ren1->AddActor( outlineActor);
ren2->AddActor( imageActor);

ren1->SetBackground( 0.1, 0.1, 0.2);
ren2->SetBackground( 0.2, 0.1, 0.2);

renWin->SetSize( 600, 350);

ren1->SetViewport(0,0,0.58333,1);
ren2->SetViewport(0.58333,0,1,1);

// Set the actors' postions
//
renWin->Render();
//iren->SetEventPosition( 175,175);
//iren->SetKeyCode('r');
//iren->InvokeEvent(vtkCommand::CharEvent,NULL);
//iren->SetEventPosition( 475,175);
//iren->SetKeyCode('r');
//iren->InvokeEvent(vtkCommand::CharEvent,NULL);
//renWin->Render();

//ren1->GetActiveCamera()->Elevation(110);
//ren1->GetActiveCamera()->SetViewUp(0, 0, -1);
//ren1->GetActiveCamera()->Azimuth(45);
//ren1->GetActiveCamera()->Dolly(1.15);
ren1->ResetCameraClippingRange();

vtkAnnotatedCubeActor* cube = vtkAnnotatedCubeActor::New();
cube->SetXPlusFaceText ( "R" );
cube->SetXMinusFaceText ( "L" );
cube->SetYPlusFaceText ( "A" );
cube->SetYMinusFaceText ( "P" );
cube->SetZPlusFaceText ( "H" );
cube->SetZMinusFaceText ( "F" );
cube->SetFaceTextScale( 0.666667 );

vtkAxesActor* axes2 = vtkAxesActor::New();

vtkMatrix4x4 *invert = vtkMatrix4x4::New();
invert->DeepCopy( reader->GetDirectionCosines() );
invert->Invert();

// simulate a left-handed coordinate system
//
vtkTransform *transform = vtkTransform::New();
transform->Identity();
//transform->RotateY(90);
transform->Concatenate(invert);
axes2->SetShaftTypeToCylinder();
axes2->SetUserTransform( transform );
cube->GetAssembly()->SetUserTransform( transform );

axes2->SetTotalLength( 1.5, 1.5, 1.5 );
axes2->SetCylinderRadius( 0.500 * axes2->GetCylinderRadius() );
axes2->SetConeRadius ( 1.025 * axes2->GetConeRadius() );
axes2->SetSphereRadius ( 1.500 * axes2->GetSphereRadius() );

vtkTextProperty* tprop = axes2->GetXAxisCaptionActor2D()->
    GetCaptionTextProperty();
tprop->ItalicOn();
tprop->ShadowOn();

```

```

tprop->SetFontFamilyToTimes();

axes2->GetYAxisCaptionActor2D()->GetCaptionTextProperty()->ShallowCopy( tprop
);
axes2->GetZAxisCaptionActor2D()->GetCaptionTextProperty()->ShallowCopy( tprop
);

vtkPropAssembly* assembly = vtkPropAssembly::New();
assembly->AddPart( axes2 );
assembly->AddPart( cube );

vtkOrientationMarkerWidget* widget = vtkOrientationMarkerWidget::New();
widget->SetOutlineColor( 0.9300, 0.5700, 0.1300 );
widget->SetOrientationMarker( assembly );
widget->SetInteractor( iren );
widget->SetViewport( 0.0, 0.0, 0.4, 0.4 );
widget->SetEnabled( 1 );
widget->InteractiveOff();
widget->InteractiveOn();

// Playback recorded events
//
//vtkInteractorEventRecorder *recorder = vtkInteractorEventRecorder::New();
//recorder->SetInteractor(iren);
//recorder->ReadFromInputStringOn();
//recorder->SetInputString(IOEventLog);

// Interact with data
// Render the image
//
iren->Initialize();
renWin->Render();

// Test SetKeyPressActivationValue for one of the widgets
//
//iren->SetKeyCode('z');
//iren->InvokeEvent(vtkCommand::CharEvent,NULL);
//iren->SetKeyCode('z');
//iren->InvokeEvent(vtkCommand::CharEvent,NULL);

//int retVal = vtkRegressionTestImage( renWin );
//
//if ( retVal == vtkRegressionTester::DO_INTERACTOR)
//{
//    iren->Start();
//}

// Clean up
//
//recorder->Off();
//recorder->Delete();

ipwProp->Delete();
orthoPlanes->Delete();
planeWidgetX->Delete();
planeWidgetY->Delete();
planeWidgetZ->Delete();
colorMap->Delete();
imageActor->Delete();
picker->Delete();
outlineActor->Delete();
outlineMapper->Delete();
outline->Delete();
iren->Delete();
renWin->Delete();
ren1->Delete();
ren2->Delete();
v16->Delete();
reader->Delete();

return 0;
}

```

## 27.48 gdcmmreslice.cxx

```

/*=====

```



```

Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMImageReader.h"

#include "vtkRenderer.h"
#include "vtkAssembly.h"
#include "vtkImageFlip.h"
#include "vtkImageReslice.h"
#include "vtkRenderWindow.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkTransform.h"
#include "vtkAxesActor.h"
#include "vtkTextProperty.h"
#include "vtkCaptionActor2D.h"
#include "vtkPropAssembly.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkImageData.h"
#include "vtkLookupTable.h"
#include "vtkTexture.h"
#include "vtkPlaneSource.h"

int main( int argc, char *argv[] )
{
    if( argc < 2 ) return 1;
    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( argv[1] );
    //reader->FileLowerLeftOn();
    reader->Update();

    vtkImageFlip *flip = vtkImageFlip::New();
    flip->SetInput( reader->GetOutput() );
    flip->SetFilteredAxis(0);
    flip->Update();

    vtkImageReslice *reslice = vtkImageReslice::New();
    //reslice->SetInput( reader->GetOutput() );
    reslice->SetInput( flip->GetOutput() );
    //reslice->SetResliceAxesDirectionCosines()
    reader->GetDirectionCosines()->Print(std::cout);
    vtkMatrix4x4 *invert = vtkMatrix4x4::New();
    invert->DeepCopy( reader->GetDirectionCosines() );
    invert->Invert();

    //reslice->SetResliceAxes( reader->GetDirectionCosines() );
    reslice->SetResliceAxes( invert );
    reslice->Update();
    vtkImageData* ima = reslice->GetOutput();

    vtkLookupTable* table = vtkLookupTable::New();
    table->SetNumberOfColors(1000);
    table->SetTableRange(0,1000);
    table->SetSaturationRange(0,0);
    table->SetHueRange(0,1);
    table->SetValueRange(0,1);
    table->SetAlphaRange(1,1);
    table->Build();

    // Texture
    vtkTexture* texture = vtkTexture::New();
    texture->SetInput(ima);
    texture->InterpolateOn();
    texture->SetLookupTable(table);

    // PlaneSource
    vtkPlaneSource* plane = vtkPlaneSource::New();

    // PolyDataMapper
    vtkPolyDataMapper *planeMapper = vtkPolyDataMapper::New();

```

```

planeMapper->SetInput(plane->GetOutput());

// Actor
vtkActor* planeActor = vtkActor::New();
planeActor->SetTexture(texture);
planeActor->SetMapper(planeMapper);
planeActor->PickableOn();

// Final rendering with simple interactor:
vtkRenderer *ren = vtkRenderer::New();
vtkRenderWindow *renwin = vtkRenderWindow::New();
renwin->AddRenderer(ren);
vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
iren->SetRenderWindow(renwin);
ren->AddActor(planeActor);
ren->SetBackground(0,0,0.5);

// DICOM is RAH:
vtkAnnotatedCubeActor* cube = vtkAnnotatedCubeActor::New();
cube->SetXPlusFaceText ( "R" );
cube->SetXMinusFaceText ( "L" );
cube->SetYPlusFaceText ( "A" );
cube->SetYMinusFaceText ( "P" );
cube->SetZPlusFaceText ( "H" );
cube->SetZMinusFaceText ( "F" );

vtkAxesActor* axes2 = vtkAxesActor::New();

vtkTransform *transform = vtkTransform::New();
transform->Identity();
//reader->GetDirectionCosines()->Print(std::cout);
transform->Concatenate(invert);
//axes2->SetShaftTypeToCylinder();
axes2->SetUserTransform( transform );
cube->GetAssembly()->SetUserTransform( transform ); // cant get it to work

vtkPropAssembly* assembly = vtkPropAssembly::New();
assembly->AddPart( axes2 );
assembly->AddPart( cube );

vtkOrientationMarkerWidget* widget = vtkOrientationMarkerWidget::New();
widget->SetOrientationMarker( assembly );
widget->SetInteractor( iren );
widget->SetEnabled( 1 );
widget->InteractiveOff();
widget->InteractiveOn();

renwin->Render();
iren->Start();

// Clean up:
reader->Delete();
table->Delete();
texture->Delete();
plane->Delete();
planeMapper->Delete();
planeActor->Delete();
ren->Delete();
renwin->Delete();
iren->Delete();

return 0;
}

```

## 27.49 gdcmrtnonplan.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.
=====

```

```

=====*/
#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkPolyData.h"
#include "vtkProperty.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkRenderer.h"
#include "vtkCellArray.h"
#include "vtkPoints.h"
#include "vtkDoubleArray.h"
#include <vtkXMLImageDataWriter.h>
#include <vtkXMLPolyDataWriter.h>
#include <vtkRenderWindowInteractor.h>
#include <vtkImageColorViewer.h>

#include "gdcmsReader.h"
#include "gdcmsAttribute.h"

/*
  This example is just for fun. We found a RT Ion Plan Storage and simply
  extracted the viz stuff for VTK

  RTIonPlanStorage, // 1.2.840.10008.5.1.4.1.1.481.8
*/
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " filename.dcm outfile.vti\n";
        return 1;
    }
    const char * filename = argv[1];
    const char * outfilename = argv[2];
    const char * outfilename2 = argv[3];

    gdcms::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcms::MediaStorage ms;
    ms.SetFromFile( reader.GetFile() );
    if( ms != gdcms::MediaStorage::RTIonPlanStorage
        )
    {
        return 1;
    }

    /*
    (300a,03a2) SQ # u/1,1 Ion
        Beam Sequence
    (ffff,e000) na (Item with undefined length)
        (0008,1040) LO [Test] # 4,1
            Institutional Department Name
        (300a,00b2) SH (no value) # 0,1
            Treatment Machine Name
        (300a,00b3) CS [MU] # 2,1 Primary
            Dosimeter Unit
        (300a,00c0) IS [1 ] # 2,1 Beam
            Number
        (300a,00c2) LO [1 ] # 2,1 Beam
            Name
        (300a,00c4) CS [STATIC] # 6,1 Beam
            Type
        (300a,00c6) CS [PROTON] # 6,1
            Radiation Type
        (300a,00ce) CS [TREATMENT ] # 10,1
            Treatment Delivery Type
        (300a,00d0) IS [0 ] # 2,1 Number
            of Wedges
        (300a,00e0) IS [1 ] # 2,1 Number
            of Compensators
        (300a,00ed) IS [0 ] # 2,1 Number
            of Boli
        (300a,00f0) IS [1 ] # 2,1 Number
            of Blocks
        (300a,0110) IS [2 ] # 2,1 Number
    */

```

```

    of Control Points
(300a,02ea) SQ # u/1,1 Ion
    Range Compensator Sequence
(fffe,e000) na (Item with undefined length)
    (300a,00e1) SH [lucite] # 6,1
    Material ID
    (300a,00e4) IS [1 ] # 2,1
    Compensator Number
    (300a,00e5) SH [75hdhe5 ] # 8,1
    Compensator ID
    (300a,00e7) IS [35] # 2,1
    Compensator Rows
    (300a,00e8) IS [37] # 2,1
    Compensator Columns
    (300a,00e9) DS [3.679991\4.249288 ] # 18,2
    Compensator Pixel Spacing
    (300a,00ea) DS [-76.00\62.50] # 12,2
    Compensator Position
    (300a,00ec) DS
    [52.13\52.13\52.13\53.18\54.04\54.04\47.11\40.06\40.06\38
    .79\34.87\33.28\33.28\33.28\33.28\33.28\35.43\35.43\34.54\34.54\34.71\36.10\38.62\44.8
    8\44.88\44.88\45.00\45.00\45.00\45.66\45.66\46.42\39.77\39.77\39.77\39.77\39.77\43.52\52.13\52.13\52.13\53.18\53.52\54.0]
    Thickness Data
    (300a,02e0) CS [ABSENT] # 6,1
    Compensator Divergence
    (300a,02e1) CS [SOURCE_SIDE ] # 12,1
    Compensator Mounting Position
    (300a,02e4) FL 39.2 # 4,1
    Isocenter to Compensator Tray Distance
    (300a,02e5) FL 2.12 # 4,1
    Compensator Column Offset
    (300a,02e8) FL 4.76 # 4,1
    Compensator Milling Tool Diameter
(fffe,e00d)
*/
const gdcm::DataSet& ds = reader.GetFile().GetDataSet
();
gdcm::Tag tbeamsq(0x300a,0x03a2);
if( !ds.FindDataElement( tbeamsq ) )
{
    return 1;
}
const gdcm::DataElement &tbeamsq = ds.GetDataElement
( tbeamsq );
//std::cout << beamsq << std::endl;
gdcm::SmartPointer<gdcm::SequenceOfItems>
sqi = beamsq.GetValueAsSQ();
if( !sqi || !sqi->GetNumberOfItems() )
{
    return 1;
}

//for(unsigned int pd = 0; pd < sqi->GetNumberOfItems(); ++pd)
// {
//const gdcm::Item &item = sqi->GetItem(1); // Item start at #1
const gdcm::Item &item = sqi->GetItem(1); // Item start
    at #1
const gdcm::DataSet& nestedds = item.GetNestedDataSet
();
//std::cout << nestedds << std::endl;
gdcm::Tag tcompensatorsq(0x300a,0x02ea);
if( !nestedds.FindDataElement( tcompensatorsq ) )
{
    return 1;
}
const gdcm::DataElement &tcompensatorsq = nestedds.
GetDataElement( tcompensatorsq );
//std::cout << compensatorsq << std::endl;
gdcm::SmartPointer<gdcm::SequenceOfItems>
ssqi = compensatorsq.GetValueAsSQ();
const gdcm::Item &item2 = ssqi->GetItem(1); // Item start
    at #1
const gdcm::DataSet& nestedds2 = item2.GetNestedDataSet
();
//std::cout << nestedds2 << std::endl;
gdcm::Tag tcompensatorthicknessdata(0x300a,0x00ec);
if( !nestedds2.FindDataElement( tcompensatorthicknessdata )
)
{
    return 1;
}

```

```

const gdcm::DataElement &compensatorthicknessdata =
    nestedds2.GetDataElement( tcompensatorthicknessdata );
// std::cout << compensatorthicknessdata << std::endl;
gdcm::Attribute<0x300a,0x00ec> at;
at.SetFromDataElement( compensatorthicknessdata );
const double* pts = at.GetValues();
// (300a,00e7) IS [35] # 2,1
    Compensator Rows
gdcm::Attribute<0x300a,0x00e7> at1;
const gdcm::DataElement &compensatorrows = nestedds2.
    GetDataElement( at1.GetTag() );
at1.SetFromDataElement( compensatorrows );
std::cout << at1.GetValue() << std::endl;
// (300a,00e8) IS [37] # 2,1
    Compensator Columns
gdcm::Attribute<0x300a,0x00e8> at2;
const gdcm::DataElement &compensatorcols = nestedds2.
    GetDataElement( at2.GetTag() );
at2.SetFromDataElement( compensatorcols );
std::cout << at2.GetValue() << std::endl;

    // (300a,00e9) DS [3.679991\4.249288 ] # 18,2
    Compensator Pixel Spacing
gdcm::Attribute<0x300a,0x00e9> at3;
const gdcm::DataElement &compensatorpixelspacing =
    nestedds2.GetDataElement( at3.GetTag() );
at3.SetFromDataElement( compensatorpixelspacing );
std::cout << at3.GetValue(0) << std::endl;
// (300a,00ea) DS [-76.00\62.50] # 12,2
    Compensator Position
gdcm::Attribute<0x300a,0x00ea> at4;
const gdcm::DataElement &compensatorposition = nestedds2.
    GetDataElement( at4.GetTag() );
at4.SetFromDataElement( compensatorposition );
std::cout << at4.GetValue(0) << std::endl;

vtkDoubleArray *d = vtkDoubleArray::New();
d->SetArray( (double*)pts , at1.GetValue() * at2.GetValue()
    , 0 );

vtkImageData *img = vtkImageData::New();
img->Initialize();
img->SetDimensions( at2.GetValue(), at1.GetValue(), 1 );
//imgb->SetExtent(1, xdim, 1, ydim, 1, zdim);
img->SetScalarTypeToDouble();
img->SetSpacing( at3.GetValue(1), at3.GetValue(0), 1); //
    FIXME image is upside down
img->SetOrigin( at4.GetValue(0), at4.GetValue(1), 1);
img->SetNumberOfScalarComponents(1);
img->GetPointData()->SetScalars(d);

img->Update();
img->Print(std::cout);

vtkXMLImageDataWriter *writeb= vtkXMLImageDataWriter::New();
writeb->SetInput( img );
writeb->SetFileName( outfilename );
writeb->Write( );
/*
(300a,03a6) SQ # u/1,1 Ion Block
Sequence
(fffe,e000) na (Item with undefined length)
(300a,00e1) SH [brass ] # 6,1 Material ID
(300a,00f7) FL 95.03 # 4,1 Isocenter to
Block Tray Distance
(300a,00f8) CS [APERTURE] # 8,1 Block Type
(300a,00fa) CS [ABSENT] # 6,1 Block
Divergence
(300a,00fb) CS [SOURCE_SIDE ] # 12,1 Block Mounting
Position
(300a,00fc) IS [1 ] # 2,1 Block Number
(300a,0100) DS [50.00 ] # 6,1 Block Thickness
(300a,0104) IS [179 ] # 4,1 Block Number of
Points
(300a,0106) DS
[1.7\50.0\14.3\50.0\16.7\49.4\18.7\48.2\19.4\47.7\20.1\47
.1\21.0\47.0\22.3\47.0\23.7\46.8\25.7\46.2\27.0\45.6\27.2\45.4\28.2\44.6\28.9\44
.2\29.7\43.9\31.5\43.5\33.0\42.8\33.7\42.4\35.2\41.3\38.2\40.4\39.6\39.7\40.0\39.5\41.5\37.9\42
2\37.4\43.0\37.1\44.7\36] # 1934,2-2n Block Data
(fffe,e00d)
(fffe,e0dd)

```

```

*/
gdcmm::Tag tblocksq(0x300a,0x03a6);
if( !nestedds.FindDataElement( tblocksq ) )
{
    return 1;
}
const gdcmm::DataElement &bblocksq = nestedds.GetDataElement
( tblocksq );
//std::cout << bblocksq << std::endl;
gdcmm::SmartPointer<gdcmm::SequenceOfItems>
    sssqi = bblocksq.GetValueAsSQ();
const gdcmm::Item & item3 = sssqi->GetItem(1); // Item
    start at #1
const gdcmm::DataSet& nestedds3 = item3.GetNestedDataSet
();

gdcmm::Tag tblockdata(0x300a,0x0106);
if( !nestedds3.FindDataElement( tblockdata ) )
{
    return 1;
}
const gdcmm::DataElement &tblockdata = nestedds3.
    GetDataElement( tblockdata );
// std::cout << tblockdata << std::endl;
gdcmm::Attribute<0x300a,0x0106> at_;
at_.SetFromDataElement( tblockdata );

vtkDoubleArray *scalars = vtkDoubleArray::New();
scalars->SetNumberOfComponents(3);

gdcmm::Attribute<0x300a,0x0104> bnpts; // IS
    [179 ] # 4,1 Block Number of Points
if( !nestedds3.FindDataElement( bnpts.GetTag() ) )
{
    return 1;
}
const gdcmm::DataElement &tbnpts = nestedds3.
    GetDataElement( bnpts.GetTag() );
bnpts.SetFromDataElement( tbnpts );
//std::cout << bnpts.GetValue() << std::endl;

vtkPolyData *output = vtkPolyData::New();
vtkPoints *newPts = vtkPoints::New();
vtkCellArray *polys = vtkCellArray::New();
const double *ptr = at_.GetValues();
//unsigned int npts = bnpts.GetNumberOfValues() / 2;
unsigned int npts = bnpts.GetValue();
vtkIdType *ptIds = new vtkIdType[npts];
for(unsigned int i = 0; i < npts; ++i)
{
    float x[3] = {};
    x[0] = ptr[2*i+0];
    x[1] = ptr[2*i+1];
    //x[2] = ptr[2*i+2];
    vtkIdType ptId = newPts->InsertNextPoint( x );
    //std::cout << x[0] << "," << x[1] << "," << x[2] << std::endl;
    ptIds[i] = ptId;
}
vtkIdType cellId = polys->InsertNextCell(npts , ptIds);
(void)cellId;
delete[] ptIds;

output->SetPoints(newPts);
newPts->Delete();
output->SetPolys(polys);
polys->Delete();
//output->GetCellData()->SetScalars(scalars);
//scalars->Delete();
output->Update();
output->Print( std::cout );

// }

vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();

vtkImageColorViewer *viewer = vtkImageColorViewer::New
();

```

```

viewer->SetInput(img);
viewer->SetupInteractor(iren);
viewer->SetSize(600, 600);
viewer->GetRenderer()->ResetCameraClippingRange();
viewer->Render();
viewer->GetRenderer()->ResetCameraClippingRange();

vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
//vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
    cubeMapper->SetInput( output );
    cubeMapper->SetScalarRange(0,7);
vtkActor *cubeActor = vtkActor::New();
//vtkActor2D* cubeActor = vtkActor2D::New();
    cubeActor->SetMapper(cubeMapper);
vtkProperty * property = cubeActor->GetProperty();
property->SetRepresentationToWireframe();

viewer->GetRenderer()->AddActor( cubeActor );

    vtkXMLPolyDataWriter *writec= vtkXMLPolyDataWriter::New();
    writec->SetInput( output );
    writec->SetFileName( outfilename2 );
    writec->Write( );

    iren->Initialize();
    iren->Start();

    return 0;
}

```

## 27.50 gdcmrtpplan.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
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=====*/
#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkPolyData.h"
#include "vtkProperty.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkRenderer.h"
#include "vtkCellArray.h"
#include "vtkPoints.h"
#include "vtkDoubleArray.h"
#include <vtkXMLImageDataWriter.h>
#include <vtkRenderWindowInteractor.h>
#include <vtkImageColorViewer.h>

#include "gdcmReader.h"
#include "gdcmAttribute.h"

/*
This example is just for fun. We found a fake RT Ion Plan Storage and simply
extracted the viz stuff for VTK
but this is rather a RT Plan storage
*/
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " filename.dcm outfile.vti\n";
        return 1;
    }
    const char * filename = argv[1];
    const char * outfilename = argv[2];

```

```

gdcM::Reader reader;
reader.SetFileName( filename );
if( !reader.Read() )
{
    return 1;
}

gdcM::MediaStorage ms;
ms.SetFromFile( reader.GetFile() );
if( ms != gdcM::MediaStorage::RTIonPlanStorage
    )
{
    return 1;
}

/*
(300a,00b0) SQ                                # u/1,1 Beam
    Sequence
(fffe,e000) na (Item with undefined length)
    (300a,00b2) SH (no value)                  # 0,1
        Treatment Machine Name
    (300a,00c0) IS [1 ]                        # 2,1 Beam
        Number
    (300a,00c2) LO [1 ]                        # 2,1 Beam
        Name
    (300a,00c4) CS [STATIC]                    # 6,1 Beam
        Type
    (300a,00c6) CS [PROTON]                    # 6,1
        Radiation Type
    (300a,00ce) CS [TREATMENT ]                # 10,1
        Treatment Delivery Type
    (300a,00e0) IS [1 ]                        # 2,1 Number
        of Compensators
    (300a,00e3) SQ                                # u/1,1
        Compensator Sequence
(fffe,e000) na (Item with undefined length)
    (300a,00e1) SH [lucite]                    # 6,1
        Material ID
    (300a,00e4) IS [1 ]                        # 2,1
        Compensator Number
    (300a,00e5) SH [75hdhe5 ]                 # 8,1
        Compensator ID
    (300a,00e7) IS [35]                        # 2,1
        Compensator Rows
    (300a,00e8) IS [37]                        # 2,1
        Compensator Columns
    (300a,00e9) DS [3.679991\4.249288 ]        # 18,2
        Compensator Pixel Spacing
    (300a,00ea) DS [-76.00\62.50]              # 12,2
        Compensator Position
    (300a,00ec) DS
        [52.13\52.13\52.13\53.18\54.04\54.04\47.11\40.06\40.06\38
        .79\34.87\33.28\33.28\33.28\33.28\33.28\35.43\35.43\34.54\34.54\34.71\36.10\38.62\44.8
        8\44.88\44.88\45.00\45.00\45.00\45.66\45.66\46.42\39.77\39.77\39.77\39.77\39.77\43.52\52.13\52.13\52.13\53.18\53.52\54.0]
        Thickness Data
    (300a,02e0) CS [ABSENT]                    # 6,1
        Compensator Divergence
    (300a,02e1) CS [SOURCE_SIDE ]              # 12,1
        Compensator Mounting Position
(fffe,e00d)
(fffe,e000) na (Item with undefined length)
(fffe,e00d)
(fffe,e0dd)
*/
const gdcM::DataSet& ds = reader.GetFile().GetDataSet
    ();
gdcM::Tag tbeamsq(0x300a,0x00b0);
if( !ds.FindDataElement( tbeamsq ) )
{
    return 1;
}
const gdcM::DataElement &tbeamsq = ds.GetDataElement
    ( tbeamsq );
//std::cout << tbeamsq << std::endl;
gdcM::SmartPointer<gdcM::SequenceOfItems>
    sqi = tbeamsq.GetValueAsSQ();
if( !sqi || !sqi->GetNumberOfItems() )
{
    return 1;
}

```



```

//for(unsigned int pd = 0; pd < sqi->GetNumberOfItems(); ++pd)
// {
//const gdcm::Item & item = sqi->GetItem(1); // Item start at #1
const gdcm::Item & item = sqi->GetItem(2); // Item start
  at #1
const gdcm::DataSet& nestedds = item.GetNestedDataSet
  ();
//std::cout << nestedds << std::endl;
gdcm::Tag tcompensatorsq(0x300a,0x00e3);
if( !nestedds.FindDataElement( tcompensatorsq ) )
{
  return 1;
}
const gdcm::DataElement &compensatorsq = nestedds.
  GetDataElement( tcompensatorsq );
//std::cout << compensatorsq << std::endl;
gdcm::SmartPointer<gdcm::SequenceOfItems>
  ssqi = compensatorsq.GetValueAsSQ();
const gdcm::Item & item2 = ssqi->GetItem(1); // Item start
  at #1
const gdcm::DataSet& nestedds2 = item2.GetNestedDataSet
  ();
//std::cout << nestedds2 << std::endl;
gdcm::Tag tcompensatorthicknessdata(0x300a,0x00ec);
if( !nestedds2.FindDataElement( tcompensatorthicknessdata )
  )
{
  return 1;
}
const gdcm::DataElement &compensatorthicknessdata =
  nestedds2.GetDataElement( tcompensatorthicknessdata );
// std::cout << compensatorthicknessdata << std::endl;
gdcm::Attribute<0x300a,0x00ec> at;
at.SetFromDataElement( compensatorthicknessdata );
const double* pts = at.GetValues();
// (300a,00e7) IS [35] # 2,1
  Compensator Rows
gdcm::Attribute<0x300a,0x00e7> at1;
const gdcm::DataElement &compensatorrows = nestedds2.
  GetDataElement( at1.GetTag() );
at1.SetFromDataElement( compensatorrows );
std::cout << at1.GetValue() << std::endl;
// (300a,00e8) IS [37] # 2,1
  Compensator Columns
gdcm::Attribute<0x300a,0x00e8> at2;
const gdcm::DataElement &compensatorcols = nestedds2.
  GetDataElement( at2.GetTag() );
at2.SetFromDataElement( compensatorcols );
std::cout << at2.GetValue() << std::endl;

  // (300a,00e9) DS [3.679991\4.249288 ] # 18,2
  Compensator Pixel Spacing
gdcm::Attribute<0x300a,0x00e9> at3;
const gdcm::DataElement &compensatorpixelspacing =
  nestedds2.GetDataElement( at3.GetTag() );
at3.SetFromDataElement( compensatorpixelspacing );
std::cout << at3.GetValue(0) << std::endl;
// (300a,00ea) DS [-76.00\62.50] # 12,2
  Compensator Position
gdcm::Attribute<0x300a,0x00ea> at4;
const gdcm::DataElement &compensatorposition = nestedds2.
  GetDataElement( at4.GetTag() );
at4.SetFromDataElement( compensatorposition );
std::cout << at4.GetValue(0) << std::endl;

vtkDoubleArray *d = vtkDoubleArray::New();
d->SetArray( (double*)pts , at1.GetValue() * at2.GetValue()
  , 0 );

vtkImageData *img = vtkImageData::New();
img->Initialize();
img->SetDimensions( at2.GetValue(), at1.GetValue(), 1 );
//imgb->SetExtent(1, xdim, 1, ydim, 1, zdim);
img->SetScalarTypeToDouble();
img->SetSpacing( at3.GetValue(1), at3.GetValue(0), 1); //
  FIXME image is upside down
img->SetOrigin( at4.GetValue(0), at4.GetValue(1), 1);
img->SetNumberOfScalarComponents(1);
img->GetPointData()->SetScalars(d);

```

```

vtkXMLImageDataWriter *writeb= vtkXMLImageDataWriter::New();
writeb->SetInput( img );
writeb->SetFileName( outfilename );
writeb->Write( );

/*
(300a,00f4) SQ # u/1,1 Block
Sequence
(fffe,e000) na (Item with undefined length)
(300a,00e1) SH [brass ] # 6,1
Material ID
(300a,00f8) CS [APERTURE] # 8,1 Block
Type
(300a,00fa) CS [ABSENT] # 6,1 Block
Divergence
(300a,00fb) CS [SOURCE_SIDE ] # 12,1 Block
Mounting Position
(300a,00fc) IS [1 ] # 2,1 Block
Number
(300a,0100) DS [50.00 ] # 6,1 Block
Thickness
(300a,0104) IS [179 ] # 4,1 Block
Number of Points
(300a,0106) DS
[1.7\50.0\14.3\50.0\16.7\49.4\18.7\48.2\19.4\47.7\20.1\47
.1\21.0\47.0\22.3\47.0\23.7\46.8\25.7\46.2\27.0\45.6\27.2\45.4\28.2\44.6\28.9\44
.2\29.7\43.9\31.5\43.5\33.0\42.8\33.7\42.4\35.2\41.3\38.2\40.4\39.6\39.7\40.0\39.5\41.5\37.9\42.2\37.4\43.0\37.1\44.7\36]
(fffe,e00d)
(fffe,e000) na (Item with undefined length)
(fffe,e00d)
(fffe,e0dd)
*/

gdcmm::Tag tblocksq(0x300a,0x00f4);
if( !nestedds.FindDataElement( tblocksq ) )
{
    return 1;
}
const gdcmm::DataElement &blocksq = nestedds.GetDataElement
( tblocksq );
//std::cout << blocksq << std::endl;
gdcmm::SmartPointer<gdcmm::SequenceOfItems>
    sssqi = blocksq.GetValueAsSQ();
const gdcmm::Item & item3 = sssqi->GetItem(1); // Item
    start at #1
const gdcmm::DataSet& nestedds3 = item3.GetNestedDataSet
();

gdcmm::Tag tblockdata(0x300a,0x0106);
if( !nestedds3.FindDataElement( tblockdata ) )
{
    return 1;
}
const gdcmm::DataElement &blockdata = nestedds3.
    GetDataElement( tblockdata );
// std::cout << blockdata << std::endl;
gdcmm::Attribute<0x300a,0x0106> at_;
at_.SetFromDataElement( blockdata );

vtkDoubleArray *scalars = vtkDoubleArray::New();
scalars->SetNumberOfComponents(3);

gdcmm::Attribute<0x300a,0x0104> bnpts; // IS
[179 ] # 4,1 Block Number of Points
if( !nestedds3.FindDataElement( bnpts.GetTag() ) )
{
    return 1;
}
const gdcmm::DataElement &blocknpts = nestedds3.
    GetDataElement( bnpts.GetTag() );
bnpts.SetFromDataElement( blocknpts );
std::cout << bnpts.GetValue() << std::endl;

vtkPolyData *output = vtkPolyData::New();
vtkPoints *newPts = vtkPoints::New();
vtkCellArray *polys = vtkCellArray::New();
const double *ptr = at_.GetValues();
//unsigned int npts = bnpts.GetNumberOfValues() / 2;
unsigned int npts = bnpts.GetValue();
vtkIdType *ptIds = new vtkIdType[npts];
for(unsigned int i = 0; i < npts; ++i)
{
    float x[3] = {};

```

```

        x[0] = ptr[2*i+0];
        x[1] = ptr[2*i+1];
        //x[2] = pts[i+2];
        vtkIdType ptId = newPts->InsertNextPoint( x );
        //std::cout << x[0] << ", " << x[1] << ", " << x[2] << std::endl;
        ptIds[i] = ptId;
    }
    vtkIdType cellId = polys->InsertNextCell(npts , ptIds);
    delete[] ptIds;

    output->SetPoints(newPts);
    newPts->Delete();
    output->SetPolys(polys);
    polys->Delete();
    //output->GetCellData()->SetScalars(scalars);
    //scalars->Delete();
    output->Update();
    output->Print( std::cout );

// }

    vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();

    vtkImageColorViewer *viewer = vtkImageColorViewer::New
    ();
    viewer->SetInput(img);
    viewer->SetupInteractor(iren);
    viewer->SetSize(600, 600);
    viewer->Render();

    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    //vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
    cubeMapper->SetInput( output );
    cubeMapper->SetScalarRange(0,7);
    vtkActor *cubeActor = vtkActor::New();
    //vtkActor2D* cubeActor = vtkActor2D::New();
    cubeActor->SetMapper(cubeMapper);
    vtkProperty * property = cubeActor->GetProperty();
    property->SetRepresentationToWireframe();

    viewer->GetRenderer()->AddActor( cubeActor );

    iren->Initialize();
    iren->Start();

    return 0;
}

```

## 27.51 gdcmscene.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
#include "vtkGDCMPolyDataReader.h"
// #include "vtkGDCMPolyDataWriter.h"

#include "vtkAppendPolyData.h"
#include "vtkPolyDataWriter.h"
#include "vtkPolyDataMapper.h"
#include "vtkPolyDataMapper2D.h"
#include "vtkActor2D.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkRenderWindow.h"

```

```

#include "vtkRenderer.h"
#include "vtkCamera.h"
#include "vtkProperty.h"
#include "vtkProperty2D.h"

// gdcmDataExtra/gdcmNonImageData/exRT_Structure_Set_Storage.dcm
// gdcmDataExtra/gdcmNonImageData/RTSTRUCT_1.3.6.1.4.1.22213.1.1396.2.dcm
// gdcmDataExtra/gdcmNonImageData/RT/RTStruct.dcm

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " filename1.dcm\n";
        return 1;
    }
    const char * filename = argv[1];

    vtkGDCMPolyDataReader * reader =
        vtkGDCMPolyDataReader::New();
    reader->SetFileName( filename );
    reader->Update();

    // vtkGDCMPolyDataWriter * writer2 = vtkGDCMPolyDataWriter::New();
    // for(int num = 0; num < reader->GetNumberOfOutputPorts(); ++num )
    //     writer2->SetInput( num, reader->GetOutput(num) );
    // writer2->SetFileName( "rtstruct.dcm" );
    // writer2->Write();

    // print reader output:
    reader->Print( std::cout );
    // print first output:
    reader->GetOutput()->Print( std::cout );

    vtkAppendPolyData *append = vtkAppendPolyData::New();
    int n = reader->GetNumberOfOutputPorts();
    for(int i = 0; i < n; ++i)
    {
        append->AddInput( reader->GetOutput(i) );
    }

    vtkPolyDataWriter * writer = vtkPolyDataWriter::New();
    writer->SetInput( reader->GetOutput() );
    writer->SetFileName( "rtstruct.vtk" );
    //writer->Write();

    // Now we'll look at it.
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    //vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
    //cubeMapper->SetInput( reader->GetOutput() );
    cubeMapper->SetInput( append->GetOutput() );
    cubeMapper->SetScalarRange(0,7);
    vtkActor *cubeActor = vtkActor::New();
    //vtkActor2D* cubeActor = vtkActor2D::New();
    cubeActor->SetMapper(cubeMapper);
    vtkProperty * property = cubeActor->GetProperty();
    property->SetRepresentationToWireframe();
    //cubeActor->GetProperty()->SetColor(1, 0, 0);

    // The usual rendering stuff.
    // vtkCamera *camera = vtkCamera::New();
    //     camera->SetPosition(1,1,1);
    //     camera->SetFocalPoint(0,0,0);

    vtkRenderer *renderer = vtkRenderer::New();
    vtkRenderWindow *renWin = vtkRenderWindow::New();
    renWin->AddRenderer(renderer);

    vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
    iren->SetRenderWindow(renWin);

    renderer->AddActor(cubeActor);
    //renderer->AddActor2D(cubeActor);
    //renderer->SetActiveCamera(camera);
    renderer->ResetCamera();
    renderer->SetBackground(1,1,1);

    renWin->SetSize(300,300);

```

```

// interact with data
renWin->Render();
iren->Start();

reader->Delete();
append->Delete();
cubeMapper->Delete();
cubeActor->Delete();
// camera->Delete();
renderer->Delete();
renWin->Delete();
iren->Delete();

writer->Delete();

return 0;
}

```

## 27.52 gdcmttexture.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMImageReader.h"

#include "vtkRenderer.h"
#include "vtkAssembly.h"
#include "vtkRenderWindow.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkTransform.h"
#include "vtkAxesActor.h"
#include "vtkTextProperty.h"
#include "vtkCaptionActor2D.h"
#include "vtkPropAssembly.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkImageData.h"
#include "vtkLookupTable.h"
#include "vtkTexture.h"
#include "vtkPlaneSource.h"

int main( int argc, char *argv[] )
{
    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( argv[1] );

    reader->Update();
    vtkImageData* ima = reader->GetOutput();

    vtkLookupTable* table = vtkLookupTable::New();
    table->SetNumberOfColors(1000);
    table->SetTableRange(0,1000);
    table->SetSaturationRange(0,0);
    table->SetHueRange(0,1);
    table->SetValueRange(0,1);
    table->SetAlphaRange(1,1);
    table->Build();

    // Texture
    vtkTexture* texture = vtkTexture::New();
    texture->SetInput(ima);
    texture->InterpolateOn();
}

```

```

texture->SetLookupTable(table);

// PlaneSource
vtkPlaneSource* plane = vtkPlaneSource::New();
plane->SetOrigin( -0.5, -0.5, 0.0);
plane->SetPoint1( 0.5, -0.5, 0.0);
plane->SetPoint2( -0.5, 0.5, 0.0);

// PolyDataMapper
vtkPolyDataMapper *planeMapper = vtkPolyDataMapper::New();
planeMapper->SetInput(plane->GetOutput());

// Actor
vtkActor* planeActor = vtkActor::New();
planeActor->SetTexture(texture);
planeActor->SetMapper(planeMapper);
planeActor->PickableOn();

// Final rendering with simple interactor:
vtkRenderer *ren = vtkRenderer::New();
vtkRenderWindow *renwin = vtkRenderWindow::New();
renwin->AddRenderer(ren);
vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
iren->SetRenderWindow(renwin);
ren->AddActor(planeActor);
ren->SetBackground(0,0,0.5);

vtkAnnotatedCubeActor* cube = vtkAnnotatedCubeActor::New();
cube->SetXPlusFaceText ( "L" );
cube->SetXMinusFaceText ( "R" );
cube->SetYPlusFaceText ( "A" );
cube->SetYMinusFaceText ( "P" );
cube->SetZPlusFaceText ( "H" );
cube->SetZMinusFaceText ( "F" );

vtkAxesActor* axes2 = vtkAxesActor::New();
// simulate a left-handed coordinate system
//
vtkTransform *transform = vtkTransform::New();
transform->Identity();
//transform->RotateY(180);
reader->GetDirectionCosines()->Print(std::cout);
transform->Concatenate(reader->GetDirectionCosines());
//axes2->SetShaftTypeToCylinder();
axes2->SetUserTransform( transform );
//cube->SetUserTransform( transform ); // cant get it to work
cube->GetAssembly()->SetUserTransform( transform ); // cant get it to work

vtkPropAssembly* assembly = vtkPropAssembly::New();
assembly->AddPart( axes2 );
assembly->AddPart( cube );

vtkOrientationMarkerWidget* widget = vtkOrientationMarkerWidget::New();
//widget->SetOutlineColor( 0.9300, 0.5700, 0.1300 );
widget->SetOrientationMarker( assembly );
widget->SetInteractor( iren );
//widget->SetViewport( 0.0, 0.0, 0.4, 0.4 );
widget->SetEnabled( 1 );
widget->InteractiveOff();
widget->InteractiveOn();

renwin->Render();
iren->Start();

// Clean up:
reader->Delete();
table->Delete();
texture->Delete();
plane->Delete();
planeMapper->Delete();
planeActor->Delete();
ren->Delete();
renwin->Delete();
iren->Delete();

return 0;
}

```

## 27.53 gdcmvolume.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkPiecewiseFunction.h"
#include "vtkColorTransferFunction.h"
#include "vtkVolume.h"
#include "vtkVolumeProperty.h"
#include "vtkVolumeTextureMapper3D.h"
#include "vtkFixedPointVolumeRayCastMapper.h"
#include "vtkInteractorStyleTrackballCamera.h"
#include "vtkRenderer.h"
#include "vtkRenderWindow.h"
#include "vtkImageClip.h"
#include "vtkRenderWindowInteractor.h"

// gdcmvolume gdcmData/GE_DLX-8-MONO2-Multiframe-Jpeg_Lossless.dcm
int main(int argc, char *argv[])
{
    vtkGDCMImageReader *reader = vtkGDCMImageReader::New();
    reader->SetFileName( argv[1] );
    reader->Update();

    // Create the renderers, render window, and interactor
    vtkRenderWindow *renWin = vtkRenderWindow::New();
    vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
    iren->SetRenderWindow(renWin);
    vtkRenderer *ren = vtkRenderer::New();
    renWin->AddRenderer(ren);

    // Create a transfer function mapping scalar value to opacity
    vtkPiecewiseFunction *oTFun = vtkPiecewiseFunction::New();
    //oTFun->AddSegment(0, 1.0, 256, 0.1);
    oTFun->AddSegment(0, 1.0, 240, 0.1);

    vtkColorTransferFunction *cTFun = vtkColorTransferFunction::New();
    cTFun->AddRGBPoint( 0, 1.0, 1.0, 1.0 );
    //cTFun->AddRGBPoint( 255, 1.0, 1.0, 1.0 );
    cTFun->AddRGBPoint( 240, 1.0, 1.0, 1.0 );

    // Need to crop to actually see minimum intensity
    vtkImageClip *clip = vtkImageClip::New();
    clip->SetInputConnection( reader->GetOutputPort() );
    clip->SetOutputWholeExtent(0,66,0,66,30,37);
    clip->ClipDataOn();

    vtkVolumeProperty *property = vtkVolumeProperty::New();
    property->SetScalarOpacity(oTFun);
    property->SetColor(cTFun);
    property->SetInterpolationTypeToLinear();

    vtkFixedPointVolumeRayCastMapper *mapper =
        vtkFixedPointVolumeRayCastMapper::New();
    mapper->SetBlendModeToMinimumIntensity();
    mapper->SetInputConnection( reader->GetOutputPort() );

    vtkVolume *volume = vtkVolume::New();
    volume->SetMapper(mapper);
    volume->SetProperty(property);

    ren->AddViewProp(volume);

    renWin->Render();
    {
        iren->Start();
    }
}

```

```

    }

    volume->Delete();
    mapper->Delete();
    property->Delete();
    clip->Delete();
    cTFun->Delete();
    oTFun->Delete();
    reader->Delete();
    renWin->Delete();
    iren->Delete();
    ren->Delete();

    return 0;
}

```

## 27.54 GenAllVR.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmGlobal.h"
#include "gdcmDummyValueGenerator.h"
#include "gdcmMediaStorage.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmDict.h"
#include "gdcmDictEntry.h"
#include "gdcmDicts.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDGenerator.h"
#include "gdcmFileExplicitFilter.h"

#include <cstdlib>
#include <cstring>

gdcm::Tag FindTagFromVR(gdcm::Dict const &dict, gdcm::VR
    const &vr)
{
    using gdcm::Dict;
    Dict::ConstIterator beg = dict.Begin();
    Dict::ConstIterator end = dict.End();
    Dict::ConstIterator it;
    for( it = beg; it != end; ++it)
    {
        const gdcm::Tag &t = it->first;
        const gdcm::DictEntry &de = it->second;
        const gdcm::VR &vr_de = de.GetVR();
        if( vr == vr_de && !de.GetRetired() && t.GetGroup() >=
            0x8 )
        {
            return t;
        }
    }
    return gdcm::Tag(0xffff,0xffff);
}

struct rnd_gen {
    rnd_gen(char const* range = "abcdefghijklmnopqrstuvwxyz0123456789")
        : range(range), len(std::strlen(range)) { }
}

```



```

char operator ()() const {
    return range[static_cast<std::size_t>(std::rand() * (1.0 / (RAND_MAX + 1.0
    )) * len)];
}
private:
    char const* range;
    std::size_t len;
};

/*
*/
int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " output.dcm" << std::endl;
        return 1;
    }
    const char *outfilename = argv[1];
    static const gdcm::Global &g = gdcm::Global::GetInstance
    ();
    static const gdcm::Dicts &dicts = g.GetDicts();
    static const gdcm::Dict &pubdict = dicts.GetPublicDict
    ();
    using gdcm::VR;
    using gdcm::Tag;

    gdcm::Writer w;

    gdcm::File &f = w.GetFile();
    gdcm::DataSet &ds = f.GetDataSet();

    gdcm::FileExplicitFilter fef;
    //fef.SetChangePrivateTags( true );
    fef.SetFile( w.GetFile() );
    if( !fef.Change() )
    {
        std::cerr << "Failed to change" << std::endl;
        return 1;
    }

    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sq = new gdcm::SequenceOfItems();
    sq->SetLengthToUndefined();

    // gdcm::DummyValueGenerator dv;

    const std::size_t len = 10;
    char ss[len+1];
    ss[len] = '\0';

    const char owner_str[] = "GDCM CONFORMANCE TESTS";
    gdcm::DataElement owner( gdcm::Tag(0x4d4d, 0x10) );
    owner.SetByteValue(owner_str, strlen(owner_str));
    owner.SetVR( gdcm::VR::LO );

    // Create an item
    gdcm::Item it;
    it.SetVLToUndefined();
    gdcm::DataSet &nds = it.GetNestedDataSet();
    // nds.Insert(owner);
    // nds.Insert(de);

    // Insert sequence into data set
    gdcm::DataElement des( gdcm::Tag(0x4d4d, 0x1001) );
    des.SetVR(gdcm::VR::SQ);
    des.SetValue(*sq);
    des.SetVLToUndefined();

    ds.Insert(owner);
    ds.Insert(des);

    // avoid INVALID = 0
    for(int i = 1; i < 27; ++i)
    {
        VR vr = (VR::VRType)(1 << i);
        Tag t = FindTagFromVR( pubdict, vr );
        if( vr != VR::UN && vr != VR::SQ )
        {
            assert( t != Tag(0xffff, 0xffff) );

```

```

        gdcmm::DataElement de( t );
        std::generate_n(ss, len, rnd_gen());
        de.SetVR( vr );
        de.SetByteValue( ss, std::strlen( ss ) );
        nds.Insert( de );
    }
}
sq->AddItem(it);

// Make sure to override any UID stuff
gdcmm::UIDGenerator uid;
gdcmm::DataElement de( Tag(0x8,0x18) ); // SOP Instance UID
de.SetVR( VR::UI );
const char *u = uid.Generate();
de.SetByteValue( u, strlen(u) );
ds.Insert( de );

de.SetTag( Tag(0x8,0x16) ); // SOP Class UID
de.SetVR( VR::UI );
gdcmm::MediaStorage ms( gdcmm::MediaStorage::RawDataStorage
    );
de.SetByteValue( ms.GetString(), strlen(ms.GetString()) );
ds.Insert( de );

gdcmm::FileMetaInformation &fmi = f.GetHeader
    ();
//fmi.SetDataSetTransferSyntax( gdcmm::TransferSyntax::ImplicitVRLittleEndian
    );
fmi.SetDataSetTransferSyntax(
    gdcmm::TransferSyntax::ExplicitVRLittleEndian
    );

w.SetCheckFileMetaInformation( true );
w.SetFileName( outfilename );
if (!w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.55 GenerateDICOMDIR.cs

This is a C# example on how to use gdcmm::DICOMDIRGenerator

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/

/*
 * Simple C# example to show how to use DICOMDIRGenerator
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcmm/debug-gcc/bin
 * $ mono bin/GenerateDICOMDIR.exe path output_filename
 */
using System;
using gdcmm;

public class GenerateDICOMDIR
{
    public static int Main(string[] args)
    {
        string directory = args[0];
        string outfilename = args[1];
    }
}

```

```

Directory d = new Directory();
uint nfiles = d.Load( directory, true );
if(nfiles == 0) return 1;
//System.Console.WriteLine( "Files:\n" + d.toString() );

// Implement fast path ?
// Scanner s = new Scanner();

string descriptor = "My_Descriptor";
FileNamesType filenames = d.GetFilesNames();

gdcm.DICOMDIRGenerator gen = new DICOMDIRGenerator();
gen.SetFilenames( filenames );
gen.SetDescriptor( descriptor );
if( !gen.Generate() )
{
    return 1;
}

gdcm.FileMetaInformation.SetSourceApplicationEntityTitle( "GenerateDICOMDIR
" );
gdcm.Writer writer = new Writer();
writer.SetFile( gen.GetFile() );
writer.SetFileName( outfilename );
if( !writer.Write() )
{
    return 1;
}

return 0;
}
}

```

## 27.56 GenerateRTSTRUCT.cxx

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMPolyDataWriter.h"
#include "vtkGDCMPolyDataReader.h"
#include "vtkPolyData.h"
#include "vtkPolyDataReader.h"
#include "vtkMedicalImageProperties.h"
#include "vtkRTStructSetProperties.h"
#include "vtkStringArray.h"
#include "vtkAppendPolyData.h"
#include "vtkPolyDataWriter.h"
#include "vtkPolyDataMapper.h"
#include "vtkPolyDataMapper2D.h"
#include "vtkActor2D.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkMedicalImageProperties.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkCamera.h"
#include "vtkProperty.h"
#include "vtkProperty2D.h"
#include "vtkImageData.h"

#include "gdcmDirectoryHelper.h"

using namespace gdcm;

/*
 * Full application which ... RTSTRUCT
 */

```

```

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " directory-with-rtstruct-and-ct-images\n";
        return 1;
    }
    std::string theDirName(argv[1]);
    Directory::FileNamesType theRTSeries =
        DirectoryHelper::GetRTStructSeriesUIDs
            (theDirName);
    if (theRTSeries.empty())
    {
        std::cerr << "No RTStructs found for the test, ending." << std::endl;
        return 1;
    }

    Directory::FileNamesType theRTNames =
        DirectoryHelper::GetFileNamesFromSeriesUIDs
            (theDirName, theRTSeries[0]);

    vtkGDCMPolyDataReader * reader =
        vtkGDCMPolyDataReader::New();
    reader->SetFileName( theRTNames[0].c_str() );
    reader->Update();

    //std::cout << reader->GetMedicalImageProperties()->GetStudyDate() <<
        std::endl;

    vtkGDCMPolyDataWriter * writer =
        vtkGDCMPolyDataWriter::New();
    int numMasks = reader->GetNumberOfOutputPorts() + 1; //add a blank one in
    writer->SetNumberOfInputPorts( numMasks );
    writer->SetFileName( std::string(theDirName + "/" + "GDCMTestRTStruct." +
        theRTSeries[0] + ".dcm").c_str() );
    writer->SetMedicalImageProperties( reader->
        GetMedicalImageProperties() );
    //this line is cheating, we won't have the same stuff, and may not have a
    struct
    //to start with.
    //have to go back to the original data to reconstruct the
        RTStructureSetProperties
    //writer->SetRTStructSetProperties( reader->GetRTStructSetProperties() );
    //writer->Write();

    //loop through the outputs in order to write them out as if they had been
        created and appended
    vtkStringArray* roiNames = vtkStringArray::New();
    vtkStringArray* roiAlgorithms = vtkStringArray::New();
    vtkStringArray* roiTypes = vtkStringArray::New();
    roiNames->SetNumberOfValues(numMasks);
    roiAlgorithms->SetNumberOfValues(numMasks);
    roiTypes->SetNumberOfValues(numMasks);
    vtkAppendPolyData* append = vtkAppendPolyData::New();
    for (int i = 0; i < reader->GetNumberOfOutputPorts(); ++i)
    {
        writer->SetInput(i, reader->GetOutput(i));
        append->AddInput(reader->GetOutput(i));
        std::string theString = reader->GetRTStructSetProperties()->
            GetStructureSetROIName(i);
        roiNames->InsertValue(i, theString);
        theString = reader->GetRTStructSetProperties()->
            GetStructureSetROIGenerationAlgorithm(i);
        roiAlgorithms->InsertValue(i, theString);
        theString = reader->GetRTStructSetProperties()->
            GetStructureSetRTROIInterpretedType(i);
        roiTypes->InsertValue(i, theString);
    }
    //ok, now we'll add a blank organ
    //the blank organ is to test to ensure that blank organs work; there have
        been crash reports
    vtkPolyData* blank = vtkPolyData::New();
    writer->SetInput(numMasks-1, blank);
    roiNames->InsertValue(numMasks-1, "blank");
    roiAlgorithms->InsertValue(numMasks-1, "blank");
    roiTypes->InsertValue(numMasks-1, "ORGAN");

    vtkRTStructSetProperties* theProperties =
        vtkRTStructSetProperties::New();
    writer->SetRTStructSetProperties(theProperties);
    writer->InitializeRTStructSet(theDirName,

```

```

    reader->GetRTStructSetProperties()->GetStructureSetLabel(),
    reader->GetRTStructSetProperties()->GetStructureSetName(),
    roiNames, roiAlgorithms, roiTypes);

writer->SetRTStructSetProperties(theProperties);
writer->Write();

// print reader output:
reader->Print( std::cout );
// print first output:
reader->GetOutput()->Print( std::cout );

// Now we'll look at it.
vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
cubeMapper->SetInput( append->GetOutput() );
cubeMapper->SetScalarRange(0,7);
vtkActor *cubeActor = vtkActor::New();
cubeActor->SetMapper(cubeMapper);
vtkProperty *property = cubeActor->GetProperty();
property->SetRepresentationToWireframe();

vtkRenderer *renderer = vtkRenderer::New();
vtkRenderWindow *renWin = vtkRenderWindow::New();
renWin->AddRenderer(renderer);

vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
iren->SetRenderWindow(renWin);

renderer->AddActor(cubeActor);
renderer->ResetCamera();
renderer->SetBackground(1,1,1);

renWin->SetSize(300,300);

renWin->Render();
iren->Start();

reader->Delete();
append->Delete();
cubeMapper->Delete();
cubeActor->Delete();
renderer->Delete();
renWin->Delete();
iren->Delete();
roiNames->Delete();
roiTypes->Delete();
theProperties->Delete();
roiAlgorithms->Delete();
blank->Delete();

writer->Delete();

return 0;
}

```

## 27.57 GenerateStandardSOPClasses.cxx

```

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=====*/
/*
*/

#include "gdcmDefs.h"
#include "gdcmUIDs.h"
#include "gdcmGlobal.h"
#include "gdcmMediaStorage.h"

```

```

#include "gdcmSOPClassUIDToIOD.h"

int main(int argc, char *argv[])
{

    using gdcm::MediaStorage;
    gdcm::Global& g = gdcm::Global::GetInstance
        ();
    if( !g.LoadResourcesFiles() )
    {
        std::cerr << "Could not LoadResourcesFiles" << std::endl;
        return 1;
    }

    const gdcm::Defs &defs = g.GetDefs();

    int ret = 0;

    //std::cout << "Table B.5-1 STANDARD SOP CLASSES" << std::endl;
    std::cout << "SOP Class Name,SOP Class UID,IOD Specification (defined in PS
        3.3)" << std::endl;

    gdcm::MediaStorage::MSType mst;
    for ( mst = gdcm::MediaStorage::MediaStorageDirectoryStorage
        ; mst < gdcm::MediaStorage::MS_END;
        mst = (gdcm::MediaStorage::MSType)(mst + 1) )
    {
        const char *iod = defs.GetIODNameFromMediaStorage
            (mst);
        gdcm::UIDs uid;
        uid.SetFromUID( gdcm::MediaStorage::GetMSString
            (mst) /*mst.GetString()*/ );
        if( iod )
        {
            const char *iod_ref = gdcm::SOPClassUIDToIOD::GetIOD
                (uid);
            if( iod_ref )
            {
                std::string iod_ref_str = iod_ref;
                //iod_ref_str += " IOD Modules";
                //if( iod_ref_str != iod )
                {
                    //std::cout << "UID: " << uid << " ";
                    std::cout << '/' << uid.GetName() << '/' << ", " << '/' << uid.
                        GetString() << '/' << ", " << '/' << iod << '/' << std::endl;
                    //std::cout << "Incompatible IODs: [" << iod << "] versus ref= [" <<
                        iod_ref_str << "]" << std::endl;
                    ++ret;
                }
            }
        }
    }

    return 0;
}

```

## 27.58 GenFakelIdentifyFile.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmGlobal.h"
#include "gdcmDummyValueGenerator.h"
#include "gdcmMediaStorage.h"

```

```

#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmAttribute.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmDict.h"
#include "gdcmDictEntry.h"
#include "gdcmDicts.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDGenerator.h"
#include "gdcmAnonymizer.h"

#include <cstdlib>
#include <cstring>

gdcm::DataElement CreateFakeElement(gdcm::Tag const &
    tag, bool toremove)
{
    static const gdcm::Global &g = gdcm::Global::GetInstance
        ();
    static const gdcm::Dicts &dicts = g.GetDicts();
    static const gdcm::Dict &pubdict = dicts.GetPublicDict
        ();
    static size_t countglobal = 0;
    static std::vector<gdcm::Tag> balcptags =
        gdcm::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes
            ();
    size_t count = countglobal % balcptags.size();

    const gdcm::DictEntry &dictentry = pubdict.GetDictEntry
        (tag);

    gdcm::DataElement de;
    de.SetTag( tag );
    using gdcm::VR;
    const VR &vr = dictentry.GetVR();
    //if( vr != VR::INVALID )
    if( vr.IsDual() )
    {
        if( vr == VR::US_SS )
        {
            de.SetVR( VR::US );
        }
        else if( vr == VR::US_SS_OW )
        {
            de.SetVR( VR::OW );
        }
        else if( vr == VR::OB_OW )
        {
            de.SetVR( VR::OB );
        }
    }
    else
    {
        de.SetVR( vr );
    }
    const char str[] = "BasicApplicationLevelConfidentialityProfileAttributes";
    const char safe[] = "This is safe to keep";
    if( de.GetVR() != VR::SQ )
    {
        if( toremove )
            de.SetByteValue( str, strlen(str) );
        else
            de.SetByteValue( safe, strlen(safe) );
    }
    else
    {
        // Create an item
        gdcm::Item it;
        it.SetVLToUndefined();
        gdcm::DataSet &nds = it.GetNestedDataSet();
        // Insert sequence into data set
        assert(de.GetVR() == gdcm::VR::SQ );
        gdcm::SmartPointer<gdcm::SequenceOfItems>
            sq = new gdcm::SequenceOfItems();
        sq->SetLengthToUndefined();
        de.SetValue(*sq);
        de.SetVLToUndefined();
        //ds.Insert(de);
    }
}

```

```

    if( !toremove )
    {
        nds.Insert( CreateFakeElement( balcptags[count], true ) );
        countglobal++;
    }
    else
    {
        gdcm::Attribute<0x0008,0x0000> at1 = { 0 };
        // This element has no reason to be 'anonymized'...
        nds.Insert( at1.GetAsDataElement() );
        gdcm::Attribute<0x000a,0x0000> at2 = { 0 };
        nds.Insert( at2.GetAsDataElement() );
    }
    sq->AddItem(it);
}
return de;
}

/*
*/
int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " output.dcm" << std::endl;
        return 1;
    }
    using gdcm::Tag;
    using gdcm::VR;
    const char *outfilename = argv[1];

    std::vector<gdcm::Tag> balcptags =
        gdcm::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes
            ();

    gdcm::Writer w;
    gdcm::File &f = w.GetFile();
    gdcm::DataSet &ds = f.GetDataSet();

    // Add attribute that need to be anonymized:
    std::vector<gdcm::Tag>::const_iterator it = balcptags.begin();
    for(; it != balcptags.end(); ++it)
    {
        ds.Insert( CreateFakeElement( *it, true ) );
    }

    // Add attribute that do NOT need to be anonymized:
    static const gdcm::Global &g = gdcm::Global::GetInstance
        ();
    static const gdcm::Dicts &dicts = g.GetDicts();
    static const gdcm::Dict &pubdict = dicts.GetPublicDict
        ();

    using gdcm::Dict;
    Dict::ConstIterator dictit = pubdict.Begin();
    for(; dictit != pubdict.End(); ++dictit)
    {
        const gdcm::Tag &dicttag = dictit->first;
        if( dicttag == Tag(0x6e65,0x6146) ) break;
        //const gdcm::DictEntry &dictentry = dictit->second;
        ds.Insert( CreateFakeElement( dicttag, false ) );
    }
    ds.Remove( gdcm::Tag(0x400,0x500) );
    ds.Remove( gdcm::Tag(0x12,0x62) );
    ds.Remove( gdcm::Tag(0x12,0x63) );

    // Make sure to override any UID stuff
    gdcm::UIDGenerator uid;
    gdcm::DataElement de( Tag(0x8,0x18) ); // SOP Instance UID
    de.SetVR( VR::UI );
    const char *u = uid.Generate();
    de.SetByteValue( u, strlen(u) );
    //ds.Insert( de );
    ds.Replace( de );

    de.SetTag( Tag(0x8,0x16) ); // SOP Class UID
    de.SetVR( VR::UI );
    gdcm::MediaStorage ms( gdcm::MediaStorage::RawDataStorage
        );
    de.SetByteValue( ms.GetString(), strlen(ms.GetString()) );

```



```

ds.Replace( de ); // replace !

gdcm::FileMetaInformation &fmi = f.GetHeader
();
//fmi.SetDataSetTransferSyntax( gdcm::TransferSyntax::ImplicitVRLittleEndian
);
fmi.SetDataSetTransferSyntax(
    gdcm::TransferSyntax::ExplicitVRLittleEndian
);

w.SetCheckFileMetaInformation( true );
w.SetFileName( outfilename );
if ( !w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.59 GenFakelImage.cxx

```

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=====*/
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmFileDerivation.h"
#include "gdcmUIDGenerator.h"
//#include "gdcmImageChangePhotometricInterpretation.h"

/*
 * This example shows two things:
 * 1. How to create an image ex-nihilo
 * 2. How to use the gdcm.FileDerivation filter. This filter is meant to create
    "DERIVED" image
 * object. FileDerivation has a simple API where you can reference *all* the
    input image that have been
 * used to generate the image. The API also allows user to specify the purpose
    of reference (see CID 7202,
 * PS 3.16 - 2008), and the image derivation type (CID 7203, PS 3.16 - 2008).
 */
int main(int, char *[])
{
    // Step 1: Fake Image
    gdcm::SmartPointer<gdcm::Image> im = new
        gdcm::Image;

    char * buffer = new char[ 256 * 256 * 3];
    char * p = buffer;
    int b = 128;
    int ybr[3];
    int ybr2[3];
    int rgb[3];

    for(int r = 0; r < 256; ++r)
        for(int g = 0; g < 256; ++g)
            //for(int b = 0; b < 256; ++b)
            {
                rgb[0] = r;
                rgb[1] = g;
                rgb[1] = 128;
                rgb[2] = b;
                ybr[0] = r;
                ybr[1] = g;
                ybr[1] = 128;
                ybr[2] = b;
            }
}

```

```

    ybr2[0] = r;
    ybr2[1] = g;
    ybr2[1] = 128;
    ybr2[2] = b;
    //gdcm::ImageChangePhotometricInterpretation::YBR2RGB(rgb, ybr);
    //gdcm::ImageChangePhotometricInterpretation::RGB2YBR(ybr2, rgb);
    *p++ = ybr2[0];
    *p++ = ybr2[1];
    *p++ = ybr2[2];
}

im->SetNumberOfDimensions( 2 );
im->SetDimension(0, 256 );
im->SetDimension(1, 256 );

im->GetPixelFormat().SetSamplesPerPixel(3);
//im->SetPhotometricInterpretation( gdcm::PhotometricInterpretation::RGB );
im->SetPhotometricInterpretation(
    gdcm::PhotometricInterpretation::YBR_FULL
);

unsigned long l = im->GetBufferLength();
if( l != 256 * 256 * 3 )
{
    return 1;
}
gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0
    x0010) );
pixeldata.SetByteValue( buffer, l );
delete[] buffer;
im->SetDataElement( pixeldata );

gdcm::UIDGenerator uid; // helper for uid generation

gdcm::SmartPointer<gdcm::File> file = new
    gdcm::File; // empty file

// Step 2: DERIVED object
gdcm::FileDerivation fd;
// For the purpose of this exercise we will pretend that this image is
    referencing
// two source image (we need to generate fake UID for that).
const char ReferencedSOPClassUID[] = "1.2.840.10008.5.1.4.1.1.7"; //
    Secondary Capture
fd.AddReference( ReferencedSOPClassUID, uid.Generate() );
fd.AddReference( ReferencedSOPClassUID, uid.Generate() );

// Again for the purpose of the exercise we will pretend that the image is a
// multiplanar reformat (MPR):
// CID 7202 Source Image Purposes of Reference
// {"DCM",121322,"Source image for image processing operation"},
fd.SetPurposeOfReferenceCodeSequenceCodeValue
    ( 121322 );
// CID 7203 Image Derivation
// { "DCM",113072,"Multiplanar reformatting" },
fd.SetDerivationCodeSequenceCodeValue( 1130
    72 );
fd.SetFile( *file );
// If all Code Value are ok the filter will execute properly
if( !fd.Derive() )
{
    std::cerr << "Sorry could not derive using input info" << std::endl;
    return 1;
}

// We pass both :
// 1. the fake generated image
// 2. the 'DERIVED' dataset object
// to the writer.
gdcm::ImageWriter w;
w.SetImage( *im );
w.SetFile( fd.GetFile() );

// Set the filename:
w.SetFileName( "ybr2.dcm" );
if( !w.Write() )
{
    return 1;
}

```

```

    return 0;
}

```

## 27.60 GenLongSeqs.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmFile.h"
#include "gdcmTag.h"

/*
 * This example is used to generate the file:
 *
 *
 * There is a flaw in the DICOM design where it is assumed that Sequence can be
 * either represented as undefined length or defined length. This should work
 * in most case, but the undefined length is a little more general and can
 * store sequence of items that a defined length cannot.
 * We need to make sure that we can store numerous Item in a SQ
 *
 * Warning: do not try to compute the group length elements !
 * Warning: You may need a 64bits machine for this example to work.
 */
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    // Create a Sequence
    gdcm::SmartPointer<gdcm::SequenceOfItems>
        sq = new gdcm::SequenceOfItems();
    sq->SetLengthToUndefined();

    const char owner_str[] = "GDCM CONFORMANCE TESTS";
    gdcm::DataElement owner( gdcm::Tag(0x4d4d, 0x10) );
    owner.SetByteValue( owner_str, strlen( owner_str ) );
    owner.SetVR( gdcm::VR::LO );

    size_t nitems = 1000;
    nitems += std::numeric_limits<uint32_t>::max();
    for( unsigned int idx = 0; idx < nitems; ++idx )
    {
        // Create a dataelement
        //gdcm::DataElement de( gdcm::Tag(0x4d4d, 0x1002) );
        //de.SetByteValue(ptr, ptr_len);
        //de.SetVR( gdcm::VR::OB );

```

```

    // Create an item
    gdcm::Item it;
    it.SetVLToUndefined();
    //gdcm::DataSet &nds = it.GetNestedDataSet();
    //nds.Insert(owner);
    //nds.Insert(de);

    sq->AddItem(it);
}

// Insert sequence into data set
gdcm::DataElement des( gdcm::Tag(0x4d4d,0x1001) );
des.SetVR(gdcm::VR::SQ);
des.SetValue(*sq);
des.SetVLToUndefined();

ds.Insert(owner);
ds.Insert(des);

gdcm::Writer w;
w.SetFile( file );
//w.SetCheckFileMetaInformation( true );
w.SetFileName( outfilename );
if (!w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.61 GenSeqs.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmFile.h"
#include "gdcmTag.h"

/*
 * This example is used to generate the file:
 *
 * gdcmConformanceTests/
 *   SequenceWithUndefinedLengthNotConvertibleToDefinedLength.dcm
 *
 * There is a flaw in the DICOM design where it is assumed that Sequence can be
 * either represented as undefined length or defined length. This should work
 * in most case, but the undefined length is a little more general and can
 * store sequence of items that a defined length cannot.
 * Deflated syntax was used in this case since this synthetic example can be
 * nicely compressed using this transfer syntax.
 *
 * Warning: do not try to compute the group length elements !
 * Warning: You may need a 64bits machine for this example to work.
 */
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
}

```

```

const char *filename = argv[1];
const char *outfilename = argv[2];
gdcm::Reader reader;
reader.SetFileName( filename );
if( !reader.Read() )
{
    return 1;
}

gdcm::File &file = reader.GetFile();
gdcm::DataSet &ds = file.GetDataSet();

//const unsigned int nitems = 1000;
const unsigned int ptr_len = 42; /*94967296 / nitems; */
//assert( ptr_len == 42949672 );
char *ptr = new char[ptr_len];
memset(ptr,0,ptr_len);

// Create a Sequence
gdcm::SmartPointer<gdcm::SequenceOfItems>
    sq = new gdcm::SequenceOfItems();
sq->SetLengthToUndefined();

const char owner_str[] = "GDCM CONFORMANCE TESTS";
gdcm::DataElement owner( gdcm::Tag(0x4d4d, 0x10) );
owner.SetByteValue(owner_str, strlen(owner_str));
owner.SetVR( gdcm::VR::LO );

for(unsigned int idx = 0; idx < 10/* nitems*/; ++idx)
{
    // Create a dataelement
    gdcm::DataElement de( gdcm::Tag(0x4d4d, 0x1002) );
    ;
    de.SetByteValue(ptr, ptr_len);
    de.SetVR( gdcm::VR::OB );

    // Create an item
    gdcm::Item it;
    it.SetVLToUndefined();
    gdcm::DataSet &nds = it.GetNestedDataSet();
    nds.Insert(owner);
    nds.Insert(de);

    sq->AddItem(it);
}

// Insert sequence into data set
gdcm::DataElement des( gdcm::Tag(0x4d4d,0x1001) );
des.SetVR(gdcm::VR::SQ);
des.SetValue(*sq);
des.SetVLToUndefined();

ds.Insert(owner);
ds.Insert(des);

gdcm::Writer w;
w.SetFile( file );
//w.SetCheckFileMetaInformation( true );
w.SetFileName( outfile );
if( !w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.62 GetArray.cs

```

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```

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```

=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/GetArray.exe gdcmData/012345.002.050.dcm
 */
using System;
using gdcm;

public class GetArray
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }

        Image image = reader.GetImage();

        PixelFormat pixeltype = image.GetPixelFormat();

        if( image.GetNumberOfDimensions() != 2 )
        {
            // For the purpose of the test, exit early on
            return 1;
        }
        uint dimx = image.GetDimension(0);
        uint dimy = image.GetDimension(1);
        uint npixels = dimx * dimy;
        //LookupTable lut = image.GetLUT();
        //uint r1 = lut.GetLUTLength( LookupTable.LookupTableType.RED );
        //byte[] rbuf = new byte[ r1 ];
        //uint r12 = lut.GetLUT( LookupTable.LookupTableType.RED, rbuf );
        //assert r1 == r12;

        //byte[] str1 = new byte[ image.GetBufferLength()];
        //image.GetBuffer( str1 );
        if( pixeltype.GetScalarType() == PixelFormat.ScalarType.UINT8 )
        {
            System.Console.WriteLine( "Processing UINT8 image type" );
            byte[] str1 = new byte[ npixels ];
            image.GetArray( str1 );
        }
        else if( pixeltype.GetScalarType() == PixelFormat.ScalarType.INT16 )
        {
            System.Console.WriteLine( "Processing INT16 image type" );
            short[] str1 = new short[ npixels ];
            image.GetArray( str1 );
        }
        else if( pixeltype.GetScalarType() == PixelFormat.ScalarType.UINT16 )
        {
            System.Console.WriteLine( "Processing UINT16 image type" );
            ushort[] str1 = new ushort[ npixels ];
            image.GetArray( str1 );
        }
        else
        {
            //System.Console.WriteLine( "Default (unhandled pixel format): " +
            //    pixeltype.toString() );
            System.Console.WriteLine( "Default (unhandled pixel format): " +
                pixeltype.GetScalarTypeAsString() );
            // Get bytes
            byte[] str1 = new byte[ image.GetBufferLength()];
            image.GetBuffer( str1 );
        }

        return 0;
    }
}

```

## 27.63 GetJPEGSamplePrecision.cxx

```

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=====*/
/*
 * This example is a little helper to detect the famous SIEMENS JPEG lossless
 * compressed image
 * where DICOM is declared as:
 *
 * (0028,0100) US 16 # 2,1
 * Bits Allocated
 * (0028,0101) US 12 # 2,1
 * Bits Stored
 * (0028,0102) US 11 # 2,1
 * High Bit
 * (0028,0103) US 0 # 2,1
 * Pixel Representation
 *
 * But where JPEG is:
 *
 * JPEG_SOF_Parameters:
 * SamplePrecision = 16
 * nLines = 192
 * nSamplesPerLine = 192
 * nComponentsInFrame = 1
 * component 0
 * ComponentIdentifier = 1
 * HorizontalSamplingFactor = 1
 * VerticalSamplingFactor = 1
 * QuantizationTableDestinationSelector = 0
 *
 * This case is valid. One simply has to use the 16bits jpeg decoder to decode
 * the 12bits stored image.
 * This used to be an issue in GDCM 1.2.x (fixed in GDCM 1.2.5)
 *
 * The main return 0 (no error) when the file read is actually a potential
 * problem. At the end of the main
 * function, the jpeg stream is stored in the filename specified as second
 * argument
 */

#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmJPEGCodec.h"

#include <iostream>
#include <fstream>

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.jpg" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }

    // The output of gdcm::Reader is a gdcm::File
    const gdcm::File &file = reader.GetFile();

```

```

const gdcm::Image &image = reader.GetImage();

const gdcm::TransferSyntax &ts = file.GetHeader(
    ).GetDataSetTransferSyntax();

if( ts != gdcm::TransferSyntax::JPEGLosslessProcess14
    && ts != gdcm::TransferSyntax::JPEGLosslessProcess14_1
    )
{
    std::cerr << "Input is not a lossless JPEG" << std::endl;
    return 1;
}

// the dataset is the the set of element we are interested in:
const gdcm::DataSet &ds = file.GetDataSet();

const gdcm::Tag rawTag(0x7fe0, 0x0010); // Default to Pixel Data
const gdcm::DataElement& pdde = ds.GetDataElement
    ( rawTag );
const gdcm::SequenceOfFragments *sf = pdde.
    GetSequenceOfFragments();
if( sf )
{
    std::ofstream output(outfilename, std::ios::binary);
    sf->WriteBuffer(output);
}
else
{
    std::cerr << "Error" << std::endl;
    return 1;
}

gdcm::JPEGCodec jpeg;
std::ifstream is(outfilename);
gdcm::PixelFormat pf ( gdcm::PixelFormat::UINT8
    ); // let's pretend it's a 8bits jpeg
jpeg.SetPixelFormat( pf );
gdcm::TransferSyntax ts_jpg;
bool b = jpeg.GetHeaderInfo( is, ts_jpg );
if( !b )
{
    return 1;
}

//jpeg.Print( std::cout );
if( jpeg.GetPixelFormat().GetBitsAllocated() !=
    image.GetPixelFormat().GetBitsAllocated()
    || jpeg.GetPixelFormat().GetBitsStored() != image
        .GetPixelFormat().GetBitsStored() )
{
    std::cerr << "There is a mismatch in between DICOM declared Pixel Format
        and Sample Precision used in the JPEG stream" << std::endl;
    return 0;
}

std::cout << jpeg.GetPixelFormat() << std::endl;
std::cout << image.GetPixelFormat() << std::endl;

return 1;
}

```

## 27.64 GetPortionCSAHeader.py

```

#####
#
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#
#####

```



```

"""
Usage:

python GetPortionCSAHeader.py input.dcm

Footnote:
    SIEMENS is not publishing any information on the CSA header. So any info
    extracted
    is at your own risk.
"""

import sys
import gdcm

if __name__ == "__main__":

    file = sys.argv[1]

    r = gdcm.Reader()
    r.SetFileName( file )
    if not r.Read():
        sys.exit(1)

    ds = r.GetFile().GetDataSet()
    csa_t1 = gdcm.CSAHeader()
    csa_t2 = gdcm.CSAHeader()
    #print csa
    t1 = csa_t1.GetCSAImageHeaderInfoTag();
    print t1
    t2 = csa_t2.GetCSASeriesHeaderInfoTag();
    print t2
    # Let's do it for t1:
    if ds.FindDataElement( t1 ):
        csa_t1.LoadFromDataElement( ds.GetDataElement( t1 ) )
        print csa_t1

    # Now let's pretend we are only interested in B_value and
    # DiffusionGradientDirection entries:
    bvalues = csa_t1.GetCSAElementByName( "B_value" ) # WARNING: it is case
    sensitive !
    print bvalues

    diffgraddir = csa_t1.GetCSAElementByName( "DiffusionGradientDirection" ) #
    WARNING: it is case sensitive !
    print diffgraddir

    # repeat for t2 if you like it:
    if ds.FindDataElement( t2 ):
        csa_t2.LoadFromDataElement( ds.GetDataElement( t2 ) )
        # print csa_t2

    gdt = csa_t2.GetCSAElementByName( "GradientDelayTime" )
    print gdt

    bv = gdt.GetByteValue();
    #print bv
    str = bv.GetPointer()
    print str.split("\\")

```

## 27.65 GetSequenceUltrasound.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmAttribute.h"

```

```

bool Region ( char* nomefile, unsigned int* X_min, unsigned int* Y_min,
              unsigned int* X_max, unsigned int* Y_max );

int main(int argc, char* argv[] )
{
    // Controllo del numero di argomenti introdotti da riga di comando
    if( argc < 2 )
    {
        std::cerr << "Usage: " << std::endl;
        std::cerr << argv[0] << " inputImageFile " << std::endl;
        return EXIT_FAILURE;
    }

    unsigned int x_min = 1;
    unsigned int y_min = 1;
    unsigned int x_max = 1;
    unsigned int y_max = 1;

    if( Region ( argv[1], &x_min, &y_min, &x_max, &y_max ) )
    {
        std::cout << "x_min = " << x_min << std::endl;
        std::cout << "y_min = " << y_min << std::endl;
        std::cout << "x_max = " << x_max << std::endl;
        std::cout << "y_max = " << y_max << std::endl;
    }

    else
    {
        std::cout << "no\n";
    }
}

bool Region ( char* nomefile, unsigned int* X_min, unsigned int* Y_min,
              unsigned int* X_max, unsigned int* Y_max )
{
    gdcm::Reader reader;
    reader.SetFileName( nomefile );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << nomefile << std::endl;
        return false;
    }

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    gdcm::Tag tsqr(0x0018,0x6011);
    if( !ds.FindDataElement( tsqr ) )
    {
        return false;
    }

    const gdcm::DataElement &sqr= ds.GetDataElement
        ( tsqr );
    //std::cout << sqr << std::endl;
    const gdcm::SequenceOfItems *sqi = sqr.GetValueAsSQ
        ();
    if( !sqi || !sqi->GetNumberOfItems() )
    {
        return false;
    }
    //std::cout << sqi << std::endl;

    const gdcm::Item &item = sqi->GetItem(1);
    //std::cout << item << std::endl;
    const gdcm::DataSet& nestedds = item.GetNestedDataSet
        ();
    //std::cout << nestedds << std::endl;

    gdcm::Tag tX0(0x0018,0x6018);
    gdcm::Tag tY0(0x0018,0x601a);
    gdcm::Tag tX1(0x0018,0x601c);
    gdcm::Tag tY1(0x0018,0x601e);

    if( (!nestedds.FindDataElement( tX0 ))||(!nestedds.
        FindDataElement( tY0 ))||(!nestedds.FindDataElement
        ( tX1 ))||(!nestedds.FindDataElement( tY1 )) )
    {
        return false;
    }
}

```

```

    }

    const gdcm::DataElement& deX0 = nesteddds.GetDataElement
        ( tX0 );
    const gdcm::DataElement& deY0 = nesteddds.GetDataElement
        ( tY0 );
    const gdcm::DataElement& deX1 = nesteddds.GetDataElement
        ( tX1 );
    const gdcm::DataElement& deY1 = nesteddds.GetDataElement
        ( tY1 );
    //std::cout << deX0 << std::endl << deY0 << std::endl << deX1 << std::endl <<
        deY1 << std::endl;

    //const gdcm::ByteValue *bvX0 = deX0.GetByteValue();
    //const gdcm::ByteValue *bvY0 = deY0.GetByteValue();
    //const gdcm::ByteValue *bvX1 = deX1.GetByteValue();
    //const gdcm::ByteValue *bvY1 = deY1.GetByteValue();
    //std::cout << bvX0 << std::endl << bvY0 << std::endl << bvX1 << std::endl <<
        bvY1 << std::endl;

    gdcm::Attribute<0x0018,0x6018> atX0;
    gdcm::Attribute<0x0018,0x601a> atY0;
    gdcm::Attribute<0x0018,0x601c> atX1;
    gdcm::Attribute<0x0018,0x601e> atY1;
    atX0.SetFromDataElement( deX0 );
    atY0.SetFromDataElement( deY0 );
    atX1.SetFromDataElement( deX1 );
    atY1.SetFromDataElement( deY1 );
    uint32_t X0 = atX0.GetValue();
    uint32_t Y0 = atY0.GetValue();
    uint32_t X1 = atX1.GetValue();
    uint32_t Y1 = atY1.GetValue();
    std::cout << X0 << std::endl << Y0 << std::endl << X1 << std::endl << Y1 <<
        std::endl;

    *X_min = static_cast<unsigned int>(X0);
    *Y_min = static_cast<unsigned int>(Y0);
    *X_max = static_cast<unsigned int>(X1);
    *Y_max = static_cast<unsigned int>(Y1);

    //std::cout << "X_min = " << *X_min << std::endl;
    //std::cout << "Y_min = " << *Y_min << std::endl;
    //std::cout << "X_max = " << *X_max << std::endl;
    //std::cout << "Y_max = " << *Y_max << std::endl;

    return true;
}

```

## 27.66 GetSubSequenceData.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmDataElement.h"
#include "gdcmPrivateTag.h"
#include "gdcmUIDGenerator.h"

#include <iostream>
#include <string>

#include <map>

/*
 * This example will extract the Movie from the private group of

```

```

* GEMS_Ultrasound_MovieGroup_001 See Attribute
* (7fel,60,GEMS_Ultrasound_MovieGroup_001)
*
* The output file will be stored in 'outvid.dcm' as
* MultiframeGrayscaleByteSecondaryCaptureImageStorage
*/
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    using namespace gdcm;
    const char *filename = argv[1];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    reader.Read();

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    const PrivateTag tseq(0x7fel,0x1,"GEMS_Ultrasound_MovieGroup_001");

    if( !ds.FindDataElement( tseq ) ) return 1;
    const DataElement& seq = ds.GetDataElement( tseq );

    SmartPointer<SequenceOfItems> sqi = seq.
        GetValueAsSQ();
    assert( sqi->GetNumberOfItems() == 1 );
    Item &item = sqi->GetItem(1);
    DataSet &subds = item.GetNestedDataSet();

    const PrivateTag tseq1(0x7fel,0x10,"GEMS_Ultrasound_MovieGroup_001"
        );

    if( !subds.FindDataElement( tseq1 ) ) return 1;
    const DataElement& seq1 = subds.GetDataElement( tseq1 );

    SmartPointer<SequenceOfItems> sqi2 = seq1.
        GetValueAsSQ();
    //int n = sqi2->GetNumberOfItems();
    int index = 1;
    Item &item2 = sqi2->GetItem(index);
    DataSet &subds2 = item2.GetNestedDataSet();

    const PrivateTag tseq2(0x7fel,0x20,"GEMS_Ultrasound_MovieGroup_001"
        );

    if( !subds2.FindDataElement( tseq2 ) ) return 1;
    const DataElement& seq2 = subds2.GetDataElement( tseq2 );

    //      std::cout << seq2 << std::endl;

    SmartPointer<SequenceOfItems> sqi3 = seq2.
        GetValueAsSQ();
    int ni3 = sqi3->GetNumberOfItems();
    assert( sqi3->GetNumberOfItems() >= 1 );
    Item &item3 = sqi3->GetItem(1);
    DataSet &subds3 = item3.GetNestedDataSet();

    const PrivateTag tseq6(0x7fel,0x26,"GEMS_Ultrasound_MovieGroup_001"
        );
    if( !subds3.FindDataElement( tseq6 ) ) return 1;
    const DataElement& seq6 = subds3.GetDataElement( tseq6 );
    SmartPointer<SequenceOfItems> sqi6 = seq6.
        GetValueAsSQ();
    int ni6= sqi6->GetNumberOfItems();
    assert( sqi6->GetNumberOfItems() >= 1 );
    const PrivateTag tseq7(0x7fel,0x86,"GEMS_Ultrasound_MovieGroup_001"
        );
    int dimx, dimy;
    for( int i6 = 1; i6 <= ni6; ++i6 )
    {
        Item &item6 = sqi6->GetItem(i6);
        DataSet &subds6 = item6.GetNestedDataSet();

        if( subds6.FindDataElement( tseq7 ) )
        {
            Element<VR::SL, VM::VM4> el;
            el.SetFromDataElement( subds6.GetDataElement
                ( tseq7 ) );
            std::cout << "El= " << el.GetValue() << std::endl;
            dimx = el.GetValue(0);
            dimy = el.GetValue(1);
        }
    }
}

```

```

    }

    const PrivateTag tseq3(0x7fe1,0x36,"GEMS_Ultrasound_MovieGroup_001"
    );
    if( !subds3.FindDataElement( tseq3 ) ) return 1;
    const DataElement& seq3 = subds3.GetDataElement( tseq3 );

//    std::cout << seq3 << std::endl;

    SmartPointer<SequenceOfItems> sqi4 = seq3.
        GetValueAsSQ();
    int ni4= sqi4->GetNumberOfItems();
    assert( sqi4->GetNumberOfItems() >= 1 );
    const PrivateTag tseq8(0x7fe1,0x37,"GEMS_Ultrasound_MovieGroup_001"
    );
    const PrivateTag tseq4(0x7fe1,0x43,"GEMS_Ultrasound_MovieGroup_001"
    );
    const PrivateTag tseq5(0x7fe1,0x60,"GEMS_Ultrasound_MovieGroup_001"
    );

    std::vector<char> imbuffer;
    int dimz = 0;
    for( int i4 = 1; i4 <= ni4; ++i4 )
    {
        Item &item4 = sqi4->GetItem(i4);
        DataSet &subds4 = item4.GetNestedDataSet();

        if( !subds4.FindDataElement( tseq8 ) ) return 1;
        const DataElement& de8 = subds4.GetDataElement(
            tseq8 );
        Element<VR::UL,VM::VM1> ldimz;
        ldimz.SetFromDataElement( de8 );
        dimz += ldimz.GetValue();
        if( !subds4.FindDataElement( tseq4 ) ) return 1;
        const DataElement& seq4 = subds4.GetDataElement(
            tseq4 );
        if( !subds4.FindDataElement( tseq5 ) ) return 1;
        const DataElement& seq5 = subds4.GetDataElement(
            tseq5 );

        //    std::cout << seq4 << std::endl;
        //    std::cout << seq5 << std::endl;

        const ByteValue *bv4 = seq4.GetByteValue();
#ifdef 0
        {
            std::ofstream out( "/tmp/mo4" );
            out.write( bv4->GetPointer(), bv4->GetLength());
            out.close();
        }
#endif
        const ByteValue *bv5 = seq5.GetByteValue();
#ifdef 0
        {
            std::ofstream out( "/tmp/mo5" );
            out.write( bv5->GetPointer(), bv5->GetLength());
            out.close();
        }
#endif
        std::cout << bv5->GetLength() << std::endl;
        imbuffer.insert( imbuffer.begin(), bv5->GetPointer(), bv5->
            GetPointer() + bv5->GetLength() );
    }
    DataElement fakedata;
    fakedata.SetByteValue( &imbuffer[0], imbuffer.size() );

    gdcm::SmartPointer<gdcm::Image> im = new
        gdcm::Image;
    im->SetNumberOfDimensions( 3 );

    im->SetDimension(0, dimx );
    im->SetDimension(1, dimy );
    im->SetDimension(2, dimz );
    size_t l1 = imbuffer.size();
    size_t l2 = im->GetBufferLength();
    assert( im->GetBufferLength() == imbuffer.size() );
    im->SetPhotometricInterpretation(
        gdcm::PhotometricInterpretation::MONOCHROME2 );

```

```

im->SetDataElement( fakedata );

gdcm::ImageWriter w;
w.SetImage( *im );
DataSet &dataset = w.GetFile().GetDataSet();

gdcm::UIDGenerator uid;
gdcm::DataElement de( Tag(0x8,0x18) ); // SOP Instance
    UID
de.SetVR( VR::UI );
const char *u = uid.Generate();
de.SetByteValue( u, strlen(u) );
//ds.Insert( de );
dataset.Replace( de );

de.SetTag( Tag(0x8,0x16) ); // SOP Class UID
de.SetVR( VR::UI );
gdcm::MediaStorage ms(
    gdcm::MediaStorage::MultiframeGrayscaleByteSecondaryCaptureImageStorage
);
de.SetByteValue( ms.GetString(), strlen(ms.GetString
()));
dataset.Replace( de ); // replace !

w.SetFileName( "outvid.dcm" );
if( !w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.67 headsq2dcm.py

```

#####
#
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#   PURPOSE. See the above copyright notice for more information.
#
#####

"""
Usage:
python headsq2dcm.py -D /path/to/VTKData
"""

import vtk
import vtkgdcm
from vtk.util.misc import vtkGetDataRoot
VTK_DATA_ROOT = vtkGetDataRoot()

reader = vtk.vtkVolume16Reader()
reader.SetDataDimensions(64, 64)
reader.SetDataByteOrderToLittleEndian()
reader.SetFilePrefix(VTK_DATA_ROOT + "/Data/headsq/quarter")
reader.SetImageRange(1, 93)
reader.SetDataSpacing(3.2, 3.2, 1.5)

cast = vtk.vtkImageCast()
cast.SetInput( reader.GetOutput() )
cast.SetOutputScalarTypeToUnsignedChar()

# By default this is creating a Multiframe Grayscale Word Secondary Capture
Image Storage
writer = vtkgdcm.vtkGDCMImageWriter()
writer.SetFileName( "headsq.dcm" )
writer.SetInput( reader.GetOutput() )
# cast -> Multiframe Grayscale Byte Secondary Capture Image Storage
#writer.SetInput( cast.GetOutput() )

```

```
writer.SetFileDimensionality( 3 )
writer.Write()
```

## 27.68 HelloActiviz.cs

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
using vtkgdcm;
using Kitware.VTK;
using System;
using System.Runtime.InteropServices;

/*
 * This example shows how vtkgdcm can be connected to Kitware.VTK Activiz
 * product.
 * Three (3) arguments are required:
 * 1. Input DICOM file (SWIG)
 * 2. Temporary PNG (intermediate) file (Activiz)
 * 3. Final DICOM file (SWIG)
 *
 * $ MONO_PATH=/home/mmalaterre/Software/
 *   Activiz.NET-5.4.0.455-Linux-x86_64-Personal/bin/ LD_LIBRARY_PATH=/home/mmalaterre/Software/
 *   Activiz.NET-5.4.0.455-Linux-x86_64-Personal/bin:/home/mmalaterre/Projects/gdcm/debug-gcc43/bin/ mono ./bin
 *   /HelloActiviz.exe ~/Creatis/gdcmData/test.acr out.png toto.dcm
 *
 * Footnote:
 * this test originally used vtkBMPWriter / vtkBMPReader combination to store
 * intermediate
 * image file, but BMP file are 24bits by default. Instead use PNG format which
 * supports seems
 * to be closer to what was expected in this simple test.
 */
public class HelloActiviz
{
    // Does not work with Activiz.NET-5.4.0.455-Linux-x86_64-Personal
    /*
    static void ConnectSWIGToActiviz(Kitware.VTK.vtkImageExport imgin,
        Kitware.VTK.vtkImageImport imgout)
    {
        imgout.SetUpdateInformationCallback(imgin.GetUpdateInformationCallback());
        imgout.SetPipelineModifiedCallback(imgin.GetPipelineModifiedCallback());
        imgout.SetWholeExtentCallback(imgin.GetWholeExtentCallback());
        imgout.SetSpacingCallback(imgin.GetSpacingCallback());
        imgout.SetOriginCallback(imgin.GetOriginCallback());
        imgout.SetScalarTypeCallback(imgin.GetScalarTypeCallback());

        imgout.SetNumberOfComponentsCallback(imgin.GetNumberOfComponentsCallback());

        imgout.SetPropagateUpdateExtentCallback(imgin.GetPropagateUpdateExtentCallback());
        imgout.SetUpdateDataCallback(imgin.GetUpdateDataCallback());
        imgout.SetDataExtentCallback(imgin.GetDataExtentCallback());
        imgout.SetBufferPointerCallback(imgin.GetBufferPointerCallback());
        imgout.SetCallbackUserData(imgin.GetCallbackUserData());
    }
    */

    static Kitware.VTK.vtkImageData ConnectSWIGToActiviz(vtkgdcm.vtkImageData
        imgin)
    {
        IntPtr rawCppThis = imgin.GetCppThis();
        Kitware.VTK.vtkImageData imgout = new Kitware.VTK.vtkImageData( rawCppThis,
            IntPtr.Zero, IntPtr.Zero);
        return imgout;
    }

    static vtkgdcm.vtkImageData ConnectActivizToSWIG(Kitware.VTK.vtkImageData

```

```

    imgin)
    {
        HandleRef rawCppThis = imgin.GetCppThis();
        vtkgdcmm.vtkImageData imgout = new vtkgdcmm.vtkImageData( rawCppThis );
        return imgout;
    }

public static int Main(string[] args)
{
    string filename = args[0];
    string outfilename = args[1];

    // Step 1. Test SWIG -> Activiz
    vtkGDCMImageReader reader = vtkGDCMImageReader
        .New();
    reader.SetFileName( filename );
    //reader.Update(); // DO NOT call Update to check pipeline execution

    Kitware.VTK.vtkImageData imgout = ConnectSWIGToActiviz( reader.GetOutput() );

    System.Console.WriteLine( imgout.ToString() ); // not initialized as
        expected

    vtkPNGWriter writer = new vtkPNGWriter();
    writer.SetInput( imgout );
    writer.SetFileName( outfilename );
    writer.Write();

    // Step 2. Test Activiz -> SWIG
    vtkPNGReader bmpreader = new vtkPNGReader();
    bmpreader.SetFileName( outfilename );
    //bmpreader.Update(); // DO NOT update to check pipeline execution

    System.Console.WriteLine( bmpreader.GetOutput().ToString() ); // not
        initialized as expected

    vtkgdcmm.vtkImageData imgout2 = ConnectActivizToSWIG( bmpreader.GetOutput() );

    System.Console.WriteLine( imgout2.ToString() ); // not initialized as
        expected

    Kitware.VTK.vtkMedicalImageProperties prop = new Kitware.VTK.
        vtkMedicalImageProperties();
    prop.SetModality( "MR" );

    string outfilename2 = args[2];
    vtkGDCMImageWriter writer2 = vtkGDCMImageWriter
        .New();
    writer2.SetMedicalImageProperties( prop.
        CastToActiviz() );
    writer2.SetFileName( outfilename2 );
    writer2.SetInput( imgout2 );
    writer2.Write();

    return 0;
}
}

```

## 27.69 HelloActiviz2.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
using Kitware.VTK;
using vtkgdcmm;

```



```

/*
 * Usage:
 * export LD_LIBRARY_PATH=/home/mathieu/Perso/gdcm/debug-activiz/bin:/home/
 * mathieu/Software/Activiz.NET-5.4.2.488-Linux-x86_64-Personal/bin
 * export MONO_PATH=/home/mathieu/Software/
 * Activiz.NET-5.4.2.488-Linux-x86_64-Personal/bin
 * $ mono ./bin/HelloActiviz2.exe gdcmData/test.acr bla.png bla2.dcm
 */

/*
 * From the outside view, no-one can detect that object pass to/from
 * vtkGDCMImageWriter/vtkGDCMImageReader are not Activiz object.
 *
 * TODO: Test Command/Observer
 */
public class HelloActiviz2
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        string outfilename = args[1];
        string outfilename2 = args[2];

        vtkgdc.vtkGDCMImageReader reader = new vtkgdc.vtkGDCMImageReader();
        reader.SetFileName( filename );

        // When calling multiple times creation of C# object from the same C++
        // object it triggers a:
        //error: potential refcounting error: Duplicate rawCppThis - weak reference
        //      that is still alive. Attempting to add '0x00b2dc10' again.
        //      Allowing new wrapped object to take over table key...
        //      Original object should *not* have been destroyed while we still had it
        //      in our table without notifying us...
        //reader.GetOutput();
        //reader.GetOutput();

        System.Console.WriteLine( reader.ToString() ); // Test the ToString compat
        // with Activiz

        vtkGDCMImageWriter writer = new vtkGDCMImageWriter
        ();
        writer.SetInput( reader.GetOutput() );
        writer.SetFileName( outfilename2 );
        writer.Write();

        System.Console.WriteLine( reader.GetOutput().ToString() ); // Test the
        // ToString compat with Activiz

        System.Console.WriteLine( writer.ToString() ); // Test the ToString compat
        // with Activiz

        vtkPNGWriter pngwriter = new vtkPNGWriter();
        pngwriter.SetInput( reader.GetOutput() );
        pngwriter.SetFileName( outfilename );
        pngwriter.Write();

        // at that point the .Write() should have triggered an Update() on the
        // reader:
        if( reader.GetImageFormat() == vtkgdc.vtkgdc.VTK_LUMINANCE ) //
        MONOCHROME2
        {
            System.Console.WriteLine( "Image is MONOCHROME2" ); //
        }

        vtkPNGReader bmpreader = new vtkPNGReader();
        bmpreader.SetFileName( outfilename );

        vtkMedicalImageProperties prop = new vtkMedicalImageProperties();
        prop.SetModality( "MR" );

        vtkMatrix4x4 dircos = reader.GetDirectionCosines();
        dircos.Invert();

        vtkGDCMImageWriter writer2 = new vtkGDCMImageWriter
        ();
        writer2.SetFileName( outfilename2 );
        writer2.SetDirectionCosines( dircos );
        writer2.SetMedicalImageProperties( prop );
        writer2.SetInput( bmpreader.GetOutput() );
        writer2.Write();
    }
}

```

```

    return 0;
}

```

## 27.70 HelloActiviz3.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
using Kitware.VTK;
using vtkgdcml;

/*
 * $ MONO_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/ LD_LIBRARY_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/:/home/mmalaterre/Projects/gdcm/debug-gcc43/bin/ mono ./bin
   /HelloActiviz3.exe ~/CreatiS/gdcmData/test.acr
 */
public class HelloActiviz3
{
    public static int Main(string[] args)
    {
        string filename = args[0];

        vtkGDCMImageReader reader = vtkGDCMImageReader
            .New();
        vtkStringArray array = vtkStringArray.New();
        array.InsertNextValue(filename);

        reader.SetFileNames(array);
        reader.Update();

        //System.Console.WriteLine(reader.GetOutput());

        vtkRenderWindowInteractor iren = vtkRenderWindowInteractor.New();

        vtkImageViewer2 viewer = vtkImageViewer2.New();
        viewer.SetInput(reader.GetOutput());
        viewer.SetupInteractor(iren);
        viewer.SetSize(600, 600);
        viewer.Render();

        iren.Initialize();
        iren.Start();

        return 0;
    }
}

```

## 27.71 HelloActiviz4.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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```

```

        PURPOSE. See the above copyright notice for more information.

=====*/
using Kitware.VTK;
using vtkgdcms;

/*
 * $ MONO_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/ LD_LIBRARY_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/:/home/mmalaterre/Projects/gdcm/debug-gcc43/bin/ mono ./bin
   /HelloActiviz4.exe ~/Creatis/gdcmData/test.acr
 *
 */
public class HelloActiviz4
{
    public static int Main(string[] args)
    {
        string filename = args[0];

        vtkGDCMImageReader reader = new vtkGDCMImageReader
        ();
        vtkStringArray array = vtkStringArray.New();
        array.InsertNextValue(filename);

        reader.SetFileNames(array);
        reader.Update();

        //System.Console.Write(reader.GetOutput());

        vtkRenderWindowInteractor iren = vtkRenderWindowInteractor.New();

        vtkImageViewer viewer = vtkImageViewer.New();
        viewer.SetInput(reader.GetOutput());
        viewer.SetupInteractor(iren);
        viewer.SetSize(600, 600);
        viewer.Render();

        iren.Initialize();
        iren.Start();

        return 0;
    }
}

```

## 27.72 HelloActiviz5.cs

```

/*=====
Program: GDICOM (Grassroots DICOM). A DICOM library

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=====*/
using Kitware.VTK;
using vtkgdcms;

// The command line arguments are:
// -I      => run in interactive mode; unless this is used, the program will
//          not allow interaction and exit
// -D <path> => path to the data; the data should be in <path>/Data/

/*
 * $ export MONO_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/
 * $ export LD_LIBRARY_PATH=/home/mmalaterre/Software/
   ActiViz.NET-5.4.0.455-Linux-x86_64-Personal/bin/:/home/mmalaterre/Projects/gdcm/debug-gcc43/bin/
 * $ mono ./bin/HelloActiviz5.exe -I
 *
 */
public class HelloActiviz5
{

```

```

public static int Main(string[] args)
{
    vtkTesting testHelper = vtkTesting.New();
    for ( int cc = 0; cc < args.Length; cc++ )
    {
        //testHelper.AddArguments(argc,const_cast<const char **>(argv));
        //System.Console.Write( "args: " + args[cc] + "\n" );
        testHelper.AddArgument( args[cc] );
    }
    if ( testHelper.IsFlagSpecified("-D") != 0 )
    {
        string VTK_DATA_ROOT = vtkGDCMTesting.GetVTKDataRoot
        ();
        if( VTK_DATA_ROOT != null )
        {
            //System.Console.Write( "VTK_DATA_ROOT: " + VTK_DATA_ROOT + "\n" );
            testHelper.SetDataRoot (VTK_DATA_ROOT);
            testHelper.AddArgument ("-D");
            testHelper.AddArgument (VTK_DATA_ROOT);
        }
    }

    string dataRoot = testHelper.GetDataRoot();
    string filename = dataRoot;
    filename += "/Data/mr.001";

    vtkDirectory dir = vtkDirectory.New();
    if( dir.FileIsDirectory( dataRoot ) == 0 )
    {
        filename = vtkGDCMTesting.GetGDCMDataRoot()
        + "/test.acr";
    }
    //System.Console.Write( "dataRoot: " + dataRoot + "\n" );
    System.Console.Write( "filename being used is: " + filename + "\n" );

    vtkGDCMImageReader reader = vtkGDCMImageReader
    .New();
    vtkStringArray array = vtkStringArray.New();
    array.InsertNextValue(filename);
    reader.SetFileNames(array);
    reader.Update();

    System.Console.Write(reader.GetOutput());

    vtkRenderWindowInteractor iren = vtkRenderWindowInteractor.New();

    vtkRenderer ren1 = vtkRenderer.New();
    vtkRenderWindow renWin = vtkRenderWindow.New();
    renWin.AddRenderer(ren1);

    vtkImageActor actor = vtkImageActor.New();

    vtkImageMapToWindowLevelColors coronalColors =
    vtkImageMapToWindowLevelColors.New();
    coronalColors.SetInput(reader.GetOutput());

    actor.SetInput(coronalColors.GetOutput());

    ren1.AddActor(actor);
    iren.SetRenderWindow(renWin);

    iren.Initialize();

    renWin.Render();

    int retVal = testHelper.IsInteractiveModeSpecified();

    if( retVal != 0 )
    {
        iren.Start();
    }

    return 0;
}

```

## 27.73 HelloSimple.java

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/HelloSimple.java -d .
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java HelloSimple gdcmData/
   012345.002.050.dcm
 */
import gdcm.*;

public class HelloSimple
{
    public static void main(String[] args) throws Exception
    {
        String filename = args[0];
        Reader reader = new Reader();
        reader.SetFileName( filename );
        boolean ret = reader.Read();
        if( !ret )
        {
            throw new Exception("Could not read: " + filename );
        }
        File f = reader.GetFile();
        DataSet ds = f.GetDataSet();

        System.out.println( ds.toString() );

        System.out.println("Success reading: " + filename );
    }
}

```

## 27.74 HelloVizWorld.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * Basic example for dealing with a DICOM file that contains an Image
 * (read: Pixel Data element)
 */

#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
#include "gdcmImage.h"
#include "gdcmPhotometricInterpretation.h"

#include <iostream>

int main(int argc, char *argv[])
{
    if( argc < 3 )

```

```

    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    // Instantiate the image reader:
    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }
    // If we reach here, we know for sure 2 things:
    // 1. It is a valid DICOM
    // 2. And it contains an Image !

    // The output of superclass gdcm::Reader is a gdcm::File
    //gdcm::File &file = reader.GetFile();

    // The other output of gdcm::ImageReader is a gdcm::Image
    const gdcm::Image &image = reader.GetImage();

    // Let's get some property from the image:
    unsigned int ndim = image.GetNumberOfDimensions();
    // Dimensions of the image:
    const unsigned int *dims = image.GetDimensions();
    // Origin
    const double *origin = image.GetOrigin();
    const gdcm::PhotometricInterpretation &pi =
        image.GetPhotometricInterpretation();
    for(unsigned int i = 0; i < ndim; ++i)
    {
        std::cout << "Dim(" << i << "): " << dims[i] << std::endl;
    }
    for(unsigned int i = 0; i < ndim; ++i)
    {
        std::cout << "Origin(" << i << "): " << origin[i] << std::endl;
    }
    std::cout << "PhotometricInterpretation: " << pi << std::endl;

    // Write the modified DataSet back to disk
    gdcm::ImageWriter writer;
    writer.SetImage( image );
    writer.SetFileName( outfile );
    //writer.SetFile( file ); // We purposely NOT copy the meta information from
        the input                                // file, and instead only pass the image

    if( !writer.Write() )
    {
        std::cerr << "Could not write: " << outfile << std::endl;
        return 1;
    }

    return 0;
}

```

## 27.75 HelloVTKWorld.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
using vtkgdcm;

/*

```

```

* This test only test the SWIG/VTK part, you do not need Activiz
*/
public class HelloVTKWorld
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        vtkGDCMImageReader reader = vtkGDCMImageReader
            .New();
        reader.SetFileName( filename );
        reader.Update();

        vtkMedicalImageProperties prop = reader.GetMedicalImageProperties();
        System.Console.WriteLine( prop.GetPatientName() ); //

        if( reader.GetImageFormat() == vtkgdc.vtkgdc.VTK_LUMINANCE ) //
            MONOCHROME2
        {
            System.Console.WriteLine( "Image is MONOCHROME2" ); //
        }

        // Just for fun, invert the direction cosines, output should reflect that:
        vtkMatrix4x4 dircos = reader.GetDirectionCosines();
        dircos.Invert();

        string outfilename = args[1];
        vtkGDCMImageWriter writer = vtkGDCMImageWriter
            .New();
        writer.SetMedicalImageProperties( reader.
            GetMedicalImageProperties() );
        writer.SetDirectionCosines( dircos );
        writer.SetShift( reader.GetShift() );
        writer.SetScale( reader.GetScale() );
        writer.SetImageFormat( reader.GetImageFormat() );
        writer.SetFileName( outfilename );
        //writer.SetInputConnection( reader.GetOutputPort() ); // new
        writer.SetInput( reader.GetOutput() ); // old
        writer.Write();

        return 0;
    }
}

```

## 27.76 HelloVTKWorld.java

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
// We are required to call the package 'vtk' eventhough I (MM) would have
// preferred
// an import statement along the line of:
// import vtkgdc.*;
import vtk.*;

/*
* Compilation:
* CLASSPATH=vtkgdc.jar:/usr/share/java/vtk.jar javac HelloVTKWorld.java
*
* Usage:
* LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:/usr/lib/
  jni:. CLASSPATH=/usr/share/java/vtk.jar:vtkgdc.jar:gdcm.jar:. java HelloVTKWorld
  gdcmData/012345.002.050.dcm bla.dcm
*/
public class HelloVTKWorld
{
    static {

```

```

System.loadLibrary("vtkCommonJava");
System.loadLibrary("vtkFilteringJava");
System.loadLibrary("vtkIOJava");
System.loadLibrary("vtkImagingJava");
System.loadLibrary("vtkGraphicsJava");
System.loadLibrary("vtkgdcmJava");
try {
    System.loadLibrary("vtkRenderingJava");
} catch (Throwable e) {
    System.out.println("cannot load vtkHybrid, skipping...");
}
try {
    System.loadLibrary("vtkHybridJava");
} catch (Throwable e) {
    System.out.println("cannot load vtkHybrid, skipping...");
}
try {
    System.loadLibrary("vtkVolumeRenderingJava");
} catch (Throwable e) {
    System.out.println("cannot load vtkVolumeRendering, skipping...");
}
}

public static void main(String[] args)
{
    String filename = args[0];
    vtkGDCMImageReader reader = new vtkGDCMImageReader
        ();
    reader.SetFileName( filename );
    reader.Update();

    vtkMedicalImageProperties prop = reader.GetMedicalImageProperties();
    System.out.println( prop.GetPatientName() ); //

//    if( reader.GetImageFormat() == vtkgdcm.vtkgdcm.VTK_LUMINANCE ) //
//        MONOCHROME2
//    {
//        System.out.println( "Image is MONOCHROME2" ); //
//    }

// Just for fun, invert the direction cosines, output should reflect that:
vtkMatrix4x4 dircos = reader.GetDirectionCosines();
dircos.Invert();

// We need to maintain in sync information stored in
// vtkMedicalImageProperties:
double[] cosines = new double[6];
cosines[0] = dircos.GetElement(0,0);
cosines[1] = dircos.GetElement(1,0);
cosines[2] = dircos.GetElement(2,0);
cosines[3] = dircos.GetElement(0,1);
cosines[4] = dircos.GetElement(1,1);
cosines[5] = dircos.GetElement(2,1);
reader.GetMedicalImageProperties().SetDirectionCosine( cosines );

String outfilename = args[1];
vtkGDCMImageWriter writer = new vtkGDCMImageWriter
    ();
writer.SetMedicalImageProperties( reader.
    GetMedicalImageProperties() );
writer.SetDirectionCosines( dircos );
writer.SetShift( reader.GetShift() );
writer.SetScale( reader.GetScale() );
writer.SetImageFormat( reader.GetImageFormat() );
writer.SetFileName( outfilename );
//writer.SetInputConnection( reader.GetOutputPort() ); // new
writer.SetInput( reader.GetOutput() ); // old
writer.Write();

    System.out.println("Success reading: " + filename );
}
}

```

## 27.77 HelloVTKWorld2.cs

```

/*=====

```



```

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=====*/
using vtkgdcm;

/*
 * This test only test the SWIG/VTK part, you do not need Activiz
 */
public class HelloVTKWorld2
{
    public static int Main(string[] args)
    {
        string VTK_DATA_ROOT = vtkGDCMTesting.GetVTKDataRoot
            ();

        vtkVoxel16Reader reader = vtkVoxel16Reader.New();
        reader.SetDataDimensions(64, 64);
        reader.SetDataByteOrderToLittleEndian();
        reader.SetFilePrefix(VTK_DATA_ROOT + "/Data/headsq/quarter");
        reader.SetImageRange(1, 93);
        reader.SetDataSpacing(3.2, 3.2, 1.5);

        vtkImageCast cast = vtkImageCast.New();
        cast.SetInput( reader.GetOutput() );
        cast.SetOutputScalarTypeToUnsignedChar();

        // By default this is creating a Multiframe Grayscale Word Secondary
        // Capture Image Storage
        vtkGDCMImageWriter writer = vtkGDCMImageWriter
            .New();
        writer.SetFileName( "headsq.dcm" );
        writer.SetInput( reader.GetOutput() );
        // cast -> Multiframe Grayscale Byte Secondary Capture Image Storage
        // writer.SetInput( cast.GetOutput() );
        writer.SetFileDimensionality( 3 );
        writer.Write();

        return 0;
    }
}

```

## 27.78 HelloWorld.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * This example is ... guess what this is for :)
 */

#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"

#include <iostream>

int main(int argc, char *argv[])
{
    if( argc < 3 )

```

```

    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];

    // Instanciate the reader:
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }

    // If we reach here, we know for sure only 1 thing:
    // It is a valid DICOM file (potentially an old ACR-NEMA 1.0/2.0 file)
    // (Maybe, it's NOT a Dicom image -could be a DICOMDIR, a RTSTRUCT, etc-)

    // The output of gdcm::Reader is a gdcm::File
    gdcm::File &file = reader.GetFile();

    // the dataset is the the set of element we are interested in:
    gdcm::DataSet &ds = file.GetDataSet();

    // Construct a static(*) type for Image Comments :
    gdcm::Attribute<0x0020,0x4000> imagecomments;
    imagecomments.SetValue( "Hello, World !" );

    // Now replace the Image Comments from the dataset with our:
    ds.Replace( imagecomments.GetAsDataElement() );

    // Write the modified DataSet back to disk
    gdcm::Writer writer;
    writer.CheckFileMetaInformationOff(); // Do not
        attempt to reconstruct the file meta to preserve the file
        // as close to the original as
        possible.
    writer.SetFileName( outfile );
    writer.SetFile( file );
    if( !writer.Write() )
    {
        std::cerr << "Could not write: " << outfile << std::endl;
        return 1;
    }

    return 0;
}

/*
 * (*) static type, means that extra DICOM information VR & VM are computed at
 * compilation time.
 * The compiler is deducing those values from the template arguments of the
 * class.
 */

```

## 27.79 HelloWorld.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
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#
#####

"""
Hello World !
"""

```

```

import gdc
import sys

if __name__ == "__main__":

    # verbosity:
    #gdc.Trace.DebugOn()
    #gdc.Trace.WarningOn()
    #gdc.Trace.ErrorOn()

    # Get the filename from the command line
    filename = sys.argv[1]

    # Instantiate a gdc.Reader
    # This is the main class to handle any type of DICOM object
    # You should check for gdc.ImageReader for reading specifically DICOM Image
    file
    r = gdc.Reader()
    r.SetFileName( filename )
    # If the reader fails to read the file, we should stop !
    if not r.Read():
        print "Not a valid DICOM file"
        sys.exit(1)

    # Get the DICOM File structure
    file = r.GetFile()

    # Get the DataSet part of the file
    dataset = file.GetDataSet()

    # Ok let's print it !
    print dataset

    # Use StringFilter to print a particular Tag:
    sf = gdc.StringFilter()
    sf.SetFile(r.GetFile())

    # Check if Attribute exist
    print dataset.FindElement( gdc.Tag(0x0028,0x0010))

    # Let's print it as string pair:
    print sf.ToStringPair(gdc.Tag(0x0028,0x0010))

```

## 27.80 iU22tomultisc.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * iU22 Raw Data extractor
 */
#include "gdcReader.h"
#include "gdcImageWriter.h"
#include "gdcAttribute.h"
#include "gdcPrivateTag.h"

#include <math.h>

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    // IM_001
    const char *filename = argv[1];

    gdc::Reader reader; // Do not use ImageReader
    reader.SetFileName( filename );
    if( !reader.Read() )

```

```

    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }

// * The data is simply 8-bit unsigned in the obvious x/y/z order
// * 200D,300B contains the data
// * 200D,3001 contains the no. of voxels (416,412,256 in this case)
// * 200D,3003 contains the voxel sizes (0.156184527398215 /
// 0.1223749613981957 / 0.328479990704639 in this case)

const gdcm::File &file = reader.GetFile();
const gdcm::DataSet &ds = file.GetDataSet();
const gdcm::PrivateTag trawdataus( 0x200d, 0x0b, "Philips US
    Imaging DD 033" );
const gdcm::DataElement &rawdataus = ds.GetDataElement
    ( trawdataus );

const gdcm::PrivateTag tcolsrowsframes( 0x200d, 0x01, "
    Philips US Imaging DD 036" );
const gdcm::DataElement &colsrowsframes = ds.GetDataElement
    ( tcolsrowsframes );
// const gdcm::PrivateTag tcolsrowsframes( 0x200d, 0x02, "Philips US Imaging
    DD 036" );
// this is just a duplicate previous tag.
const gdcm::PrivateTag tvoxelspacing( 0x200d, 0x03, "Philips
    US Imaging DD 036" );
const gdcm::DataElement &voxelspacing = ds.GetDataElement
    ( tvoxelspacing );

gdcm::Element<gdcm::VR::DS, gdcm::VM::VM3>
    dims; // Use DS to interpret value stored in LO
dims.SetFromDataElement( colsrowsframes );

gdcm::Element<gdcm::VR::DS, gdcm::VM::VM3>
    spacing;
spacing.SetFromDataElement( voxelspacing );

gdcm::ImageWriter writer;

gdcm::Image &image = writer.GetImage();
image.SetNumberOfDimensions( 3 ); // good default
image.SetDimension(0, dims[0] );
image.SetDimension(1, dims[1] );
image.SetDimension(2, dims[2] );
image.SetSpacing(0, spacing[0] );
image.SetSpacing(1, spacing[1] );
image.SetSpacing(2, spacing[2] );
gdcm::PixelFormat pixeltype = gdcm::PixelFormat::UINT8
    ;

gdcm::PhotometricInterpretation pi;
pi = gdcm::PhotometricInterpretation::MONOCHROME2
    ;
image.SetPhotometricInterpretation( pi );
image.SetPixelFormat( pixeltype );

image.SetDataElement( rawdataus );

std::string outfilename = "outiu22.dcm";

gdcm::DataElement de( gdcm::Tag(0x8,0x16) ); // SOP
    Class UID
de.SetVR( gdcm::VR::UI );
gdcm::MediaStorage ms(
    gdcm::MediaStorage::UltrasoundMultiFrameImageStorage
    );
// gdcm::MediaStorage::MultiframeGrayscaleByteSecondaryCaptureImageStorage
    );
de.SetByteValue( ms.GetString(), strlen(ms.GetString
    ()) );
writer.GetFile().GetDataSet().Replace( de );

writer.SetFileName( outfilename.c_str() );
if( !writer.Write() )
{
    std::cerr << "could not write: " << outfilename << std::endl;
    return 1;
}

```

```

    return 0;
}

```

## 27.81 LargeVRDSExplicit.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include "gdcmFileExplicitFilter.h"
#include "gdcmSequenceOfItems.h"

bool interpolate(const double * pts, unsigned int npts, std::vector<double> &
    out )
{
    out.clear();
    for(unsigned int i = 0; i < 2*npts; ++i )
    {
        const unsigned int j = i / 2;
        if( i % 2 )
        {
            if( j != npts - 1 )
            {
                assert( 3*j+5 < 3*npts );
                const double midpointx = (pts[3*j+0] + pts[3*j+3]) / 2;
                const double midpointy = (pts[3*j+1] + pts[3*j+4]) / 2;
                const double midpointz = (pts[3*j+2] + pts[3*j+5]) / 2;
                out.push_back( midpointx );
                out.push_back( midpointy );
                out.push_back( midpointz );
            }
        }
        else
        {
            assert( j < npts );
            out.push_back( pts[3*j+0] );
            out.push_back( pts[3*j+1] );
            out.push_back( pts[3*j+2] );
        }
    }
    assert( out.size() == 2 * npts * 3 - 3 );
    return true;
}

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();

    gdcm::FileExplicitFilter fef;
    //fef.SetChangePrivateTags( changeprivatetags );

```

```

fef.SetFile( reader.GetFile() );
if( !fef.Change() )
{
    std::cerr << "Failed to change: " << filename << std::endl;
    return 1;
}

// (3006,0039) SQ (Sequence with undefined length #=4)      # u/l, 1
ROIContourSequence
gdcm::Tag tag(0x3006,0x0039);

const gdcm::DataElement &roicsq = ds.GetDataElement
( tag );
gdcm::SmartPointer<gdcm::SequenceOfItems>
    sqi = roicsq.GetValueAsSQ();
//sqi->SetNumberOfItems( 1 );
const gdcm::Item & item = sqi->GetItem(1); // Item start at
    #1
const gdcm::DataSet& nestedds = item.GetNestedDataSet
();

gdcm::Tag tcsq(0x3006,0x0040);
if( !nestedds.FindDataElement( tcsq ) )
{
    return 0;
}
const gdcm::DataElement& csq = nestedds.GetDataElement
( tcsq );
gdcm::SmartPointer<gdcm::SequenceOfItems>
    sqi2 = csq.GetValueAsSQ();
if( !sqi2 || !sqi2->GetNumberOfItems() )
{
    return 0;
}
//unsigned int nitems = sqi2->GetNumberOfItems();
gdcm::Item & item2 = sqi2->GetItem(1); // Item start at #1

gdcm::DataSet& nestedds2 = item2.GetNestedDataSet
();
//item2.SetVLToUndefined();
//std::cout << nestedds2 << std::endl;
// (3006,0050) DS
[43.57636\65.52504\ -10.0\46.043102\62.564945\ -10.0\49.126537\60.714... # 398,48 ContourData
gdcm::Tag tcontourdata(0x3006,0x0050);
const gdcm::DataElement & contourdata = nestedds2.
    GetDataElement( tcontourdata );
//std::cout << contourdata << std::endl;

//const gdcm::ByteValue *bv = contourdata.GetByteValue();
gdcm::Attribute<0x3006,0x0046> ncontourpoints;
ncontourpoints.Set( nestedds2 );

gdcm::Attribute<0x3006,0x0050> at;
at.SetFromDataElement( contourdata );
const double* pts = at.GetValues();
unsigned int npts = at.GetNumberOfValues() / 3;

std::vector<double> out( pts, pts + npts * 3 );
std::vector<double> out2;

//const unsigned int niter = 7;
const unsigned int niter = 8;
for( unsigned int i = 0; i < niter; ++i)
{
    //bool b =
    interpolate(&out[0], out.size() / 3, out2);
    //const double *pout = &out[0];
    out = out2;
    out2.clear();
}
assert( out.size() % 3 == 0 );

gdcm::Attribute<0x3006,0x0050> at_interpolate;
at_interpolate.SetNumberOfValues( out.size() / 3 );
at_interpolate.SetValues( &out[0], out.size() );

ncontourpoints.SetValue( at_interpolate.GetNumberOfValues() / 3 );
nestedds2.Replace( at_interpolate.GetAsDataElement() );
nestedds2.Replace( ncontourpoints.GetAsDataElement() );
;

```

```

//assert(0);

// Let's take item one and subdivide it

gdcm::TransferSyntax ts =
    gdcm::TransferSyntax::ImplicitVRLittleEndian
    ;
ts = gdcm::TransferSyntax::ExplicitVRLittleEndian
    ;

gdcm::FileMetaInformation &fmi = file.GetHeader
    ();
const char *tsuid = gdcm::TransferSyntax::GetTSString
    ( ts );
// const char * is ok since padding is \0 anyway...
gdcm::DataElement de( gdcm::Tag(0x0002,0x0010) );
de.SetByteValue( tsuid, strlen(tsuid) );
de.SetVR( gdcm::Attribute<0x0002, 0x0010>::GetVR
    () );
fmi.Replace( de );
fmi.Remove( gdcm::Tag(0x0002,0x0012) ); // will be regenerated
fmi.Remove( gdcm::Tag(0x0002,0x0013) ); // ' ' ' '
fmi.SetDataSetTransferSyntax(ts);

gdcm::Writer w;
w.SetFile( file );
w.SetFileName( outfilename );
if (!w.Write() )
{
    return 1;
}

return 0;
}

```

## 27.82 MagnifyFile.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageMagnify.h"
#include "vtkImageCast.h"

#include "gdcmTesting.h"
#include "gdcmSystem.h"

// This is a simple test to magnify an image that is known to give excellent
// compression ratio. This will be our test for those large image
int main(int, char *[])
{
    const char *directory = gdcm::Testing::GetDataRoot(
        );
    if(!directory) return 1;
    std::string file = std::string(directory) + "/test.acr";
    std::cout << file << std::endl;
    if( !gdcm::System::FileExists( file.c_str() ) )
        return 1;

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( file.c_str() );
    reader->Update();
    //reader->GetOutput()->Print( std::cout );
}

```

```

vtkImageCast *cast = vtkImageCast::New();
cast->SetInput( reader->GetOutput() );
cast->SetOutputScalarTypeToUnsignedShort();

vtkImageMagnify *magnify = vtkImageMagnify::New();
magnify->SetInput( cast->GetOutput() );
magnify->SetInterpolate( 1 );
magnify->SetInterpolate( 0 );
int factor = 100;
magnify->SetMagnificationFactors (factor, factor, 1);

vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New
();
writer->SetFileName( "/tmp/bla.dcm" );
writer->SetInput( magnify->GetOutput() );
writer->SetImageFormat( reader->GetImageFormat() );
writer->SetMedicalImageProperties( reader->
    GetMedicalImageProperties() );
writer->SetDirectionCosines( reader->GetDirectionCosines()
);
writer->SetShift( reader->GetShift() );
writer->SetScale( reader->GetScale() );
writer->Write();

// TODO:
//vtkImageAppendComponents.h

reader->Delete();
magnify->Delete();
writer->Delete();

return 0;
}

```

## 27.83 ManipulateFile.cs

```

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=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/ManipulateFile.exe gdcmData/012345.002.050.dcm out.dcm
 */
using System;
using gdcm;

public class ManipulateFile
{
    public static int Main(string[] args)
    {
        {
            string file1 = args[0];
            string file2 = args[1];
            Reader reader = new Reader();
            reader.SetFileName( file1 );
            bool ret = reader.Read();
            if( !ret )
            {
                return 1;
            }

            Anonymizer ano = new Anonymizer();
            ano.SetFile( reader.GetFile() );
            ano.RemovePrivateTags();
            ano.RemoveGroupLength();
        }
    }
}

```



```

Tag t = new Tag(0x10,0x10);
ano.Replace( t, "GDCM^Csharp^Test^Hello^World" );

UIDGenerator g = new UIDGenerator();
ano.Replace( new Tag(0x0008,0x0018), g.Generate() );
ano.Replace( new Tag(0x0020,0x000d), g.Generate() );
ano.Replace( new Tag(0x0020,0x000e), g.Generate() );
ano.Replace( new Tag(0x0020,0x0052), g.Generate() );

Writer writer = new Writer();
writer.SetFileName( file2 );
writer.SetFile( ano.GetFile() );
ret = writer.Write();
if( !ret )
{
    return 1;
}

return 0;
}
}

```

## 27.84 ManipulateFile.py

```

#####
#
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#
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#
#####

"""
Usage:

python ManipulateFile.py input.dcm output.dcm

Footnote:
GDCM 1.2.x would create incorrect Multiframe MR Image Storage file. Try to
recover from
the issues to recreate a MultiframeGrayscaleByteSecondaryCaptureImageStorage
file.
e.g:

python ManipulateFile.py
    Insight/Testing/Temporary/itkGDCMImageIOTest5-j2k.dcm manipulated.dcm
"""

import sys
import gdcm

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r = gdcm.Reader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    ano = gdcm.Anonymizer()
    ano.SetFile( r.GetFile() )
    ano.RemovePrivateTags()
    ano.Remove( gdcm.Tag(0x0032,0x1030) )
    ano.Remove( gdcm.Tag(0x008,0x14) )
    ano.Remove( gdcm.Tag(0x008,0x1111) )
    ano.Remove( gdcm.Tag(0x008,0x1120) )
    ano.Remove( gdcm.Tag(0x008,0x1140) )
    ano.Remove( gdcm.Tag(0x10,0x21b0) )
    ano.Empty( gdcm.Tag(0x10,0x10) )

```

```

ano.Empty( gdc.Tag(0x10,0x20) )
ano.Empty( gdc.Tag(0x10,0x30) )
ano.Empty( gdc.Tag(0x20,0x10) )
ano.Empty( gdc.Tag(0x32,0x1032) )
ano.Empty( gdc.Tag(0x32,0x1033) )
ano.Empty( gdc.Tag(0x40,0x241) )
ano.Empty( gdc.Tag(0x40,0x254) )
ano.Empty( gdc.Tag(0x40,0x253) )
ano.Empty( gdc.Tag(0x40,0x1001) )
ano.Empty( gdc.Tag(0x8,0x80) )
ano.Empty( gdc.Tag(0x8,0x50) )
ano.Empty( gdc.Tag(0x8,0x1030) )
ano.Empty( gdc.Tag(0x8,0x103e) )
ano.Empty( gdc.Tag(0x18,0x1030) )
ano.Empty( gdc.Tag(0x38,0x300) )
g = gdc.UIDGenerator()
ano.Replace( gdc.Tag(0x0008,0x0018), g.Generate() )
ano.Replace( gdc.Tag(0x0020,0x00d), g.Generate() )
ano.Replace( gdc.Tag(0x0020,0x00e), g.Generate() )
ano.Replace( gdc.Tag(0x0020,0x052), g.Generate() )
#ano.Replace( gdc.Tag(0x0008,0x0016), "1.2.840.10008.5.1.4.1.1.7.2" )
"""
ano.Remove( gdc.Tag(0x0018,0x0020) ) # ScanningSequence
ano.Remove( gdc.Tag(0x0018,0x0021) ) # SequenceVariant
ano.Remove( gdc.Tag(0x0018,0x0022) ) # ScanOptions
ano.Remove( gdc.Tag(0x0018,0x0023) ) # MRACquisitionType
ano.Remove( gdc.Tag(0x0018,0x0050) ) # SliceThickness
ano.Remove( gdc.Tag(0x0018,0x0080) ) # RepetitionTime
ano.Remove( gdc.Tag(0x0018,0x0081) ) # EchoTime
ano.Remove( gdc.Tag(0x0018,0x0088) ) # SpacingBetweenSlices
ano.Remove( gdc.Tag(0x0018,0x0091) ) # EchoTrainLength
ano.Remove( gdc.Tag(0x0018,0x1164) ) # ImagerPixelSpacing

ano.Remove( gdc.Tag(0x0020,0x0032) ) # Image Position (Patient)
ano.Remove( gdc.Tag(0x0020,0x0037) ) # Image Orientation (Patient)
ano.Remove( gdc.Tag(0x0020,0x0052) ) # Frame of Reference UID
ano.Remove( gdc.Tag(0x0020,0x1040) ) # Position Reference Indicator

ano.Replace( gdc.Tag(0x0028,0x0301), "NO" ) # Burned In Annotation

ano.Empty( gdc.Tag(0x0020,0x0020) )

ano.Remove( gdc.Tag(0x7fe0,0x0000) )

#ano.Empty( gdc.Tag(0x0028,0x0009) ) # Frame Increment Pointer

#ano.Empty( gdc.Tag(0x0028,0x1052) ) #<entry group="0028" element="1052"
    vr="DS" vm="1" name="Rescale Intercept"/>
#ano.Empty( gdc.Tag(0x0028,0x1053) ) #<entry group="0028" element="1053"
    vr="DS" vm="1" name="Rescale Slope"/>
#ano.Replace( gdc.Tag(0x0028,0x1054), "US" ) #<entry group="0028" element="
    1054" vr="LO" vm="1" name="Rescale Type"/>

ano.Replace( gdc.Tag(0x2050, 0x0020), "IDENTITY")
"""

w = gdc.Writer()
w.SetFile( ano.GetFile() )
w.SetFileName( file2 )
if not w.Write():
    sys.exit(1)

```

## 27.85 ManipulateSequence.py

```

#####
#
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#
#####

```

```

"""
Usage:

python ManipulateSequence.py input.dcm output.dcm

This was tested using:

python ManipulateSequence.py gdcmData/D_CLUNIE_CT1_J2KI.dcm myoutput.dcm

This is a dummy example on how to modify a value set in a nested-nested dataset

WARNING:
Do not use as-is in production, this is just an example
This example works in an undefined length Item only (you need to explicitly
    recompute the length otherwise)
"""

import sys
import gdcm

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r = gdcm.Reader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    f = r.GetFile()
    ds = f.GetDataSet()
    tsis = gdcm.Tag(0x0008,0x2112) # SourceImageSequence
    if ds.FindDataElement( tsis ):
        sis = ds.GetDataElement( tsis )
        #sqsis = sis.GetSequenceOfItems()
        # GetValueAsSQ handle more cases
        sqsis = sis.GetValueAsSQ()
        if sqsis.GetNumberOfItems():
            item1 = sqsis.GetItem(1)
            nestedds = item1.GetNestedDataSet()
            tprcs = gdcm.Tag(0x0040,0xa170) # PurposeOfReferenceCodeSequence
            if nestedds.FindDataElement( tprcs ):
                prcs = nestedds.GetDataElement( tprcs )
                sqprcs = prcs.GetSequenceOfItems()
                if sqprcs.GetNumberOfItems():
                    item2 = sqprcs.GetItem(1)
                    nestedds2 = item2.GetNestedDataSet()
                    # (0008,0104) LO [Uncompressed predecessor] # 24, 1
                    CodeMeaning
                    tcm = gdcm.Tag(0x0008,0x0104)
                    if nestedds2.FindDataElement( tcm ):
                        cm = nestedds2.GetDataElement( tcm )
                        mystr = "GDCM was here"
                        cm.SetByteValue( mystr, gdcm.VL( len(mystr) ) )

    w = gdcm.Writer()
    w.SetFile( f )
    w.SetFileName( file2 )
    if not w.Write():
        sys.exit(1)

```

## 27.86 MergeFile.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#   PURPOSE. See the above copyright notice for more information.
#

```

```
#####

"""
Usage:

python MergeFile.py input1.dcm input2.dcm

It will produce a 'merge.dcm' output file, which contains all meta
information from input1.dcm
and copy the Stored Pixel values from input2.dcm
This script even works when input2.dcm is a Secondary Capture and does not
contains information
such as IOP and IPP...
"""

import sys
import gdcm

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r1 = gdcm.ImageReader()
    r1.SetFileName( file1 )
    if not r1.Read():
        sys.exit(1)

    r2 = gdcm.ImageReader()
    r2.SetFileName( file2 )
    if not r2.Read():
        sys.exit(1)

    # Image from r2 could be Secondary Capture and thus would not contains
    # neither IPP nor IOP
    # Instead always prefer to only copy the Raw Data Element.
    # Warning ! Image need to be identical ! Only the value of Stored Pixel can
    # be different.
    r1.GetImage().SetDataElement( r2.GetImage().GetDataElement() )

    w = gdcm.ImageWriter()
    w.SetFile( r1.GetFile() )
    #w.SetImage( r2.GetImage() ) # See comment above
    w.SetImage( r1.GetImage() )

    w.SetFileName( "merge.dcm" )
    if not w.Write():
        sys.exit(1)

    sys.exit(0)
```

## 27.87 MergeTwoFiles.cxx

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * This example will show how one can read in two DICOM files, use the dataset
 * from file1 and use image from file2 to save it in a 3rd file.
 *
 * Eg:
 * MergeTwoFiles gdcmData/012345.002.050.dcm gdcmData/test.acr merge.dcm
 */

#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
```

```

#include "gdcmWriter.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        return 1;
    }
    const char *file1 = argv[1];
    const char *file2 = argv[2];
    const char *file3 = argv[3];

    // Read file1
    gdcm::ImageReader reader1;
    reader1.SetFileName( file1 );
    if( !reader1.Read() )
    {
        return 1;
    }

    // Read file2
    gdcm::ImageReader reader2;
    reader2.SetFileName( file2 );
    if( !reader2.Read() )
    {
        return 1;
    }

    // Ok now let's take the DataSet from file1 and the Image from file2
    // Warning: if file2 is -for example- a Secondary Capture Storage, then it
    // has no
    // Image Orientation (Patient) thus any Image Orientation (Patient) from
    // file1
    // will be discarded...

    // let's be fancy. In case reader2 contains explicit, but reader1 is implicit
    // we would rather see an implicit output
    if( reader1.GetFile().GetHeader().GetDataSetTransferSyntax
        () == gdcm::TransferSyntax::ImplicitVRLittleEndian
        )
    {
        reader2.GetImage().SetTransferSyntax(
            gdcm::TransferSyntax::ImplicitVRLittleEndian
        );
    }

    gdcm::ImageWriter writer;
    writer.SetFileName( file3 );
    writer.SetFile( reader1.GetFile() );
    // ImageWriter will always use all of gdcm::Image information an override
    // anything wrong from
    // reader1.GetFile(), including the Transfer Syntax
    writer.SetImage( reader2.GetImage() );

    gdcm::DataSet &ds = reader1.GetFile().GetDataSet
        ();

    // Make sure that SOPInstanceUID are different
    // Simply removing it is sufficient as gdcm::ImageWriter will generate one by
    // default
    // if not found.
    ds.Remove( gdcm::Tag(0x0008,0x0018) );
    if( !writer.Write() )
    {
        return 1;
    }

    return 0;
}

```

## 27.88 MetalmageMD5Activiz.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

```

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 PURPOSE. See the above copyright notice for more information.

```

=====*/
using Kitware.VTK;
using vtkgdcm;
using gdcm;

/*
 * $ export MONO_PATH=/usr/lib/cli/activiz-cil/
 * $ export LD_LIBRARY_PATH=/usr/lib/cli/activiz-cil/
 * $ mono ./bin/MetaImageMD5Activiz.exe gdcmData/012345.002.050.dcm
 */
public class MetaImageMD5Activiz
{
    public static int ProcessOneMHDMD5(string filename)
    {
        vtkGDCMImageReader reader = vtkGDCMImageReader
            .New();
        reader.FileLowerLeftOn();
        reader.DebugOff();
        int canread = reader.CanReadFile( filename );
        if( canread == 0 )
        {
            string refms = gdcm.Testing.GetMediaStorageFromFile(filename);
            if( gdcm.MediaStorage.IsImage( gdcm.MediaStorage.GetMSType(refms) ) )
            {
                System.Console.Write( "Problem with file: " + filename + "\n" );
                return 1;
            }
            // not an image
            return 0;
        }

        reader.SetFileName( filename );
        reader.Update();

        // System.Console.Write(reader.GetOutput());

        vtkMetaImageWriter writer = vtkMetaImageWriter.New();
        writer.SetCompression( false );
        writer.SetInput( reader.GetOutput() );
        string subdir = "MetaImageMD5Activiz";
        string tmpdir = gdcm.Testing.GetTempDirectory( subdir );
        if( !gdcm.PosixEmulation.FileIsDirectory( tmpdir ) )
        {
            gdcm.PosixEmulation.MakeDirectory( tmpdir );
        }
        string mhdfile = gdcm.Testing.GetTempFilename( filename, subdir );

        string rawfile = mhdfile;
        mhdfile += ".mhd";
        rawfile += ".raw";
        writer.SetFileName( mhdfile );
        writer.Write();

        string digestmhd = gdcm.Testing.ComputeFileMD5( mhdfile );
        string digestraw = gdcm.Testing.ComputeFileMD5( rawfile );

        string mhdref = vtkGDCMTesting.GetMHDMD5FromFile
            (filename);
        string rawref = vtkGDCMTesting.GetRAWMD5FromFile
            (filename);

        if( mhdref != digestmhd )
        {
            System.Console.Write( "Problem with mhd file: " + filename + "\n" );
            System.Console.Write( digestmhd );
            System.Console.Write( "\n" );
            System.Console.Write( mhdref );
            System.Console.Write( "\n" );
            return 1;
        }
        if( rawref != digestraw )
        {

```

```

        System.Console.WriteLine( "Problem with raw file: " + filename + "\n" );
        System.Console.WriteLine( digestraw );
        System.Console.WriteLine( "\n" );
        System.Console.WriteLine( rawref );
        System.Console.WriteLine( "\n" );
        return 1;
    }

    return 0;
}

public static int Main(string[] args)
{
    if ( args.Length == 1 )
    {
        string filename = args[0];
        return ProcessOneMHDMD5( filename );
    }

    // Loop over all gdcmData
    gdcm.Trace.DebugOff();
    gdcm.Trace.WarningOff();
    gdcm.Trace.ErrorOff();

    uint n = gdcm.Testing.GetNumberOfFileNames();
    int ret = 0;
    for( uint i = 0; i < n; ++i )
    {
        string filename = gdcm.Testing.GetFileName( i );
        ret += ProcessOneMHDMD5( filename );
    }
    return ret;
}
}

```

## 27.89 MIPViewer.java

```

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=====*/
import vtk.*;
import gdcm.*;
import java.io.File;
import java.awt.Canvas;

/*
 * Compilation:
 * CLASSPATH=vtkgdcm.jar:/usr/share/java/vtk.jar javac MIPViewer.java
 *
 * Usage:
 * LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:/usr/lib/
jni:. CLASSPATH=/usr/share/java/vtk.jar:vtkgdcm.jar:gdcm.jar:. java MIPViewer BRAINX
 */
public class MIPViewer extends Canvas
{
    static {
        // VTK
        System.loadLibrary("vtkCommonJava");
        System.loadLibrary("vtkFilteringJava");
        System.loadLibrary("vtkIOJava");
        System.loadLibrary("vtkImagingJava");
        System.loadLibrary("vtkGraphicsJava");
        System.loadLibrary("vtkRenderingJava");
        System.loadLibrary("vtkVolumeRenderingJava"); // vtkSmartVolumeMapper
        System.loadLibrary("vtkWidgetsJava"); // vtkBoxWidget
        // VTK-GDCM
        System.loadLibrary("vtkgdcmJava");
    }
}

```

```

static FilenamesType fns = new FilenamesType();

protected native int Lock();

protected native int UnLock();

public static void process(String path)
{
    fns.add( path );
}

// Process only files under dir
public static void visitAllFiles(File dir)
{
    if (dir.isDirectory())
    {
        String[] children = dir.list();
        for (int i=0; i<children.length; i++)
        {
            visitAllFiles(new File(dir, children[i]));
        }
    }
    else
    {
        process(dir.getPath());
    }
}

public static void main(String[] args) throws Exception
{
    String dirname = args[0];
    if( !PosixEmulation.FileIsDirectory( dirname ) )
    {
        return;
    }

    File dir = new File(dirname);
    visitAllFiles(dir);

    IPPSorter ipp = new IPPSorter();
    ipp.SetComputeZSpacing( true );
    ipp.SetZSpacingTolerance( 1e-3 );
    boolean b = ipp.Sort( fns );
    if(!b)
    {
        throw new Exception("Could not scan");
    }
    double ippzspacing = ipp.GetZSpacing();

    FilenamesType sorted = ipp.GetFilenames();
    vtkStringArray files = new vtkStringArray();
    long nfiles = sorted.size();
    //for( String f : sorted )
    for (int i = 0; i < nfiles; i++) {
        String f = sorted.get(i);
        files.InsertNextValue( f );
    }
    vtkGDCMImageReader reader = new vtkGDCMImageReader
    ();
    reader.SetFileNames( files );
    reader.Update(); // get spacing value

    double[] spacing = reader.GetOutput().GetSpacing();

    vtkImageChangeInformation change = new vtkImageChangeInformation();
    change.SetInputConnection( reader.GetOutputPort() );
    change.SetOutputSpacing( spacing[0], spacing[1], ippzspacing );

    // Create our volume and mapper
    vtkVolume volume = new vtkVolume();
    vtkSmartVolumeMapper mapper = new vtkSmartVolumeMapper();

    vtkRenderWindowInteractor iren = new vtkRenderWindowInteractor();

    // Add a box widget if the clip option was selected
    vtkBoxWidget box = new vtkBoxWidget();
    box.SetInteractor(iren);
    box.SetPlaceFactor(1.01);
    box.SetInput( change.GetOutput() );

```



```

//box.SetDefaultRenderer(renderer);
box.InsideOutOn();
box.PlaceWidget();
//vtkBoxWidgetCallback callback = vtkBoxWidgetCallback::New();
//callback.SetMapper(mapper);
//box.AddObserver(vtkCommand::InteractionEvent, callback);
//callback.Delete();
// Lock();
// box.EnabledOn();
// Unlock();
box.GetSelectedFaceProperty().SetOpacity(0.0);

mapper.SetInputConnection( change.GetOutputPort() );

// Create our transfer function
vtkColorTransferFunction colorFun = new vtkColorTransferFunction();
vtkPiecewiseFunction opacityFun = new vtkPiecewiseFunction();

// Create the property and attach the transfer functions
vtkVolumeProperty property = new vtkVolumeProperty();
property.IndependentComponentsOn();
property.SetColor( colorFun );
property.SetScalarOpacity( opacityFun );
property.SetInterpolationTypeToLinear();

// connect up the volume to the property and the mapper
volume.SetProperty( property );
volume.SetMapper( mapper );

vtkMedicalImageProperties medprop = reader.GetMedicalImageProperties();
int n = medprop.GetNumberOfWindowLevelPresets();
double opacityWindow = 4096;
double opacityLevel = 2048;

// Override default with value from DICOM files:
for( int i = 0; i < n; ++i )
{
    double wl[] = medprop.GetNthWindowLevelPreset(i);
    //System.out.println( "W/L: " + wl[0] + " " + wl[1] );
    opacityWindow = wl[0];
    opacityLevel = wl[1];
}

colorFun.AddRGBSegment(0.0, 1.0, 1.0, 1.0, 255.0, 1.0, 1.0, 1.0 );
opacityFun.AddSegment( opacityLevel - 0.5*opacityWindow, 0.0,
    opacityLevel + 0.5*opacityWindow, 1.0 );
mapper.SetBlendModeToMaximumIntensity();

// Create the RenderWindow, Renderer
vtkRenderer ren1 = new vtkRenderer();
vtkRenderWindow renWin = new vtkRenderWindow();
renWin.AddRenderer(ren1);

// Set the default window size
renWin.SetSize(600,600);

// Add the volume to the scene
ren1.AddVolume( volume );
ren1.ResetCamera();

iren.SetRenderWindow( renWin );

// interact with data
renWin.Render();

iren.Start();
}
}

```

## 27.90 MPRViewer.java

```

/*=====

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```

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```

=====*/
import vtk.*;
import gdcm.*;
import java.io.File;

/*
 * Compilation:
 * CLASSPATH=vtkgdc.jar:/usr/share/java/vtk.jar javac MPRViewer.java
 *
 * Usage:
 * LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:/usr/lib/
 * jni:. CLASSPATH=/usr/share/java/vtk.jar:vtkgdc.jar:gdcm.jar:. java MPRViewer BRAINX
 */
public class MPRViewer
{
    static {
        // VTK
        System.loadLibrary("vtkCommonJava");
        System.loadLibrary("vtkFilteringJava");
        System.loadLibrary("vtkIOJava");
        System.loadLibrary("vtkImagingJava");
        System.loadLibrary("vtkGraphicsJava");
        System.loadLibrary("vtkRenderingJava");
        // VTK-GDCM
        System.loadLibrary("vtkgdc.jar");
    }

    static FilenamesType fns = new FilenamesType();

    public static void process(String path)
    {
        fns.add( path );
    }

    // Process only files under dir
    public static void visitAllFiles(File dir)
    {
        if (dir.isDirectory())
        {
            String[] children = dir.list();
            for (int i=0; i<children.length; i++)
            {
                visitAllFiles(new File(dir, children[i]));
            }
        }
        else
        {
            process(dir.getPath());
        }
    }

    public static void main(String[] args) throws Exception
    {
        String dirname = args[0];
        if( !PosixEmulation.FileIsDirectory( dirname ) )
        {
            return;
        }

        File dir = new File(dirname);
        visitAllFiles(dir);

        IPPSorter ipp = new IPPSorter();
        ipp.SetComputeZSpacing( true );
        ipp.SetZSpacingTolerance( 1e-3 );
        boolean b = ipp.Sort( fns );
        if(!b)
        {
            throw new Exception("Could not scan");
        }
        double ippzspacing = ipp.GetZSpacing();

        FilenamesType sorted = ipp.GetFilenames();
        vtkStringArray files = new vtkStringArray();

```

```

long nfiles = sorted.size();
//for( String f : sorted )
for (int i = 0; i < nfiles; i++) {
    String f = sorted.get(i);
    files.InsertNextValue( f );
}
vtkGDCMImageReader reader = new vtkGDCMImageReader
();
reader.SetFileNames( files );
reader.Update(); // get spacing value

double[] spacing = reader.GetOutput().GetSpacing();

vtkImageChangeInformation change = new vtkImageChangeInformation();
change.SetInputConnection( reader.GetOutputPort() );
change.SetOutputSpacing( spacing[0], spacing[1], ipzspacing );

// A simple vtkInteractorStyleImage example for
// 3D image viewing with the vtkImageResliceMapper.
//
// Drag Left mouse button to window/level
// Shift-Left drag to rotate (oblique slice)
// Shift-Middle drag to slice through image
// OR Ctrl-Right drag to slice through image

// Create the RenderWindow, Renderer
vtkRenderer ren1 = new vtkRenderer();
vtkRenderWindow renWin = new vtkRenderWindow();
renWin.AddRenderer(ren1);

vtkImageResliceMapper im = new vtkImageResliceMapper();
im.SetInputConnection(change.GetOutputPort());
im.SliceFacesCameraOn();
im.SliceAtFocalPointOn();
im.BorderOff();

vtkImageProperty ip = new vtkImageProperty();
ip.SetColorWindow(2000);
ip.SetColorLevel(1000);
ip.SetAmbient(0.0);
ip.SetDiffuse(1.0);
ip.SetOpacity(1.0);
ip.SetInterpolationTypeToLinear();

vtkImageSlice ia = new vtkImageSlice();
ia.SetMapper(im);
ia.SetProperty(ip);

ren1.AddViewProp(ia);
ren1.SetBackground(0.1,0.2,0.4);
renWin.SetSize(300,300);

vtkRenderWindowInteractor iren = new vtkRenderWindowInteractor();
vtkInteractorStyleImage style = new vtkInteractorStyleImage();
style.SetInteractionModeToImage3D();
iren.SetInteractorStyle(style);
renWin.SetInteractor(iren);

// render the image
renWin.Render();
vtkCamera cam1 = ren1.GetActiveCamera();
cam1.ParallelProjectionOn();
ren1.ResetCameraClippingRange();
renWin.Render();

iren.Start();
}
}

```

## 27.91 MPRViewer2.java

```

/*=====

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```

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```

=====*/
import vtk.*;
import gdcm.*;
import java.io.File;

/*
 * Compilation:
 * CLASSPATH=vtkgdcm.jar:/usr/share/java/vtk.jar javac MPRViewer2.java
 *
 * Usage:
 * LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:/usr/lib/
 * jni:. CLASSPATH=/usr/share/java/vtk.jar:vtkgdcm.jar:gdcm.jar:. java MPRViewer2
 * BRAINX
 */
public class MPRViewer2
{
    static {
        // VTK
        System.loadLibrary("vtkCommonJava");
        System.loadLibrary("vtkFilteringJava");
        System.loadLibrary("vtkIOJava");
        System.loadLibrary("vtkImagingJava");
        System.loadLibrary("vtkGraphicsJava");
        System.loadLibrary("vtkRenderingJava");
        System.loadLibrary("vtkHybridJava");
        System.loadLibrary("vtkWidgetsJava");
        // VTK-GDCM
        System.loadLibrary("vtkgdcmJava");
    }

    static FilenamesType fns = new FilenamesType();

    public static void process(String path)
    {
        fns.add( path );
    }

    // Process only files under dir
    public static void visitAllFiles(File dir)
    {
        if (dir.isDirectory())
        {
            String[] children = dir.list();
            for (int i=0; i<children.length; i++)
            {
                visitAllFiles(new File(dir, children[i]));
            }
        }
        else
        {
            process(dir.getPath());
        }
    }

    public void dointer(vtkImagePlaneWidget current_widget)
    {
        int cstat = current_widget.GetCursorDataStatus();
        double[] v = current_widget.GetCurrentCursorPosition();
        //System.out.println( cstat );
        //System.out.println( v[0] );
        //System.out.println( v[1] );
        //System.out.println( v[2] );
        planeWidgetX.SetSliceIndex( (int)v[0] );
        planeWidgetY.SetSliceIndex( (int)v[1] );
        planeWidgetZ.SetSliceIndex( (int)v[2] );
        planeWidgetX.GetCurrentRenderer().ResetCameraClippingRange();
        planeWidgetY.GetCurrentRenderer().ResetCameraClippingRange();
        planeWidgetZ.GetCurrentRenderer().ResetCameraClippingRange();
    }

    public void startinterX()
    {
        dointer( planeWidgetX );
    }

    public void interX()

```

```

        {
            dointer( planeWidgetX );
        }
    public void endinterX()
    {
    }
    public void startinterY()
    {
        dointer( planeWidgetY );
    }
    public void interY()
    {
        dointer( planeWidgetY );
    }
    public void endinterY()
    {
    }
    public void startinterZ()
    {
        dointer( planeWidgetZ );
    }
    public void interZ()
    {
        dointer( planeWidgetZ );
    }
    public void endinterZ()
    {
        //System.out.println( "endinter" );
    }

    public static void AlignCamera(int slice_number, vtkImagePlaneWidget
        current_widget)
    {
        vtkImageData image = (vtkImageData)current_widget.GetInput();
        vtkRenderer ren = current_widget.GetCurrentRenderer();
        double[] origin = image.GetOrigin();
        double ox = origin[0];
        double oy = origin[1];
        double oz = origin[2];

        int wextent[] = image.GetWholeExtent();
        int xmin = wextent[0];
        int xmax = wextent[1];
        int ymin = wextent[2];
        int ymax = wextent[3];
        int zmin = wextent[4];
        int zmax = wextent[5];

        double[] spacing = image.GetSpacing();
        double sx = spacing[0];
        double sy = spacing[1];
        double sz = spacing[2];

        double cx = ox+(0.5*(xmax-xmin))*sx;
        double cy = oy+(0.5*(ymax-ymin))*sy;
        double cz = oz+(0.5*(zmax-zmin))*sz;
        double vx = 0, vy = 0, vz = 0;
        double nx = 0, ny = 0, nz = 0;
        int iaxis = current_widget.GetPlaneOrientation();
        if ( iaxis == 0 ) {
            vz = -1;
            nx = ox + xmax*sx;
            cx = ox + slice_number*sx;
        }
        else if ( iaxis == 1 ) {
            vz = -1;
            ny = oy+ymax*sy;
            cy = oy+slice_number*sy;
        }
        else {
            vy = 1;
            nz = oz+zmax*sz;
            cz = oz+slice_number*sz;
        }
        double px = cx+nx*2;
        double py = cy+ny*2;
        double pz = cz+nz*3;

        vtkCamera camera = ren.GetActiveCamera();
        camera.SetViewUp(vx, vy, vz);
        camera.SetFocalPoint(cx, cy, cz);
    }

```

```

        camera.SetPosition(px, py, pz);
        camera.OrthogonalizeViewUp();
        ren.ResetCameraClippingRange();
    }

private vtkImagePlaneWidget planeWidgetX = new vtkImagePlaneWidget();
private vtkImagePlaneWidget planeWidgetY = new vtkImagePlaneWidget();
private vtkImagePlaneWidget planeWidgetZ = new vtkImagePlaneWidget();

public void config()
{
    //System.out.println( "config" );
    planeWidgetX.GetCurrentRenderer().ResetCamera();
    planeWidgetY.GetCurrentRenderer().ResetCamera();
    planeWidgetZ.GetCurrentRenderer().ResetCamera();
}

public void Run(String dirname)
{
    File dir = new File(dirname);
    visitAllFiles(dir);

    IPPSorter ipp = new IPPSorter();
    ipp.SetComputeZSpacing( true );
    ipp.SetZSpacingTolerance( 1e-3 );
    boolean b = ipp.Sort( fns );
    if(!b)
    {
        //throw new Exception("Could not scan");
    }
    double ippzspacing = ipp.GetZSpacing();

    FilenamesType sorted = ipp.GetFilenames();
    vtkStringArray files = new vtkStringArray();
    long nfiles = sorted.size();
    //for( String f : sorted )
    for (int i = 0; i < nfiles; i++) {
        String f = sorted.get(i);
        files.InsertNextValue( f );
    }
    vtkGDCMImageReader reader = new vtkGDCMImageReader
    ();
    reader.SetFileNames( files );
    reader.Update(); // get spacing value

    double[] spacing = reader.GetOutput().GetSpacing();

    vtkImageChangeInformation change = new vtkImageChangeInformation();
    change.SetInputConnection( reader.GetOutputPort() );
    change.SetOutputSpacing( spacing[0], spacing[1], ippzspacing );
    change.Update();

    System.out.println( change.GetOutput().toString() );

    vtkRenderer ren1 = new vtkRenderer();
    ren1.SetViewport(0., 0., 0.333, 1);
    ren1.SetBackground(0.1,0.2,0.4);
    vtkRenderer ren2 = new vtkRenderer();
    ren2.SetViewport(0.333, 0., 0.667, 1);
    ren2.SetBackground(0.1,0.2,0.4);
    vtkRenderer ren3 = new vtkRenderer();
    ren3.SetViewport(0.667, 0., 1., 1.);
    ren3.SetBackground(0.1,0.2,0.4);

    vtkRenderWindow renWin = new vtkRenderWindow();
    renWin.AddRenderer(ren1);
    renWin.AddRenderer(ren2);
    renWin.AddRenderer(ren3);

    vtkRenderWindowInteractor iren = new vtkRenderWindowInteractor();
    iren.SetRenderWindow(renWin);

    vtkInteractorStyleImage style = new vtkInteractorStyleImage();
    iren.SetInteractorStyle( style );

    vtkCellPicker picker = new vtkCellPicker();
    picker.SetTolerance(0.005);

    vtkProperty ipwProp = new vtkProperty();

    //vtkImagePlaneWidget planeWidgetX = new vtkImagePlaneWidget();

```

```

planeWidgetX.SetInteractor(iren);
planeWidgetX.SetCurrentRenderer(ren1);
planeWidgetX.SetDefaultRenderer(ren1);
planeWidgetX.RestrictPlaneToVolumeOn();
planeWidgetX.SetTexturePlaneProperty(ipwProp);
//planeWidgetX.GetPlaneProperty().SetColor(1,0,0);
//planeWidgetX.TextureInterpolateOff();
//planeWidgetX.SetResliceInterpolateToNearestNeighbour();
planeWidgetX.SetInput(change.GetOutput());
planeWidgetX.SetPlaneOrientationToXAxes();
planeWidgetX.SetSliceIndex(62);
planeWidgetX.SetPicker(picker);
planeWidgetX.SetKeyPressActivationValue('x');
planeWidgetX.On();
planeWidgetX.InteractionOn();

//vtkImagePlaneWidget planeWidgetY = new vtkImagePlaneWidget();
planeWidgetY.SetInteractor(iren);
planeWidgetY.SetCurrentRenderer(ren2);
planeWidgetY.SetDefaultRenderer(ren2);
planeWidgetY.RestrictPlaneToVolumeOn();
planeWidgetY.SetTexturePlaneProperty(ipwProp);
//planeWidgetY.GetPlaneProperty().SetColor(1,0,0);
//planeWidgetY.TextureInterpolateOff();
//planeWidgetY.SetResliceInterpolateToNearestNeighbour();
planeWidgetY.SetInput(change.GetOutput());
planeWidgetY.SetLookupTable(planeWidgetX.GetLookupTable());
planeWidgetY.SetPlaneOrientationToYAxes();
planeWidgetY.SetSliceIndex(32);
planeWidgetY.SetPicker(picker);
planeWidgetY.SetKeyPressActivationValue('y');
planeWidgetY.On();

//vtkImagePlaneWidget planeWidgetZ = new vtkImagePlaneWidget();
planeWidgetZ.SetInteractor(iren);
planeWidgetZ.SetCurrentRenderer(ren3);
planeWidgetZ.SetDefaultRenderer(ren3);
planeWidgetZ.RestrictPlaneToVolumeOn();
planeWidgetZ.SetTexturePlaneProperty(ipwProp);
//planeWidgetZ.GetPlaneProperty().SetColor(1,0,0);
//planeWidgetZ.TextureInterpolateOff();
//planeWidgetZ.SetResliceInterpolateToNearestNeighbour();
planeWidgetZ.SetInput(change.GetOutput());
planeWidgetZ.SetLookupTable(planeWidgetX.GetLookupTable());
planeWidgetZ.SetPlaneOrientationToZAxes();
planeWidgetZ.SetSliceIndex(32);
planeWidgetZ.SetPicker(picker);
planeWidgetZ.SetKeyPressActivationValue('z');
planeWidgetZ.On();

iren.Initialize();

renWin.Render();
AlignCamera(52, planeWidgetX);
AlignCamera(32, planeWidgetY);
AlignCamera(32, planeWidgetZ);

planeWidgetX.GetCurrentRenderer().ResetCamera();
planeWidgetY.GetCurrentRenderer().ResetCamera();
planeWidgetZ.GetCurrentRenderer().ResetCamera();

renWin.Render();

planeWidgetX.AddObserver("StartInteractionEvent", this, "startinterX");
planeWidgetX.AddObserver("InteractionEvent", this, "interX");
planeWidgetX.AddObserver("EndInteractionEvent", this, "endinterX");
planeWidgetY.AddObserver("StartInteractionEvent", this, "startinterY");
planeWidgetY.AddObserver("InteractionEvent", this, "interY");
planeWidgetY.AddObserver("EndInteractionEvent", this, "endinterY");
planeWidgetZ.AddObserver("StartInteractionEvent", this, "startinterZ");
planeWidgetZ.AddObserver("InteractionEvent", this, "interZ");
planeWidgetZ.AddObserver("EndInteractionEvent", this, "endinterZ");

iren.AddObserver("ConfigureEvent", this, "config");

iren.Start();
}

public static void main(String[] args) throws Exception
{

```

```

String dirname = args[0];
if( !PosixEmulation.FileIsDirectory( dirname ) )
{
    return;
}

MPRViewer2 me = new MPRViewer2();
me.Run( dirname );
}
}

```

## 27.92 MrProtocol.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 *
 */

/*
28 - 'MrProtocol' VM 1, VR UN, SyngoDT 0, NoOfItems 6, Data '### ASCONV BEGIN
    ###
ulVersion                      = 0xb332
tSequenceFileName              = "%SiemensSeq%\flfq_shphs"
tProtocolName                  =
    "flash+AF8-100+AF8-through-plane+AF8-V"
tReferenceImage0               =
    "1.3.12.2.1107.5.2.9.16041.30000007062106100181200004658"
tReferenceImage1               =
    "1.3.12.2.1107.5.2.9.16041.30000007062106100181200004635"
tReferenceImage2               =
    "1.3.12.2.1107.5.2.9.16041.30000007062106100181200004683"
ucScanRegionPosValid          = 0x1
sProtConsistencyInfo.tBaselineString = "N4_VB11A_LATEST_20031004"
sProtConsistencyInfo.flNominalB0   = 1.494
sProtConsistencyInfo.flGMax        = 22
sProtConsistencyInfo.flRiseTime    = 10
sGRADSPEC.sEddyCompensationX.aflAmplitude[0] = 0.0141111
sGRADSPEC.sEddyCompensationX.aflAmplitude[1] = 0.057038
sGRADSPEC.sEddyCompensationX.aflAmplitude[2] = -0.00986504
sGRADSPEC.sEddyCompensationX.aflAmplitude[3] = 0.00247627
sGRADSPEC.sEddyCompensationX.aflAmplitude[4] = 0.0026377
sGRADSPEC.sEddyCompensationX.aflTimeConstant[0] = 1.53826
sGRADSPEC.sEddyCompensationX.aflTimeConstant[1] = 0.746617
sGRADSPEC.sEddyCompensationX.aflTimeConstant[2] = 0.339236
sGRADSPEC.sEddyCompensationX.aflTimeConstant[3] = 0.0309809
sGRADSPEC.sEddyCompensationX.aflTimeConstant[4] = 0.00067694
sGRADSPEC.sEddyCompensationY.aflAmplitude[0] = 0.0156411
sGRADSPEC.sEddyCompensationY.aflAmplitude[1] = 0.0440623
sGRADSPEC.sEddyCompensationY.aflAmplitude[2] = -0.00782663
sGRADSPEC.sEddyCompensationY.aflAmplitude[3] = 0.00186828
sGRADSPEC.sEddyCompensationY.aflAmplitude[4] = 0.00154504
sGRADSPEC.sEddyCompensationY.aflTimeConstant[0] = 1.47145
sGRADSPEC.sEddyCompensationY.aflTimeConstant[1] = 0.750538
sGRADSPEC.sEddyCompensationY.aflTimeConstant[2] = 0.339397
sGRADSPEC.sEddyCompensationY.aflTimeConstant[3] = 0.0312962
sGRADSPEC.sEddyCompensationY.aflTimeConstant[4] = 0.000895133
sGRADSPEC.sEddyCompensationZ.aflAmplitude[0] = 0.00618504
sGRADSPEC.sEddyCompensationZ.aflAmplitude[1] = 0.00313121
sGRADSPEC.sEddyCompensationZ.aflAmplitude[2] = 0.000289346
sGRADSPEC.sEddyCompensationZ.aflAmplitude[3] = -0.00019677
sGRADSPEC.sEddyCompensationZ.aflAmplitude[4] = 7.66445e-005
sGRADSPEC.sEddyCompensationZ.aflTimeConstant[0] = 3.37462
sGRADSPEC.sEddyCompensationZ.aflTimeConstant[1] = 0.999351
sGRADSPEC.sEddyCompensationZ.aflTimeConstant[2] = 0.0174646
sGRADSPEC.sEddyCompensationZ.aflTimeConstant[3] = 0.0110094

```



```
sGRADSPEC.sEddyCompensationZ.aflTimeConstant[4] = 0.00199922
sGRADSPEC.bEddyCompensationValid = 1
sGRADSPEC.sB0CompensationX.aflAmplitude[0] = 0.307474
sGRADSPEC.sB0CompensationX.aflAmplitude[1] = 0.029337
sGRADSPEC.sB0CompensationX.aflAmplitude[2] = -0.187118
sGRADSPEC.sB0CompensationX.aflTimeConstant[0] = 0.98583
sGRADSPEC.sB0CompensationX.aflTimeConstant[1] = 0.0308443
sGRADSPEC.sB0CompensationX.aflTimeConstant[2] = 0.000466792
sGRADSPEC.sB0CompensationY.aflAmplitude[0] = 0.365257
sGRADSPEC.sB0CompensationY.aflAmplitude[1] = -0.318647
sGRADSPEC.sB0CompensationY.aflAmplitude[2] = -0.0118978
sGRADSPEC.sB0CompensationY.aflTimeConstant[0] = 0.61535
sGRADSPEC.sB0CompensationY.aflTimeConstant[1] = 0.488831
sGRADSPEC.sB0CompensationY.aflTimeConstant[2] = 0.00199991
sGRADSPEC.sB0CompensationZ.aflAmplitude[0] = -0.44647
sGRADSPEC.sB0CompensationZ.aflAmplitude[1] = -0.0455154
sGRADSPEC.sB0CompensationZ.aflAmplitude[2] = -0.0304901
sGRADSPEC.sB0CompensationZ.aflTimeConstant[0] = 0.959231
sGRADSPEC.sB0CompensationZ.aflTimeConstant[1] = 0.0720189
sGRADSPEC.sB0CompensationZ.aflTimeConstant[2] = 0.00190141
sGRADSPEC.bB0CompensationValid = 1
sGRADSPEC.sCrossTermCompensationXY.aflAmplitude[0] = 0.00105046
sGRADSPEC.sCrossTermCompensationXY.aflTimeConstant[0] = 0.842014
sGRADSPEC.sCrossTermCompensationXZ.aflAmplitude[0] = -0.00150189
sGRADSPEC.sCrossTermCompensationXZ.aflTimeConstant[0] = 0.736169
sGRADSPEC.sCrossTermCompensationYX.aflAmplitude[0] = -5.5278e-005
sGRADSPEC.sCrossTermCompensationYX.aflTimeConstant[0] = 0.228697
sGRADSPEC.sCrossTermCompensationYZ.aflAmplitude[0] = 0.000307999
sGRADSPEC.sCrossTermCompensationYZ.aflTimeConstant[0] = 1.19431
sGRADSPEC.sCrossTermCompensationZX.aflAmplitude[0] = -0.000286868
sGRADSPEC.sCrossTermCompensationZX.aflTimeConstant[0] = 0.665979
sGRADSPEC.sCrossTermCompensationZY.aflAmplitude[0] = 0.000355175
sGRADSPEC.sCrossTermCompensationZY.aflTimeConstant[0] = 0.844189
sGRADSPEC.bCrossTermCompensationValid = 1
sGRADSPEC.lOffsetX = 25
sGRADSPEC.lOffsetY = 84
sGRADSPEC.lOffsetZ = 47
sGRADSPEC.bOffsetValid = 1
sGRADSPEC.lDelayX = 12
sGRADSPEC.lDelayY = 11
sGRADSPEC.lDelayZ = 9
sGRADSPEC.bDelayValid = 1
sGRADSPEC.flSensitivityX = 0.000264087
sGRADSPEC.flSensitivityY = 0.000272009
sGRADSPEC.flSensitivityZ = 0.000272677
sGRADSPEC.bSensitivityValid = 1
sGRADSPEC.alShimCurrent[0] = 183
sGRADSPEC.alShimCurrent[1] = -25
sGRADSPEC.alShimCurrent[2] = -85
sGRADSPEC.alShimCurrent[3] = 378
sGRADSPEC.alShimCurrent[4] = 82
sGRADSPEC.bShimCurrentValid = 1
sGRADSPEC.ucMode = 0x2
sTXSPEC.asNucleusInfo[0].tNucleus = "1H"
sTXSPEC.asNucleusInfo[0].lFrequency = 63684693
sTXSPEC.asNucleusInfo[0].bFrequencyValid = 1
sTXSPEC.asNucleusInfo[0].flReferenceAmplitude = 359.734
sTXSPEC.asNucleusInfo[0].bReferenceAmplitudeValid = 1
sTXSPEC.asNucleusInfo[0].flAmplitudeCorrection = 1
sTXSPEC.asNucleusInfo[0].bAmplitudeCorrectionValid = 1
sTXSPEC.asNucleusInfo[1].bFrequencyValid = 1
sTXSPEC.asNucleusInfo[1].bReferenceAmplitudeValid = 1
sTXSPEC.asNucleusInfo[1].bAmplitudeCorrectionValid = 1
sTXSPEC.arFPULSE[0].tName = "03GreFCE"
sTXSPEC.arFPULSE[0].bAmplitudeValid = 0x1
sTXSPEC.arFPULSE[0].flAmplitude = 147.095
sTXSPEC.arFPULSE[1].tName = "02GreFCE"
sTXSPEC.arFPULSE[1].bAmplitudeValid = 0x1
sTXSPEC.arFPULSE[1].flAmplitude = 147.095
sTXSPEC.arFPULSE[2].tName = "01GreFCE"
sTXSPEC.arFPULSE[2].bAmplitudeValid = 0x1
sTXSPEC.arFPULSE[2].flAmplitude = 147.095
sTXSPEC.lNoOfTraPulses = 3
sTXSPEC.lBTB1ParallelCapacity = 2
sTXSPEC.lBTB1SerialCapacity = 24
sTXSPEC.lBTB2ParallelCapacity = 2
sTXSPEC.lBTB2SerialCapacity = 26
sTXSPEC.bBTBValid = 1
sTXSPEC.flKDynMagnitudeMin = 0.5
sTXSPEC.flKDynMagnitudeMax = 1.5
sTXSPEC.flKDynMagnitudeClipLow = 0.96
```

```

sTXSPEC.flKDynMagnitudeClipHigh      = 1.04
sTXSPEC.flKDynPhaseMax                = 0.698132
sTXSPEC.flKDynPhaseClip               = 0.174533
sTXSPEC.bKDynValid                    = 1
sTXSPEC.ucRFPulseType                 = 0x1
sTXSPEC.ucExcitMode                   = 0x1
sTXSPEC.ucSimultaneousExcitation      = 0x1
sRXSPEC.lGain                         = 1
sRXSPEC.bGainValid                    = 1
sRXSPEC.aFFT_SCALE[0].lRxChannel       = 1
sRXSPEC.aFFT_SCALE[0].flFactor        = 1.06857
sRXSPEC.aFFT_SCALE[0].bValid          = 1
sRXSPEC.aFFT_SCALE[1].lRxChannel       = 2
sRXSPEC.aFFT_SCALE[1].flFactor        = 1.07454
sRXSPEC.aFFT_SCALE[1].bValid          = 1
sRXSPEC.aFFT_SCALE[2].lRxChannel       = 3
sRXSPEC.aFFT_SCALE[2].flFactor        = 1.06622
sRXSPEC.aFFT_SCALE[2].bValid          = 1
sRXSPEC.aFFT_SCALE[3].lRxChannel       = 4
sRXSPEC.aFFT_SCALE[3].flFactor        = 1.06524
sRXSPEC.aFFT_SCALE[3].bValid          = 1
sRXSPEC.aFFT_SCALE[4].lRxChannel       = 5
sRXSPEC.aFFT_SCALE[4].flFactor        = 0.982692
sRXSPEC.aFFT_SCALE[4].bValid          = 1
sRXSPEC.aFFT_SCALE[5].lRxChannel       = 6
sRXSPEC.aFFT_SCALE[5].flFactor        = 0.988603
sRXSPEC.aFFT_SCALE[5].bValid          = 1
sRXSPEC.aFFT_SCALE[6].lRxChannel       = 7
sRXSPEC.aFFT_SCALE[6].flFactor        = 0.981538
sRXSPEC.aFFT_SCALE[6].bValid          = 1
sRXSPEC.aFFT_SCALE[7].lRxChannel       = 8
sRXSPEC.aFFT_SCALE[7].flFactor        = 1.00856
sRXSPEC.aFFT_SCALE[7].bValid          = 1
sRXSPEC.bVariCapVoltagesValid        = 1
sRXSPEC.alDwellTime[0]                = 8500
sAdjFreSpec.ulMode                    = 0x1
sAdjFreSpec.ucAdjWithBC               = 0x1
sAdjTraSpec.ucAdjWithBC               = 0x1
sAdjShimSpec.ulMode                   = 0x1
sAdjShimSpec.ucAdjWithBC              = 0x1
sAdjWatSupSpec.ulMode                 = 0x1
sAdjWatSupSpec.ucAdjWithBC            = 0x1
alTR[0]                               = 37000
lContrasts                            = 1
alTE[0]                               = 4000
acFlowComp[0]                         = 1
lCombinedEchoes                       = 1
sSliceArray.asSlice[0].sPosition.dSag = 35.31199581
sSliceArray.asSlice[0].sPosition.dCor  = -8.387765754
sSliceArray.asSlice[0].sPosition.dTra  = -23.13178296
sSliceArray.asSlice[0].sNormal.dSag    = 0.771051253
sSliceArray.asSlice[0].sNormal.dCor    = 0.5863890019
sSliceArray.asSlice[0].sNormal.dTra    = -0.2482496801
sSliceArray.asSlice[0].dThickness      = 6
sSliceArray.asSlice[0].dPhaseFOV       = 187.5
sSliceArray.asSlice[0].dReadoutFOV     = 250
sSliceArray.lSize                      = 1
sSliceArray.lSag                       = 1
sSliceArray.lConc                      = 1
sSliceArray.ucMode                     = 0x1
sSliceArray.sTSat.dThickness           = 40
sSliceArray.sTSat.dGap                  = 10
sGroupArray.asGroup[0].nSize           = 1
sGroupArray.asGroup[0].dDistFact       = 0.2
sGroupArray.anMember[1]                = -1
sGroupArray.lSize                      = 1
sGroupArray.sPSat.dThickness           = 50
sGroupArray.sPSat.dGap                  = 10
sAutoAlign.dAAMatrix[0]                = 1
sAutoAlign.dAAMatrix[5]                = 1
sAutoAlign.dAAMatrix[10]               = 1
sAutoAlign.dAAMatrix[15]               = 1
sNavigatorPara.ucRespComp              = 0x4
sPrepPulses.ucFatSat                   = 0x4
sPrepPulses.ucWaterSat                 = 0x4
sPrepPulses.ucInversion                 = 0x4
sPrepPulses.ucSatRecovery               = 0x1
sPrepPulses.ucFatSatMode                = 0x2
sKSpace.lBaseResolution                 = 256
sKSpace.lPhaseEncodingLines             = 192
sKSpace.dPhaseResolution                 = 1

```

```

sKSpace.lPartitions           = 32
sKSpace.lImagesPerSlab       = 32
sKSpace.dSliceResolution     = 1
sKSpace.ucPhasePartialFourier = 0x10
sKSpace.ucSlicePartialFourier = 0x10
sKSpace.ucAveragingMode      = 0x2
sKSpace.ucMultiSliceMode     = 0x1
sKSpace.ucDimension          = 0x2
sKSpace.ucAsymmetricEchoAllowed = 0x1
sKSpace.unReordering         = 0x1
sFastImaging.lEPIFactor      = 1
sFastImaging.lTurboFactor    = 1
sFastImaging.lSegments      = 3
sFastImaging.ulEnableRFSpilling = 0x1
sPhysioImaging.lSignal1      = 2
sPhysioImaging.lMethod1      = 2
sPhysioImaging.lSignal2      = 1
sPhysioImaging.lMethod2      = 1
sPhysioImaging.lPhases       = 21
sPhysioImaging.lRetroGatedImages = 16
sPhysioImaging.sPhysioECG.lScanWindow = 805
sPhysioImaging.sPhysioECG.lTriggerPulses = 1
sPhysioImaging.sPhysioECG.lTriggerWindow = 5
sPhysioImaging.sPhysioECG.lArrhythmiaDetection = 1
sPhysioImaging.sPhysioECG.lCardiacGateOnThreshold = 100000
sPhysioImaging.sPhysioECG.lCardiacGateOffThreshold = 700000
sPhysioImaging.sPhysioPulse.lTriggerPulses = 1
sPhysioImaging.sPhysioPulse.lTriggerWindow = 5
sPhysioImaging.sPhysioPulse.lCardiacGateOnThreshold = 100000
sPhysioImaging.sPhysioPulse.lCardiacGateOffThreshold = 700000
sPhysioImaging.sPhysioExt.lTriggerPulses = 1
sPhysioImaging.sPhysioExt.lTriggerWindow = 5
sPhysioImaging.sPhysioExt.lCardiacGateOnThreshold = 100000
sPhysioImaging.sPhysioExt.lCardiacGateOffThreshold = 700000
sPhysioImaging.sPhysioResp.lRespGateThreshold = 20
sPhysioImaging.sPhysioResp.lRespGatePhase = 2
sPhysioImaging.sPhysioResp.dGatingRatio = 0.3
sSpecPara.lPhaseCyclingType = 1
sSpecPara.lPhaseEncodingType = 1
sSpecPara.lRFExcitationBandwidth = 1
sSpecPara.ucRemoveOversampling = 0x1
sSpecPara.lDecouplingType = 1
sSpecPara.lNOEType = 1
sSpecPara.lExcitationType = 1
sSpecPara.lSpectralSuppression = 1
sDiffusion.ulMode = 0x1
sAngio.sFlowArray.asElm[0].nVelocity = 100
sAngio.sFlowArray.asElm[0].nDir = 0x4
sAngio.sFlowArray.lSize = 1
sAngio.ucPCFlowMode = 0x2
sAngio.ucTOFInflow = 0x4
sAngio.ucRephasedImage = 0x1
sAngio.ucPhaseImage = 0x1
sEllipticalFilter.ucMode = 0x1
sPat.lAccelFactPE = 1
sPat.lAccelFact3D = 1
sPat.ucPATMode = 0x1
sPat.ucRefScanMode = 0x1
ucAutoMovie = 0x1
ucDisableChangeStoreImages = 0x1
ucReconstructionMode = 0x1
ucPHAPSMode = 0x1
ucDixon = 0x1
lAverages = 2
adFlipAngleDegree[0] = 30
lScanTimeSec = 103
lTotalScanTimeSec = 112
dRefSNR = 165404.1473
dRefSNR_VOI = 165404.1473
tdefaultEVAProt =
    "%SiemensEvaDefProt%\Inline\Inline.evp"
tcurrentEVAProt = "%CURRENTEVAPROT%\EVA2A5.tmp"
sCOIL_SELECT_MEAS.asList[0].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[0].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[0].sCoilElementID.tElement = "PP6"
sCOIL_SELECT_MEAS.asList[0].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[0].lRxChannelConnected = 1
sCOIL_SELECT_MEAS.asList[1].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[1].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[1].sCoilElementID.tElement = "PP5"
sCOIL_SELECT_MEAS.asList[1].lElementSelected = 1

```

```

sCOIL_SELECT_MEAS.asList[1].lRxChannelConnected = 1
sCOIL_SELECT_MEAS.asList[2].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[2].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[2].sCoilElementID.tElement = "PP3"
sCOIL_SELECT_MEAS.asList[2].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[2].lRxChannelConnected = 2
sCOIL_SELECT_MEAS.asList[3].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[3].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[3].sCoilElementID.tElement = "PP4"
sCOIL_SELECT_MEAS.asList[3].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[3].lRxChannelConnected = 3
sCOIL_SELECT_MEAS.asList[4].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[4].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[4].sCoilElementID.tElement = "PP2"
sCOIL_SELECT_MEAS.asList[4].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[4].lRxChannelConnected = 4
sCOIL_SELECT_MEAS.asList[5].sCoilElementID.tCoilID = "6_Ch_Body_P"
sCOIL_SELECT_MEAS.asList[5].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[5].sCoilElementID.tElement = "PP1"
sCOIL_SELECT_MEAS.asList[5].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[5].lRxChannelConnected = 4
sCOIL_SELECT_MEAS.asList[6].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[6].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[6].sCoilElementID.tElement = "PA6"
sCOIL_SELECT_MEAS.asList[6].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[6].lRxChannelConnected = 5
sCOIL_SELECT_MEAS.asList[7].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[7].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[7].sCoilElementID.tElement = "PA5"
sCOIL_SELECT_MEAS.asList[7].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[7].lRxChannelConnected = 5
sCOIL_SELECT_MEAS.asList[8].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[8].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[8].sCoilElementID.tElement = "PA3"
sCOIL_SELECT_MEAS.asList[8].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[8].lRxChannelConnected = 6
sCOIL_SELECT_MEAS.asList[9].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[9].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[9].sCoilElementID.tElement = "PA4"
sCOIL_SELECT_MEAS.asList[9].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[9].lRxChannelConnected = 7
sCOIL_SELECT_MEAS.asList[10].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[10].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[10].sCoilElementID.tElement = "PA2"
sCOIL_SELECT_MEAS.asList[10].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[10].lRxChannelConnected = 8
sCOIL_SELECT_MEAS.asList[11].sCoilElementID.tCoilID = "6_Ch_Body_A"
sCOIL_SELECT_MEAS.asList[11].sCoilElementID.lCoilCopy = 1
sCOIL_SELECT_MEAS.asList[11].sCoilElementID.tElement = "PA1"
sCOIL_SELECT_MEAS.asList[11].lElementSelected = 1
sCOIL_SELECT_MEAS.asList[11].lRxChannelConnected = 8
sCOIL_SELECT_MEAS.sCOILPLUGS.aulPlugId[0] = 0xff
sCOIL_SELECT_MEAS.sCOILPLUGS.aulPlugId[1] = 0x76
sCOIL_SELECT_MEAS.sCOILPLUGS.aulPlugId[2] = 0x78
sCOIL_SELECT_MEAS.sCOILPLUGS.aulPlugId[3] = 0x87
sCOIL_SELECT_MEAS.sCOILPLUGS.aulPlugId[4] = 0x67
sCOIL_SELECT_MEAS.sCOILPLUGS.auiNmbrOfNibbles[0] = 0x2
sCOIL_SELECT_MEAS.sCOILPLUGS.auiNmbrOfNibbles[1] = 0x2
sCOIL_SELECT_MEAS.sCOILPLUGS.auiNmbrOfNibbles[2] = 0x2
sCOIL_SELECT_MEAS.sCOILPLUGS.auiNmbrOfNibbles[3] = 0x2
sCOIL_SELECT_MEAS.sCOILPLUGS.auiNmbrOfNibbles[4] = 0x2
sEFISPEC.bEFIDataValid = 1
### ASCCONV END ###
,
*/

/*
 * Table of equivalence:
 *
ulVersion = 0xbee332
<=>
27 - 'MrProtocolVersion' VM 1, VR IS, SyngoDT 6, NoOfItems 6, Data '12510002'
*/

#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
#include "gdcmCSAHeader.h"
#include "gdcmAttribute.h"
#include "gdcmGlobal.h"
#include "gdcmDicts.h"

```

```

#include <map>

#include <math.h>

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }

    gdcm::CSAHeader csa;
    const gdcm::DataSet& ds = reader.GetFile().GetDataSet
        ();

    //const gdcm::PrivateTag &t1 = csa.GetCSAImageHeaderInfoTag();
    const gdcm::PrivateTag &t2 = csa.GetCSASeriesHeaderInfoTag
        ();

    if( ds.FindDataElement( t2 ) )
    {
        csa.LoadFromDataElement( ds.GetDataElement
            ( t2 ) );
        //csa.Print( std::cout );
    }

    if( !csa.FindCSAElementByName( "MrProtocol" ) )
    {
        return 1;
    }
    const gdcm::CSAElement &csael = csa.GetCSAElementByName
        ( "MrProtocol" );
    //std::cout << csael << std::endl;

    const gdcm::ByteValue *bv = csael.GetByteValue();
    if( !bv )
    {
        return 1;
    }
    std::string str(bv->GetPointer(), bv->GetLength());
    std::istringstream is(str);
    std::string s;
    typedef std::map< std::string, std::string > MyMapType;
    MyMapType mymap;
    while( std::getline(is, s) )
    {
        std::string::size_type pos = s.find( '=' );
        if( pos != std::string::npos )
        {
            std::string sub1 = s.substr(0, pos);
            sub1.erase( sub1.find_last_not_of(' ') + 1);
            std::string sub2 = s.substr(pos+1); // skip the '=' char
            sub2.erase( 0, sub2.find_first_not_of(' '));
            //std::cout << sub1 << std::endl;
            mymap.insert( MyMapType::value_type(sub1, sub2) );
        }
        else
        {
            // ### ASCCONV BEGIN ###
            // ### ASCCONV END ###
        }
    }

    const char fourierstr[] = "sKSpace.ucSlicePartialFourier";
    const gdcm::CSAHeaderDict &csadict =
        gdcm::Global::GetInstance().GetDicts().
        GetCSAHeaderDict();
    const gdcm::CSAHeaderDictEntry &fourier = csadict.
        GetCSAHeaderDictEntry( fourierstr );
    std::cout << fourier << std::endl;
    MyMapType::const_iterator it = mymap.find ( fourierstr );
    if( it == mymap.end() ) return 1;
    //std::cout << it->second << std::endl;
    const std::string &partial_fourier = it->second;
    if( partial_fourier == "0x1" )
    {

```

```

        std::cout << "partial fourier is 4/8" << std::endl;
    }
    else if( partial_fourier == "0x2" )
    {
        std::cout << "partial fourier is 5/8" << std::endl;
    }
    else if( partial_fourier == "0x4" )
    {
        std::cout << "partial fourier is 6/8" << std::endl;
    }
    else if( partial_fourier == "0x8" )
    {
        std::cout << "partial fourier is 7/8" << std::endl;
    }
    else if( partial_fourier == "0x10" )
    {
        std::cout << "partial fourier is 8/8" << std::endl;
    }
    else
    {
        std::cerr << "Impossible: " << partial_fourier << std::endl;
        return 1;
    }
}

/*
This is the Flip Angle:
adFlipAngleDegree[0] = 30

One can find it also in the protocol:

...
    <ParamFuncior."<TlmapFuncior">
    {
        <Class> "<TlmapFuncior@IceImagePostProcFunciors">

        <ParamBool."<EXECUTE"> { }
        <ParamDouble."<Flipl_deg"> { <Precision> 16 14.7378520000000000 }
    }
...

*/
// Below is an attemp to play with the CSAHeader dict:
#ifdef 0
const char gspec[] = "sGRADSPEC.flSensitivityX";
it = mymap.find( gspec );
if( it == mymap.end() ) return 1;
const std::string &dummy = it->second;
std::cout << dummy << std::endl;

const gdcm::CSAHeaderDictEntry &csaentry = csadict.
    GetCSAHeaderDictEntry( gspec );
std::cout << csaentry << std::endl;
#endif

/*
sSliceArray.ucMode -- should be in (1, 2, 4)
enum SeriesMode
{
    ASCENDING = 0x01,
    DESCENDING = 0x02,
    INTERLEAVED = 0x04
};

*/
const char sliceorderstr[] = "sSliceArray.ucMode";
const gdcm::CSAHeaderDictEntry &sliceorder = csadict.
    GetCSAHeaderDictEntry( sliceorderstr );
std::cout << sliceorder << std::endl;

it = mymap.find ( sliceorderstr );
if( it == mymap.end() ) return 1;
const std::string &slice_order = it->second;
if( slice_order == "0x1" )
{
    std::cout << "slice_order: ASCENDING" << std::endl;
}
else if( slice_order == "0x2" )
{
    std::cout << "slice_order: DESCENDING" << std::endl;
}
else if( slice_order == "0x4" )
{
    std::cout << "slice_order: INTERLEAVED" << std::endl;
}

```

```

    }
    else
    {
        std::cerr << "Impossible: " << slice_order << std::endl;
        return 1;
    }

    return 0;
}

```

## 27.93 NewSequence.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/NewSequence.exe gdcmData/012345.002.050.dcm out.dcm
 */
using System;
//using gdcm;

public class NewSequence
{
    public static byte[] StrToByteArray(string str)
    {
        System.Text.ASCIIEncoding encoding=new System.Text.ASCIIEncoding();
        return encoding.GetBytes(str);
    }

    public static int Main(string[] argv)
    {
        string file1 = argv[0];
        string file2 = argv[1];

        gdcm.Reader r = new gdcm.Reader();
        r.SetFileName( file1 );
        if ( ! r.Read() )
        {
            return 1;
        }

        gdcm.File f = r.GetFile();
        gdcm.DataSet ds = f.GetDataSet();
        // tsis = gdcm.Tag(0x0008,0x2112) # SourceImageSequence

        // Create a dataelement
        gdcm.DataElement de = new gdcm.DataElement(new gdcm.Tag(0x0010, 0x2180));
        string occ = "Occupation";
        de.SetByteValue( StrToByteArray(occ), new gdcm.VL((uint)occ.Length));
        de.SetVR(new gdcm.VR(gdcm.VR.VRType.SH));

        // Create an item
        gdcm.Item it = new gdcm.Item();
        it.SetVLToUndefined(); // Needed to not popup error message
        //it.InsertDataElement(de)
        gdcm.DataSet nds = it.GetNestedDataSet();
        nds.Insert(de);

        // Create a Sequence
        gdcm.SmartPtrSQ sq = gdcm.SequenceOfItems.New();
        sq.SetLengthToUndefined();
        sq.AddItem(it);

        // Insert sequence into data set

```

```

gdcM.DataElement des = new gdcM.DataElement(new gdcM.Tag(0x0400,0x0550));
des.SetVR(new gdcM.VR(gdcM.VR.VRType.SQ));
des.SetValue(sq.__ref__());
des.SetVLToUndefined();

ds.Insert(des);

gdcM.Writer w = new gdcM.Writer();
w.SetFile( f );
w.SetFileName( file2 );
if ( !w.Write() )
    return 1;

return 0;
}
}

```

## 27.94 NewSequence.py

```

#####
#
# Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#####

"""
Usage:

    python NewSequence.py input.dcm output.dcm

Thanks to Robert Irie for code
"""

import sys
import gdcM

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r = gdcM.Reader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    f = r.GetFile()
    ds = f.GetDataSet()
    #tsis = gdcM.Tag(0x0008,0x2112) # SourceImageSequence

    # Create a dataelement
    de = gdcM.DataElement(gdcM.Tag(0x0010, 0x2180))
    de.SetByteValue("Occupation", gdcM.VL(len("Occupation")))
    de.SetVR(gdcM.VR(gdcM.VR.SH))

    # Create an item
    it=gdcM.Item()
    it.SetVLToUndefined() # Needed to not popup error message
    #it.InsertDataElement(de)
    nds=it.GetNestedDataSet()
    nds.Insert(de)

    # Create a Sequence
    sq=gdcM.SequenceOfItems().New()
    sq.SetLengthToUndefined()
    sq.AddItem(it)

    # Insert sequence into data set

```



```

des=gdcmm.DataElement(gdcm.Tag(0x0400,0x0550))
des.SetVR(gdcm.VR(gdcm.VR.SQ))
des.SetValue(sq.__ref__())
des.SetVLToUndefined()

ds.Insert(des)

w = gdcm.Writer()
w.SetFile( f )
w.SetFileName( file2 )
if not w.Write():
    sys.exit(1)

```

## 27.95 offscreenimage.cxx

```

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkImageMapToWindowLevelColors.h"
#include "vtkImageActor.h"
#include "vtkPNGWriter.h"
#include "vtkWindowToImageFilter.h"
#include "vtkMedicalImageProperties.h"

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        return 1;
    }
    const char *filename = argv[1];

    vtkGDCMImageReader *reader = vtkGDCMImageReader::New
        ();
    reader->SetFileName( filename );
    reader->Update(); // important to read the window/level info

    vtkMedicalImageProperties *prop = reader->GetMedicalImageProperties();

    vtkRenderWindow *renWin = vtkRenderWindow::New();
    renWin->OffScreenRenderingOn();

    vtkRenderer *renderer = vtkRenderer::New();
    renWin->AddRenderer(renderer);

    vtkImageMapToWindowLevelColors *windowlevel =
        vtkImageMapToWindowLevelColors::New();
    windowlevel->SetInput( reader->GetOutput() );
    unsigned int n = prop->GetNumberOfWindowLevelPresets();
    if( n )
    {
        // Take the first one by default:
        const double *wl = prop->GetNthWindowLevelPreset(0);
        windowlevel->SetWindow( wl[0] );
        windowlevel->SetLevel( wl[1] );
    }

    vtkImageActor *actor = vtkImageActor::New();
    actor->SetInput( windowlevel->GetOutput() );

    renderer->AddActor( actor );

    renWin->Render();

```

```

vtkWindowToImageFilter *w2if = vtkWindowToImageFilter::New();
w2if->SetInput ( renWin );

vtkPNGWriter *wr = vtkPNGWriter::New();
wr->SetInput( w2if->GetOutput() );
wr->SetFileName ( "offscreenimage.png" );
wr->Write();

reader->Delete();
renWin->Delete();
renderer->Delete();
windowlevel->Delete();
actor->Delete();
w2if->Delete();
wr->Delete();

return 0;
}

```

## 27.96 PatchFile.cxx

This is a C++ example on how to use `gdcm::Attribute`

```

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=====*/
/*
 * The image was a broken file where the Pixel Data element was 8 times too big
 * Apparently multiplying the BitsAllocated to 4 and multiplying the number of
 * frames by 2 would solve the problem
 *
 * This C++ code can be used to patch the header.
 */

#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmWriter.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        return 1;
    }
    const char *f = argv[1];
    const char *out = argv[2];
    gdcm::Reader r;
    r.SetFileName( f );
    if( !r.Read() )
    {
        return 1;
    }

    gdcm::File &file = r.GetFile();
    gdcm::DataSet& ds = file.GetDataSet();
    // (0028,0100) US 16 # 2, 1
    // BitsAllocated
    // (0028,0101) US 16 # 2, 1
    // BitsStored
    // (0028,0102) US 15 # 2, 1 HighBit
    //
    {
        gdcm::Attribute<0x28,0x100> at;
        at.SetFromDataElement( ds.GetDataElement(

```

```

        at.GetTag() );
    if( at.GetValue() != 8 )
    {
        return 1;
    }
    at.SetValue( 32 );
    ds.Replace( at.GetAsDataElement() );
    {
        gdcmm::Attribute<0x28,0x101> at;
        at.SetFromDataElement( ds.GetDataElement(
            at.GetTag() ) );
        if( at.GetValue() != 8 )
        {
            return 1;
        }
        at.SetValue( 32 );
        ds.Replace( at.GetAsDataElement() );
    }
    {
        gdcmm::Attribute<0x28,0x102> at;
        at.SetFromDataElement( ds.GetDataElement(
            at.GetTag() ) );
        if( at.GetValue() != 7 )
        {
            return 1;
        }
        at.SetValue( 31 );
        ds.Replace( at.GetAsDataElement() );
    }
    // (0028,0008) IS [56] # 2, 1
    NumberOfFrames

    {
        gdcmm::Attribute<0x28,0x8> at;
        at.SetFromDataElement( ds.GetDataElement(
            at.GetTag() ) );
        at.SetValue( at.GetValue() * 2 );
        ds.Replace( at.GetAsDataElement() );
    }

    gdcmm::Writer w;
    w.SetFile( file );
    w.SetCheckFileMetaInformation( false );
    w.SetFileName( out );
    if( !w.Write() )
    {
        return 1;
    }

    // Now let's see if we can read it as an image:
    gdcmm::ImageReader ir;
    ir.SetFileName( out );
    if(!ir.Read())
    {
        return 1;
    }
    gdcmm::Image &image = ir.GetImage();
    unsigned long len = image.GetBufferLength();
    const gdcmm::ByteValue *bv = ir.GetFile().GetDataSet
        ().GetDataElement( gdcmm::Tag(0x7fe0,0x0010) ).
        GetByteValue();
    if( !bv || len != bv->GetLength() )
    {
        return 1;
    }
    std::cout << bv->GetLength() << " " << len << std::endl;

    std::cout << "Success to rewrite image !" << std::endl;
    image.Print( std::cout );
    return 0;
}

```

## 27.97 PhilipsPrivateRescaleInterceptSlope.py

```

#####
#

```

```

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#
#####

"""
Usage:

python

import gdcm
import sys

filename = sys.argv[1]
tmpfile = "/tmp/philips_rescaled.dcm"

# Need to access some private tags, read the file :
reader = gdcm.Reader()
reader.SetFileName( filename )
if not reader.Read():
    sys.exit(1)

ds = reader.GetFile().GetDataSet()

#print ds
# (2005,1409)      DS      4      0.0
# (2005,140a)      DS     16     1.52283272283272

# (2005,0014)      LO      26      Philips MR Imaging DD 005
tag1 = gdcm.PrivateTag(0x2005,0x09,"Philips MR Imaging DD 005")
tag2 = gdcm.PrivateTag(0x2005,0x0a,"Philips MR Imaging DD 005")
print tag1
print tag2

# make sure to do a copy, we want the private tag to remain
# otherwise gdcm gives us a reference
e11 = gdcm.DataElement( ds.GetDataElement( tag1 ) )
print e11
e12 = gdcm.DataElement( ds.GetDataElement( tag2 ) )
print e12

# (0028,1052) DS [-1000]                                # 6, 1
# RescaleIntercept
# (0028,1053) DS [1]                                     # 2, 1 RescaleSlope

e11.SetTag( gdcm.Tag(0x0028,0x1052) )
e12.SetTag( gdcm.Tag(0x0028,0x1053) )

ds.Insert( e11 )
ds.Insert( e12 )

w = gdcm.Writer()
w.SetCheckFileMetaInformation( False )
w.SetFileName( tmpfile )
w.SetFile( reader.GetFile() )
if not w.Write():
    sys.exit(1)

print "success"

```

## 27.98 PlaySound.py

```

#####
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```

```

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#
#####

"""
Usage:

    python PlaySound.py input.dcm
"""

import gdcm
import sys

#filename =
#    "/home/mmalaterre/Creatis/gdcmDataExtra/gdcmNonImageData/audio_from_rafael_sanguinetti.dcm"
filename = sys.argv[1]
print filename

r = gdcm.Reader()
r.SetFileName( filename )
if not r.Read():
    sys.exit(1)

ds = r.GetFile().GetDataSet()

waveformtag = gdcm.Tag(0x5400,0x0100)
waveformsq = ds.GetDataElement( waveformtag )
#print waveformsq

#print dir(waveformsq)

items = waveformsq.GetSequenceOfItems()

if not items.GetNumberOfItems():
    sys.exit(1)

item = items.GetItem(1)
#print item

waveformds = item.GetNestedDataSet()
#print waveformds

waveformdatatag = gdcm.Tag(0x5400,0x1010)
waveformdata = waveformds.GetDataElement( waveformdatatag )

#print waveformdata.GetPointer()
bv = waveformdata.GetByteValue()
print dir(bv)

#print bv.GetPointer()
print bv.GetLength()
l = 116838

file='test.wav'
myfile = open(file, "wb")
s = bv.GetPointer()
for i in range(0, l):
    myfile.write(s[i])
myfile.close()

# http://mail.python.org/pipermail/python-list/2004-October/288905.html
if sys.platform.startswith('win'):
    from winsound import PlaySound, SND_FILENAME, SND_ASYNC
    PlaySound(file, SND_FILENAME|SND_ASYNC)
elif sys.platform.find('linux')>-1:
    from wave import open as waveOpen
    from ossaudiodev import open as ossOpen
    s = waveOpen(file,'rb')
    (nc,sw,fr,nf,comptype, compname) = s.getparams( )
    dsp = ossOpen('/dev/dsp','w')
    try:
        from ossaudiodev import AFMT_S16_NE
    except ImportError:
        if byteorder == "little":
            AFMT_S16_NE = ossaudiodev.AFMT_S16_LE
        else:
            AFMT_S16_NE = ossaudiodev.AFMT_S16_BE

```

```
dsp.setparameters(AFMT_S16_NE, nc, fr)
data = s.readframes(nf)
s.close()
dsp.write(data)
dsp.close()
```

## 27.99 pmsct\_rgb1.cxx

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.
=====*/

/*
 * This example shows how to rewrite a ELSCINT1/PMSCT_RGB1 compressed
 * image so that it is readable by most 3rd party software (DICOM does
 * not specify this particular encoding).
 * This is required for the sake of interoperability with any standard
 * conforming DICOM system.
 *
 * Everything done in this code is for the sole purpose of writing
 * interoperable
 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
 * If you believe anything in this code violates any law or any of your rights,
 * please contact us (gdcm-developers@lists.sourceforge.net) so that we can
 * find a solution.
 *
 * Everything you do with this code is at your own risk, since decompression
 * algorithm was not written from specification documents.
 *
 * Special thanks to:
 * Jean-Pierre Roux for providing the sample datasets
 */
#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
#include "gdcmAttribute.h"
#include "gdcmImageWriter.h"

void delta_decode(const unsigned char *data_in, size_t data_size,
                 std::vector<unsigned char> &new_stream, unsigned short pc, size_t w, size_t h
                 )
{
    const size_t plane_size = h * w;
    const size_t outputlen = 3 * plane_size;
    new_stream.resize( outputlen );

    assert( data_size != outputlen );
    if( data_size == outputlen )
    {
        return;
    }
    typedef unsigned char byte;
    enum {
        COLORMODE = 0x81,
        ESCMODE = 0x82,
        REPEATMODE = 0x83
    };

    byte* src = (byte*)data_in;
    byte* dest = (byte*)&new_stream[0];
    union { byte gray; byte rgb[3]; } pixel;
    pixel.rgb[0] = pixel.rgb[1] = pixel.rgb[2] = 0;
    // always start in grayscale mode
    bool graymode = true;
    size_t dx = 1;
    size_t dy = 3;
    // algorithm works with both planar configuration
    // It does produce surprising greenish background color for planar
    // configuration is 0, while the nested Icon SQ display a nice black

```

```

// background
if (pc)
{
    dx = plane_size;
    dy = 1;
}
size_t ps = plane_size;

// The following is highly unoptimized as we have nested if statement in a
// while loop
// we need to switch from one algorithm to ther other (RGB <-> GRAY)
while (ps)
{
    // next byte:
    byte b = *src++;
    assert( src < data_in + data_size );
    // mode selection:
    switch ( b )
    {
        case ESCMODE:
            // Used to treat a byte 81/82/83 as a normal byte
            if (graymode)
            {
                pixel.gray += *src++;
                dest[0*dx] = pixel.gray;
                dest[1*dx] = pixel.gray;
                dest[2*dx] = pixel.gray;
            }
            else
            {
                pixel.rgb[0] += *src++;
                pixel.rgb[1] += *src++;
                pixel.rgb[2] += *src++;
                dest[0*dx] = pixel.rgb[0];
                dest[1*dx] = pixel.rgb[1];
                dest[2*dx] = pixel.rgb[2];
            }
            dest += dy;
            ps--;
            break;
        case REPEATMODE:
            // repeat mode (RLE)
            b = *src++;
            ps -= b;
            if (graymode)
            {
                while (b-- > 0)
                {
                    dest[0*dx] = pixel.gray;
                    dest[1*dx] = pixel.gray;
                    dest[2*dx] = pixel.gray;
                    dest += dy;
                }
            }
            else
            {
                while (b-- > 0)
                {
                    dest[0*dx] = pixel.rgb[0];
                    dest[1*dx] = pixel.rgb[1];
                    dest[2*dx] = pixel.rgb[2];
                    dest += dy;
                }
            }
            break;
        case COLORMODE:
            // We are swithing from one mode to the other. The stream contains an
            // intermixed
            // compression of RGB codec and GRAY codec. Each one not knowing of the
            // other
            // reset old value to 0.
            if (graymode)
            {
                graymode = false;
                pixel.rgb[0] = pixel.rgb[1] = pixel.rgb[2] = 0;
            }
            else
            {
                graymode = true;
                pixel.gray = 0;
            }
    }
}

```

```

        break;
    default:
        // This is identical to ESCMODE, it would be nicer to use fall-through
        if (graymode)
        {
            pixel.gray += b;
            dest[0*dx] = pixel.gray;
            dest[1*dx] = pixel.gray;
            dest[2*dx] = pixel.gray;
        }
        else
        {
            pixel.rgb[0] += b;
            pixel.rgb[1] += *src++;
            pixel.rgb[2] += *src++;
            dest[0*dx] = pixel.rgb[0];
            dest[1*dx] = pixel.rgb[1];
            dest[2*dx] = pixel.rgb[2];
        }
        dest += dy;
        ps--;
        break;
    } // end switch
} // end while
}

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }
    const gdcm::DataSet& ds = reader.GetFile().GetDataSet
        ();

    // (07a1,1011) CS [PMSCT_RGB1] # 10,1
    Tamar Compression Type
    const gdcm::PrivateTag tcompressiontype(0x07a1,0x0011,"
        ELSCINT1");
    if( !ds.FindDataElement( tcompressiontype ) ) return 1;
    const gdcm::DataElement& compressiontype = ds.GetDataElement
        ( tcompressiontype );
    if ( compressiontype.IsEmpty() ) return 1;
    const gdcm::ByteValue * bv = compressiontype.GetByteValue
        ();
    std::string comprle = "PMSCT_RLE1";
    std::string comprgb = "PMSCT_RGB1";
    bool isrle = false;
    bool isrgb = false;
    if( strncmp( bv->GetPointer(), comprle.c_str(), comprle.size() ) ==
        0 )
    {
        isrle = true;
        return 1;
    }
    if( strncmp( bv->GetPointer(), comprgb.c_str(), comprgb.size() ) ==
        0 )
    {
        isrgb = true;
    }
    if( !isrgb && !isrle ) return 1;

    const gdcm::PrivateTag tcompressedpixeldata(0x07a1,0x000a,"
        ELSCINT1");
    if( !ds.FindDataElement( tcompressedpixeldata ) ) return 1;
    const gdcm::DataElement& compressionpixeldata = ds.
        GetDataElement( tcompressedpixeldata);
    if ( compressionpixeldata.IsEmpty() ) return 1;
    const gdcm::ByteValue * bv2 = compressionpixeldata.
        GetByteValue();

    gdcm::Attribute<0x0028,0x0006> at0;
    at0.SetFromDataSet( ds );
    gdcm::Attribute<0x0028,0x0010> at1;
    at1.SetFromDataSet( ds );
    gdcm::Attribute<0x0028,0x0011> at2;

```



```

at2.SetFromDataSet( ds );

std::vector<unsigned char> buffer;
delta_decode((const unsigned char*)bv2->GetPointer(), bv2->
    GetLength(), buffer,
    at0.GetValue(), at1.GetValue(), at2.GetValue() );

gdcmm::DataElement pixeldata( gdcmm::Tag(0x7fe0,0
    x0010) );
pixeldata.SetVR( gdcmm::VR::OW );
pixeldata.SetByteValue( (char*)&buffer[0], buffer.size() );
// TODO we should check that decompress byte buffer match the expected size
    (row*col*...)

// Add the pixel data element
reader.GetFile().GetDataSet().Replace( pixeldata );

reader.GetFile().GetHeader().SetDataSetTransferSyntax
(
    gdcmm::TransferSyntax::ExplicitVRLittleEndian
);
gdcmm::Writer writer;
writer.SetFile( reader.GetFile() );

// Cleanup stuff:
// remove the compressed pixel data:
// FIXME: should I remove more private tags ? all of them ?
// oh well this is just an example
// use gdcmm::Anonymizer::RemovePrivateTags if needed...
writer.GetFile().GetDataSet().Remove(
    compressionpixeldata.GetTag() );
std::string outfilename;
if (argc > 2)
    outfilename = argv[2];
else
    outfilename = "outrgb.dcm";
writer.SetFileName( outfilename.c_str() );
if( !writer.Write() )
{
    std::cerr << "Failed to write" << std::endl;
    return 1;
}

std::cout << "success !" << std::endl;

return 0;
}

```

## 27.100 PrivateDict.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#   PURPOSE. See the above copyright notice for more information.
#
#####

"""
"""

import gdcmm
import sys,os

if __name__ == "__main__":
    #gdcmm.Trace.DebugOn()
    globInst = gdcmm.Global.GetInstance()
    # Try to load Part3.xml file
    # This file is too big for being accessible directly at runtime.
    globInst.LoadResourcesFiles()

```

```
# Get a private tag from the runtime dicts. LoadResourcesFiles could
# have failed but this has no impact on the private dict

d = globInst.GetDicts()
print d.GetDictEntry( gdcM.Tag(0x0029,0x0010) ,"SIEMENS CSA HEADER" )
pd = d.GetPrivateDict()
print pd.GetDictEntry( gdcM.PrivateTag(0x0029,0x0010,"SIEMENS
    CSA HEADER" ) )
```

## 27.101 PublicDict.cxx

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.
=====*/
/*
 * Dummy example to show GDCM Dict(s) API (Part 6) + Collected Private
 * Attributes:
 */

#include "gdcMGlobal.h"
#include "gdcMDicts.h"
#include "gdcMDict.h"
#include "gdcMCSAHeader.h"
#include "gdcMPrivateTag.h"

int main(int , char *[])
{
    const gdcM::Global& g = gdcM::Global::GetInstance
        (); // sum of all knowledge !
    const gdcM::Dicts &dicts = g.GetDicts();
    const gdcM::Dict &pub = dicts.GetPublicDict(); // Part
        6

    //std::cout << pub << std::endl;

    // 3 different ways to access the same information

    // 1. From the public dict only:
    gdcM::Tag patient_name(0x10,0x10);
    const gdcM::DictEntry &entry1 = pub.GetDictEntry(
        patient_name);
    std::cout << entry1 << std::endl;

    // 2. From all dicts:
    const gdcM::DictEntry &entry2 = dicts.GetDictEntry
        (patient_name);
    std::cout << entry2 << std::endl;

    // 3. This solution is the most flexible solution as you can request using
    // the same
    // API either a public tag or a private tag
    const char *strowner = 0;
    const gdcM::DictEntry &entry3 = dicts.GetDictEntry
        (patient_name,strowner);
    std::cout << entry3 << std::endl;

    // Private attributes:

    // try with a private tag now:
    const gdcM::PrivateTag &private_tag =
        gdcM::CSAHeader::GetCSAImageHeaderInfoTag
        ();
    //std::cout << private_tag << std::endl;
    const gdcM::DictEntry &entry4 = dicts.GetDictEntry
        (private_tag,private_tag.GetOwner());
    std::cout << entry4 << std::endl;
```

```
// Let's pretend that private lookup is on 0x10xx elements:
gdcmm::PrivateTag dummy = private_tag;
dummy.SetElement( 0x1000 + dummy.GetElement() );
const gdcmm::DictEntry &entry5 = dicts.GetDictEntry
    (dummy, dummy.GetOwner());
std::cout << entry5 << std::endl;

return 0;
}
```

## 27.102 ReadAndDumpDICOMDIR.cxx

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.
=====*/
/*
 * This example shows how to read and dump a DICOMDIR File
 *
 * Thanks:
 * Tom Marynowski (lordglub gmail) for contributing this example
 */
#include "gdcmmReader.h"
#include "gdcmmMediaStorage.h"

typedef std::set<gdcmm::DataElement> DataElementSet;
typedef DataElementSet::const_iterator ConstIterator;

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];

    gdcmm::Reader reader;
    reader.SetFileName( filename);
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }
    std::stringstream strm;

    gdcmm::File &file = reader.GetFile();
    gdcmm::DataSet &ds = file.GetDataSet();
    gdcmm::FileMetaInformation &fmi = file.GetHeader
        ();

    gdcmm::MediaStorage ms;
    ms.SetFromFile(file);
    if( ms != gdcmm::MediaStorage::MediaStorageDirectoryStorage
        )
    {
        std::cout << "This file is not a DICOMDIR" << std::endl;
        return 1;
    }

    if (fmi.FindDataElement( gdcmm::Tag (0x0002, 0x0002)))
    {
        strm.str("");
        fmi.GetDataElement( gdcmm::Tag (0x0002, 0x0002) ).
            GetValue().Print(strm);
    }
    else
    {
        std::cerr << " Media Storage Sop Class UID not present" << std::cout;
    }
}
```

```

//TODO il faut trimer strm.str() avant la comparaison au cas ou...
if ("1.2.840.10008.1.3.10"!=strm.str())
{
    std::cout << "This file is not a DICOMDIR" << std::endl;
    return 1;
}

ConstIterator it = ds.GetDES().begin();

for( ; it != ds.GetDES().end(); ++it)
{

    if (it->GetTag()==gdcm::Tag (0x0004, 0x1220))
    {

        const gdcm::DataElement &de = (*it);
        // ne pas utiliser GetSequenceOfItems pour extraire les items
        gdcm::SmartPointer<gdcm::SequenceOfItems>
            sqi =de.GetValueAsSQ();
        unsigned int itemused = 1;
        while (itemused<=sqi->GetNumberOfItems())

            {
                strm.str("");

                if (sqi->GetItem(itemused).FindDataElement(
                    gdcm::Tag (0x0004, 0x1430)))
                    sqi->GetItem(itemused).GetDataElement(gdcm::Tag
                    (0x0004, 0x1430)).GetValue().Print(strm);

                //TODO il faut trimer strm.str() avant la comparaison
                while((strm.str()=="PATIENT")||((strm.str()=="PATIENT ")))
                {
                    std::cout << strm.str() << std::endl;
                    strm.str("");
                    if (sqi->GetItem(itemused).FindDataElement(
                        gdcm::Tag (0x0010, 0x0010)))
                        sqi->GetItem(itemused).GetDataElement(
                        gdcm::Tag (0x0010, 0x0010)).GetValue().Print(strm);
                    std::cout << "PATIENT NAME : " << strm.str() << std::endl;

                    //PATIENT ID
                    strm.str("");
                    if (sqi->GetItem(itemused).FindDataElement(
                        gdcm::Tag (0x0010, 0x0020)))
                        sqi->GetItem(itemused).GetDataElement(
                        gdcm::Tag (0x0010, 0x0020)).GetValue().Print(strm);
                    std::cout << "PATIENT ID : " << strm.str() << std::endl;

                    /*ADD TAG TO READ HERE*/
                    std::cout << "===== " << std::endl;
                    itemused++;
                    strm.str("");
                    if (sqi->GetItem(itemused).FindDataElement(
                        gdcm::Tag (0x0004, 0x1430)))
                        sqi->GetItem(itemused).GetDataElement(
                        gdcm::Tag (0x0004, 0x1430)).GetValue().Print(strm);

                    //TODO il faut trimer strm.str() avant la comparaison
                    while((strm.str()=="STUDY")||((strm.str()=="STUDY ")))
                    {
                        std::cout << " " << strm.str() << std::endl;
                        //UID
                        strm.str("");
                        if (sqi->GetItem(itemused).FindDataElement(
                            gdcm::Tag (0x0020, 0x000d)))
                            sqi->GetItem(itemused).GetDataElement(
                            gdcm::Tag (0x0020, 0x000d)).GetValue().Print(strm);
                        std::cout << "          STUDY UID : " << strm.str() << std::endl;

                        //STUDY DATE
                        strm.str("");
                        if (sqi->GetItem(itemused).FindDataElement(
                            gdcm::Tag (0x0008, 0x0020)))
                            sqi->GetItem(itemused).GetDataElement(
                            gdcm::Tag (0x0008, 0x0020)).GetValue().Print(strm);
                        std::cout << "          STUDY DATE : " << strm.str() << std::endl;

                        //STUDY DESCRIPTION
                        strm.str("");

```

```

        if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0008, 0x1030)))
            sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0008, 0x1030)).GetValue().Print(strm);
        std::cout << "          STUDY DESCRIPTION : " << strm.str() <<
std::endl;

        /*ADD TAG TO READ HERE*/
        std::cout << "          " << "===== " <<
std::endl;

        itemused++;
        strm.str("");
        if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0004, 0x1430)))
            sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0004, 0x1430)).GetValue().Print(strm);

        //TODO il faut trimer strm.str() avant la comparaison
        while ((strm.str()=="SERIES")||((strm.str()=="SERIES ")))
        {
            std::cout << "          " << strm.str() << std::endl;
            strm.str("");
            if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0020, 0x000e)))
                sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0020, 0x000e)).GetValue().Print(strm);
            std::cout << "          SERIE UID" << strm.str() << std::endl;

            //SERIE MODALITY
            strm.str("");
            if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0008, 0x0060)))
                sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0008, 0x0060)).GetValue().Print(strm);
            std::cout << "          SERIE MODALITY" << strm.str() <<
std::endl;

            //SERIE DESCRIPTION
            strm.str("");
            if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0008, 0x103e)))
                sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0008, 0x103e)).GetValue().Print(strm);
            std::cout << "          SERIE DESCRIPTION" << strm.str() <<
std::endl;

            /*ADD TAG TO READ HERE*/

            std::cout << "          " << "===== " <<
std::endl;
            itemused++;
            strm.str("");
            if (sqi->GetItem(itemused).FindDataElement(
gdc::Tag (0x0004, 0x1430)))
                sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0004, 0x1430)).GetValue().Print(strm);

            //TODO il faut trimer strm.str() avant la comparaison
            while ((strm.str()=="IMAGE")||((strm.str()=="IMAGE ")))
                // if(tmp=="IMAGE")
                {
                    std::cout << "          " << strm.str() << std::endl;

                    //UID
                    strm.str("");
                    if (sqi->GetItem(itemused).FindDataElement(
(gdc::Tag (0x0004, 0x1511)))
                        sqi->GetItem(itemused).GetDataElement(
gdc::Tag (0x0004, 0x1511)).GetValue().Print(strm);
                    std::cout << "          IMAGE UID : " << strm.str() <<
std::endl;

                    //PATH de l'image
                    strm.str("");
                    if (sqi->GetItem(itemused).FindDataElement(
(gdc::Tag (0x0004, 0x1500)))
                        sqi->GetItem(itemused).GetDataElement(

```

```

gdcmm::Tag (0x0004, 0x1500)).GetValue().Print(strm);
std::cout << "                IMAGE PATH : " << strm.str() <<
std::endl;
/*ADD TAG TO READ HERE*/

    if(itemused < sqi->GetNumberOfItems())
    {itemused++;
    }else{break;}

    strm.str("");

    if (sqi->GetItem(itemused).FindDataElement
(gdcmm::Tag (0x0004, 0x1430)))
    sqi->GetItem(itemused).GetDataElement (
gdcmm::Tag (0x0004, 0x1430)).GetValue().Print(strm);

    }
    }
    }
    itemused++;
    }
    }
    }
return 0;
}

```

## 27.103 ReadAndDumpDICOMDIR.py

```

#####
#
# Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
# File: ReadAndDumpDICOMDIR.py
#
# Author: Lukas Batteau (lbatteau gmail)
#
# This example shows how to read and dump a DICOMDIR File.
# Based on Tom Marynowski's (lordglub gmail) example.
#
# Usage:
# python ReadAndDumpDICOMDIR.py [DICOMDIR file]
#####

import sys
import gdcmm

if __name__ == "__main__":
    # Check arguments
    if (len(sys.argv) < 2):
        # No filename passed
        print "No input filename found"
        quit()

    filename = sys.argv[1]

    # Read file
    reader = gdcmm.Reader()
    reader.SetFileName(filename)
    if (not reader.Read()):
        print "Unable to read %s" % (filename)
        quit()

```

```

file = reader.GetFile()

# Retrieve header information
fileMetaInformation = file.GetHeader()
print fileMetaInformation

# Retrieve data set
dataSet = file.GetDataSet()
#print dataSet

# Check media storage
mediaStorage = gdcm.MediaStorage()
mediaStorage.SetFromFile(file)
if (gdcm.MediaStorage.GetMSType(str(mediaStorage
)) != gdcm.MediaStorage.MediaStorageDirectoryStorage):
    # File is not a DICOMDIR
    print "This file is not a DICOMDIR (Media storage type: %s)" % (str(
mediaStorage))
    quit()

# Check Media Storage SOP Class
if (fileMetaInformation.FindDataElement(gdcm.Tag(0x0002, 0x0002))):
    sopClassUid = str(fileMetaInformation.GetDataElement(gdcm.Tag(0
x0002, 0x0002)).GetValue())
    # Check SOP UID
    if (sopClassUid != "1.2.840.10008.1.3.10"):
        # File is not a DICOMDIR
        print "This file is not a DICOMDIR"
else:
    # Not present
    print "Media Storage SOP Class not present"
    quit()

# Iterate through the DICOMDIR data set
iterator = dataSet.GetDES().begin()
while (not iterator.equal(dataSet.GetDES().end())):
    dataElement = iterator.next()

    # Check the element tag
    if (dataElement.GetTag() == gdcm.Tag(0x004, 0x1220)):
        # The 'Directory Record Sequence' element
        sequence = dataElement.GetValueAsSQ()

        # Loop through the sequence items
        itemNr = 1
        while (itemNr < sequence.GetNumberOfItems()):
            item = sequence.GetItem(itemNr)

            # Check the element tag
            if (item.FindDataElement(gdcm.Tag(0x0004, 0x1430))):
                # The 'Directory Record Type' element
                value = str(item.GetDataElement(gdcm.Tag(0x0004, 0
x1430)).GetValue())

                # PATIENT
                while (value.strip() == "PATIENT"):
                    print value.strip()
                    # Print patient name
                    if (item.FindDataElement(gdcm.Tag(0x0010, 0
x0010))):
                        value = str(item.GetDataElement(gdcm.Tag(0
x0010, 0x0010)).GetValue())
                        print value

                    # Print patient ID
                    if (item.FindDataElement(gdcm.Tag(0x0010, 0
x0020))):
                        value = str(item.GetDataElement(gdcm.Tag(0
x0010, 0x0020)).GetValue())
                        print value

                    # Next
                    itemNr = itemNr + 1
                    item = sequence.GetItem(itemNr)
                    if (item.FindDataElement(gdcm.Tag(0x0004, 0
x1430))):
                        value = str(item.GetDataElement(gdcm.Tag(0
x0004, 0x1430)).GetValue())

                # STUDY
                while (value.strip() == "STUDY"):

```

```

        print value.strip()

        # Print study UID
        if (item.FindDataElement(gdcm.Tag(0x0020, 0
x000d))) :
            value = str(item.GetDataElement(gdcm.Tag
(0x0020, 0x000d)).GetValue())
            print value

        # Print study date
        if (item.FindDataElement(gdcm.Tag(0x0008, 0
x0020))) :
            value = str(item.GetDataElement(gdcm.Tag
(0x0008, 0x0020)).GetValue())
            print value

        # Print study description
        if (item.FindDataElement(gdcm.Tag(0x0008, 0
x1030))) :
            value = str(item.GetDataElement(gdcm.Tag
(0x0008, 0x1030)).GetValue())
            print value

        # Next
        itemNr = itemNr + 1
        item = sequence.GetItem(itemNr)
        if (item.FindDataElement(gdcm.Tag(0x0004, 0
x1430))) :
            value = str(item.GetDataElement(gdcm.Tag
(0x0004, 0x1430)).GetValue())

            # SERIES
            while (value.strip() == "SERIES"):
                print value.strip()

            # Print series UID
            if (item.FindDataElement(gdcm.Tag(0
x0020, 0x000e))) :
                value = str(item.GetDataElement(gdcm.Tag
(0x0020, 0x000e)).GetValue())
                print value

            # Print series modality
            if (item.FindDataElement(gdcm.Tag(0
x0008, 0x0060))) :
                value = str(item.GetDataElement(gdcm.Tag
(0x0008, 0x0060)).GetValue())
                print "Modality"
                print value

            # Print series description
            if (item.FindDataElement(gdcm.Tag(0
x0008, 0x103e))) :
                value = str(item.GetDataElement(gdcm.Tag
(0x0008, 0x103e)).GetValue())
                print "Description"
                print value

            # Next
            itemNr = itemNr + 1
            item = sequence.GetItem(itemNr)
            if (item.FindDataElement(gdcm.Tag(0
x0004, 0x1430))) :
                value = str(item.GetDataElement(gdcm.Tag
(0x0004, 0x1430)).GetValue())

                # IMAGE
                while (value.strip() == "IMAGE"):
                    print value.strip()

                # Print image UID
                if (item.FindDataElement(gdcm.Tag(0
x0004, 0x1511))) :
                    value = str(item.GetDataElement(
gdcm.Tag(0x0004, 0x1511)).GetValue())
                    print value

                # Next
                if (itemNr < sequence.GetNumberOfItems()):
                    itemNr = itemNr + 1
                else:

```



```

                break

                item = sequence.GetItem(itemNr)
                if (item.FindDataElement(gdcm.Tag(0
x0004, 0x1430))) :
                    value = str(item.GetDataElement(
gdcm.Tag(0x0004, 0x1430)).GetValue())

                # Next
                itemNr = itemNr + 1

```

## 27.104 ReadAndPrintAttributes.cxx

```

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=====*/
/*
 * This small example will show how one can read and print
 * a DICOM Attribute using different technique (by tag or by name)
 */

#include "gdcmReader.h"
#include "gdcmGlobal.h"
#include "gdcmDicts.h"
#include "gdcmDict.h"
#include "gdcmAttribute.h"
#include "gdcmStringFilter.h"

#include <iostream>

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " input.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];

    // Instantiate the reader:
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }

    // The output of gdcm::Reader is a gdcm::File
    gdcm::File &file = reader.GetFile();

    // the dataset is the the set of element we are interested in:
    gdcm::DataSet &ds = file.GetDataSet();

    const gdcm::Global& g = gdcm::Global::GetInstance
        ();
    const gdcm::Dicts &dicts = g.GetDicts();
    const gdcm::Dict &pubdict = dicts.GetPublicDict();

    using namespace gdcm;

    // In this example we will show why using name to lookup attribute can be
    // dangerous.
    Tag tPatientName(0x0,0x0);
    //const DictEntry &del =
    pubdict.GetDictEntryByName("Patient Name", tPatientName);

```

```

std::cout << "Found: " << tPatientName << std::endl;

// Indeed the attribute could not be found. Since DICOM 2003, Patient Name
// has become Patient's Name.

Tag tPatientsName;
//const DictEntry &de2 =
pubdict.GetDictEntryByName("Patient's Name", tPatientsName)
;

std::cout << "Found: " << tPatientsName << std::endl;

// Let's try to read an arbitrary DICOM Attribute:
Tag tDoseGridScaling;
//const DictEntry &de3 =
pubdict.GetDictEntryByName("Dose Grid Scaling",
    tDoseGridScaling);

std::cout << "Found: " << tDoseGridScaling << std::endl;

if( ds.FindDataElement( tDoseGridScaling ) )
{
    gdcm::StringFilter sf;
    sf.SetFile(file);
    std::cout << "Attribute Value as String: " << sf.ToString(
        tDoseGridScaling ) << std::endl;

    // Let's check the name again:
    std::pair<std::string, std::string> pss
        = sf.ToStringPair( tDoseGridScaling );
    std::cout << "Attribute Name Checked: " << pss.first << std::endl;
    std::cout << "Attribute Value (string): " << pss.second << std::endl;

    //const DataElement &dgs = ds.GetDataElement( tDoseGridScaling );

    // Let's assume for a moment we knew the tag number:
    Attribute<0x3004,0x000e> at;
    assert( at.GetTag() == tDoseGridScaling );
    at.SetFromDataSet( ds );
    // For the sake of long term maintenance, we will not write
    // that this particular attribute is stored as a double. What if
    // a user made a mistake. It is much safer to rely on GDCM internal
    // mechanism to deduce the VR::DS type (represented as a iieee double)
    Attribute<0x3004,0x000e>::ArrayType v =
        at.GetValue();
    std::cout << "DoseGridScaling=" << v << std::endl;
}

return 0;
}

```

## 27.105 ReadExplicitLengthSQIVR.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmImplicitDataElement.h"
#include "gdcmDataSet.h"
#include "gdcmPrivateTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmByteValue.h"
#include "gdcmSequenceOfItems.h"

using namespace gdcm;

int main(int argc, char *argv[])

```

```

{
    const char *filename = argv[1];
    gdcm::Reader r;
    r.SetFileName( filename );
    r.Read();

    //gdcm::PrivateTag pt(0x01,0x42,"ELSCINT1");
    //gdcm::Tag pt(0x88,0x200);
    gdcm::Tag pt(0x8,0x1140);
    DataSet &ds = r.GetFile().GetDataSet();
    const DataElement &de = ds.GetDataElement( pt );

    std::cout << de << std::endl;
    const ByteValue *bv = de.GetByteValue();
    SmartPointer<SequenceOfItems> sqi = new
        SequenceOfItems;
    sqi->SetLength( bv->GetLength() );
    std::stringstream ss;
    ss.str( std::string( bv->GetPointer(), bv->GetLength() ) )
        ;
    sqi->Read<ImplicitDataElement,SwapperNoOp>(
        ss );

    std::cout << *sqi << std::endl;

    return 0;
}

```

## 27.106 ReadFiles.java

```

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=====*/
import gdcm.*;
import java.io.File;

public class ReadFiles
{
    static int i = 0;
    public static void process(String path)
    {
        //String path = file.getPath();
        assert PosixEmulation.FileExists(path): "Problem converting to 8bits";

        System.out.println("Reading: " + path );
        System.out.println("File: " + i++);
        Reader r = new Reader();
        try
        {
            r.SetFileName( path );
            TagSetType skip = new TagSetType();
            skip.insert( new Tag(0x7fe0,0x10) );
            boolean b = r.ReadUpToTag( new Tag(0x88,0x200), skip );
            //System.out.println("DS:\n" + r.GetFile().GetDataSet().toString() );
        }
        finally
        {
            r.delete(); // will properly call C++ destructor and close file
            descriptor
        }
    }

    // Process only files under dir
    public static void visitAllFiles(File dir)
    {
        if (dir.isDirectory())

```

```

        {
            String[] children = dir.list();
            for (int i=0; i<children.length; i++)
            {
                visitAllFiles(new File(dir, children[i]));
            }
        }
    else
    {
        process(dir.getPath());
    }
}

public static void waiting (int n)
{
    long t0, t1;
    t0 = System.currentTimeMillis();
    do
    {
        t1 = System.currentTimeMillis();
    }
    while ((t1 - t0) < (n * 1000));
}

public static void main(String[] args) throws Exception
{
    String directory = args[0];

    Directory gdir = new Directory();
    long n = gdir.Load( directory, true );
    System.out.println( gdir.toString() );
    FilenamesType files = gdir.GetFilenames();
    for( long i = 0; i < n; ++i )
    {
        String path = files.get( (int)i );
        process( path );
    }

    System.out.println( "Java API" );

    //waiting( 10 );
    for( int i = 0; i < 2; ++i )
    {
        File dir = new File(directory);
        visitAllFiles(dir);
    }
}

```

## 27.107 ReadGEMSSDO.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmDataElement.h"
#include "gdcmPrivateTag.h"

#include <iostream>
#include <string>

using namespace gdcm;

struct SDOElement
{
    typedef std::vector<std::string>::size_type SizeType;
    const char *GetData(SizeType index) const {

```

```

        return Data[index].c_str();
    }
    SizeType GetNumberOfData() const {
        return Data.size();
    }
    void SetData(SizeType index, const char *data) {
        Data[index] = data;
    }
    const char *GetDataFormat() const {
        return DataFormat.c_str();
    }
    void SetDataFormat(const char *dataformat, SizeType num) {
        DataFormat = dataformat;
        Data.resize( num );
    }
    void Print( std::ostream &os ) const {
        os << DataFormat << ":" << std::endl;
        std::vector<std::string>::const_iterator it = Data.begin();
        size_t s = 0;
        for( ; it != Data.end(); ++it )
        {
            os << "    (" << s++ << ") " << *it << std::endl;
        }
    }
private:
    std::string DataFormat;
    std::vector<std::string> Data;
};

class SDOHeader
{
public:
    typedef std::vector<SDOElement> SDOElements;
    typedef SDOElements::size_type SizeType;
    SizeType GetNumberOfSDOElements() const {
        return InternalSDODataset.size();
    }
    void AddSDOElement(SDOElement const &sdoelement) {
        InternalSDODataset.push_back( sdoelement );
    }
    const SDOElement &GetSDOElement(SizeType index) const {
        return InternalSDODataset[index];
    }
    const SDOElement &GetSDOElementByName(const char *name) const {
        return InternalSDODataset[0];
    }
    void LoadFromAttributes(std::string const &s1, std::string const &s2)
    {
        std::string tok;
        std::string tok2;
        std::stringstream strstr(s1);
        std::stringstream strstr2(s2);

        SDOElement element;
        // Do format
        size_t count = 0;
        while ( std::getline ( strstr2, tok, '\\') )
        {
            //std::cout << tok << " ";
            std::getline ( strstr2, tok2, '\\') ;
            //std::cout << tok2 << std::endl;
            count += atoi( tok2.c_str() );
            element.SetDataFormat( tok.c_str(), atoi( tok2.c_str() ) );
            for( size_t t = 0; t < element.GetNumberOfData(); ++t )
            {
                std::getline ( strstr, tok, '\\') ;
                element.SetData(t, tok.c_str() );
            }
            AddSDOElement( element );
        }
        //while ( std::getline ( strstr, tok, '^') )
        // while ( std::getline ( strstr, tok, '\\') )
        // {
        //     std::cout << tok << std::endl;
        //     count++;
        // }
        // std::cout << "Count: " << count << std::endl;
        // count = 0;

        // std::cout << "Count: " << count << std::endl;
    }

```

```

    }
    void Print( std::ostream &os ) const {
        SDOElements::const_iterator it = InternalSDODataset.begin();
        for( ; it != InternalSDODataset.end(); ++it )
        {
            it->Print ( os );
        }
    }
private:
    SDOElements InternalSDODataset;
};

bool sdo_decode( DataElement const &stringdata, DataElement
                const &stringdataformat )
{
    const char *sd = stringdata.GetByteValue()->GetPointer(
    );
    const size_t len_sd = stringdata.GetByteValue()->GetLength
    ();

    std::string s1 = std::string( sd, len_sd );

    const char *sdf = stringdataformat.GetByteValue()->GetPointer
    ();
    const size_t len_sdf = stringdataformat.GetByteValue()->GetLength
    ();

    std::string s2 = std::string( sdf, len_sdf );

    // std::cout << s1 << std::endl;
    // std::cout << s2 << std::endl;

    SDOHeader header;
    header.LoadFromAttributes( s1, s2 );

    header.Print( std::cout );

    return true;
}

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " input.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        return 1;
    }

    File &file = reader.GetFile();
    DataSet &ds = file.GetDataSet();

    // StringData (0033,xx1F) 3 "GEMS_GENIE_1" List of SDO parameters stored as
    // list of strings
    const PrivateTag tstringdata(0x33,0x1f,"GEMS_GENIE_1");
    // StringDataFormat (0033,xx23) 3 "GEMS_GENIE_1" Format of string parameters;
    // contains information about name and number of strings in list
    const PrivateTag tstringdataformat(0x33,0x23,"GEMS_GENIE_1");

    if( !ds.FindDataElement( tstringdata ) ) return 1;
    const DataElement& stringdata = ds.GetDataElement(
        tstringdata );
    if( !ds.FindDataElement( tstringdataformat ) ) return 1;
    const DataElement& stringdataformat = ds.GetDataElement
        ( tstringdataformat );

    sdo_decode( stringdata, stringdataformat );

    return 0;
}

```

## 27.108 ReadMultiTimesException.cxx

```

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=====*/
// The intention of this sample program is to provoke bad_alloc exceptions in
// gdcml code

#include "gdcmlImageReader.h"

int main(int argc, char* argv[])
{
    // We pre-allocate some memory (about 1Gb) to help the issue to show up
    // earlier
    char *dummyBuffer = new char[1024*1024*1100]; (void)dummyBuffer;
    // Check the number of parameters given
    if (argc < 3)
    {
        std::cerr << "Usage: " << argv[0] << " Filename numberOfTries" << std::endl;
        return 1;
    }

    std::cout << "We are going to read the file: " << argv[1] << " " << argv[2] <
        < " times" << std::endl;
    // We hold the pointers in an array to avoid the memory to be released
    // We read the input file n-times
    for (int i = 0; i < atoi(argv[2]); ++i)
    {
        gdcml::ImageReader reader;
        std::cout << "Reading try: " << i << std::endl;
        // Read files
        reader.SetFileName(argv[1]);
        try
        {
            reader.Read();
            gdcml::Image & img = reader.GetImage();
            unsigned long len = img.GetBufferLength();
            char *buffer = new char[ len ];
            img.GetBuffer( buffer ); // do NOT de-allocate buffer !
        }
        catch (std::bad_alloc)
        {
            std::cerr << "BAD ALLOC Exception caught!" << std::endl;
        }
        catch (...)
        {
            std::cerr << "Exception caught!" << std::endl;
        }
    }

    return 0;
}

```

## 27.109 ReadSeriesIntoVTK.java

```

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```

```

    PURPOSE. See the above copyright notice for more information.

=====*/
// We are required to call the package 'vtk' eventhough I (MM) would have
//   preferred
// an import statement along the line of:
// import vtkgdcmm.*;
import vtk.*;

/*
 * Usage:
 * export LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:.
 * java -classpath 'pwd'/vtkgdcmm.jar:/usr/share/java/vtk.jar:.
 *   ReadSeriesIntoVTK
 */
public class ReadSeriesIntoVTK
{
    static {
        System.loadLibrary("vtkCommonJava");
        System.loadLibrary("vtkFilteringJava");
        System.loadLibrary("vtkIOJava");
        System.loadLibrary("vtkImagingJava");
        System.loadLibrary("vtkGraphicsJava");
        System.loadLibrary("vtkgdcmmJava");
        try {
            System.loadLibrary("vtkRenderingJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkHybrid, skipping...");
        }
        try {
            System.loadLibrary("vtkHybridJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkHybrid, skipping...");
        }
        try {
            System.loadLibrary("vtkVolumeRenderingJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkVolumeRendering, skipping...");
        }
    }

    public static void main(String[] args)
    {
        vtkFileOutputWindow outWin = new vtkFileOutputWindow();
        outWin.SetInstance(outWin);
        outWin.SetFileName("MVSVTKViewer.log");

        // See: http://review.source.kitware.com/#change,888
        // vtkWrapJava does not handle static keyword
        // String directory = vtkGDCMTesting.GetGDCMDataRoot();
        vtkGDCMTesting t = new vtkGDCMTesting();
        String directory = t.GetGDCMDataRoot();
        String file0 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq0.dcm";
        String file1 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq1.dcm";
        String file2 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq2.dcm";
        String file3 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq3.dcm";

        vtkStringArray s = new vtkStringArray();
        System.out.println("adding : " + file0 );
        s.InsertNextValue( file0 );
        s.InsertNextValue( file1 );
        s.InsertNextValue( file2 );
        s.InsertNextValue( file3 );

        vtkGDCMImageReader reader = new vtkGDCMImageReader
        ();
        reader.SetFileNames( s );
        reader.Update();

        System.out.println("Success reading: " + file0 );

        vtkMetaImageWriter writer = new vtkMetaImageWriter();
        writer.DebugOn();
        writer.SetCompression( false );
        writer.SetInput( reader.GetOutput() );
        writer.SetFileName( "ReadSeriesIntoVTK.mhd" );
        writer.Write();

        System.out.println("Success writing: " + writer.GetFileName() );
    }
}

```



## 27.110 ReadUTF8QtDir.cxx

```

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=====*/
/*
 * GDCM API expect a const char * as input for SetFileName
 * In order to use this API from Qt, here is a simple test that
 * shows how to do it in a portable manner:
 *
 * http://doc.qt.nokia.com/latest/qdir.html#navigation-and-directory-operations
 */

#include "gdcmReader.h"
#include "gdcmDirectory.h"

#include <QDir>
#include <QString>
#include <QCoreApplication>

#include <string>
#include <fstream>

#include <stdio.h> // fopen

static int TestBothFuncs(const char *info , const char *ba_str)
{
    int res = 0;
    FILE *f = fopen( ba_str, "r" );
    if( f )
    {
        std::cout << info << " fopen: " << ba_str << std::endl;
        fclose(f);
        ++res;
    }
    gdcm::Reader reader;
    std::ifstream is( ba_str );
    if( is.is_open() )
    {
        std::cout << info << " is_open: " << ba_str << std::endl;
        ++res;
    }
    reader.SetStream( is );
    if( reader.CanRead() == true )
    {
        std::cout << info << " SetStream/CanRead:" << ba_str << std::endl;
        ++res;
    }
    is.close();
    reader.SetFileName( ba_str );
    if( reader.CanRead() == true )
    {
        std::cout << info << " SetFileName/CanRead:" << ba_str << std::endl;
        ++res;
    }
    return 4 - res;
}

static int scanFolder(const char dirname[])
{
    int res = 0;
    gdcm::Directory dir;
    unsigned int nfiles = dir.Load( dirname, true );
    const gdcm::Directory::FileNamesType &filenames
        = dir.GetFileNames();

    for( unsigned int i = 0; i < nfiles; ++i )
    {
        const char *ba_str = filenames[i].c_str();
        res += TestBothFuncs("GDCM",ba_str);
    }
}

```

```

    }
    return res;
}

static int scanFolderQt(QDir const &dir, QStringList& files)
{
    int res = 0;
    QFileInfoList children = dir.entryInfoList(QDir::AllEntries|
        QDir::NoDotAndDotDot);
    for ( int i=0; i<children.count(); i++ ) {
        QFileInfo file = children.at(i);
        if ( file.isDir() == true ) {
            res += scanFolderQt(QDir(file.absoluteFilePath()), files);
            continue;
        }
        // Convert back from the internal representation to 8bits
        // toLocal8Bit() returns by copy. Need to store explicitly the QByteArray
        QByteArray str = file.absoluteFilePath().toLocal8Bit();
        const char *ba_str1 = str.constData();
        res += TestBothFuncs("QString", ba_str1);
    }
    return res;
}

int main(int argc, char *argv[])
{
    // very important:
    QCoreApplication qCoreApp( argc , argv );
    if( argc < 2 )
    {
        std::cerr << argv[0] << " dir " << std::endl;
        return 1;
    }

    int res = 0;
    const char *dirname = argv[1];
    res += scanFolder( dirname );

    QDir dir( QString::fromLocal8Bit(dirname) );
    QStringList files;
    res += scanFolderQt( dir, files);

    if( res )
        std::cerr << "Problem with UTF-8" << std::endl;
    else
        std::cerr << "Success with UTF-8" << std::endl;

    return res;
}

```

## 27.111 RefCounting.cs

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
using Kitware.VTK;
using vtkgdcml;

/*
 * this is not so much an example but simply a test to make sure cstor / dstor
 * work as expected
 * and call the ::New and ->Delete() of VTK style.
 */
public class RefCounting
{
    public static int Main(string[] args)

```

```

{
    vtkGDCMTesting testing1 = vtkGDCMTesting.New
    ();
    vtkGDCMTesting testing2 = new vtkGDCMTesting();
    // just in case people do not read STYLE documentation

    vtkGDCMImageReader reader1 = vtkGDCMImageReader
    .New();
    vtkGDCMImageReader reader2 = new vtkGDCMImageReader
    ();

    vtkGDCMImageWriter writer1 = vtkGDCMImageWriter
    .New();
    vtkGDCMImageWriter writer2 = new vtkGDCMImageWriter
    ();

    using (vtkGDCMTesting testing3 = new vtkGDCMTesting
    ())
    {
        System.Console.Write( "GetReferenceCount: " + testing1.GetReferenceCount (
        ) + "\n");
        System.Console.Write( "GetReferenceCount: " + testing2.GetReferenceCount (
        ) + "\n");
        System.Console.Write( "GetReferenceCount: " + testing3.GetReferenceCount (
        ) + "\n");
    }

    using (vtkGDCMImageReader reader3 = new
    vtkGDCMImageReader ())
    {
        System.Console.Write( "GetReferenceCount: " + reader3.GetReferenceCount ()
        + "\n");
    }

    using (vtkGDCMImageWriter writer3 = vtkGDCMImageWriter
    .New())
    {
        System.Console.Write( "GetReferenceCount: " + writer3.GetReferenceCount ()
        + "\n");
    }

    // C# destructor will call ->Delete on all C++ object as expected.
    return 0;
}
}

```

## 27.112 ReformatFile.cs

This is a C++ example on how to use `gdcm::FileDerivation`

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * Simple C# example
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/ReformatFile.exe input.dcm output.dcm
 */
using System;
using gdcm;

public class ReformatFile
{

```

```

public static int Main(string[] args)
{
    gdcm.FileMetaInformation.SetSourceApplicationEntityTitle( "My Reformat App"
    );

    // http://www.oid-info.com/get/1.3.6.1.4.17434
    string THERALYS_ORG_ROOT = "1.3.6.1.4.17434";
    gdcm.UIDGenerator.SetRoot( THERALYS_ORG_ROOT );
    System.Console.WriteLine( "Root dir is now: " + gdcm.UIDGenerator.GetRoot()
    );

    string filename = args[0];
    string outfilename = args[1];

    Reader reader = new Reader();
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        System.Console.WriteLine( "Could not read: " + filename );
        return 1;
    }

    UIDGenerator uid = new UIDGenerator(); // helper for uid generation
    FileDerivation fd = new FileDerivation();
    // For the pupose of this excise we will pretend that this image is
    // referencing
    // two source image (we need to generate fake UID for that).
    string ReferencedSOPClassUID = "1.2.840.10008.5.1.4.1.1.7"; // Secondary
    Capture
    fd.AddReference( ReferencedSOPClassUID, uid.Generate() );
    fd.AddReference( ReferencedSOPClassUID, uid.Generate() );

    // Again for the purpose of the exercise we will pretend that the image is
    // a
    // multiplanar reformat (MPR):
    // CID 7202 Source Image Purposes of Reference
    // {"DCM",121322,"Source image for image processing operation"},
    fd.SetPurposeOfReferenceCodeSequenceCodeValue( 121322 );
    // CID 7203 Image Derivation
    // {"DCM",113072,"Multiplanar reformatting" },
    fd.SetDerivationCodeSequenceCodeValue( 113072 );
    fd.SetFile( reader.GetFile() );
    // If all Code Value are ok the filter will execute properly
    if( !fd.Derive() )
    {
        return 1;
    }

    gdcm.FileMetaInformation fmi = reader.GetFile().GetHeader();
    // The following three lines make sure to regenerate any value:
    fmi.Remove( new gdcm.Tag(0x0002,0x0012) );
    fmi.Remove( new gdcm.Tag(0x0002,0x0013) );
    fmi.Remove( new gdcm.Tag(0x0002,0x0016) );

    Writer writer = new Writer();
    writer.SetFileName( outfilename );
    writer.SetFile( fd.GetFile() );
    if( !writer.Write() )
    {
        System.Console.WriteLine( "Could not write: " + outfilename );
        return 1;
    }

    return 0;
}

```

## 27.113 RemovePrivateTags.py

```

#####
#
# Program: GDCM (Grassroots DICOM). A DICOM library
#
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```

```
#
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# PURPOSE. See the above copyright notice for more information.
#
#####

"""
Usage:

python RemovePrivateTags.py input.dcm output.dcm
"""

import sys
import gdcm

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    # Instanciate the reader.
    r = gdcm.Reader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    # Remove private tags
    ano = gdcm.Anonymizer()
    ano.SetFile( r.GetFile() )
    if not ano.RemovePrivateTags():
        sys.exit(1)

    # Write DICOM file
    w = gdcm.Writer()
    w.SetFile( ano.GetFile() )
    #w.CheckFileMetaInformationOff() # Do not attempt to check meta header
    w.SetFileName( file2 )
    if not w.Write():
        sys.exit(1)

    # It is usually a good idea to exit the script with an error, as gdcm does
    # not remove partial (incorrect) DICOM file
    # (application level)
```

## 27.114 RescaleImage.cs

```
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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/DecompressImage.exe gdcmData/012345.002.050.dcm rescaled.dcm
 */
using System;
using gdcm;

public class DecompressImage
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
```

```

bool ret = reader.Read();
if( !ret )
{
    return 1;
}

Image image = reader.GetImage();
PixelFormat pixeltype = image.GetPixelFormat();

Rescaler r = new Rescaler();
r.SetIntercept( 0 );
r.SetSlope( 1.2 );
r.SetPixelFormat( pixeltype );
PixelFormat outputpt = new PixelFormat( r.ComputeInterceptSlopePixelFormat()
);

System.Console.WriteLine( "pixeltype" );
System.Console.WriteLine( pixeltype.ToString() );
System.Console.WriteLine( "outputpt" );
System.Console.WriteLine( outputpt.ToString() );

uint len = image.GetBufferLength();
short[] input = new short[ len / 2 ]; // sizeof(short) == 2
image.GetArray( input );

double[] output = new double[ len / 2 ];
r.Rescale( output, input, len );

// First Pixel is:
System.Console.WriteLine( "Input:" );
System.Console.WriteLine( input[0] );

System.Console.WriteLine( "Output:" );
System.Console.WriteLine( output[0] );

return 0;
}
}

```

## 27.115 reslicesphere.cxx

```

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=====*/
//
// Load a DICOM series.
// Position a sphere within the volume.
// Allow the user to change between Axial, Sagittal, Coronal, and
// Oblique view of the images and move through the slices.
// The display should show the resliced image and the cross section
// of the sphere intersecting that plane.
//

/*
from Scott Johnson /Scott Johnson neuwave com/
to VTK /vtkusers vtk.org/
date Tue, May 11, 2010 at 7:01 PM
*/
#include <sstream>
#include <string>

#include <vtkDICOMImageReader.h>
#include <vtkStringArray.h>
#include <vtkDirectory.h>
#include <vtkImageThreshold.h>
#include <vtkImageShiftScale.h>

```

```

#include <vtkImageReslice.h>
#include <vtkRenderWindowInteractor.h>
#include <vtkImageViewer2.h>
#include <vtkSphereSource.h>
#include <vtkPolyDataMapper.h>
#include <vtkPlane.h>
#include <vtkCutter.h>
#include <vtkActor.h>
#include <vtkCommand.h>
#include <vtkSmartPointer.h>
#include <vtkMatrix4x4.h>
#include <vtkInteractorObserver.h>
#include <vtkProperty.h>
#include <vtkRenderer.h>
#include <vtkImageData.h>
#include <vtkImageActor.h>
#include "vtkTransformPolyDataFilter.h"
#include <vtkCamera.h>
#include <vtkMath.h>
#include <vtkTransform.h>
#include <vtkTextActor.h>
#include <vtkActor2D.h>
#include <vtkPolyDataMapper2D.h>
#include <vtkProperty2D.h>
#include <vtkGDCMImageReader.h>
#include <vtkImageChangeInformation.h>

#include "gdcmDirectory.h"
#include "gdcmTesting.h"
#include "gdcmIPPSorter.h"

// Change to match the path to find Raw_0.vti or provide
// the parameter when starting ResliceSphere.

const double sphereCenter[3]={74, 219, 70};

// Angles (0, 0, 0)
const double AxialMatrix[] = { 1.0, 0.0, 0.0, 0.0,
                               0.0, 1.0, 0.0, 0.0,
                               0.0, 0.0, 1.0, 0.0,
                               0.0, 0.0, 0.0, 1.0 };

// Angles (0, 90, 0)
const double SagittalMatrix[] = { 0.0, 0.0, 1.0, 0.0,
                                   0.0, 1.0, 0.0, 0.0,
                                   -1.0, 0.0, 0.0, 0.0,
                                   0.0, 0.0, 0.0, 1.0 };

// Angles (-90, 0, 0)
const double CoronalMatrix[] = { 1.0, 0.0, 0.0, 0.0,
                                  0.0, 0.0, 1.0, 0.0,
                                  0.0, -1.0, 0.0, 0.0,
                                  0.0, 0.0, 0.0, 1.0 };

// Angles (0, 90, 31)
const double ObliqueMatrix[] = { 0.0, -0.515038, 0.857167, 0.0,
                                   0.0, 0.857167, 0.515038, 0.0,
                                   -1.0, 0.0, 0.0, 0.0,
                                   0.0, 0.0, 0.0, 1.0 };

class ResliceRender;

// Class to handle key press events.
class KeyCallback : public vtkCommand
{
public:
    static KeyCallback* New()
    {
        return new KeyCallback();
    }

    void Execute(vtkObject* caller, unsigned long eventId, void *calldata);
    void SetCallbackData(ResliceRender* reslice);

protected:
    ResliceRender* _reslice;
};

class ResliceRender
{
public:
    typedef enum _ORIENTATION
    {
        AXIAL = 0,

```

```

        SAGITTAL = 1,
        CORONAL = 2,
        OBLIQUE = 3
    } ORIENTATION;

ResliceRender()
{
    _orientation=AXIAL;
}

~ResliceRender()
{
    _transform->Delete();
    _reader->Delete();
    _reslice->Delete();
    _interactor->Delete();
    _imageViewer->Delete();

    _sphere->Delete();
    _sphereMapper->Delete();
    _sphereActor->Delete();

    _plane->Delete();
    _cutter->Delete();
    _polyTransform->Delete();
    _ROIMapper->Delete();
    _ROIActor->Delete();

    _annotation->Delete();
}

void CreatePipeline(const char* fileName)
{
    vtkProperty2D* props;

    //_reader=vtkXMLImageDataReader::New();
    //_reader->SetFileName(fileName);
    //_reader->Update();

    //_reader=qzDICOMImageReader::New();
    _reader=vtkGDCMImageReader::New();

    //vtkDirectory *d = vtkDirectory::New();
    //d->Open(fileName);
    //d->Print( std::cout );
    gdcm::Directory d;
    d.Load(fileName);
    gdcm::Directory::FileNamesType const &files
        = d.GetFileNames();

    gdcm::IPPSorter s;
    s.SetComputeZSpacing( true );
    s.SetZSpacingTolerance( 1e-3 );
    bool b = s.Sort( files );
    if( !b )
    {
        std::cerr << "Failed to sort:" << fileName << std::endl;
        //return ;
    }
    //std::cout << "Sorting succeeded:" << std::endl;
    //s.Print( std::cout );

    //std::cout << "Found z-spacing:" << std::endl;
    //std::cout << s.GetZSpacing() << std::endl;
    double ippzspacing = s.GetZSpacing();

    const std::vector<std::string> & sorted = s.GetFileNames();
    vtkStringArray *vtkfiles = vtkStringArray::New();
    std::vector< std::string >::const_iterator it = sorted.begin();
    for( ; it != sorted.end(); ++it)
    {
        const std::string &f = *it;
        vtkfiles->InsertNextValue( f.c_str() );
    }

    //_reader->SetDirectoryName(fileName);
    //_reader->SetFileNames( d->GetFiles() );
    _reader->SetFileNames( vtkfiles );
    _reader->Update();

    const vtkFloatingPointType *spacing = _reader->GetOutput()->GetSpacing();

```



```

vtkImageChangeInformation *v16 = vtkImageChangeInformation::New();
v16->SetInput( _reader->GetOutput() );
v16->SetOutputSpacing( spacing[0], spacing[1], ippszspacing );
v16->Update();

_threshold=vtkImageThreshold::New();
_threshold->ThresholdByUpper(-3024.0);
_threshold->ReplaceOutOn();
_threshold->SetOutValue(0.0);
_threshold->SetInputConnection(v16->GetOutputPort());

_shift=vtkImageShiftScale::New();
_shift->SetShift(0);
_shift->SetScale(1);
_shift->SetInputConnection(_threshold->GetOutputPort());

// Initialize the reslice with an axial orientation.
vtkSmartPointer<vtkMatrix4x4> matrix =
    vtkSmartPointer<vtkMatrix4x4>::New();
matrix->Identity();

_transform = vtkTransform::New();
_transform->SetMatrix(matrix);

_reslice = vtkImageReslice::New();
_reslice->SetOutputDimensionality(3);

// PROBLEM:
// The original intent was to connect the same transform
// to the vtkImageReslice and vtkTransformPolyDataFilter,
// but the resulting reslices appear different using the
// vtkTransform as opposed to explicitly setting the
// reslice axes via SetResliceAxes. Also, if the vtkTransform
// is connected and orientated other than axial, the extents
// don't seem to update resulting in VTK believing the slice
// is out of range.

_reslice->SetResliceTransform(_transform);
_reslice->SetResliceAxes(matrix);
_reslice->SetInputConnection(_reader->GetOutputPort());
_reslice->SetInputConnection(_shift->GetOutputPort());

// Create the sphere target shape.
_sphere=vtkSphereSource::New();
_sphere->SetRadius(7.0);
_sphere->SetThetaResolution(16);
_sphere->SetPhiResolution(16);
_sphere->SetCenter(sphereCenter[0], sphereCenter[1], sphereCenter[2]);

_sphereMapper=vtkPolyDataMapper::New();
_sphereMapper->SetInputConnection(_sphere->GetOutputPort());

_sphereActor=vtkActor::New();
_sphereActor->SetMapper(_sphereMapper);
_sphereActor->PickableOff();
_sphereActor->GetProperty()->SetColor(1.0, 0.0, 0.0);
_sphereActor->GetProperty()->SetEdgeColor(1.0, 0.0, 0.0);
_sphereActor->GetProperty()->SetDiffuseColor(1.0, 0.0, 0.0);
_sphereActor->SetVisibility(true);

// Create the cutting pipeline.
// This plane will be positioned in the original image coordinate
// system.
_plane = vtkPlane::New();
_plane->SetNormal(0.0, 0.0, 1.0);

_cutter = vtkCutter::New();
_cutter->SetInputConnection(_sphere->GetOutputPort());
_cutter->SetCutFunction(_plane);
_cutter->GenerateCutScalarsOn();
_cutter->SetValue(0, 0.5);

// The transform attached to _polyTransform should move the cut
// ROI into the resliced coordinate system, which should be the
// same as the coordinate system of the resliced images.
// PROBLEM: It doesn't.
_polyTransform = vtkTransformPolyDataFilter::New();
_polyTransform->SetTransform(_transform);
_polyTransform->SetInputConnection(_cutter->GetOutputPort());

```

```

        _ROIMapper = vtkPolyDataMapper2D::New();
        _ROIMapper->SetInputConnection(_polyTransform->GetOutputPort());

    vtkCoordinate* coordinate = vtkCoordinate::New();
    coordinate->SetCoordinateSystemToWorld();
    _ROIMapper->SetTransformCoordinate(coordinate);

    _ROIActor = vtkActor2D::New();
    _ROIActor->SetMapper(_ROIMapper);

    // Make sure the cut can be seen, especially the edges.
    props=_ROIActor->GetProperty();
    props->SetLineWidth(2);
    props->SetOpacity(1.0);
    // props->EdgeVisibilityOn();
    // props->SetDiffuse(0.8);
    // props->SetSpecular(0.3);
    // props->SetSpecularPower(20);
    // props->SetRepresentationToSurface();
    // props->SetDiffuseColor(1.0, 0.0, 0.0);
    // props->SetEdgeColor(1.0, 0.0, 0.0);
    props->SetColor(1.0, 0.0, 0.0);

    _interactor = vtkRenderWindowInteractor::New();

    // Create the image viewer and add the actor with the cut ROI.
    _imageView = vtkImageViewer2::New();
    _imageView->SetupInteractor(_interactor);
    _imageView->SetSize(400, 400);
    _imageView->SetColorWindow(1024);
    _imageView->SetColorLevel(800);
    _imageView->SetInputConnection(_reslice->GetOutputPort());
    _imageView->GetImageActor()->SetOpacity(0.5);

    _annotation = vtkTextActor::New();
    _annotation->SetTextScaleModeToViewport();
    _imageView->GetRenderer()->AddActor(_annotation);

    // Add the cut shape actor to the renderer.
    _imageView->GetRenderer()->AddActor(_ROIActor);

    // Set up the key handler.
    vtkSmartPointer<KeyCallback> callback =
    vtkSmartPointer<KeyCallback>::New();
    callback->SetCallbackData(this);
    _interactor->AddObserver(vtkCommand::KeyPressEvent, callback);

    _interactor->Initialize();
}

void Start()
{
    _interactor->Start();
}

void ResetOrientation()
{
    vtkSmartPointer<vtkMatrix4x4> matrix =
        vtkSmartPointer<vtkMatrix4x4>::New();
    matrix->Identity();

    SetOrientation(matrix);
}

// Make sure the orientation of the vtkImageReslice and
// vtkTransform are in sync.
void SetOrientation(vtkMatrix4x4* matrix)
{
    _reslice->SetResliceAxes(matrix);
    _reslice->Update();

    vtkMatrix4x4* inverse = vtkMatrix4x4::New();
    vtkMatrix4x4::Invert(matrix, inverse);

    _transform->SetMatrix(inverse);
    _transform->Update();
}

// Set the current slice of the current view.
void SetSlice(int slice)

```

```

{
    std::stringstream posString;

    double    center[3];
    double    spacing[3];
    double    origin[3];
    double    point[4];
    double    newPoint[4];

    vtkImageData* imageData;
    int newSlice;

    // Try to make sure the extents of the reslice are updated.
    // PROBLEM: It doesn't seem to work when changing the orientation.
    imageData=vtkImageData::SafeDownCast(_reslice->GetOutput());
    imageData->UpdateInformation();

    // Let vtkImageViewer2 handle the slice limits.
    _imageView->SetSlice(slice);
    newSlice=GetSlice();

    imageData->GetCenter(center);
    imageData->GetSpacing(spacing);
    imageData->GetOrigin(origin);

    // Compute the position of the center of the slice based on the
    // spacing of the slices. The resliced axis will always
    // be the "Z" axis.
    point[0]=center[0];
    point[1]=center[1];
    point[2]=(newSlice * spacing[2]) + origin[2];
    point[3]=1.0;

    // Convert the coordinate from the reslice coordinate system to the
    // original image coordinate system.
    // PROBLEM: Logically this seems like it should have been multiplied
    // by the inverse to translate from the resliced coordinate system to
    // the original coordinate system. However, multiplying by the inverse
    // sticks the plane in the wrong place completely. Using the original
    // matrix at least gets the Z coordinate right.
    vtkMatrix4x4* matrix=_reslice->GetResliceAxes();
    vtkSmartPointer<vtkMatrix4x4> inverse =
        vtkSmartPointer<vtkMatrix4x4>::New();
    vtkMatrix4x4::Invert(matrix, inverse);

    matrix->MultiplyPoint(point, newPoint);
    _plane->SetOrigin(newPoint[0], newPoint[1], newPoint[2]);

    // Annotate the image.
    posString << "Position: (" << newPoint[0] << ", " << newPoint[1]
        << ", " << newPoint[2] << ") Slice: " << newSlice;
    _annotation->SetInput(posString.str());

    _imageView->Render();
}

int GetSlice()
{
    return _imageView->GetSlice();
}

// Set the orientation of the view.
void SetOrientation(ResliceRender::ORIENTATION orientation)
{
    vtkCamera* camera=_imageView->GetRender()->GetActiveCamera();

    double spacing[3];
    double origin[3];
    double point[4];
    double newPoint[4];
    double initialPosition;
    double xDirCosine[3];
    double yDirCosine[3];
    double zDirCosine[3];
    double normal[3];

    vtkImageData* imageData;

    vtkSmartPointer<vtkMatrix4x4> matrix =
        vtkSmartPointer<vtkMatrix4x4>::New();

```

```

_orientation=orientation;

// Reset ViewUp
camera->SetViewUp(0.0, 1.0, 0.0);

// Compute the cut plane position to the input coordinate system.
imageData=vtkImageData::SafeDownCast(_reslice->GetInput());
imageData->UpdateInformation();
imageData->GetSpacing(spacing);
imageData->GetOrigin(origin);

point[0]=origin[0];
point[1]=origin[1];
point[2]=origin[2];
point[3]=1.0;

switch (_orientation)
{
case AXIAL:
    matrix->DeepCopy(AxialMatrix);
    initialPosition=sphereCenter[2];
    break;

case CORONAL:
    matrix->DeepCopy(CoronalMatrix);
    initialPosition=sphereCenter[1];
    break;

case SAGITTAL:
    matrix->DeepCopy(SagittalMatrix);
    initialPosition=sphereCenter[0];
    break;

case OBLIQUE:
    matrix->DeepCopy(ObliqueMatrix);
    initialPosition=sphereCenter[2];
    break;
}

// Move the origin from the original image coordinate system to the
// resliced image coordinate system.
matrix->MultiplyPoint(point, newPoint);
matrix->SetElement(0, 3, newPoint[0]);
matrix->SetElement(1, 3, newPoint[1]);
matrix->SetElement(2, 3, newPoint[2]);

ResetOrientation();
SetOrientation(matrix);

// Compute the cutting plane normal and set it.
// PROBLEM: If the transformation is connected rather than
// using SetResliceAxes, the Direction Cosines do not reflect
// the orientation of the vtkImageReslice.
_reslice->GetResliceAxesDirectionCosines(xDirCosine, yDirCosine,
                                         zDirCosine);
vtkMath::Cross(xDirCosine, yDirCosine, normal);
_plane->SetNormal(normal);

// Set the extents and spacing of the reslice to account for
// all of the data.
_reslice->SetOutputExtentToDefault();
_reslice->SetOutputSpacing(spacing[0], spacing[0], spacing[0]);

// Force the vtkImageViewer2 to update.
// PROBLEM: The whole extent does not seem to be set in time
// for the first render. This results in an error because the
// slice is positioned outside the old bounds.
_imageViewer->SetInput(NULL);
_imageViewer->SetInputConnection(_reslice->GetOutputPort());

_imageViewer->GetRenderer()->ResetCameraClippingRange();
_imageViewer->GetRenderer()->ResetCamera();

// Set the initial slice to be at the center of the sphere.
// Divide by the spacing because this will be undone in SetSlice.
SetSlice(initialPosition / spacing[0]);
}

vtkRenderWindowInteractor* GetInteractor()
{
    return _interactor;
}

```

```

    }

protected:
    ORIENTATION                _orientation;

    //qzDICOMImageReader*      _reader;
    vtkGDCMImageReader*        _reader;
    vtkImageThreshold*         _threshold;
    vtkImageShiftScale*        _shift;
    vtkImageReslice*           _reslice;
    vtkRenderWindowInteractor* _interactor;
    vtkImageViewer2*           _imageView;

    vtkSphereSource*           _sphere;
    vtkPolyDataMapper*         _sphereMapper;
    vtkActor*                  _sphereActor;

    vtkPlane*                  _plane;
    vtkCutter*                 _cutter;
    vtkTransform*              _transform;
    vtkTransformPolyDataFilter* _polyTransform;
    vtkPolyDataMapper2D*        _ROIMapper;
    vtkActor2D*                _ROIActor;

    vtkTextActor*              _annotation;
};

// Catch KeyPress events.
// Up Arrow - increases the slice
// Down Arrow - decreases the slice
// 'A' - sets the view to Axial
// 'S' - sets the view to Sagittal
// 'C' - sets the view to Coronal
// 'O' - set the view to Oblique

void KeyCallback::Execute(vtkObject* caller, unsigned long eventId, void *
    calldata)
{
    std::string sym=_reslice->GetInteractor()->GetKeySym();

    if (!sym.compare("Up"))
    {
        _reslice->SetSlice(_reslice->GetSlice() + 1);
    }
    else if (!sym.compare("Down"))
    {
        _reslice->SetSlice(_reslice->GetSlice() - 1);
    }
    else if ((!sym.compare("A")) || (!sym.compare("a")))
    {
        _reslice->SetOrientation(ResliceRender::AXIAL);
    }
    else if ((!sym.compare("C")) || (!sym.compare("c")))
    {
        _reslice->SetOrientation(ResliceRender::CORONAL);
    }
    else if ((!sym.compare("S")) || (!sym.compare("s")))
    {
        _reslice->SetOrientation(ResliceRender::SAGITTAL);
    }
    else if ((!sym.compare("O")) || (!sym.compare("o")))
    {
        _reslice->SetOrientation(ResliceRender::OBLIQUE);
    }
}

void KeyCallback::SetCallbackData(ResliceRender* reslice)
{
    _reslice=reslice;
}

// Usage: ResliceSphere [fileName]
int main(int argc, char *argv[])
{
    ResliceRender render;

    if (argc == 1)
    {
        const char *root = gdcm::Testing::GetDataExtraRoot
            ();
    }
}

```

```

        std::string dir3 = root;
        dir3 += "/gdcmSampleData/ForSeriesTesting/Dentist/images/";
        render.CreatePipeline(dir3.c_str());
    }
    else
    {
        render.CreatePipeline(argv[1]);
    }

    render.SetOrientation(ResliceRender::AXIAL);
    render.Start();

    return EXIT_SUCCESS;
}

```

## 27.116 ReWriteSCAsMR.py

```

#####
#
# Program: GDCM (Grassroots DICOM). A DICOM library
#
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# PURPOSE. See the above copyright notice for more information.
#
#####

"""
GDCM 1.x would write out MR Image Storage as Secondary Capture Object while
still setting Rescale Slope/Intercept
and saving the Pixel Spacing in (0028,0030)
"""

import gdcm
import sys,os

def CheckSecondaryCaptureObjectIsMRImageStorage(r):
    ds = r.GetFile().GetDataSet()
    # Check Source Image Sequence
    if ds.FindDataElement( gdcm.Tag(0x0008,0x2112) ):
        sis = ds.GetDataElement( gdcm.Tag(0x0008,0x2112) )
        sqsis = sis.GetSequenceOfItems()
        if sqsis.GetNumberOfItems():
            item1 = sqsis.GetItem(1)
            nestedds = item1.GetNestedDataSet()
            if nestedds.FindDataElement( gdcm.Tag(0x0008,0x1150) ):
                ReferencedSOPClassUID = nestedds.GetDataElement( gdcm.Tag(0
                x0008,0x1150) )
                raw = ReferencedSOPClassUID.GetByteValue().GetPointer()
                uids = gdcm.UIDs()
                # what is the actual object we are looking at ?
                ms = gdcm.MediaStorage()
                ms.SetFromDataSet(ds)
                msuid = ms.GetString()
                uids.SetFromUID( msuid )
                msuidname = uids.GetName() # real Media Storage Name
                uids.SetFromUID( raw )
                sqmsuidname = uids.GetName() # Source Image Sequence Media Storage Name
                # If object is SC and Source derivation is MRImageStorage then we can
                assume 'Pixel Spacing' is correct
                if( sqmsuidname == 'MR Image Storage' and msuidname == 'Secondary
                Capture Image Storage' ):
                    return True
            # in all other case simply return the currentspacing:
            return False

if __name__ == "__main__":
    r = gdcm.ImageReader()
    filename = sys.argv[1]
    r.SetFileName( filename )
    if not r.Read():
        sys.exit(1)
    f = r.GetFile()

```

```

if( CheckSecondaryCaptureObjectIsMRImageStorage(r) ):
    # Special handling of the spacing:
    # GDCM 1.2.0 would not rewrite correctly DICOM Object and would always set
    # them as 'Secondary Capture Image Storage'
    # while we would rather have 'MR Image Storage'
    gdcml.ImageHelper.SetForcePixelSpacing(
        True )
    mrspacing = gdcml.ImageHelper.GetSpacingValue
        ( r.GetFile() )
    # TODO: I cannot do simply the following:
    #image.SetSpacing( mrspacing )
    image.SetSpacing(0, mrspacing[0] )
    image.SetSpacing(1, mrspacing[1] )
    image.SetSpacing(2, mrspacing[2] )
    gdcml.ImageHelper.SetForceRescaleInterceptSlope
        ( True )
    ris = gdcml.ImageHelper.GetRescaleInterceptSlopeValue
        ( r.GetFile() )
    image.SetIntercept( ris[0] )
    image.SetSlope( ris[1] )

outfilename = sys.argv[2]
w = gdcml.ImageWriter()
w.SetFileName( outfilename )
w.SetFile( r.GetFile() )
w.SetImage( image )
if not w.Write():
    sys.exit(1)

sys.exit(0)

```

## 27.117 rle2img.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * This example shows how to rewrite a ELSCINT1/PMSCT_RLE1 compressed
 * image so that it is readable by most 3rd party software (DICOM does
 * not specify this particular encoding).
 * This is required for the sake of interoperability with any standard
 * conforming DICOM system.
 *
 * Everything done in this code is for the sole purpose of writing
 * interoperable
 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
 * If you believe anything in this code violates any law or any of your rights,
 * please contact us (gdcml-developers@lists.sourceforge.net) so that we can
 * find a solution.
 *
 * Everything you do with this code is at your own risk, since decompression
 * algorithm was not written from specification documents.
 *
 * Special thanks to:
 * Mauro Maiorca for bringing to our attention on this new ELSCINT1
 * compression algorithm : PMSCT_RLE1 (different from the 'LOSSLESS RICE')
 * See post at:
 * http://groups.google.com/group/comp.protocols.dicom/msg/f2b99bf706a7f8ca
 *
 * Thanks to Jesus Spinola, for more datasets,
 * http://www.itk.org/pipermail/insight-users/2008-April/025571.html
 *
 * And last but not least, a very big thank to Ivo van Poorten, without
 * whom we would still be looking at this compressed byte stream as if
 * it was RLE compressed.
 */

```

```

#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
#include "gdcmAttribute.h"
#include "gdcmImageWriter.h"

/* FIXME: Why is PhilipsLosslessRice.dcm a 512x512 image ... */
void delta_decode(const char *inbuffer, size_t length, std::vector<unsigned
    short> &output)
{
    // RLE pass
    std::vector<char> temp;
    for(size_t i = 0; i < length; ++i)
    {
        if( inbuffer[i] == (char)0xa5 )
        {
            //unsigned char repeat = (unsigned char)inbuffer[i+1] + 1;
            //assert( (unsigned char)inbuffer[i+1] != 255 );
            int repeat = (unsigned char)inbuffer[i+1] + 1;
            char value = inbuffer[i+2];
            while(repeat)
            {
                temp.push_back( value );
                --repeat;
            }
            i+=2;
        }
        else
        {
            temp.push_back( inbuffer[i] );
        }
    }

    // Delta encoding pass
    unsigned short delta = 0;
    for(size_t i = 0; i < temp.size(); ++i)
    {
        if( temp[i] == 0x5a )
        {
            unsigned char v1 = (unsigned char)temp[i+1];
            unsigned char v2 = (unsigned char)temp[i+2];
            int value = v2 * 256 + v1;
            output.push_back( value );
            delta = value;
            i+=2;
        }
        else
        {
            int value = temp[i] + delta;
            output.push_back( value );
            delta = value;
        }
        //assert( output[output.size()-1] == ref[output.size()-1] );
    }

    if ( output.size() % 2 )
    {
        output.resize( output.size() - 1 );
    }
    std::cout << length << " -> " << output.size() * 2 << std::endl;
}

int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }
    const gdcm::DataSet& ds = reader.GetFile().GetDataSet
        ();

    // (07a1,1011) CS [PMSCT_RLE1] # 10,1
    // Tamar Compression Type
    const gdcm::PrivateTag tcompressiontype(0x07a1,0x0011,"
        ELSCINT1");
    if( !ds.FindDataElement( tcompressiontype ) ) return 1;
    const gdcm::DataElement& compressiontype = ds.GetDataElement

```



```

        ( tcompressiontype );
    if ( compressiontype.IsEmpty() ) return 1;
    const gdcm::ByteValue * bv = compressiontype.GetByteValue
        ();
    std::string comprle = "PMSCT_RLE1";
    std::string comprgb = "PMSCT_RGB1";
    bool isrle = false;
    bool isrgb = false;
    if( strncmp( bv->GetPointer(), comprle.c_str(), comprle.size() ) ==
        0 )
    {
        isrle = true;
    }
    if( strncmp( bv->GetPointer(), comprgb.c_str(), comprgb.size() ) ==
        0 )
    {
        isrgb = true;
        return 1;
    }
    if( !isrgb && !isrle ) return 1;

    const gdcm::PrivateTag tcompressedpixeldata(0x07a1,0x000a,"
        ELSCINT1");
    if( !ds.FindDataElement( tcompressedpixeldata ) ) return 1;
    const gdcm::DataElement& compressionpixeldata = ds.
        GetDataElement( tcompressedpixeldata);
    if ( compressionpixeldata.IsEmpty() ) return 1;
    const gdcm::ByteValue * bv2 = compressionpixeldata.
        GetByteValue();

    std::vector<unsigned short> buffer;
    delta_decode(bv2->GetPointer(), bv2->GetLength(), buffer);

    gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0
        x0010) );
    pixeldata.SetVR( gdcm::VR::OW );
    pixeldata.SetByteValue( (char*)&buffer[0], buffer.size() * sizeof( unsigned
        short ) );
    // TODO we should check that decompress byte buffer match the expected size
    (row*col+...)

    // Add the pixel data element
    reader.GetFile().GetDataSet().Replace( pixeldata );

    reader.GetFile().GetHeader().SetDataSetTransferSyntax
    (
        gdcm::TransferSyntax::ExplicitVRLittleEndian
    );
    gdcm::Writer writer;
    writer.SetFile( reader.GetFile() );

    // Cleanup stuff:
    // remove the compressed pixel data:
    // FIXME: should I remove more private tags ? all of them ?
    // oh well this is just an example
    // use gdcm::Anonymizer::RemovePrivateTags if needed...
    writer.GetFile().GetDataSet().Remove(
        compressionpixeldata.GetTag() );
    std::string outfilename;
    if (argc > 2)
        outfilename = argv[2];
    else
        outfilename = "outrle.dcm";
    writer.SetFileName( outfilename.c_str() );
    if( !writer.Write() )
    {
        std::cerr << "Failed to write" << std::endl;
        return 1;
    }

    std::cout << "success !" << std::endl;

    return 0;
}

```

## 27.118 rtstructapp.cxx

```

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=====*/
#include "vtkGDCMPolyDataReader.h"
#include "vtkGDCMPolyDataWriter.h"

#include "vtkPolyDataWriter.h"
#include "vtkPolyDataMapper.h"
#include "vtkPolyDataMapper2D.h"
#include "vtkActor2D.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkMedicalImageProperties.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkCamera.h"
#include "vtkProperty.h"
#include "vtkProperty2D.h"
#include "vtkAppendPolyData.h"
#include "vtkImageData.h"

/*
 * Small example to read in a RTSTRUCT and write it out (displays it too).
 */

// gdcmDataExtra/gdcmNonImageData/exRT_Structure_Set_Storage.dcm
// gdcmDataExtra/gdcmNonImageData/RTSTRUCT_1.3.6.1.4.1.22213.1.1396.2.dcm
// gdcmDataExtra/gdcmNonImageData/RT/RTStruct.dcm

int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm\n";
        return 1;
    }
    const char * filename = argv[1];
    const char * outfilename = argv[2];
    vtkGDCMPolyDataReader * reader =
        vtkGDCMPolyDataReader::New();
    reader->SetFileName( filename );
    reader->Update();

    //std::cout << reader->GetMedicalImageProperties()->GetStudyDate() <<
        std::endl;

    vtkGDCMPolyDataWriter * writer =
        vtkGDCMPolyDataWriter::New();
    writer->SetNumberOfInputPorts( reader->
        GetNumberOfOutputPorts() );
    writer->SetFileName( outfilename );
    for(int num = 0; num < reader->GetNumberOfOutputPorts(); ++num )
        writer->SetInput( num, reader->GetOutput(num) );
    //doesn't look like the medical properties are actually written out
    writer->SetMedicalImageProperties( reader->
        GetMedicalImageProperties() );
    writer->SetRTStructSetProperties( reader->
        GetRTStructSetProperties() );
    writer->Write();

    // print reader output:
    reader->Print( std::cout );
    // print first output:
    reader->GetOutput()->Print( std::cout );

    vtkAppendPolyData *append = vtkAppendPolyData::New();

    int n = reader->GetNumberOfOutputPorts();
    for(int i = 0; i < n; ++i)

```

```

    {
        append->AddInput( reader->GetOutput(i) );
    }

    // Now we'll look at it.
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    cubeMapper->SetInput( append->GetOutput() );
    cubeMapper->SetScalarRange(0,7);
    vtkActor *cubeActor = vtkActor::New();
    cubeActor->SetMapper(cubeMapper);
    vtkProperty *property = cubeActor->GetProperty();
    property->SetRepresentationToWireframe();

    vtkRenderer *renderer = vtkRenderer::New();
    vtkRenderWindow *renWin = vtkRenderWindow::New();
    renWin->AddRenderer(renderer);

    vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
    iren->SetRenderWindow(renWin);

    renderer->AddActor(cubeActor);
    renderer->ResetCamera();
    renderer->SetBackground(1,1,1);

    renWin->SetSize(300,300);

    renWin->Render();
    iren->Start();

    reader->Delete();
    append->Delete();
    cubeMapper->Delete();
    cubeActor->Delete();
    renderer->Delete();
    renWin->Delete();
    iren->Delete();
    writer->Delete();

    return 0;
}

```

## 27.119 ScanDirectory.cs

This is a C# example on how to use `gdcm::Scanner`

```

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=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/ScanDirectory.exe /path/to/gdcmData/
 */
using System;
using gdcm;

public class ScanDirectory
{
    public static int Main(string[] args)
    {
        string directory = args[0];
        Tag t = new Tag(0x8,0x8);

        Directory d = new Directory();
        uint nfiles = d.Load( directory );
    }
}

```

```

    if(nfiles == 0) return 1;
    //System.Console.WriteLine( "Files:\n" + d.toString() );

    //Scanner s = new Scanner();
    SmartPtrScan sscan = Scanner.New();
    Scanner s = sscan.__ref__();
    SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(s, "MySimple");
    s.AddTag( t );
    bool b = s.Scan( d.GetFileNames() );
    if(!b) return 1;

    System.Console.WriteLine( "Scan:\n" + s.toString() );

    System.Console.WriteLine( "success" );
    return 0;
}
}

```

## 27.120 ScanDirectory.java

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/

import gdcm.*;
import gdcm.Reader;
import gdcm.LookupTable;
import java.io.File;
import java.io.*;
import java.awt.image.*;
import javax.imageio.ImageIO;

public class ScanDirectory
{
    public static class MyWatcher extends SimpleSubjectWatcher
    {
        public MyWatcher(Subject s) { super(s,"Override String"); }
        protected void ShowProgress(Subject caller, Event evt)
        {
            ProgressEvent pe = ProgressEvent.Cast(evt);
            System.out.println( "This is my progress: " + pe.GetProgress() );
        }
    }

    public static byte[] GetAsByte(Bitmap input)
    {
        long len = input.GetBufferLength();
        byte[] buffer = new byte[ (int)len ];
        PhotometricInterpretation pi = input.GetPhotometricInterpretation();
        if( pi.GetType() == PhotometricInterpretation.PITYPE.MONOCHROME1 )
        {
            ImageChangePhotometricInterpretation icpi = new
            ImageChangePhotometricInterpretation();
            icpi.SetInput( input );
            icpi.SetPhotometricInterpretation(
                new PhotometricInterpretation(
                    PhotometricInterpretation.PITYPE.MONOCHROME2 ) );
            if( icpi.Change() )
            {
                Bitmap output = icpi.GetOutput();
                output.GetArray( buffer );
            }
            return buffer;
        }
        else
        {
            input.GetArray( buffer );
        }
    }
}

```

```

        return buffer;
    }
}
public static short[] GetAsShort(Bitmap input)
{
    long len = input.GetBufferLength(); // length in bytes
    short[] buffer = new short[ (int)len / 2 ];
    PhotometricInterpretation pi = input.GetPhotometricInterpretation();
    if( pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME1 )
    {
        ImageChangePhotometricInterpretation icpi = new
        ImageChangePhotometricInterpretation();
        icpi.SetInput( input );
        icpi.SetPhotometricInterpretation(
            new PhotometricInterpretation(
                PhotometricInterpretation.PIType.MONOCHROME2 ) );
        if( icpi.Change() )
        {
            Bitmap output = icpi.GetOutput();
            output.GetArray( buffer );
        }
        return buffer;
    }
    else
    {
        input.GetArray( buffer );
        return buffer;
    }
}
public static boolean WritePNG(Bitmap input, String outfilename )
{
    int imageType = BufferedImage.TYPE_CUSTOM;
    PixelFormat pf = input.GetPixelFormat();
    PhotometricInterpretation pi = input.GetPhotometricInterpretation();
    // We need to handle both public and private icon
    // It could well be that we are getting an RGB Icon or 16 bits Icon:
    ColorModel colorModel = null;
    if( pf.GetSamplesPerPixel() == 1 )
    {
        if( pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME1
            || pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME2 )
        {
            if( pf.GetScalarType() == PixelFormat.ScalarType.UINT8 )
            {
                imageType = BufferedImage.TYPE_BYTE_GRAY;
            }
            else if( pf.GetScalarType() == PixelFormat.ScalarType.UINT12 )
            {
                imageType = BufferedImage.TYPE_USHORT_GRAY;
            }
            else if( pf.GetScalarType() == PixelFormat.ScalarType.UINT16 )
            {
                imageType = BufferedImage.TYPE_USHORT_GRAY;
            }
        }
        else if( pi.GetType() == PhotometricInterpretation.PIType.PALETTE_COLOR )
        {
            LookupTable lut = input.GetLUT();
            long r1 = lut.GetLUTLength( LookupTable.LookupTableType.RED );
            byte[] rbuf = new byte[ (int)r1 ];
            long r12 = lut.GetLUT( LookupTable.LookupTableType.RED, rbuf );
            assert r1 == r12;
            long g1 = lut.GetLUTLength( LookupTable.LookupTableType.GREEN );
            byte[] gbuf = new byte[ (int)g1 ];
            long g12 = lut.GetLUT( LookupTable.LookupTableType.GREEN, gbuf );
            assert g1 == g12;
            long b1 = lut.GetLUTLength( LookupTable.LookupTableType.BLUE );
            byte[] bbuf = new byte[ (int)b1 ];
            long b12 = lut.GetLUT( LookupTable.LookupTableType.BLUE, bbuf );
            assert b1 == b12;
            colorModel = new IndexColorModel(8, (int)r1, rbuf, gbuf, bbuf);
            // For code below
            imageType = BufferedImage.TYPE_BYTE_GRAY;
        }
    }
    else if( pf.GetSamplesPerPixel() == 3 )
    {
        if( pf.GetScalarType() == PixelFormat.ScalarType.UINT8 )
        {
            // FIXME should be TYPE_3BYTE_RGB
            imageType = BufferedImage.TYPE_3BYTE_BGR;
        }
    }
}

```

```

    }
}
//System.out.println( "pf: " + pf.toString() );
//System.out.println( "pi: " + pi.toString() );
long width = input.GetDimension(0);
long height = input.GetDimension(0);
BufferedImage bi;
if( pi.GetType() == PhotometricInterpretation.PITYPE.PALETTE_COLOR )
{
    bi = new BufferedImage(colorModel,
        colorModel.createCompatibleWritableRaster((int)width, (int)height),
        false, null);
}
else
{
    bi = new BufferedImage((int)width, (int)height, imageType);
}
WritableRaster wr = bi.getRaster();
//System.out.println( "imagetype: " + imageType );
if( imageType == BufferedImage.TYPE_BYTE_GRAY
    || imageType == BufferedImage.TYPE_3BYTE_BGR )
{
    byte[] buffer = GetAsByte( input );
    wr.setDataElements (0, 0, (int)width, (int)height, buffer);
}
else if( imageType == BufferedImage.TYPE_USHORT_GRAY )
{
    short[] buffer = GetAsShort( input );
    wr.setDataElements (0, 0, (int)width, (int)height, buffer);
}

File outputfile = new File( outfilename );
try {
    ImageIO.write(bi, "png", outputfile);
} catch (IOException e) {
    return false;
}
return true;
}

public static void main(String[] args) throws Exception
{
    String directory = args[0];

    Directory d = new Directory();
    long nfiles = d.Load( directory, true );
    if(nfiles == 0)
    {
        throw new Exception("No files found");
    }
    // System.out.println( "Files:\n" + d.toString() );
    FilenamesType fns = d.GetFilenames();

    //Scanner s = new Scanner();
    SmartPtrScan sscan = Scanner.New();
    Scanner s = sscan.__ref__();
    //SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(s, "MySimple");
    MyWatcher watcher = new MyWatcher(s);
    Tag[] tagarray = {
        new Tag(0x0010, 0x0010), // PatientName
        new Tag(0x0010, 0x0020), // PatientID
        new Tag(0x0010, 0x0030), // PatientBirthDate
        new Tag(0x0010, 0x0040), // PatientSex
        new Tag(0x0010, 0x1010), // PatientAge
        new Tag(0x0020, 0x000d), // StudyInstanceUID
        new Tag(0x0020, 0x0010), // StudyID
        new Tag(0x0008, 0x0020), // StudyDate
        new Tag(0x0008, 0x1030), // StudyDescription
        new Tag(0x0020, 0x000e), // SeriesInstanceUID
        new Tag(0x0020, 0x0011), // SeriesNumber
        new Tag(0x0008, 0x0021), // SeriesDate
        new Tag(0x0008, 0x103e), // SeriesDescription
        new Tag(0x0008, 0x0090), // ReferringPhysicianName
        new Tag(0x0008, 0x0060), // Modality
        new Tag(0x0054, 0x0400), // ImageID ?? Should be Instance number ??
        new Tag(0x0008, 0x0018), // SOPInstanceUID
        new Tag(0x0008, 0x0032), // AcquisitionTime
        new Tag(0x0008, 0x0033), // ContentTime
        new Tag(0x0020, 0x0013), // InstanceNumber
        new Tag(0x0020, 0x1041), // SliceLocation
        new Tag(0x0018, 0x0050), // SliceThickness ?? Eg. Enhanced MR Image
    }

```

```

        Storage
        new Tag(0x0008, 0x0080),    // InstitutionName
        new Tag(0x0028, 0x1050),    // WindowCenter
        new Tag(0x0028, 0x1051),    // WindowWidth
    };
    for( Tag t : tagarray ) {
        //System.out.println( "Tag: " + t.toString() );
        s.AddTag( t );
    }
    boolean b = s.Scan( fns );
    if(!b)
    {
        throw new Exception("Could not scan");
    }

    for( long idx = 0; idx < fns.size(); ++idx )
    {
        Reader r = new Reader();
        String fn = fns.get( (int)idx );
        String outfn = fn + ".png";
        r.SetFileName( fn );
        TagSetType tst = new TagSetType();
        tst.insert( new Tag(0x7fe0,0x10) );
        b = r.ReadUpToTag( new Tag(0x88,0x200), tst );
        UIntArrayType dims = ImageHelper.GetDimensionsValue( r.GetFile() );
        if( b )
        {
            IconImageFilter iif = new IconImageFilter();
            System.out.println( "Processing: " + fn );

            iif.SetFile( r.GetFile() );
            b = iif.Extract();
            if( b )
            {
                Bitmap icon = iif.GetIconImage(0);
                WritePNG(icon, outfn);
            }
            else
            {
                ImageReader ir = new ImageReader();
                ir.SetFileName( fn );
                if( ir.Read() )
                {
                    Image img = ir.GetImage();
                    StringFilter sf = new StringFilter();
                    sf.SetFile( r.GetFile() );
                    String strval = sf.ToString( new Tag(0x0028,0x0120) );
                    IconImageGenerator iig = new IconImageGenerator();
                    iig.SetPixmap( img );
                    iig.AutoPixelMinMax( true );
                    try {
                        double val = Double.parseDouble( strval );
                        iig.SetOutsideValuePixel( val );
                    }
                    catch ( NumberFormatException e ) {
                    }
                    iig.ConvertRGBToPaletteColor( false );
                    long idims[] = { 128, 128 };
                    iig.SetOutputDimensions( idims );
                    iig.Generate();
                    Bitmap icon = iig.GetIconImage();
                    WritePNG(icon, outfn);
                }
            }
        }
    }

    System.out.println( "Scan:\n" + s.toString() );

    System.out.println( "success" );
}

```

## 27.121 ScanDirectory.py

```

#####
#

```

```

# Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#####

import gdcm
import sys,os

if __name__ == "__main__":
    directory = sys.argv[1]

    # Define the set of tags we are interested in
    t1 = gdcm.Tag(0x8,0x8);
    t2 = gdcm.Tag(0x10,0x10);

    # Iterate over directory
    d = gdcm.Directory();
    nfiles = d.Load( directory );
    if(nfiles == 0): sys.exit(1);
    # System.Console.WriteLine( "Files:\n" + d.toString() );

    filenames = d.GetFilenames()

    # Get rid of any Warning while parsing the DICOM files
    gdcm.Trace.WarningOff()

    # instanciate Scanner:
    s = gdcm.Scanner();
    s.AddTag( t1 );
    s.AddTag( t2 );
    b = s.Scan( filenames );
    if(not b): sys.exit(1);

    print "success" ;
    #print s

    pttv = gdcm.PythonTagToValue( s.GetMapping( filenames[1] ) )
    pttv.Start()
    # iterate until the end:
    while( not pttv.IsAtEnd() ):
        # get current value for tag and associated value:
        # if tag was not found, then it was simply not added to the internal
        # std::map
        # Warning value can be None
        tag = pttv.GetCurrentTag()
        value = pttv.GetCurrentValue()
        print tag,"->",value
        # increment iterator
        pttv.Next()

    sys.exit(0)

```

## 27.122 SendFileSCU.cs

```

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=====*/

/*
 * Usage:

```



```

* $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm-gcc/bin
* $ mono bin/SendFileSCU.exe server port input.dcm
*/
using System;
using gdcm;

public class SendFileSCU
{
    public static int Main(string[] args)
    {
        string server = args[0];
        ushort port = ushort.Parse(args[1]);
        string filename = args[2];

        bool b = CompositeNetworkFunctions.CEcho( server, port );
        if( !b ) return 1;

        FilenamesType files = new FilenamesType();
        files.Add( filename );
        b = CompositeNetworkFunctions.CStore( server, port, files );
        if( !b ) return 1;

        return 0;
    }
}

```

## 27.123 SimplePrint.cs

This is a C# example on how to use `gdcm::SWIGDataSet`

```

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=====*/
/*
  Convertor convertor = new Convertor();
  int a = convertor.Convert<int>( some_int_blob );
  double b = convertor.Convert<double>( some_double_blob );
*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/SimplePrint.exe gdcmData/012345.002.050.dcm
 */
using System;
using gdcm;

public class SimplePrint
{
    public static void RecurseDataSet( File f, DataSet ds, string indent )
    {
        CSharpDataSet cds = new CSharpDataSet( ds );
        while( !cds.IsAtEnd() )
        {
            DataElement de = cds.GetCurrent();
            // Compute VR from the toplevel file, and the currently processed
            // dataset:
            VR vr = DataSetHelper.ComputeVR( f, ds, de.GetTag() );

            if( vr.Compatible( new VR( VR.VRType.SQ ) ) )
            {
                uint uvl = (uint)de.GetVL(); // Test cast is ok
                System.Console.WriteLine( indent + de.GetTag().ToString() + ":" + uvl );
                // why not ?
                //SequenceOfItems sq = de.GetSequenceOfItems();
                // GetValueAsSQ handle more cases than GetSequenceOfItems
            }
        }
    }
}

```

```

        SmartPtrSQ sq = de.GetValueAsSQ();
        uint n = sq.GetNumberOfItems();
        for( uint i = 1; i <= n; i++) // item starts at 1, not 0
        {
            Item item = sq.GetItem( i );
            DataSet nested = item.GetNestedDataSet();
            RecurseDataSet( f, nested, indent + "  " );
        }
    }
    else
    {
        System.Console.WriteLine( indent + de.toString() );
    }
    cds.Next();
}

}

public static int Main(string[] args)
{
    string filename = args[0];
    Reader reader = new Reader();
    reader.SetFileName( filename );
    bool ret = reader.Read();
    if( !ret )
    {
        return 1;
    }
    File f = reader.GetFile();
    DataSet ds = f.GetDataSet();

    RecurseDataSet( f, ds, "" );

    return 0;
}
}

```

## 27.124 SimplePrintPatientName.cs

```

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=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm/debug-gcc/bin
 * $ mono bin/SimplePrintPatientName.exe gdcmData/012345.002.050.dcm
 */
/*
This example was provided by Jonathan Morra /jonmorra gmail com/
on the gdcm mailing list (Fri, 28 May 2010)
*/
using System;
using gdcm;

namespace GDCMTest
{
    class SimplePrintPatientName
    {
        static int Main(string[] args)
        {
            if (args.Length != 1)
            {
                Console.WriteLine("This program prints the patient name of a dicom file
with gdcm");
                Console.WriteLine("Usage: [input.dcm]");
                return 1;
            }
        }
    }
}

```

```

gdcM.Reader reader = new gdcM.Reader();
reader.SetFileName(args[0]);
bool ret = reader.Read();
//TagSetType tst = new TagSetType();
//tst.Add( new Tag(0x7fe0,0x10) );
//bool ret = reader.ReadUpToTag( new Tag(0x88,0x200), tst );
if( !ret )
{
    return 1;
}

gdcM.File file = reader.GetFile();

gdcM.StringFilter filter = new gdcM.StringFilter();
filter.SetFile(file);
string value = filter.ToString(new gdcM.Tag(0x0010, 0x0010));

Console.WriteLine("Patient Name: " + value);
return 0;
}
}

```

## 27.125 SimpleScanner.cxx

```

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=====*/
/*
 * Simple example to show how to use Scanner API.
 * It exposes the three different cases:
 * - DICOM Attribute is present and has a value
 * - DICOM Attribute is present and has no value
 * - DICOM Attribute is not present at all
 * It also shows the purpose of the function 'IsKey' to detect whether or
 * not the file has been read by the gdcM::Scanner. Technically most of the
 * time
 * if a file is not a 'Key' this is because it is not a DICOM file. You need to
 * use
 * gdcM::System::FileExists to decide whether or not the file actually exist on
 * the disk.
 *
 * It was tested on this particular image:
 * ./SimpleScanner gdcMData/012345.002.050.dcm
 */

#include "gdcMScanner.h"

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        return 1;
    }
    const char *filename = argv[1];
    const char filename_invalid[] = "this is a file that may not exist on this
    disk.dcm";

    gdcM::Scanner s;

    const gdcM::Tag tag_array[] = {
        gdcM::Tag(0x8,0x50),
        gdcM::Tag(0x8,0x51),
        gdcM::Tag(0x8,0x60),
    };
    s.AddTag( tag_array[0] );
    s.AddTag( tag_array[1] );

```

```

s.AddTag( tag_array[2] );

gdcmm::Directory::FileNamesType filenames;
filenames.push_back( filename );
filenames.push_back( filename_invalid );

if( !s.Scan( filenames ) )
{
    return 1;
}

//s.Print( std::cout );

if( s.IsKey( filename ) )
{
    std::cout << "INFO:" << filename << " is a proper Key for the Scanner (this
        is a DICOM file)" << std::endl;
}

if( !s.IsKey( filename_invalid ) )
{
    std::cout << "INFO:" << filename_invalid << " is not a proper Key for the
        Scanner (this is either not a DICOM file or file does not exist)" << std::endl;
}

gdcmm::Scanner::TagToValue const &ttv = s.GetMapping
    (filename);

const gdcmm::Tag *ptag = tag_array;
for( ; ptag != tag_array + 3; ++ptag )
{
    gdcmm::Scanner::TagToValue::const_iterator it = ttv.find( *ptag );
    if( it != ttv.end() )
    {
        std::cout << *ptag << " was properly found in this file" << std::endl;
        // it contains a pair of value. the first one is the actual tag, so the
        // following is always true:
        // *ptag == it->first
        // The second part is the actual value (stored as RAW strings). You will
        // have to reinterpret this string
        // if VR for *ptag is not VR:VRASCII !
        const char *value = it->second;
        if( *value )
        {
            std::cout << " It has the value: " << value << std::endl;
        }
        else
        {
            std::cout << " It has no value (empty)" << std::endl;
        }
    }
    else
    {
        std::cout << "Sorry " << *ptag << " could not be found in this file" <<
            std::endl;
    }
}

return 0;
}

```

## 27.126 SortImage.cxx

```

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=====*/

```

```

/*
*/
#include "gdcmSorter.h"
#include "gdcmScanner.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"

bool mysort(gdcm::DataSet const & ds1, gdcm::DataSet
            const & ds2 )
{
    //gdcm::Attribute<0x0020,0x0013> at1; // Instance Number
    gdcm::Attribute<0x0018,0x1060> at1; // Trigger
        Time
    gdcm::Attribute<0x0020,0x0032> at11; // Image
        Position (Patient)
    at1.Set( ds1 );
    at11.Set( ds1 );
    //gdcm::Attribute<0x0020,0x0013> at2;
    gdcm::Attribute<0x0018,0x1060> at2;
    gdcm::Attribute<0x0020,0x0032> at22;
    at2.Set( ds2 );
    at22.Set( ds2 );
    if( at11 == at22 )
    {
        return at1 < at2;
    }
    return at11 < at22;
}

bool mysort_part1(gdcm::DataSet const & ds1, gdcm::DataSet
                 const & ds2 )
{
    gdcm::Attribute<0x0018,0x1060> at1;
    at1.Set( ds1 );
    gdcm::Attribute<0x0018,0x1060> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

bool mysort_part2(gdcm::DataSet const & ds1, gdcm::DataSet
                 const & ds2 )
{
    gdcm::Attribute<0x0020,0x0032> at1;
    at1.Set( ds1 );
    gdcm::Attribute<0x0020,0x0032> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

// technically all files are in the same Frame of Reference, so this function
// should be a no-op
bool mysort_dummy(gdcm::DataSet const & ds1, gdcm::DataSet
                 const & ds2 )
{
    gdcm::Attribute<0x0020,0x0052> at1; //
        FrameOfReferenceUID
    at1.Set( ds1 );
    gdcm::Attribute<0x0020,0x0052> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

int main(int argc, char *argv[])
{
    const char *dirname = argv[1];
    gdcm::Directory dir;
    unsigned int nfiles = dir.Load( dirname );

    dir.Print( std::cout );

    gdcm::Sorter sorter;
    sorter.SetSortFunction( mysort );
    sorter.Sort( dir.GetFilesNames() );

    std::cout << "Sorter:" << std::endl;
    sorter.Print( std::cout );

    gdcm::Sorter sorter2;
    sorter2.SetSortFunction( mysort_part1 );
    sorter2.StableSort( dir.GetFilesNames() );
}

```

```

sorter2.SetSortFunction( mysort_part2 );
sorter2.StableSort( sorter2.GetFileNames() ); //
    IMPORTANT
sorter2.SetSortFunction( mysort_dummy );
sorter2.StableSort( sorter2.GetFileNames() ); //
    IMPORTANT

std::cout << "Sorter2:" << std::endl;
sorter2.Print( std::cout );

gdcm::Scanner s;
s.AddTag( gdcm::Tag(0x20,0x32) ); // Image Position (Patient)
//s.AddTag( gdcm::Tag(0x20,0x37) ); // Image Orientation (Patient)
s.Scan( dir.GetFileNames() );

//s.Print( std::cout );

// Count how many different IPP there are:
const gdcm::Scanner::ValueType &values = s.
    GetValues();
unsigned int nvalues = values.size();
std::cout << "There are " << nvalues << " different type of values" <<
    std::endl;

//std::cout << "nfiles=" << nfiles << std::endl;
if( nfiles % nvalues != 0 )
{
    std::cerr << "Impossible: this is a not a proper series" << std::endl;
    return 1;
}
std::cout << "Series is composed of " << (nfiles/nvalues) << " different 3D
    volumes" << std::endl;

return 0;
}

```

## 27.127 SortImage.py

```

#####
#
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#
#####

"""
Usage:

    python SortImage.py dirname

"""

import gdcm
import sys

def PrintProgress(object, event):
    assert event == "ProgressEvent"
    print "Progress:", object.GetProgress()

def MySort(ds1, ds2):
    # compare ds1
    return False

if __name__ == "__main__":

    dirname = sys.argv[1]
    d = gdcm.Directory()
    d.Load( dirname )

    print d

```

```

sorter = gdcM.Sorter()
sorter.SetSortFunction( MySort )
#sorter.AddObserver( "ProgressEvent", PrintProgress )
sorter.Sort( d.GetFilesNames() )

print "Sorter:"
print sorter

```

## 27.128 SortImage2.cs

```

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=====*/

/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcM/debug-gcc/bin
 * $ mono bin/SortImage.exe gdcMData/012345.002.050.dcm out.dcm
 */
using System;
using gdcM;

public class SortImage2
{
    bool mysort(DataSet ds1, DataSet ds2)
    {
        return false;
    }

    public static int Main(string[] args)
    {
        Sorter sorter = new Sorter();
        sorter.SetSortFunction( mysort );

        return 0;
    }
}

```

## 27.129 StandardizeFiles.cs

This is a C++ example on how to use gdcM::ImageChangeTransferSyntax

```

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=====*/

/*
 * Simple C# example to show how one would 'Standardize' a DICOM File-Set
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcM/debug-gcc/bin
 * $ mono bin/StandardizeFiles.exe input_path output_path

```

```

*/
using System;
using gdcm;

public class StandardizeFiles
{
    public static bool ProcessOneFile( string filename, string outfilename )
    {
        PixmapReader reader = new PixmapReader();
        reader.SetFileName( filename );
        if ( !reader.Read() )
        {
            System.Console.WriteLine( "Could not read: " + filename );
            return false;
        }

        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        change.SetForce( false ); // do we really want to recompress when input is
            // already compressed in same alg ?
        change.SetCompressIconImage( false ); // Keep it simple
        change.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.
            JPEG2000Lossless ) );
        change.SetInput( reader.GetPixmap() );
        if ( !change.Change() )
        {
            System.Console.WriteLine( "Could not change: " + filename );
            return false;
        }

        gdcm.FileMetaInformation fmi = reader.GetFile().GetHeader();
        // The following three lines make sure to regenerate any value:
        fmi.Remove( new gdcm.Tag(0x0002,0x0012) );
        fmi.Remove( new gdcm.Tag(0x0002,0x0013) );
        fmi.Remove( new gdcm.Tag(0x0002,0x0016) );

        PixmapWriter writer = new PixmapWriter();
        writer.SetFileName( outfilename );
        writer.SetFile( reader.GetFile() );
        gdcm.Bitmap bitout = change.GetOutput();
        gdcm.Pixmap pixout = (gdcm.Pixmap)bitout;
        //System.Console.WriteLine( "Debug: " + pixout.toString() );

        writer.SetPixmap( pixout );
        if ( !writer.Write() )
        {
            System.Console.WriteLine( "Could not write: " + outfilename );
            return false;
        }

        return true;
    }

    public static int Main(string[] args)
    {
        gdcm.FileMetaInformation.SetSourceApplicationEntityTitle( "My Standardize
            App" );

        // http://www.oid-info.com/get/1.3.6.1.4.17434
        string THERALYS_ORG_ROOT = "1.3.6.1.4.17434";
        gdcm.UIDGenerator.SetRoot( THERALYS_ORG_ROOT );
        System.Console.WriteLine( "Root dir is now: " + gdcm.UIDGenerator.GetRoot()
            );

        string dir1 = args[0];
        string dir2 = args[1];

        // Check input is valid:
        if ( !gdcm.PosixEmulation.FileIsDirectory(dir1) )
        {
            System.Console.WriteLine( "Input directory: " + dir1 + " does not exist.
                Sorry" );
            return 1;
        }
        if ( !gdcm.PosixEmulation.FileIsDirectory(dir2) )
        {
            System.Console.WriteLine( "Output directory: " + dir2 + " does not exist.
                Sorry" );
            return 1;
        }

        Directory d = new Directory();
    }
}

```



```

uint nfiles = d.Load( dir1, true );
if(nfiles == 0) return 1;

// Process all filenames:
FilenameType filenames = d.GetFilenames();
for( uint i = 0; i < nfiles; ++i )
{
    string filename = filenames[ (int)i ];
    string outfilename = filename.Replace( dir1, dir2 );
    System.Console.WriteLine( "Filename: " + filename );
    System.Console.WriteLine( "Out Filename: " + outfilename );
    if( !ProcessOneFile( filename, outfilename ) )
    {
        System.Console.WriteLine( "Could not process filename: " + filename );
        //return 1;
    }
}

return 0;
}

```

## 27.130 StreamImageReaderTest.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
// This work was realised during the GSOC 2011 by Manoj Alwani

#include "gdcmStreamImageReader.h"
#include "gdcmFileMetaInformation.h"
#include "gdcmSystem.h"
#include "gdcmFilename.h"
#include "gdcmByteSwap.h"
#include "gdcmTrace.h"
#include "gdcmTesting.h"
#include "gdcmImageHelper.h"
#include "gdcmImageReader.h"
#include "gdcmImage.h"
#include "gdcmMediaStorage.h"
#include "gdcmRAWCodec.h"
#include "gdcmJPEGLSCodec.h"
#include "gdcmUIDGenerator.h"
#include "gdcmStreamImageWriter.h"
#include "gdcmAttribute.h"
#include "gdcmFile.h"
#include "gdcmTag.h"

bool StreamImageRead(gdcm::StreamImageWriter &
    theStreamWriter,
    const char* filename, const char* outfilename, int resolution)
{
    gdcm::StreamImageReader reader;

    reader.SetFileName( filename );

    if (!reader.ReadImageInformation())
    {
        std::cerr << "unable to read image information" << std::endl;
        return 1; //unable to read tags as expected.
    }
    //let's be tricky; each image will be read in portions, first the top half,
    then the bottom
    //that way, we can test how the stream handles fragmentation of the data
    //we could also loop this to get various different size combinations, but I'm
    not sure

```

```

//that's useful, yet.
std::vector<unsigned int> extent =
    gdcmm::ImageHelper::GetDimensionsValue(
        reader.GetFile());
// std::cout << extent[0];
//at this point, these values aren't used, but may be in the future
//unsigned short xmin = 0;
//unsigned short xmax = extent[0];
//unsigned short ymin = 0;
//unsigned short ymax = extent[1];
//unsigned short zmin = 0;
//unsigned short zmax = extent[2];

std::cout<< "\n Row: "<<extent[0] <<"\n Col :"<< extent[1]<< "\n Resolution :
    "<< extent[2] << std::endl;

int a =1;
for (int i=1; i<=(extent[2]-resolution);++i)
    a = a*2;

reader.DefinePixelExtent(0, extent[0]/a, 0, extent[1]/a,
    resolution-1, resolution);

unsigned long len = reader.DefineProperBufferLength()
    ;
char* finalBuffer = new char[len];
memset(finalBuffer, 0, sizeof(char)*len);

if (reader.CanReadImage())
{
    bool result = reader.Read(finalBuffer, len);
    if( !result )
    {
        std::cout << "res2 failure:" << filename << std::endl;
        delete [] finalBuffer;
        return 1;
    }
    else
    {
        std::cout<< "Able to read";
    }
}
else
{
    std::cerr<< "Not able to put in buffer"<< std::endl;
}
/*
//now, read in smaller buffer extents
reader.DefinePixelExtent(xmin, xmax, ymin, ymax);
len = reader.DefineProperBufferLength();

char* buffer = new char[len];
bool res2 = reader.Read(buffer, len);
if( !res2 ){
    std::cerr << "res2 failure:" << filename << std::endl;
    return 1;
}
//copy the result into finalBuffer
memcpy(finalBuffer, buffer, len);

//now read the next half of the image
ymin = ymax;
ymax = extent[1];

reader.DefinePixelExtent(xmin, xmax, ymin, ymax);

//std::cerr << "Success to read image from file: " << filename <<
    std::endl;
unsigned long len2 = reader.DefineProperBufferLength();

char* buffer2 = new char[len2];
bool res3 = reader.Read(buffer2, len2);
if( !res3 ){
    std::cerr << "res3 failure:" << filename << std::endl;
    return 1;
}
//copy the result into finalBuffer
memcpy(&(finalBuffer[len]), buffer2, len2);

delete [] buffer;
delete [] buffer2;

```

```

*/

gdcM::Writer w;
gdcM::File &file = w.GetFile();
gdcM::DataSet &ds = file.GetDataSet();

file.GetHeader().SetDataSetTransferSyntax(
    gdcM::TransferSyntax::ExplicitVRLittleEndian
);

gdcM::UIDGenerator uid;
gdcM::DataElement de( gdcM::Tag(0x8,0x18) ); // SOP
    Instance UID
de.SetVR( gdcM::VR::UI );
const char *u = uid.Generate();
de.SetByteValue( u, strlen(u) );
ds.Insert( de );

gdcM::DataElement del( gdcM::Tag(0x8,0x16) );
del.SetVR( gdcM::VR::UI );
gdcM::MediaStorage ms(
    gdcM::MediaStorage::VLWholeSlideMicroscopyImageStorage
);
del.SetByteValue( ms.GetString(), strlen(ms.GetString()
));
ds.Insert( del );

const char mystr[] = "MONOCHROME2 ";
gdcM::DataElement de2( gdcM::Tag(0x28,0x04) );
//de.SetTag(gdcM::Tag(0x28,0x04));
de2.SetVR( gdcM::VR::CS );
de2.SetByteValue(mystr, strlen(mystr));
ds.Insert( de2 );

gdcM::Attribute<0x0028,0x0008>
    Number_Of_Frames = {1};
ds.Insert( Number_Of_Frames.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0010> row = {extent[0
]/a};//
ds.Insert( row.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0011> col = {extent[1
]/a};//
ds.Insert( col.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0100> at = {8};
ds.Insert( at.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0002> at1 = {1};//
ds.Insert( at1.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0101> at2 = {8};
ds.Insert( at2.GetAsDataElement() );

gdcM::Attribute<0x0028,0x0102> at3 = {7};
ds.Insert( at3.GetAsDataElement() );
/*
ds1.Remove( gdcM::Tag(0x0028,0x0008) );

gdcM::Attribute<0x0028,0x0008> Number_Of_Frames = {1};
ds1.Insert( Number_Of_Frames.GetAsDataElement() );
*/

theStreamWriter.SetFile(file);

if (!theStreamWriter.WriteImageInformation())
{
    std::cerr << "unable to write image information" << std::endl;
    return 1; //the CanWrite function should prevent getting here, else,
    //that's a test failure
}
std::vector<unsigned int> extent1 = gdcM::ImageHelper::GetDimensionsValue
(file);

unsigned short xmax = extent1[0];
unsigned short ymax = extent1[1];
unsigned short theChunkSize = 1;
unsigned short ychunk = extent1[1]/theChunkSize; //go in chunk sizes of
theChunkSize
unsigned short zmax = 1;

```

```

std::cout<< "\n Row: "<<extent1[0] <<"\n Col :"<< extent1[1]<< "\n
Resolution :"<< extent1[2] << std::endl;

if (xmax == 0 || ymax == 0)
{
std::cerr << "Image has no size, unable to write zero-sized image." <<
std::endl;
return 0;
}

int z, y, nexty;
unsigned long prevLen = 0; //when going through the char buffer, make sure
to grab
//the bytes sequentially. So, store how far you got in the buffer with
each iteration.

for (z = 0; z < zmax; ++z){
for (y = 0; y < ymax; y += ychunk){
nexty = y + ychunk;
if (nexty > ymax) nexty = ymax;
theStreamWriter.DefinePixelExtent(0, xmax, y, nexty, z
, z+1);
unsigned long len = theStreamWriter.DefineProperBufferLength
();
std::cout << "\n" <<len;
char* finalBuffer1 = new char[len];
memcpy(finalBuffer1, &(finalBuffer[prevLen]), len);
std::cout << "\nable to write";

if (!theStreamWriter.Write(finalBuffer1, len)){
std::cerr << "writing failure:" << "output.dcm" << " at y = " << y <<
" and z= " << z << std::endl;
delete [] finalBuffer1;
delete [] finalBuffer;
return 1;
}
delete [] finalBuffer1;
prevLen += len;
}
}
delete [] finalBuffer;
std::cout << "all is set";

return true;
}

int main(int argc, char *argv[])
{
if( argc < 3 )
{
std::cerr << argv[0] << " input.dcm output.dcm Resolution" << std::endl;
return 1;
}

const char *filename = argv[1];
const char *outfilename = argv[2];
char *res = argv[3];

int resolution = atoi(res);

gdcm::StreamImageWriter theStreamWriter;

std::ofstream of;
of.open( outfile, std::ios::out | std::ios::binary );
theStreamWriter.SetStream(of);

// else
// First of get rid of warning/debug message
gdcm::Trace::DebugOn();
gdcm::Trace::WarningOn();

if(!StreamImageRead( theStreamWriter, filename, outfile, resolution))
return 1;

uint16_t firstTag1 = 0xffff;
uint16_t secondTag1 = 0xe0dd;
uint32_t thirdTag1 = 0x00000000;
//uint16_t fourthTag1 = 0xffff;
const int theBufferSize1 = 2*sizeof(uint16_t)+sizeof(uint32_t);
char* tmpBuffer2 = new char[theBufferSize1];

```

```

memcpy(&(tmpBuffer2[0]), &firstTag1, sizeof(uint16_t));
memcpy(&(tmpBuffer2[sizeof(uint16_t)]), &secondTag1, sizeof(uint16_t));
memcpy(&(tmpBuffer2[2*sizeof(uint16_t)]), &thirdTag1, sizeof(uint32_t));
//memcpy(&(tmpBuffer2[3*sizeof(uint16_t)]), &fourthTag1, sizeof(uint16_t));
assert( of && !of.eof() && of.good() );
of.write(tmpBuffer2, theBufferSize);
of.flush();
assert( of );

return 0;
}

```

## 27.131 TestByteSwap.cxx

This is a C++ example on how to use `gdcm::ByteSwap`

```

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=====*/
#include "gdcmTypes.h"
#include "gdcmSwapCode.h"
#include "gdcmByteSwap.h"

#include <string.h> // memcpy

int myfunc()
{
    char vl_str[4];
    const char raw[] = "\000\000\000\004";
    memcpy(vl_str, raw, 4);
    uint32_t vl;
    gdcm::ByteSwap<uint32_t>::SwapRangeFromSwapCodeIntoSystem
        ((uint32_t*)&vl_str, gdcm::SwapCode::BigEndian, 1);
    memcpy(&vl, vl_str, 4);
    if( vl != 0x00000004 )
    {
        std::cerr << std::hex << "vl: " << vl << std::endl;
        return 1;
    }

    gdcm::ByteSwap<uint32_t>::SwapFromSwapCodeIntoSystem
        (vl, gdcm::SwapCode::LittleEndian);
    if( vl != 0x00000004 )
    {
        std::cerr << std::hex << "vl: " << vl << std::endl;
        return 1;
    }

    gdcm::ByteSwap<uint32_t>::SwapFromSwapCodeIntoSystem
        (vl, gdcm::SwapCode::BigEndian);
    std::cout << std::hex << "vl: " << vl << std::endl;
    if( vl != 0x4000000 )
    {
        return 1;
    }

    return 0;
}

int TestByteSwap(int , char *[])
{
    gdcm::SwapCode sc = gdcm::SwapCode::Unknown
        ;
    if ( gdcm::ByteSwap<uint16_t>::SystemIsBigEndian
        () )
    {

```

```

    sc = gdcmm::SwapCode::BigEndian;
}
else if ( gdcmm::ByteSwap<uint16_t>::SystemIsLittleEndian
() )
{
    sc = gdcmm::SwapCode::LittleEndian;
}
if( sc == gdcmm::SwapCode::Unknown )
{
    return 1;
}

std::cout << "sc: " << sc << std::endl;

uint16_t t = 0x1234;
gdcmm::ByteSwap<uint16_t>::SwapFromSwapCodeIntoSystem
(t, sc);
if( sc == gdcmm::SwapCode::BigEndian )
{
    if( t != 0x3412 )
    {
        std::cerr << std::hex << "t: " << t << std::endl;
        return 1;
    }
    // ok test pass rest value to old one
    t = 0x1234;
}
else if ( sc == gdcmm::SwapCode::LittleEndian )
{
    if( t != 0x1234 )
    {
        std::cerr << std::hex << "t: " << t << std::endl;
        return 1;
    }
}

char n[2];
memcpy(n, &t, 2 );
gdcmm::ByteSwap<uint16_t>::SwapRangeFromSwapCodeIntoSystem
((uint16_t*)n, sc, 1);
uint16_t tn = *((uint16_t*)n);
if( sc == gdcmm::SwapCode::BigEndian )
{
    if( tn != 0x3412 )
    {
        std::cerr << std::hex << "tn: " << tn << std::endl;
        return 1;
    }
    // ok test pass rest value to old one
    t = 0x1234;
}
else if ( sc == gdcmm::SwapCode::LittleEndian )
{
    if( tn != 0x1234 )
    {
        std::cerr << std::hex << "tn: " << tn << std::endl;
        return 1;
    }
}
gdcmm::ByteSwap<uint16_t>::SwapRangeFromSwapCodeIntoSystem
((uint16_t*)n, gdcmm::SwapCode::BigEndian, 1);
tn = *((uint16_t*)n);
if( sc == gdcmm::SwapCode::LittleEndian )
{
    if( tn != 0x3412 )
    {
        std::cerr << std::hex << "tn: " << tn << std::endl;
        return 1;
    }
}
else if ( sc == gdcmm::SwapCode::BigEndian )
{
    if( tn != 0x1234 )
    {
        std::cerr << std::hex << "tn: " << tn << std::endl;
        return 1;
    }
}

if( myfunc() )
{

```

```

        return 1;
    }

    uint16_t array[] = { 0x1234 };
    gdcmm::ByteSwap<uint16_t>::SwapRangeFromSwapCodeIntoSystem
        (array,
         gdcmm::SwapCode::BigEndian,2);
    if ( array[0] != 0x3412 )
    {
        return 1;
    }

    return 0;
}

```

## 27.132 TestReader.cxx

```

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=====*/
#include "gdcmReader.h"
#include "gdcmFileMetaInformation.h"
#include "gdcmFile.h"
#include "gdcmTesting.h"
#include "gdcmMediaStorage.h"

int TestRead(const char* filename, bool verbose = false)
{
    if( verbose )
        std::cout << "TestRead: " << filename << std::endl;

    gdcmm::Reader reader;
    reader.SetFileName( filename );
    if ( !reader.Read() )
    {
        std::cerr << "TestReadError: Failed to read: " << filename << std::endl;
        return 1;
    }

    //commenting out the fmi and ds to avoid warnings
    //const gdcmm::FileMetaInformation &h = reader.GetFile().GetHeader();
    //std::cout << h << std::endl;

    //const gdcmm::DataSet &ds = reader.GetFile().GetDataSet();
    //std::cout << ds << std::endl;

    const char *ref = gdcmm::Testing::GetMediaStorageFromFile
        (filename);

    gdcmm::MediaStorage ms;
    ms.SetFromFile( reader.GetFile() );
    if( ms.IsUndefined() && ref && *ref != 0 )
    {
        std::cerr << "TestReadError: MediaStorage: " << filename << std::endl;
        std::cerr << "It should be instead: " << ref << std::endl;
        return 1;
    }

    // Make sure it is the right one:

    if( ref && *ref != 0 && ms != gdcmm::MediaStorage::GetMSType
        (ref) )
    {
        std::cerr << "Error: Found MediaStorage: " << ms << " for " << filename <<
            std::endl;
        std::cerr << "It should be instead: " << ref << std::endl;
        return 1;
    }
}

```

```

    }

    return 0;
}

int TestReader(int argc, char *argv[])
{
    if( argc == 2 )
    {
        const char *filename = argv[1];
        return TestRead(filename, true);
    }

    // else
    gdcmm::Trace::DebugOff();
    gdcmm::Trace::WarningOff();
    int r = 0, i = 0;
    const char *filename;
    const char * const *filenames = gdcmm::Testing::GetFileNames
        ();
    while( (filename = filenames[i]) )
    {
        r += TestRead( filename );
        ++i;
    }

    return r;
}

```

## 27.133 TestReader.py

This is a C++ example on how to use gdcmm::Reader

```

#####
#
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#
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#
#####

import gdcmm
import os,sys

def TestRead(filename, verbose = False):
    r = gdcmm.Reader()
    r.SetFileName( filename )
    success = r.Read()
    #if verbose: print r.GetFile()
    if verbose: print r.GetFile().GetDataSet()
    return success

if __name__ == "__main__":
    success = 0
    try:
        filename = os.sys.argv[1]
        success += TestRead( filename, True )
    except:
        # loop over all files:
        gdcmm.Trace.DebugOff()
        gdcmm.Trace.WarningOff()
        t = gdcmm.Testing()
        nfiles = t.GetNumberOfFileNames()
        for i in range(0,nfiles):
            filename = t.GetFileName(i)
            success += TestRead( filename )

    # Test succeed ?
    sys.exit(success == 0)

```



## 27.134 threadgdcmm.cxx

```

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Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmmReader.h"
#include "gdcmmImageReader.h"
#include "gdcmmDirectory.h"
#include "gdcmmSystem.h"

#include "vtkImageData.h"
#include "vtkStructuredPointsWriter.h"

#include <pthread.h>

struct threadparams
{
    const char **filenames;
    unsigned int nfiles;
    char *scalarpinter;
// TODO I should also pass in the dim of the reference image just in case
};

void *ReadFilesThread(void *voidparams)
{
    const threadparams *params = static_cast<const threadparams *> (voidparams);

    const unsigned int nfiles = params->nfiles;
    for(unsigned int file = 0; file < nfiles; ++file)
    {
        /*
        // TODO: update progress
        pthread_mutex_lock(&params->lock);
        //section critique
        ReadingProgress+=params->stepProgress;
        pthread_mutex_unlock(&params->lock);
        */
        const char *filename = params->filenames[file];
        //std::cerr << filename << std::endl;

        gdcmm::ImageReader reader;
        reader.SetFileName( filename );
        try
        {
            {
                if( !reader.Read() )
                {
                    std::cerr << "Failed to read: " << filename << std::endl;
                    break;
                }
            }
        } catch( ... )
        {
            std::cerr << "Failed to read: " << filename << std::endl;
            break;
        }

        const gdcmm::Image &image = reader.GetImage();
        unsigned long len = image.GetBufferLength();
        char * pointer = params->scalarpinter;
    if 0
        char *tempimage = new char[len];
        image.GetBuffer(tempimage);

        memcpy(pointer + file*len, tempimage, len);
        delete[] tempimage;
    else
        char *tempimage = pointer + file * len;
        image.GetBuffer(tempimage);
    endif
    }
}

```

```

    return voidparams;
}

void ShowFileNames(const threadparams &params)
{
    std::cout << "start" << std::endl;
    for(unsigned int i = 0; i < params.nfiles; ++i)
    {
        const char *filename = params filenames[i];
        std::cout << filename << std::endl;
    }
    std::cout << "end" << std::endl;
}

void ReadFiles(unsigned int nfiles, const char *filenames[])
{
    // precondition: nfiles > 0
    assert( nfiles > 0 );
    const char *reference= filenames[0]; // take the first image as reference

    gdcm::ImageReader reader;
    reader.SetFileName( reference );
    if( !reader.Read() )
    {
        // That would be very bad...
        assert(0);
    }

    const gdcm::Image &image = reader.GetImage();
    gdcm::PixelFormat pixeltype = image.GetPixelFormat()
    ();
    unsigned long len = image.GetBufferLength();
    const unsigned int *dims = image.GetDimensions();
    unsigned short pixelsize = pixeltype.GetPixelSize();
    (void)pixelsize;
    assert( image.GetNumberOfDimensions() == 2 );

    vtkImageData *output = vtkImageData::New();
    output->SetDimensions(dims[0], dims[1], nfiles);

    switch( pixeltype )
    {
        case gdcm::PixelFormat::INT8:
            #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION >
                5 )
                output->SetScalarType ( VTK_SIGNED_CHAR );
            #else
                output->SetScalarType ( VTK_CHAR );
            #endif
            break;
        case gdcm::PixelFormat::UINT8:
            output->SetScalarType ( VTK_UNSIGNED_CHAR );
            break;
        case gdcm::PixelFormat::INT16:
            output->SetScalarType ( VTK_SHORT );
            break;
        case gdcm::PixelFormat::UINT16:
            output->SetScalarType ( VTK_UNSIGNED_SHORT );
            break;
        case gdcm::PixelFormat::INT32:
            output->SetScalarType ( VTK_INT );
            break;
        case gdcm::PixelFormat::UINT32:
            output->SetScalarType ( VTK_UNSIGNED_INT );
            break;
        default:
            assert(0);
    }

    output->SetNumberOfScalarComponents ( pixeltype.GetSamplesPerPixel
    () );

    output->AllocateScalars();
    char * scalarpointer = static_cast<char*>(output->GetScalarPointer());

    const unsigned int nthreads = 4;
    threadparams params[nthreads];

    //pthread_mutex_t lock;
    //pthread_mutex_init(&lock, NULL);

```

```

pthread_t *pthread = new pthread_t[nthreads];

// There is nfiles, and nThreads
assert( nfiles > nthreads );
const unsigned int partition = nfiles / nthreads;
for (unsigned int thread=0; thread < nthreads; ++thread)
{
    params[thread].filenames = filenames + thread * partition;
    params[thread].nfiles = partition;
    if( thread == nthreads - 1 )
    {
        // There is slightly more files to process in this thread:
        params[thread].nfiles += nfiles % nthreads;
    }
    assert( thread * partition < nfiles );
    params[thread].scalarpointer = scalarpointer + thread * partition * len;
    //assert( params[thread].scalarpointer < scalarpointer + 2 * dims[0] *
        dims[1] * dims[2] );
    // start thread:
    int res = pthread_create( &pthread[thread], NULL, ReadFilesThread, &params[
        thread]);
    if( res )
    {
        std::cerr << "Unable to start a new thread, pthread returned: " << res <<
            std::endl;
        assert(0);
    }
    //ShowFileNames(params[thread]);
}
// DEBUG
unsigned int total = 0;
for (unsigned int thread=0; thread < nthreads; ++thread)
{
    total += params[thread].nfiles;
}
assert( total == nfiles );
// END DEBUG

for (unsigned int thread=0;thread<nthreads;thread++)
{
    pthread_join( pthread[thread], NULL);
}
delete[] pthread;

//pthread_mutex_destroy(&lock);

// For some reason writing down the file is painfully slow...
vtkStructuredPointsWriter *writer = vtkStructuredPointsWriter::New();
writer->SetInput( output );
writer->SetFileName( "/tmp/threadgdcmm.vtk" );
writer->SetFileTypeToBinary();
//writer->Write();
writer->Delete();

//output->Print( std::cout );
output->Delete();
}

int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " [directory|list of filenames]\n";
        return 1;
    }

    // Check if user pass in a single directory
    if( argc == 2 && gdcmm::System::FileIsDirectory(
        argv[1] ) )
    {
        gdcmm::Directory d;
        d.Load( argv[1] );
        gdcmm::Directory::FileNamesType l = d.
            GetFileNames();
        const unsigned int nfiles = l.size();
        const char **filenames = new const char* [ nfiles ];
        for(unsigned int i = 0; i < nfiles; ++i)
        {
            filenames[i] = l[i].c_str();
        }
    }
}

```

```

    ReadFiles(nfiles, filenames);
    delete[] filenames;
}
else
{
    // Simply copy all filenames into the vector:
    const char **filenames = const_cast<const char**>(argv+1);
    const unsigned int nfiles = argc - 1;
    ReadFiles(nfiles, filenames);
}

return 0;
}

```

## 27.135 TraverseModules.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
*/

#include "gdcmDefs.h"
#include "gdcmGlobal.h"
#include "gdcmIODs.h"
#include "gdcmIOD.h"
#include "gdcmMacros.h"
#include "gdcmIODEntry.h"
#include "gdcmModules.h"
#include "gdcmModule.h"
#include "gdcmAnonymizer.h"
#include "gdcmDicts.h"

int main(int , char *[])
{
    using namespace gdcm;
    static Global &g = Global::GetInstance();

    if( !g.LoadResourcesFiles() )
    {
        return 1;
    }

    static const Defs &defs = g.GetDefs();
    static const Modules &modules = defs.GetModules();
    static const IODs &iods = defs.GetIODs();
    static const Macros &macros = defs.GetMacros();
    static const Dicts &dicts = g.GetDicts();

    std::vector<Tag> tags =
        gdcm::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes
        ();
    for( std::vector<Tag>::const_iterator tit = tags.begin(); tit != tags.end();
        ++tit )
    {
        const Tag &tag = *tit;
        const DictEntry &dictentry = dicts.GetDictEntry(tag);
        std::cout << "Processing Attribute: " << tag << " " << dictentry <<
            std::endl;

        IODs::IODMapTypeConstIterator it = iods.Begin(
            );
        for( ; it != iods.End(); ++it )
        {
            const IODs::IODName &name = it->first;
            const IOD &iod = it->second;

```

```

const unsigned int niods = iod.GetNumberOfIODs();
// Iterate over each iod entry in order:
for(unsigned int idx = 0; idx < niods; ++idx)
{
    const IODEntry &iodentry = iod.GetIODEntry(idx);
    const char *ref = iodentry.GetRef();
    //Usage::UsageType ut = iodentry.GetUsageType();

    const Module &module = modules.GetModule( ref );
    if( module.FindModuleEntryInMacros(macros, tag )
    )
    {
        const ModuleEntry &module_entry = module.
GetModuleEntryInMacros(macros,tag);
        Type type = module_entry.GetType();
        std::cout << "IOD Name: " << name << std::endl;
        std::cout << "Type: " << type << std::endl;
    }
}
}
}

return 0;
}

```

## 27.136 uid\_unique.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmUIDGenerator.h"

#include <iostream>
#include <string>
#include <set>

int main()
{
    gdcm::UIDGenerator uid;
    //const char myroot[] =
    "9876543210.9876543210.9876543210.9876543210.9876543210"; // fails in ~40000 tries
    const char myroot[] = "9876543210.9876543210.9876543210";
    uid.SetRoot( myroot );
    std::set<std::string> uids;
    uint64_t wrap = 0;
    uint64_t c = 0;
    while(1)
    {
        const char *unique = uid.Generate();
        //std::cout << unique << std::endl;
        if( c % 10000 == 0 )
        {
            std::cout << "wrap=" << wrap << ",c=" << c << std::endl;
        }
        ++c;
        if( c == 0 )
        {
            wrap++;
        }
        if ( uids.count(unique) == 1 )
        {
            std::cerr << "Failed with: " << unique << std::endl;
            return 1;
        }
        uids.insert( unique );
    }
}

```

```

    }
    return 0;
}

```

## 27.137 VolumeSorter.cxx

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

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PURPOSE. See the above copyright notice for more information.
=====*/
/*
*/
#include "gdcmlSorter.h"
#include "gdcmlIPPSorter.h"
#include "gdcmlScanner.h"
#include "gdcmlDataSet.h"
#include "gdcmlAttribute.h"
#include "gdcmlTesting.h"

bool mysort1(gdcml::DataSet const & ds1, gdcml::DataSet
             const & ds2 )
{
    gdcml::Attribute<0x0020,0x000d> at1;
    at1.Set( ds1 );
    gdcml::Attribute<0x0020,0x000d> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

bool mysort2(gdcml::DataSet const & ds1, gdcml::DataSet
             const & ds2 )
{
    gdcml::Attribute<0x0020,0x000e> at1;
    at1.Set( ds1 );
    gdcml::Attribute<0x0020,0x000e> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

bool mysort3(gdcml::DataSet const & ds1, gdcml::DataSet
             const & ds2 )
{
    // This is a floating point number is the comparison ok ?
    gdcml::Attribute<0x0020,0x0037> at1;
    at1.Set( ds1 );
    gdcml::Attribute<0x0020,0x0037> at2;
    at2.Set( ds2 );
    return at1 < at2;
}

bool mysort4(gdcml::DataSet const & ds1, gdcml::DataSet
             const & ds2 )
{
    // Do the IPP sorting here
    gdcml::Attribute<0x0020,0x0032> ipp1;
    gdcml::Attribute<0x0020,0x0037> iop1;
    ipp1.Set( ds1 );
    iop1.Set( ds1 );
    gdcml::Attribute<0x0020,0x0032> ipp2;
    gdcml::Attribute<0x0020,0x0037> iop2;
    ipp2.Set( ds2 );
    iop2.Set( ds2 );
    if( iop1 != iop2 )
    {
        return false;
    }
}

```

```

// else
double normal[3];
normal[0] = iopl[1]*iop1[5] - iopl[2]*iop1[4];
normal[1] = iopl[2]*iop1[3] - iopl[0]*iop1[5];
normal[2] = iopl[0]*iop1[4] - iopl[1]*iop1[3];
double dist1 = 0;
for (int i = 0; i < 3; ++i) dist1 += normal[i]*ipp1[i];
double dist2 = 0;
for (int i = 0; i < 3; ++i) dist2 += normal[i]*ipp2[i];

std::cout << dist1 << ", " << dist2 << std::endl;
return dist1 < dist2;
}

int main(int argc, char *argv[])
{
    const char *extradataroot = gdcm::Testing::GetDataExtraRoot
        ();
    std::string dirl;
    if( argc < 2 )
    {
        if( !extradataroot )
        {
            return 1;
        }
        dirl = extradataroot;
        dirl += "/gdcmSampleData/ForSeriesTesting/VariousIncidences/ST1";
    }
    else
    {
        dirl = argv[1];
    }

    gdcm::Directory d;
    d.Load( dirl.c_str(), true ); // recursive !
    const gdcm::Directory::FileNamesType &l1 = d.
        GetFileNames();
    const unsigned int nfiles = l1.size();
    std::cout << nfiles << std::endl;

    //if( nfiles != 280 )
    // {
    //     return 1;
    // }

    //d.Print( std::cout );

    gdcm::Scanner s;
    const gdcm::Tag t1(0x0020,0x000d); // Study Instance UID
    const gdcm::Tag t2(0x0020,0x000e); // Series Instance UID
    //const gdcm::Tag t3(0x0010,0x0010); // Patient's Name
    s.AddTag( t1 );
    s.AddTag( t2 );
    //s.AddTag( t3 );
    //s.AddTag( t4 );
    //s.AddTag( t5 );
    //s.AddTag( t6 );
    bool b = s.Scan( d.GetFileNames() );
    if( !b )
    {
        std::cerr << "Scanner failed" << std::endl;
        return 1;
    }

    //s.Print( std::cout );

    // Only get the DICOM files:
    gdcm::Directory::FileNamesType l2 = s.GetKeys
        ();
    const unsigned int nfiles2 = l2.size();
    std::cout << nfiles2 << std::endl;

    if ( nfiles2 > nfiles )
    {
        return 1;
    }

    gdcm::Sorter sorter;

```

```

    sorter.SetSortFunction( mysort1 );
    sorter.StableSort( 12 );

    sorter.SetSortFunction( mysort2 );
    sorter.StableSort( sorter.GetFileNames() );

    sorter.SetSortFunction( mysort3 );
    sorter.StableSort( sorter.GetFileNames() );

    sorter.SetSortFunction( mysort4 );
    sorter.StableSort( sorter.GetFileNames() );

    //sorter.Print( std::cout );

    // Let's try to check our result:
    // assume that IPP is precise enough so that we can test floating point
    // equality:
    unsigned int nvalues = 0;
{
    gdcm::Scanner s;
    s.AddTag( gdcm::Tag(0x20,0x32) ); // Image Position (Patient)
    //s.AddTag( gdcm::Tag(0x20,0x37) ); // Image Orientation (Patient)
    s.Scan( d.GetFileNames() );

    //s.Print( std::cout );

    const gdcm::Scanner::ValueType &values = s.
        GetValues();
    nvalues = values.size();
    std::cout << "There are " << nvalues << " different type of values" <<
        std::endl;
    assert( nfiles2 % nvalues == 0 );
    std::cout << "Series is composed of " << (nfiles/nvalues) << " different 3D
        volumes" << std::endl;
}

gdcm::Directory::FileNamesType sorted_files =
    sorter.GetFileNames();

    // Which means we can take nvalues files at a time and execute
    // gdcm::IPPSorter on it:
    gdcm::IPPSorter ippsorter;
    gdcm::Directory::FileNamesType sub(
        sorted_files.begin(), sorted_files.begin() + nvalues);
    std::cout << sub.size() << std::endl;
    std::cout << sub[0] << std::endl;
    std::cout << sub[nvalues-1] << std::endl;
    ippsorter.SetComputeZSpacing( false );
    if( !ippsorter.Sort( sub ) )
    {
        std::cerr << "Could not sort" << std::endl;
        return 1;
    }

    std::cout << "IPPSorter:" << std::endl;
    ippsorter.Print( std::cout );

    return 0;
}

```

## 27.138 WriteBuffer.py

```

#####
#
#   Program: GDCM (Grassroots DICOM). A DICOM library
#
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#
#####

```



```

"""
Usage:

http://chuckhahm.com/Ischem/Zurich/XX_0134

(2005,1132) SQ (Sequence with undefined length #=8)      # u/1, 1 Unknown Tag &
    Data
    (fffe,e000) na (Item with undefined length #=9)      # u/1, 1 Item
        (2005,0011) LO [Philips MR Imaging DD 002]      # 26, 1
            PrivateCreator
            (2005,1137) PN [PDF_CONTROL_GEN_PARS]        # 20, 1 Unknown
                Tag & Data
                (2005,1138) PN (no value available)      # 0, 0 Unknown
                    Tag & Data
                    (2005,1139) PN [IEEE_PDF]            # 8, 1 Unknown
                        Tag & Data
                        (2005,1140) PN (no value available) # 0, 0 Unknown
                            Tag & Data
                            (2005,1141) PN (no value available) # 0, 0 Unknown
                                Tag & Data
                                (2005,1143) SL 3103      # 4, 1 Unknown
                                    Tag & Data
                                    (2005,1144) OW
                                        0566\0000\013b\0000\0a4a\0000\000e\0000\0a7a\0000\0195\0000\0008... # 3104, 1 Unknown Tag & Data
                                        (2005,1147) CS [Y] # 2, 1 Unknown
                                            Tag & Data
                                            (fffe,e00d) na (ItemDelimitationItem) # 0, 0
                                                ItemDelimitationItem
                                                (fffe,e000) na (Item with undefined length #=9) # u/1, 1 Item
                                                    (2005,0011) LO [Philips MR Imaging DD 002] # 26, 1
                                                        PrivateCreator
                                                        (2005,1137) PN [PDF_CONTROL_PREP_PARS] # 22, 1 Unknown
                                                            Tag & Data
                                                            (2005,1138) PN (no value available) # 0, 0 Unknown
                                                                Tag & Data
                                                                (2005,1139) PN [IEEE_PDF] # 8, 1 Unknown
                                                                    Tag & Data
                                                                    (2005,1140) PN (no value available) # 0, 0 Unknown
                                                                        Tag & Data
                                                                        (2005,1141) PN (no value available) # 0, 0 Unknown
                                                                            Tag & Data
                                                                            (2005,1143) SL 7934 # 4, 1 Unknown
                                                                                Tag & Data
                                                                                (2005,1144) OW
                                                                                    19b6\0000\005f\0000\1b2a\0000\00f3\0000\1eee\0000\0000\0000\0008... # 7934, 1 Unknown Tag & Data
                                                                                    (2005,1147) CS [Y] # 2, 1 Unknown
                                                                                        Tag & Data
                                                                                        (fffe,e00d) na (ItemDelimitationItem) # 0, 0
                                                                                            ItemDelimitationItem
...
"""

import sys
import gdcm

if __name__ == "__main__":

    file1 = sys.argv[1]
    file2 = sys.argv[2]

    r = gdcm.Reader()
    r.SetFileName( file1 )
    if not r.Read():
        sys.exit(1)

    fg = gdcm.FilenameGenerator()
    f = r.GetFile()
    ds = f.GetDataSet()
    tsis = gdcm.Tag(0x2005,0x1132) #
    if ds.FindDataElement( tsis ):
        sis = ds.GetDataElement( tsis )
        #sqsis = sis.GetSequenceOfItems()
        # GetValueAsSQ handle more cases
        sqsis = sis.GetValueAsSQ()
        if sqsis.GetNumberOfItems():
            nitems = sqsis.GetNumberOfItems();
            fg.SetNumberOfFileNames( nitems )
            fg.SetPrefix( file2 )
            if not fg.Generate():
                print "problem"
                sys.exit(1)

```

```
for i in range(0,nitems):
    item1 = sqsis.GetItem(i+1) # Item start at 1
    nestedds = item1.GetNestedDataSet()
    tprcs = gdcmm.Tag(0x2005,0x1144) #
    if nestedds.FindDataElement( tprcs ):
        prcs = nestedds.GetDataElement( tprcs )
        bv = prcs.GetByteValue()
        print bv
        f = open( fg.GetFilename(i) , "w" )
        f.write( bv.WriteBuffer() )
```

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